Hotel+Project
UXOne Hotel Thermostat

Installation Manual

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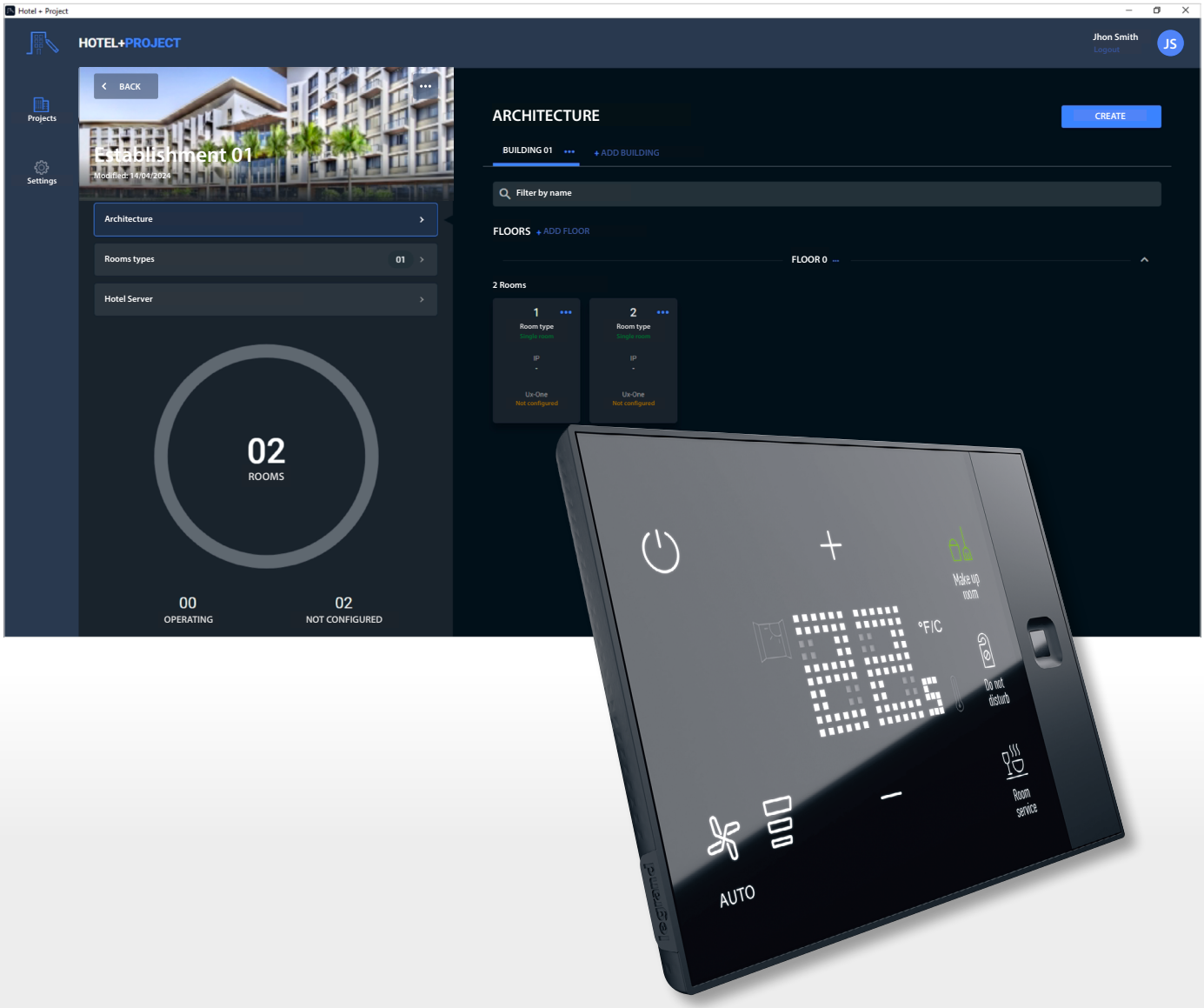

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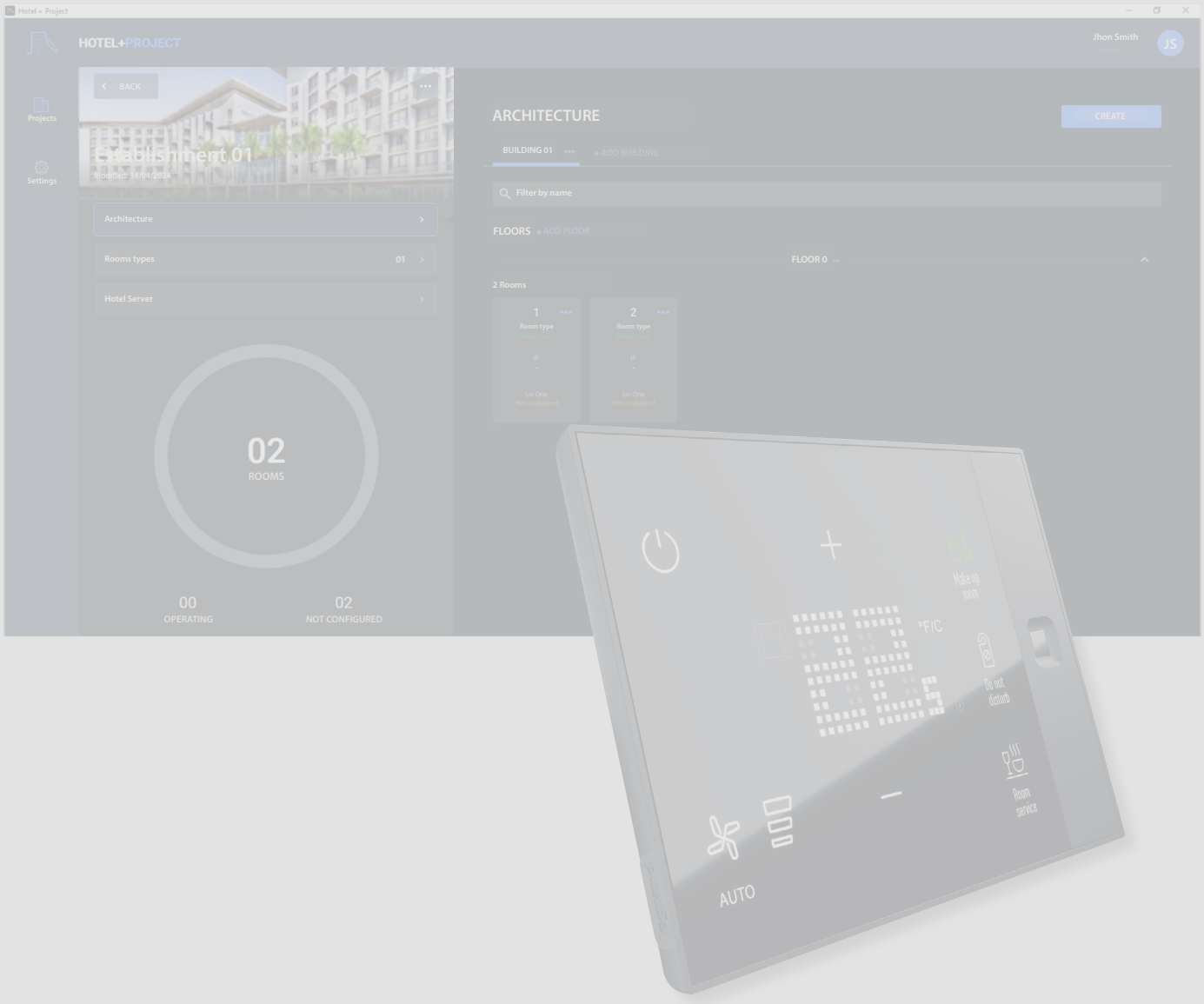
HOTEL+PROJECT
Jhon Smith
JS
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Establishment 01
Modified: 14/04/2024
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1
Room type
2
Room type
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Do not disturb
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AUTO

Guide to reading the manual

Welcome to the manual reading guide.
This section has been created to give you a clear and complete understanding of the contents of this manual.
By following these guidelines, you can maximise the effectiveness of your learning and user experience.

This manual can be read in two main ways:

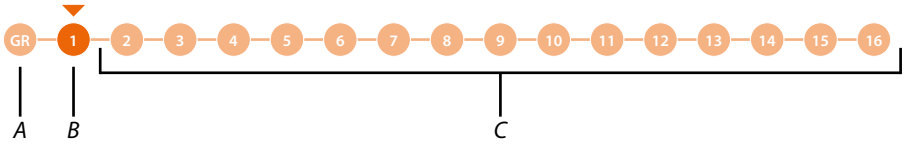
1 – Full reading of all the chapters

If you want to know in depth every aspect of the device, we recommend the full reading of all the chapters.
This allows to explore each aspect in detail, for a complete and thorough understanding of the system.
You can start with the interactive index which gives a complete overview of all the topics, and read through the manual in the suggested order, or use the interactive links to go from one section to the next.

2 – Quick guide to first installation

If you are looking for quick and practical instructions on how to complete your first configuration, follow the "STEPS" in the Quick Start Guide.
By following the step-by-step instructions (STEPS), you can learn the quickest procedure to complete an initial configuration of the UXOne system.
The pages of the manual that are part of a STEP contain graphic indications to help with navigation.

Navigation bar:



A Back to the guide with the description of the steps

B Current step

C Next steps, click to navigate through the steps

At the end of each step, there is also a link to the next step:

GO TO THE NEXT STEP

This method is very convenient to enable you to have a working system up and running in no time.
However, we recommend that you learn more about the system by reading the entire manual.
Although some paragraphs may initially seem less relevant, they may prove useful in the future.
In addition, by reading the manual in its entirety, you may discover features you did not know existed and which could significantly improve your use of the system.

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General description

UXOne is a hotel room management system.
It can be used in two types of installation:

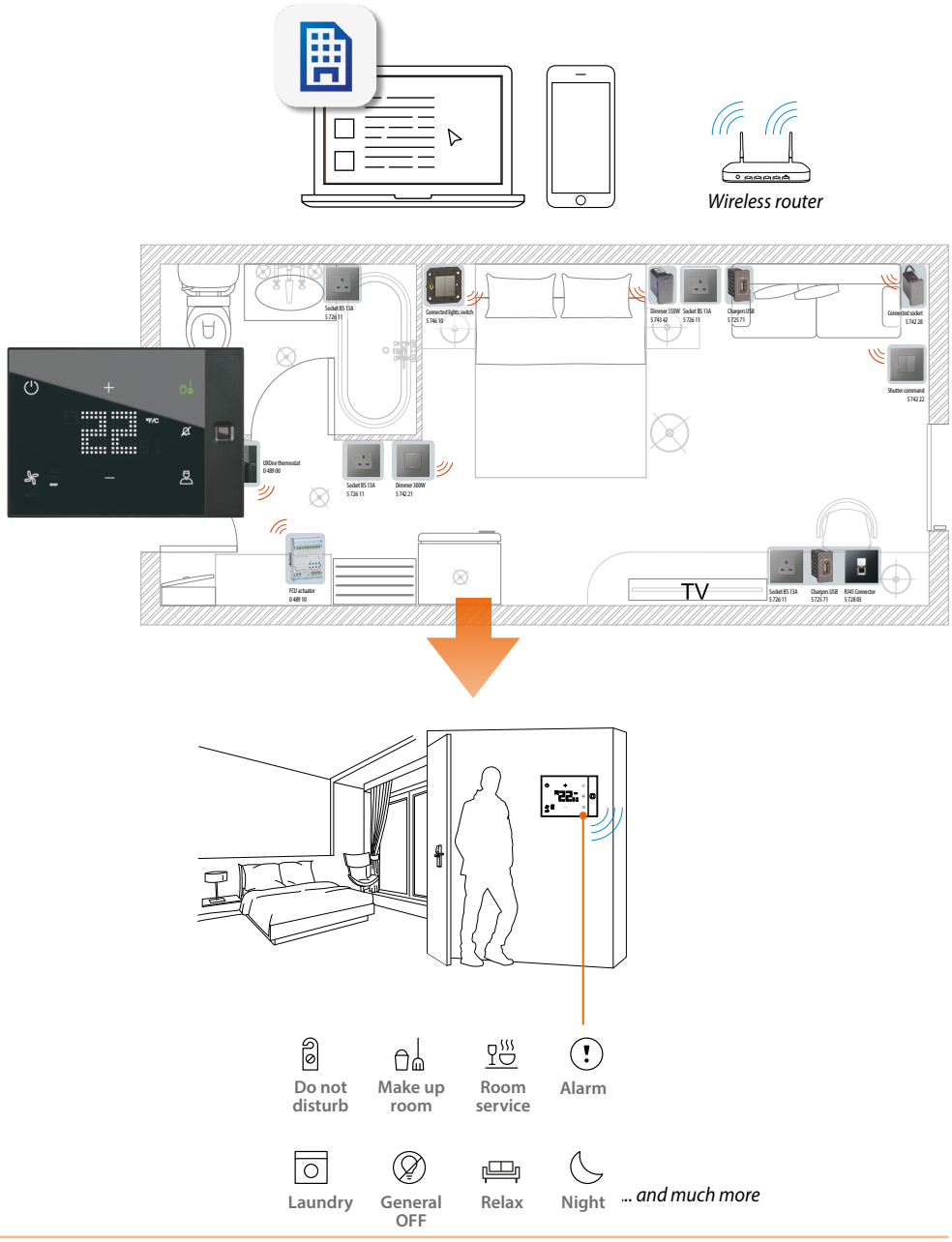
- basic: installation of the thermostat with room devices
- advanced: basic setup but with the addition of the installation of the Hotel Server (for third party supervision and integration)

Basic mode (Stand-alone)

This mode applies to the UXOne system used only for the management of the individual room.
In this case, it is possible to manage the following functions:

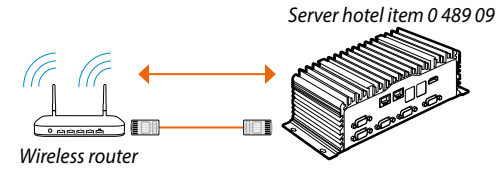
– Heating/Cooling
– Presence management
– Do not disturb/make up the room
– Lighting/sockets/shutters
– Scenario management

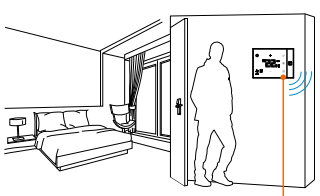
For the configuration of the room, it will be necessary to use the Hotel + project software

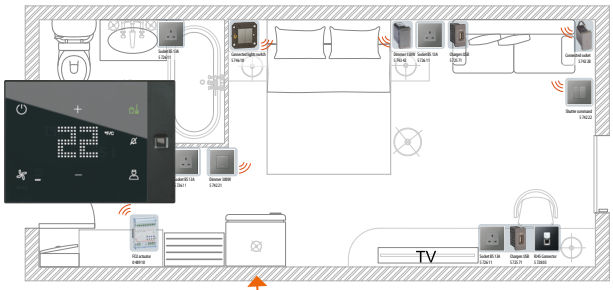


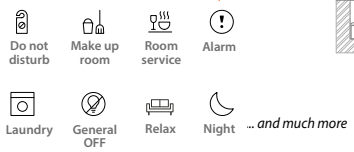
Advanced mode

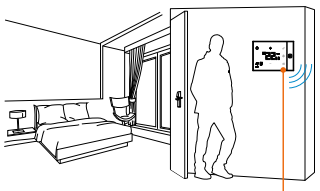
In this mode, in addition to basic room management, it is also possible to monitor the room status via the Hotel Supervision software.
In this case it is necessary to install the Hotel server device.In this case it is necessary to install the Hotel server device

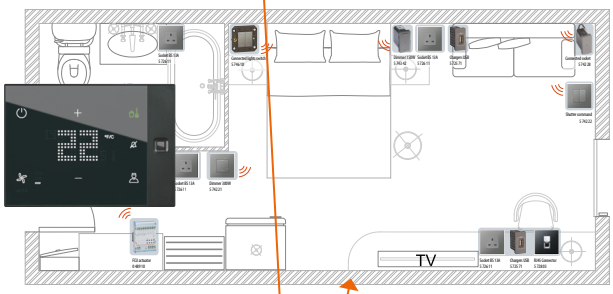


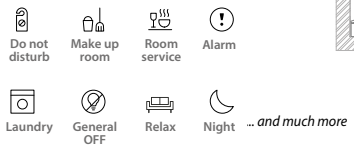




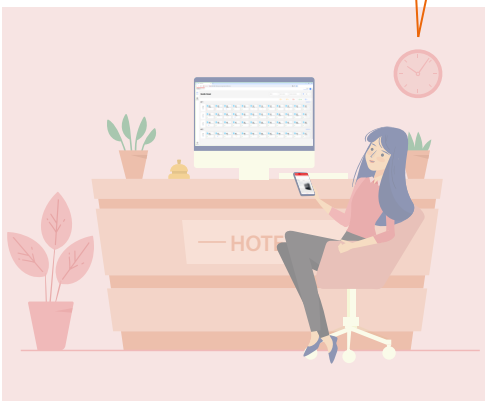








HotelRoom Supervision



Preliminary requirements

Minimum PC and Smartphone Requirements

WIN/MAC REQUIREMENTS:

- 500MB disk space
- Wi-Fi network card
- Internet connection
- Webcam (to configure greenpower devices)
- Operating systems: from Microsoft Windows® 10; from macOS 10.15 Catalina.

SMARTPHONE REQUIREMENTS:

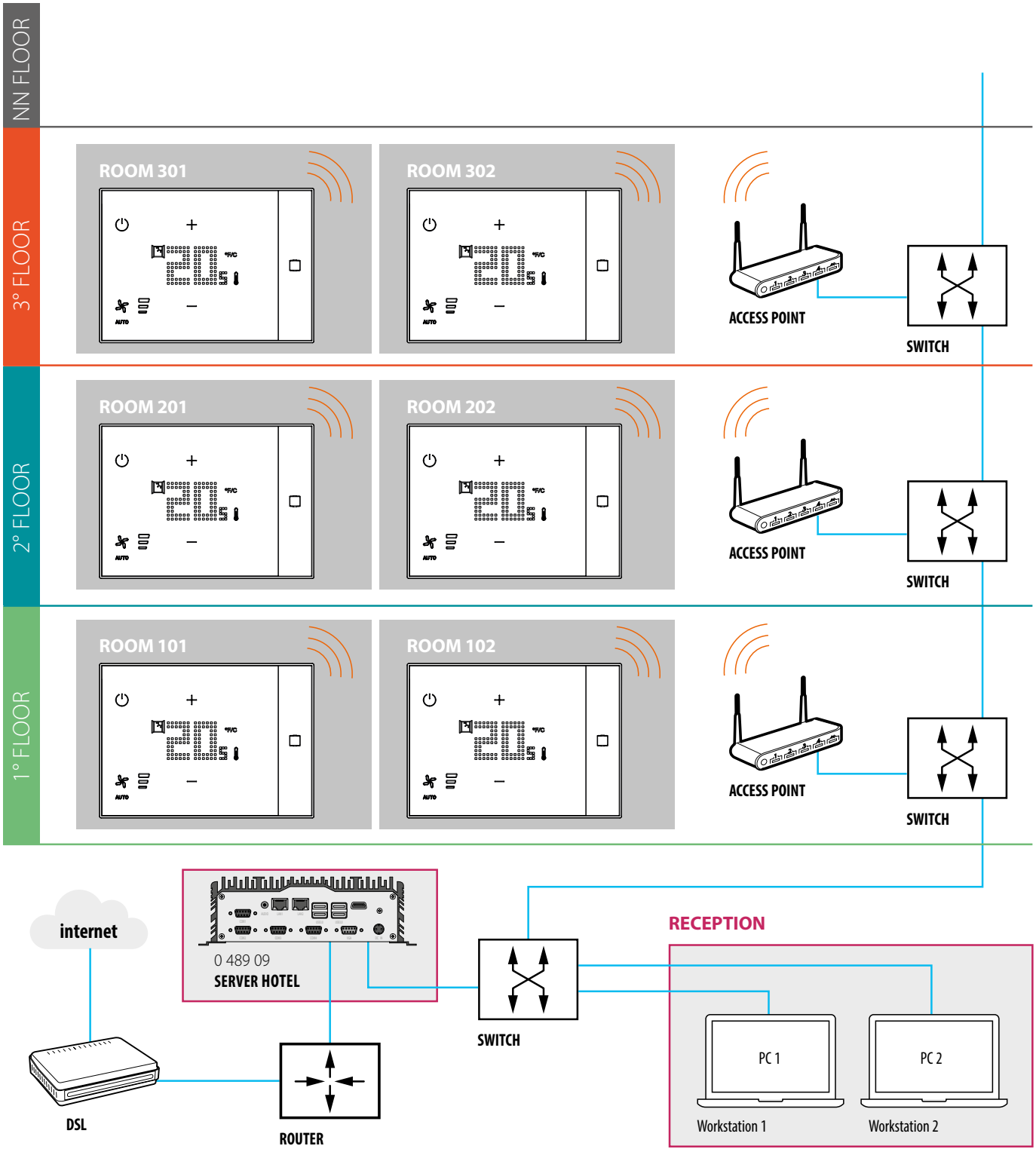
- ANDROID: it requires Android 5.0 or later
- iOS: it requires an iPhone or iPad running iOS 12.0 or later.

Network requirements

Wi-Fi network must be sized according to the minimum thermostat signal power.
It is necessary to create e dedicated network for the thermostats. The network must have the following characteristics:

– Minimum bandwidth for each thermostat = 500kbit/s
– Bandwidth frequency: from 2.4 to 2.4835 GHz, 802.11 b/g/n, channel 1-11
– Network protocol used to encrypt the password:
  a. WPA AES
  b. WPA TKIP
  c. WPA2
  d. WPA2 AES
  e. WPA2 TKIP
– Minimum Wi-Fi signal coverage = - 60 dB

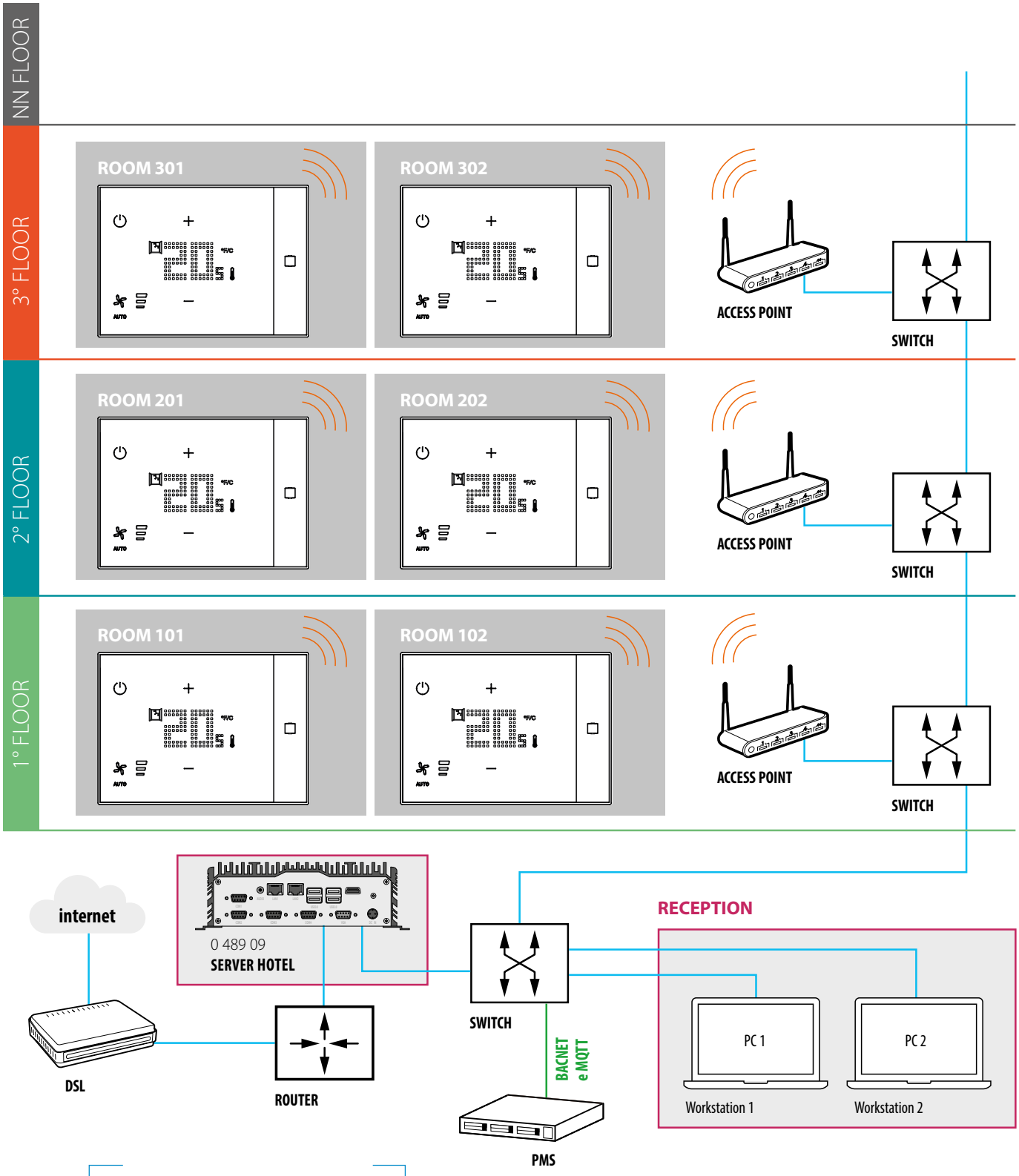
EXAMPLE OF THE NETWORK INFRASTRUCTURE WITH THE SUPERVISION TOOL



ACCESS POINT NUMBER
VARIES ACCORDING TO
HOTEL SIZE AND STRUCTURE

If the UXOne network is the same as the DSL network, use only the LAN 1 input

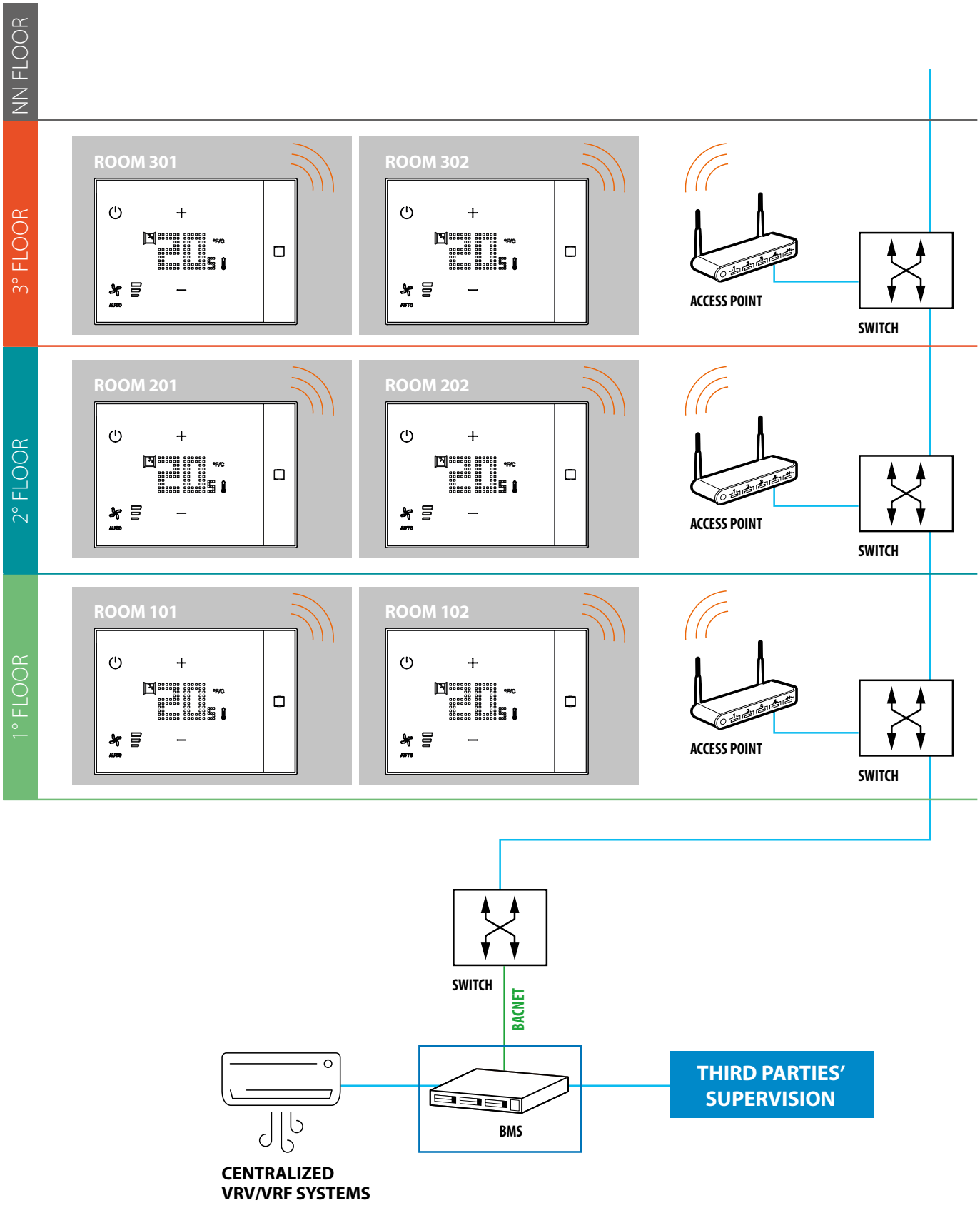
EXAMPLE OF PMS INTEGRATION INFRASTRUCTURE



ACCESS POINT NUMBER
VARIES ACCORDING TO
HOTEL SIZE AND STRUCTURE

If the UXOne network is the same as the DSL network, use only the LAN 1 input

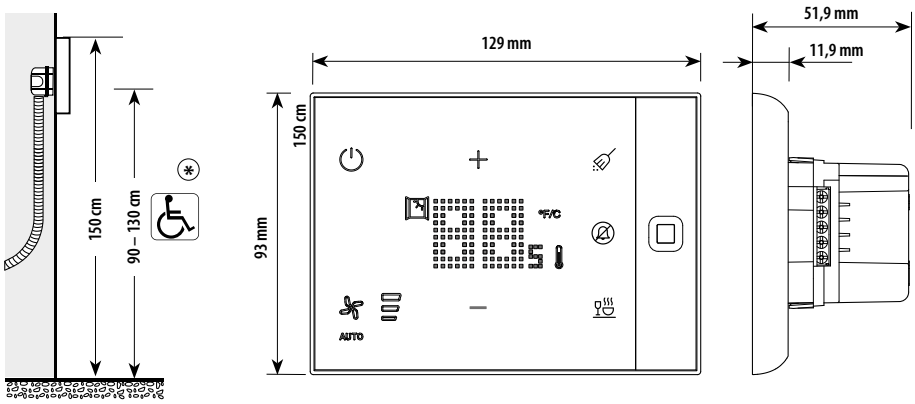
EXAMPLE OF BMS INTEGRATION INFRASTRUCTURE



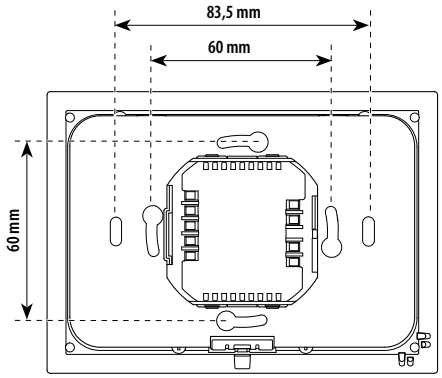
Installation

UXOne 465001/03/05/07 – 465015/24/27/29 – 465080/81

Dimensional data

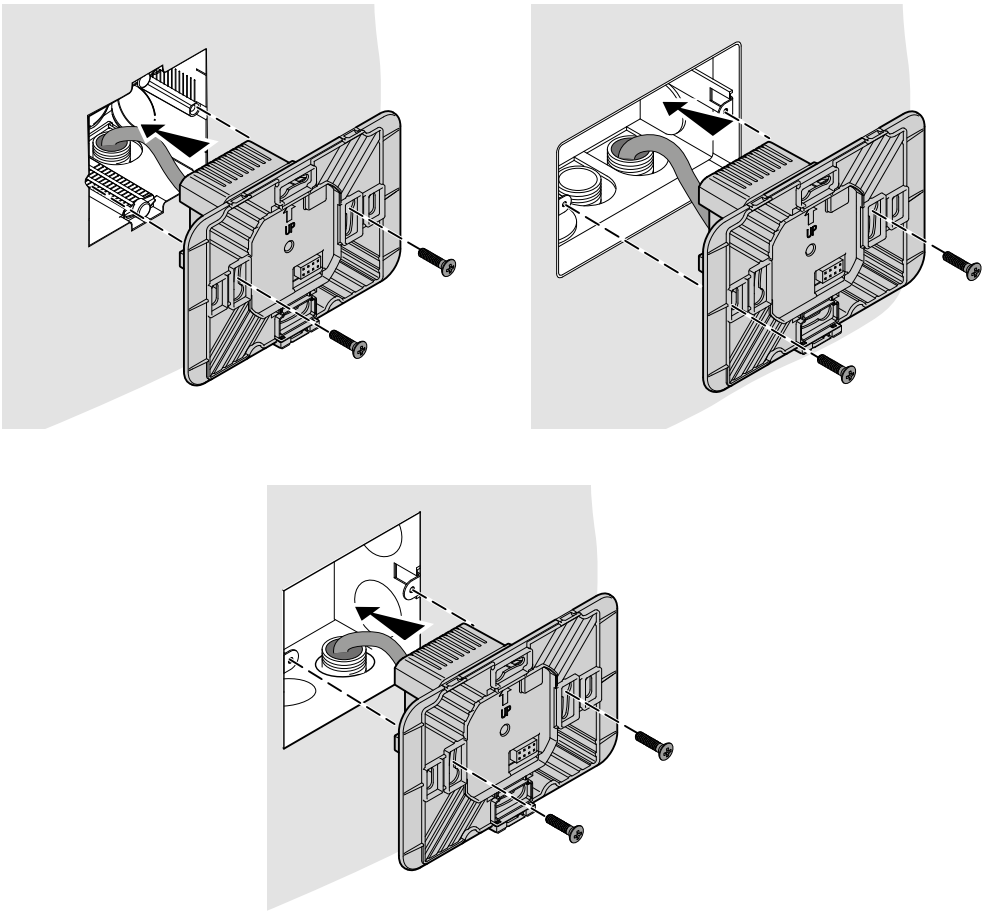


**Recommended height, unless different regulations are specified.*



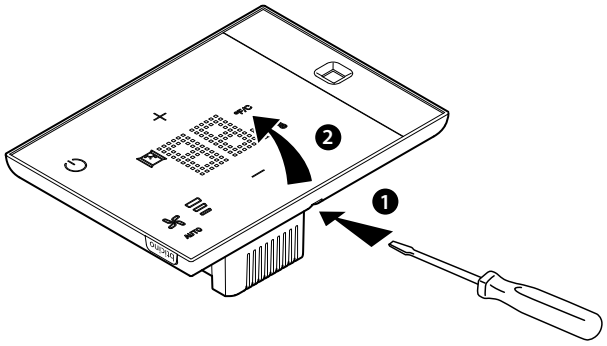
Flush mounted installation

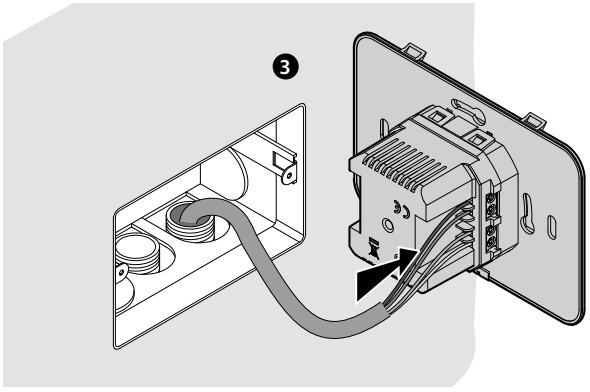
Assembly with flush mounted box

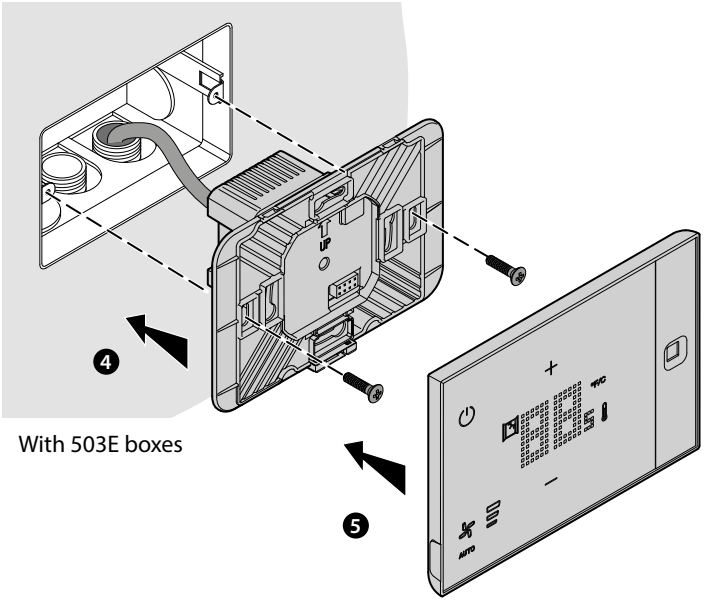


***ATTENTION**: avoid tightening the screws too much, in order to prevent any base distortion that may compromise the correct installation of the device.. The front must be tightly fixed to the base and the fastening clip should lock into place.*
Once the installation has been done, wait for 2 hours before checking the read temperature.

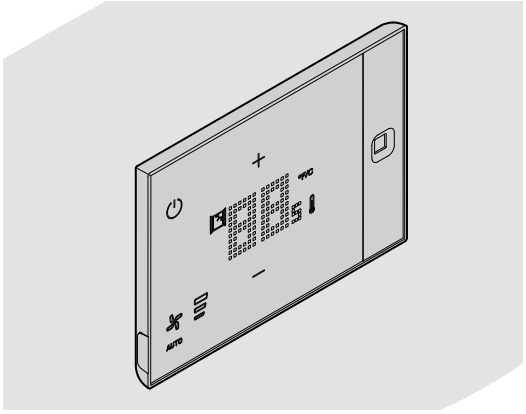
***NOTE**: The device is compatible with the Italian (500/502E/502PB/503E/503PB), British (UA1) and French (080051/ 080031/ 080151/ 080161/089239/080121) standard boxes.*



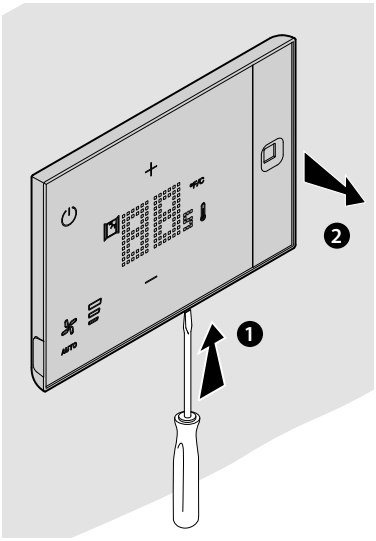


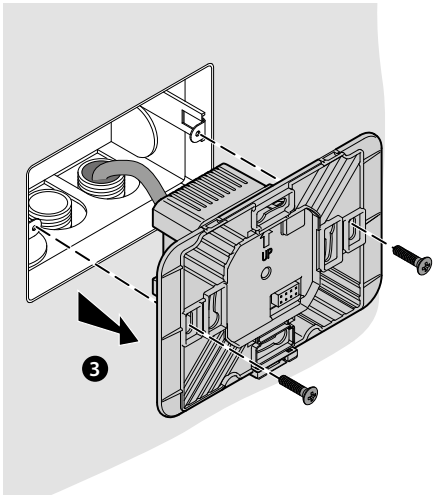


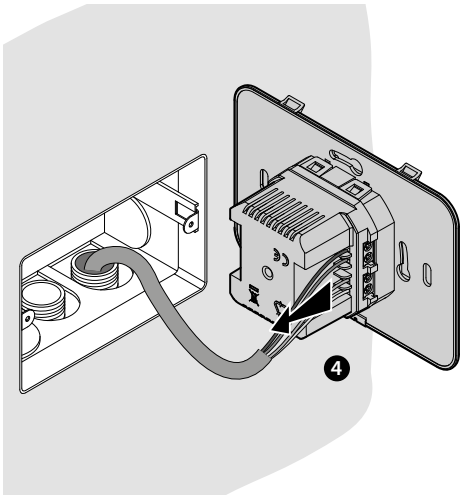
With 503E boxes



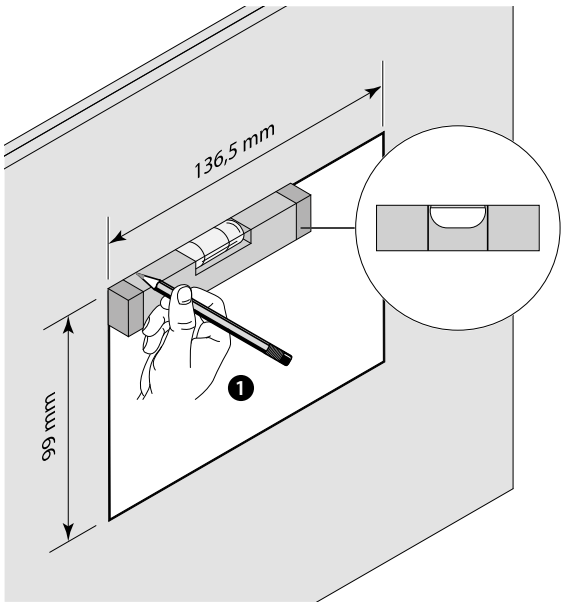
Disassembly with flush mounted box

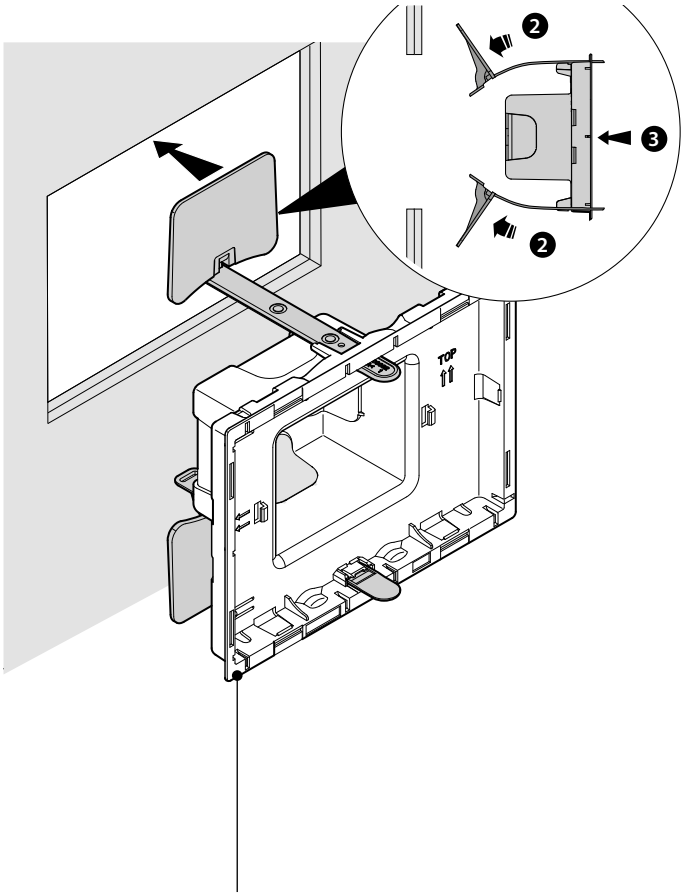




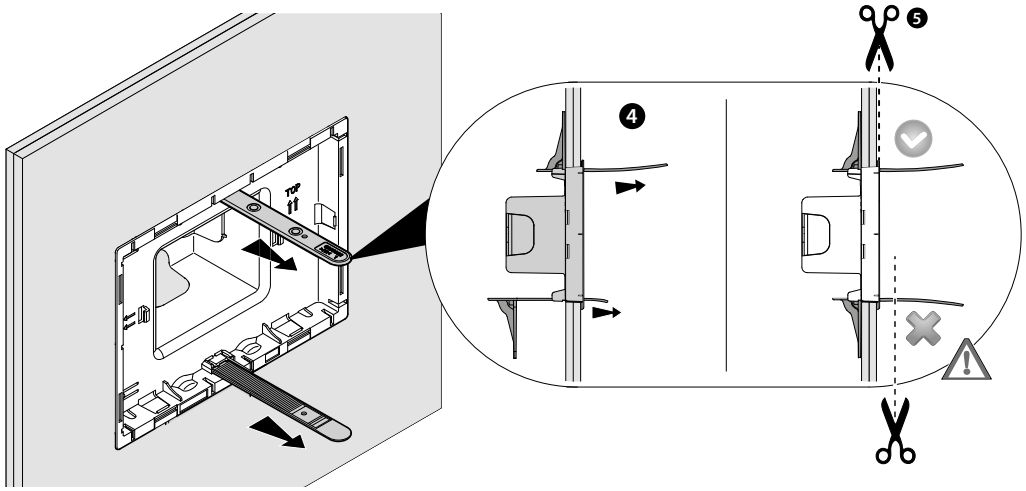


Assembly with box for plasterboard





Item 048990 to be purchased separately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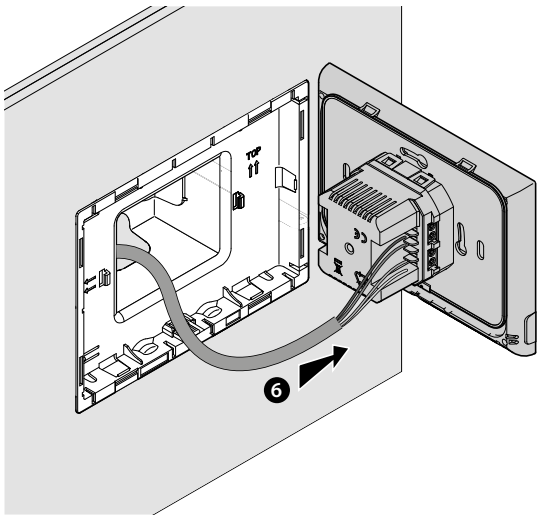
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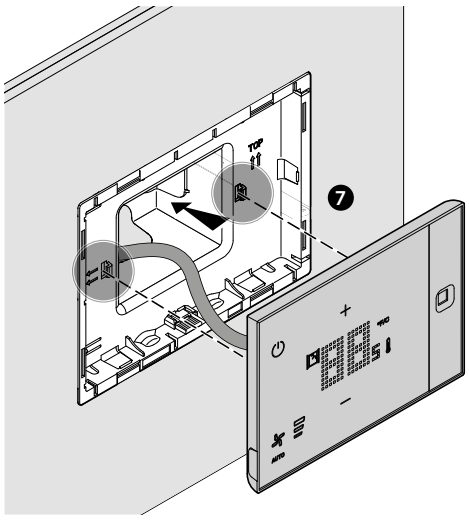
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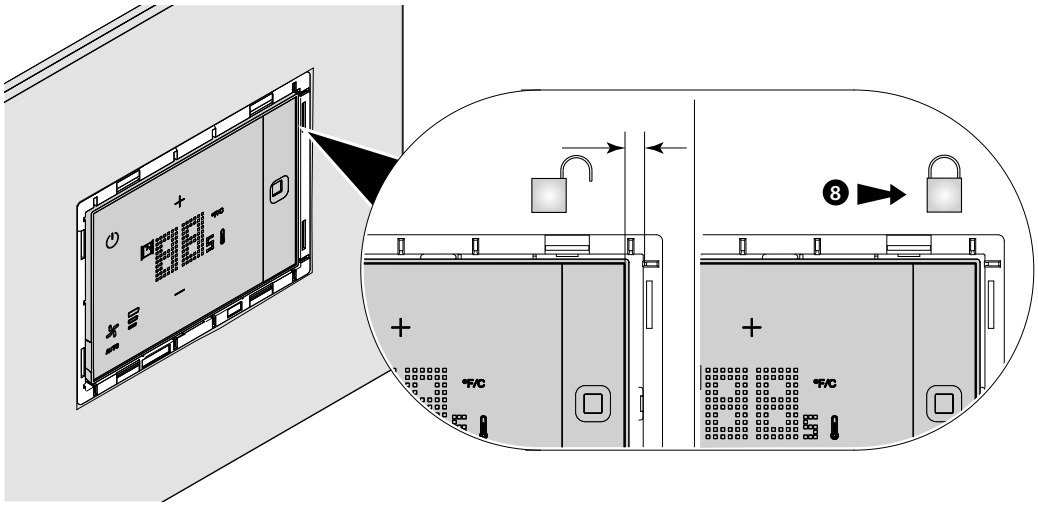
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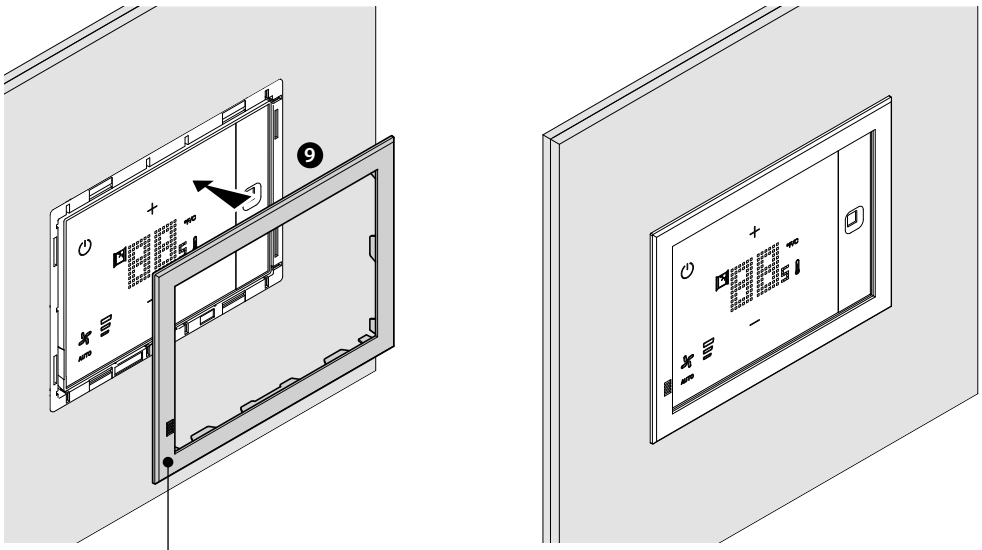
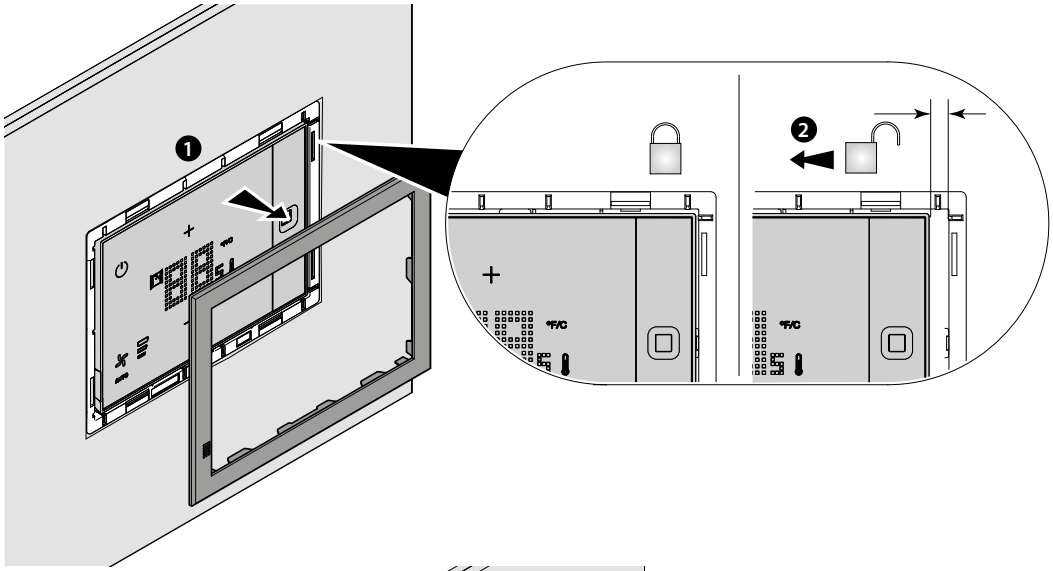
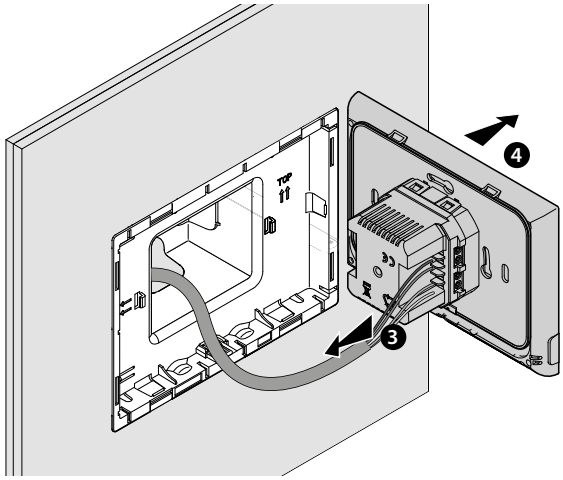


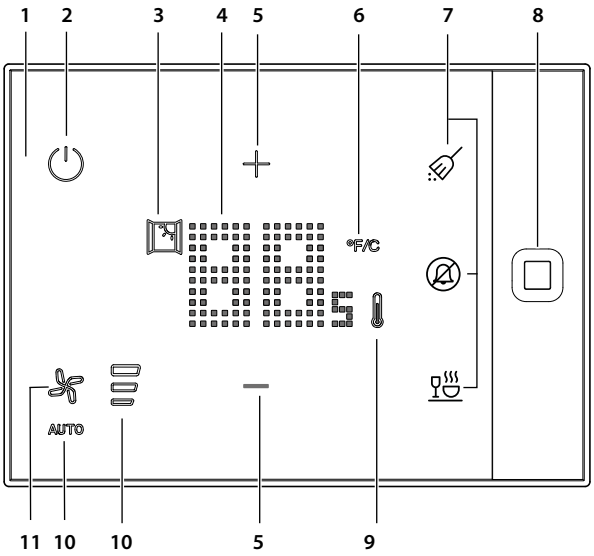
Item 048991 / 048992 / 048984 to be purchased separately

Disassembly with box for plasterboard





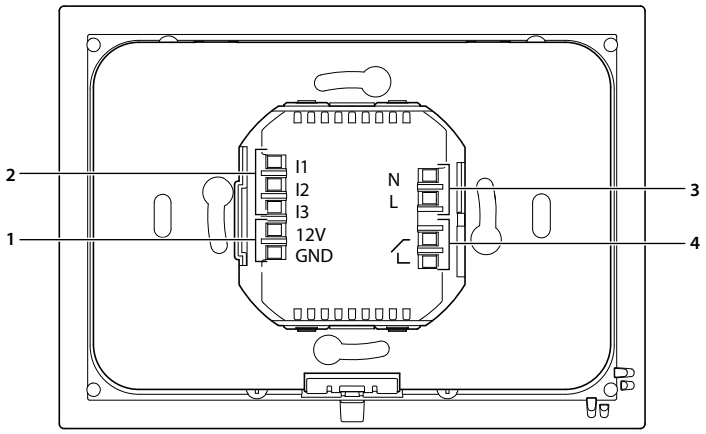
Front view



1. Touch screen display
2. MODE key:
   ON or antifreeze/thermal protection function
3. “Open window” indicator
4. Temperature display
5. Keys for temperature setting
6. Key for temperature measurement unit selection (Celsius/Fahrenheit)
7. Scenario control keys; the number and the scenarios recalled depend on the item (see the “scenarios” section)
   Note: Items 465001- 465003 do not have scenario buttons
8. Infrared proximity and presence detector
9. Indicator with red light ON: heating mode
   Indicator with blue light ON: cooling mode
10. Fan speed indicator: 3 levels plus automatic
11. Fan adjustment key

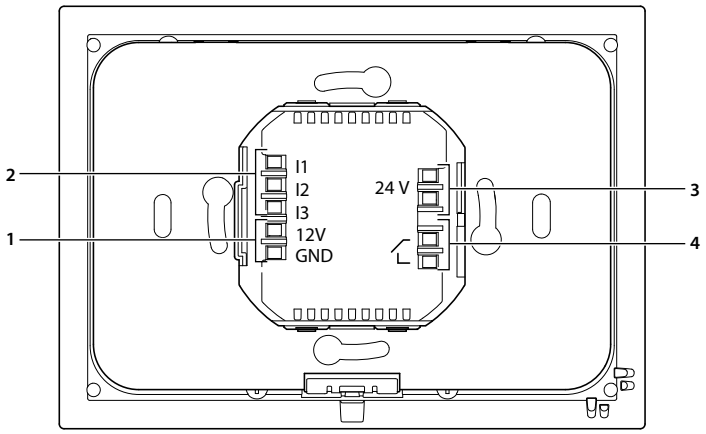
***ATTENTION**: in case of a power failure, the device does not work and cannot be reached, any collection of personal data is interrupted.*

Rear view 465001/03 – 465015/24 – 465080



1. Output clamps 12V – 150mA
2. Contact input clamps
3. Power supply clamps
4. Contact output clamps

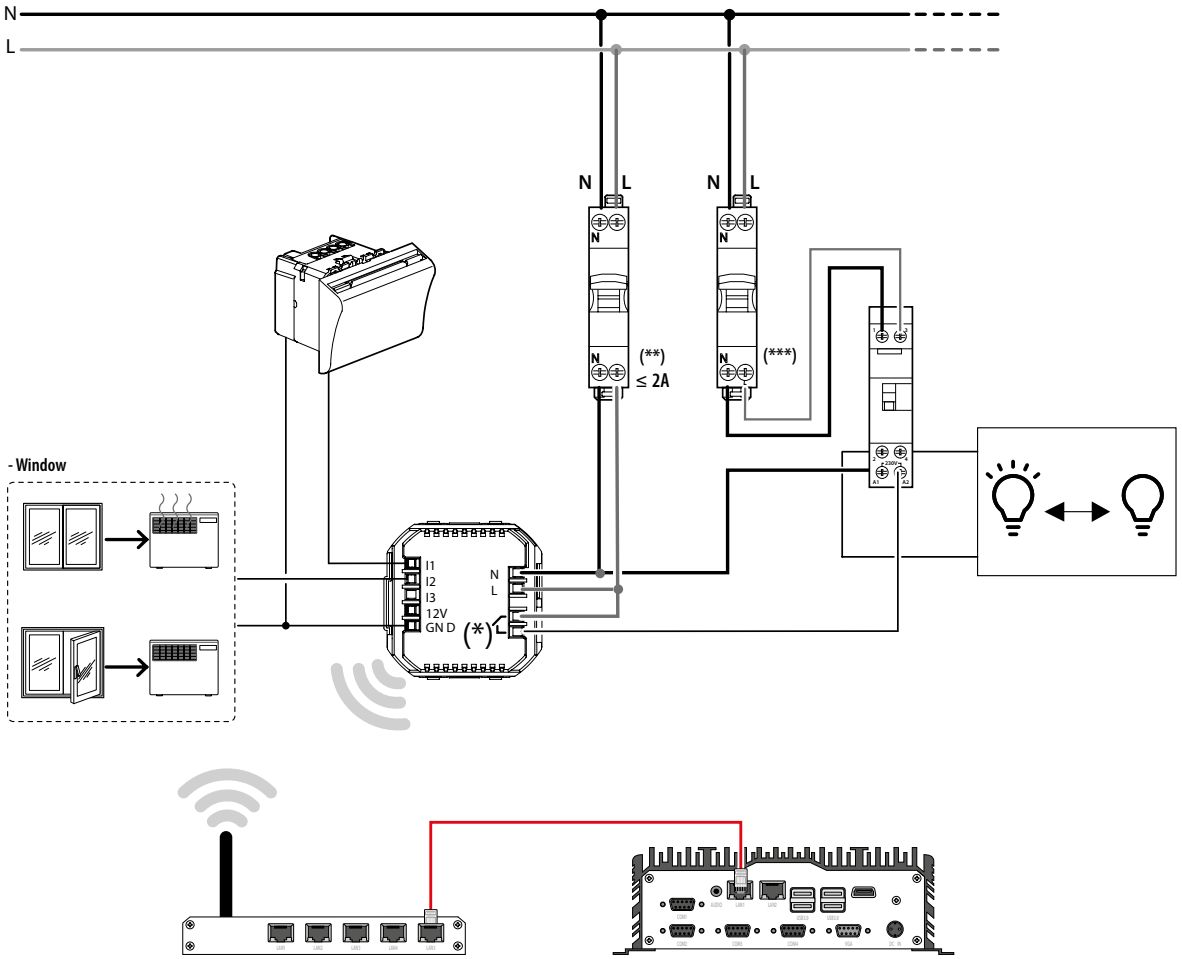
Rear view 465005/07 – 465027/29 – 465081



1. Output clamps 12V – 150mA
2. Contact input clamps
3. Power supply clamps
4. Contact output clamps

Wiring diagrams 465001/03 – 465015/24 – 465080

– Connection of Eco / Comfort mode and electric circuits by inserting /removing the keycard.

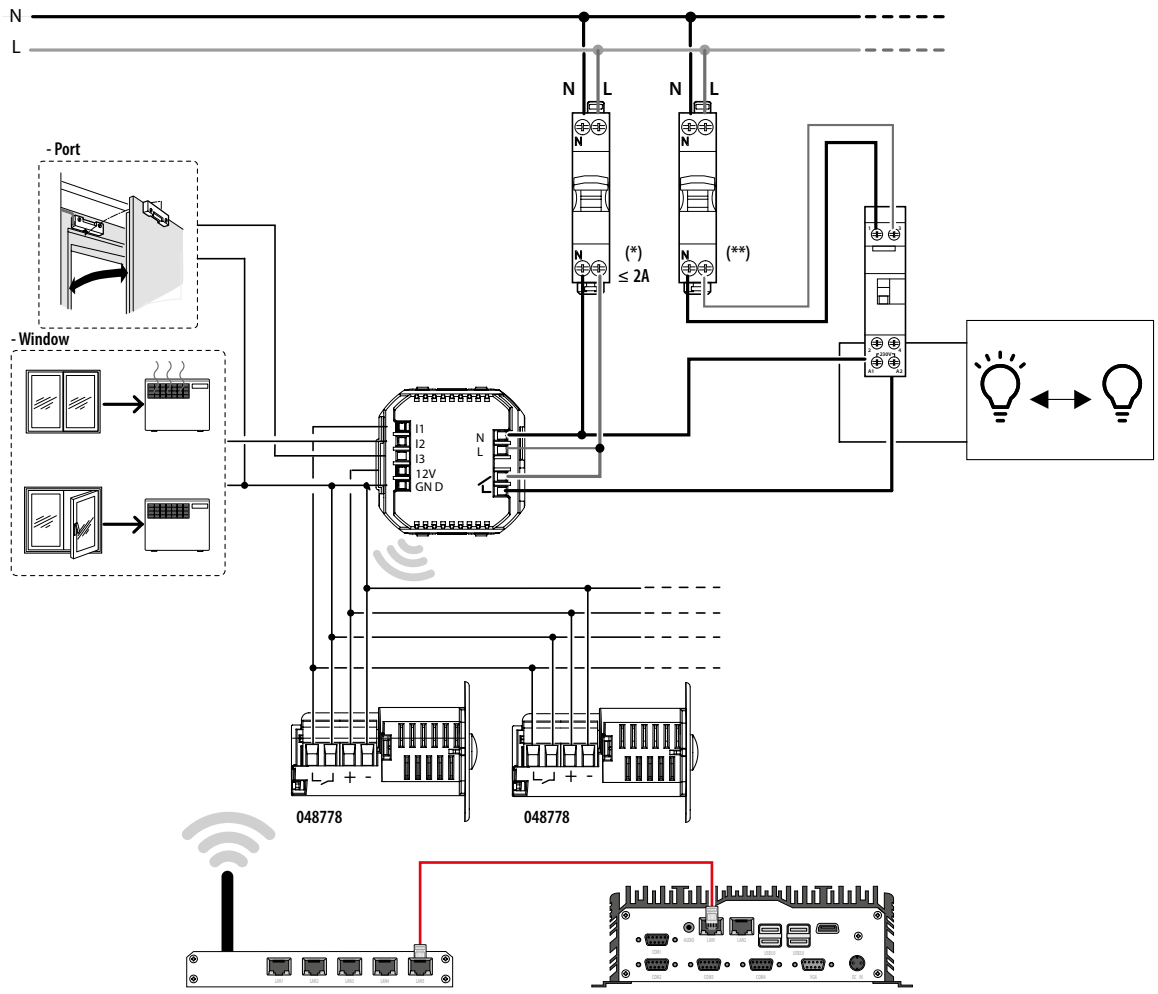


(*) Relay enable/disable with keycard inserted/removed.

(**) Protect with ≤2 A thermal magnetic circuit breaker

(***) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

– Connection and management of Eco / Comfort mode and electric circuits through "Virtual keycard" occupancy detection".

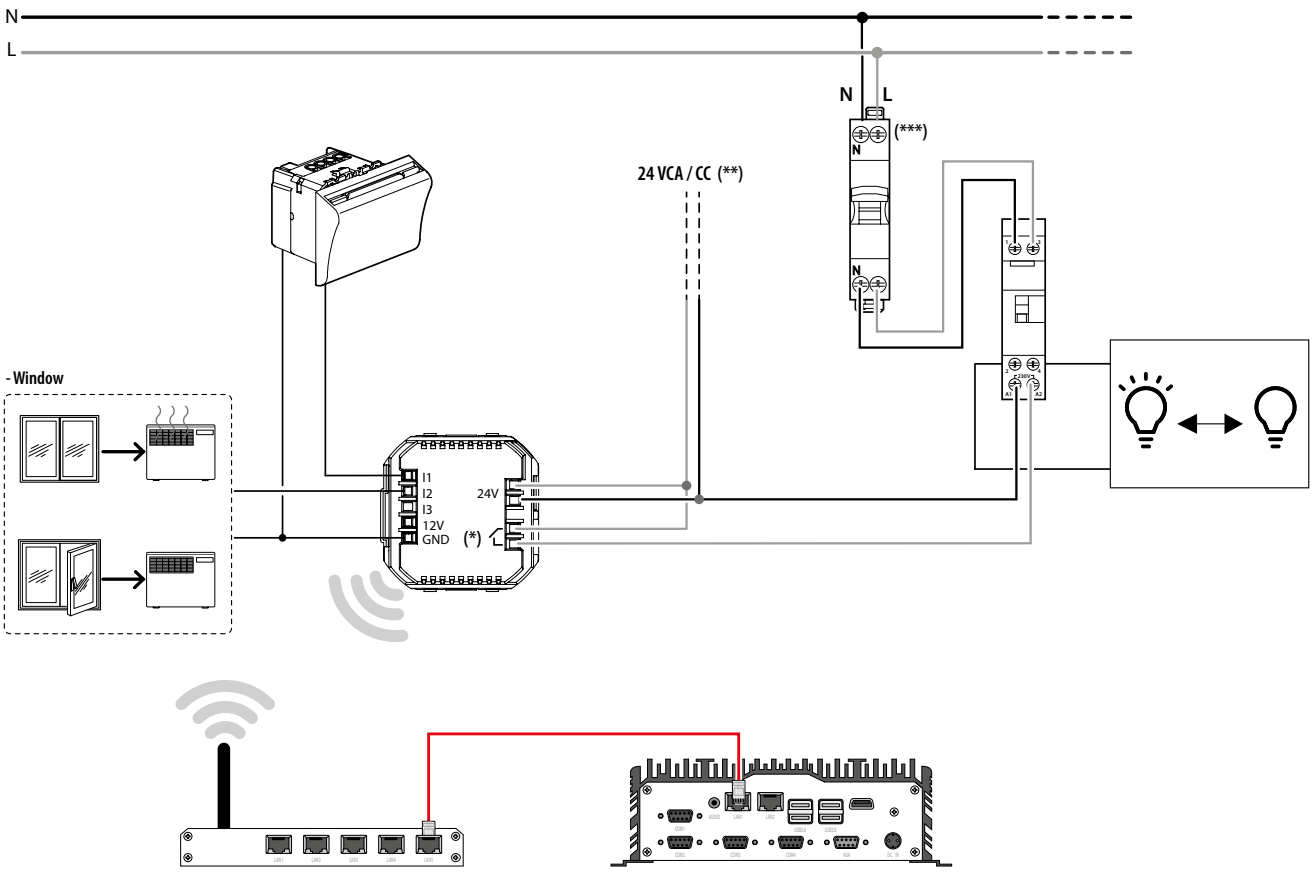


(*) Protect with ≤2 A thermal magnetic circuit breaker

(**) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

Wiring diagrams 465005/07 – 465027/29 – 465081

– Connection of Eco / Comfort mode and electric circuits by inserting /removing the keycard.

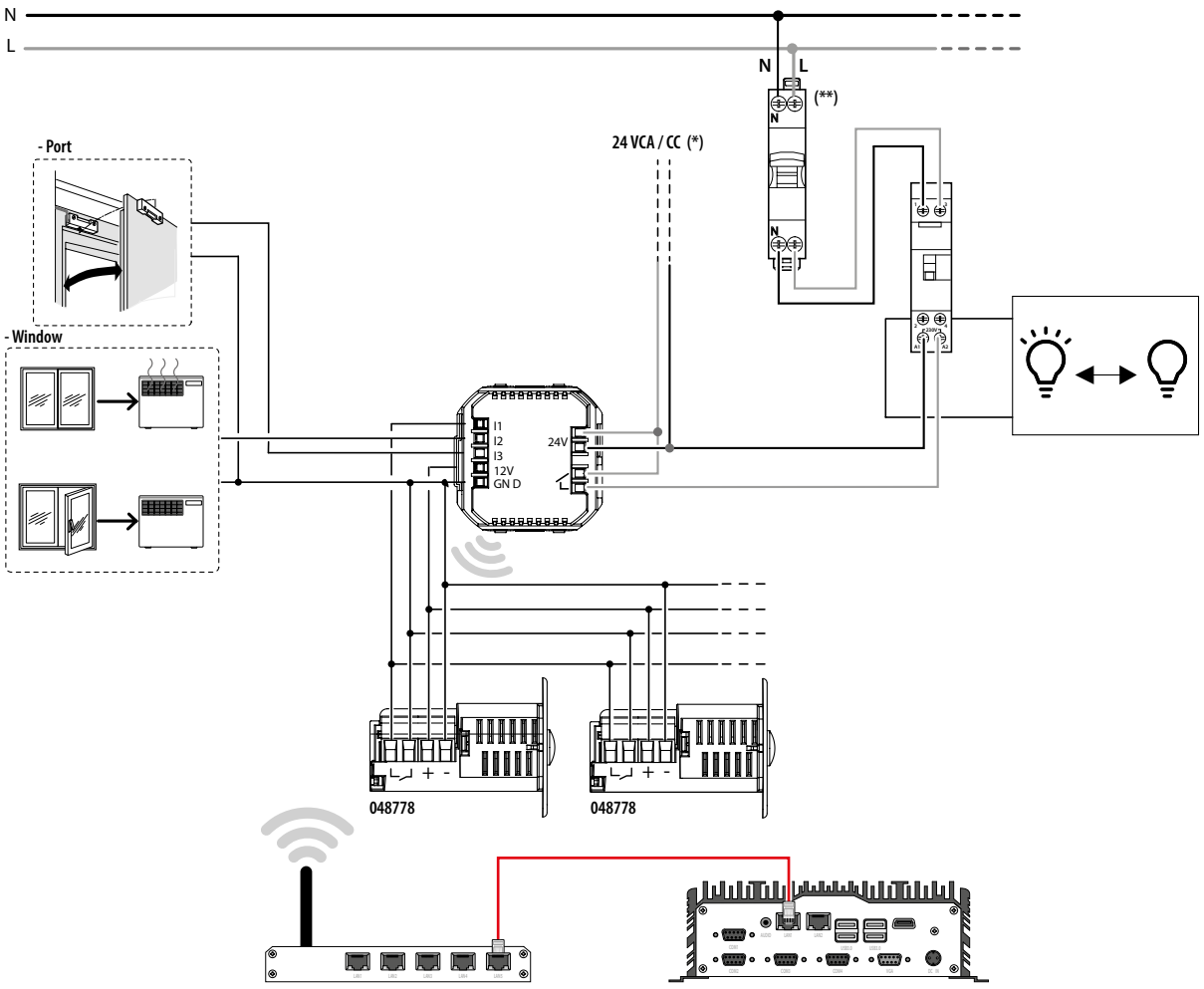


(*) Relay enable/disable with keycard inserted/removed.

(**) Protect the 24V power supply with a 2A fuse

(***) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

– Connection and management of Eco / Comfort mode and electric circuits through "Virtual keycard" occupancy detection".

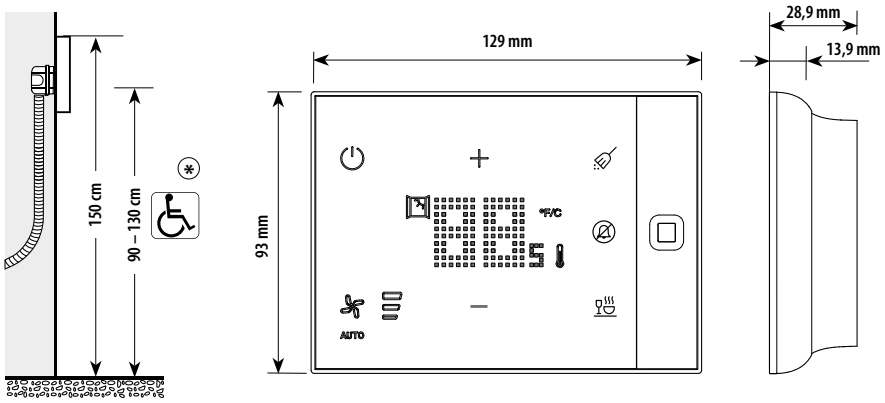


(*) Protect the 24V power supply with a 2A fuse

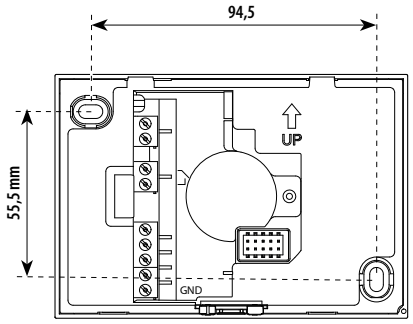
(**) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled..

UXOne 465002/04/06/08 – 465023/25/28/30 – 465082/83

Dimensional data

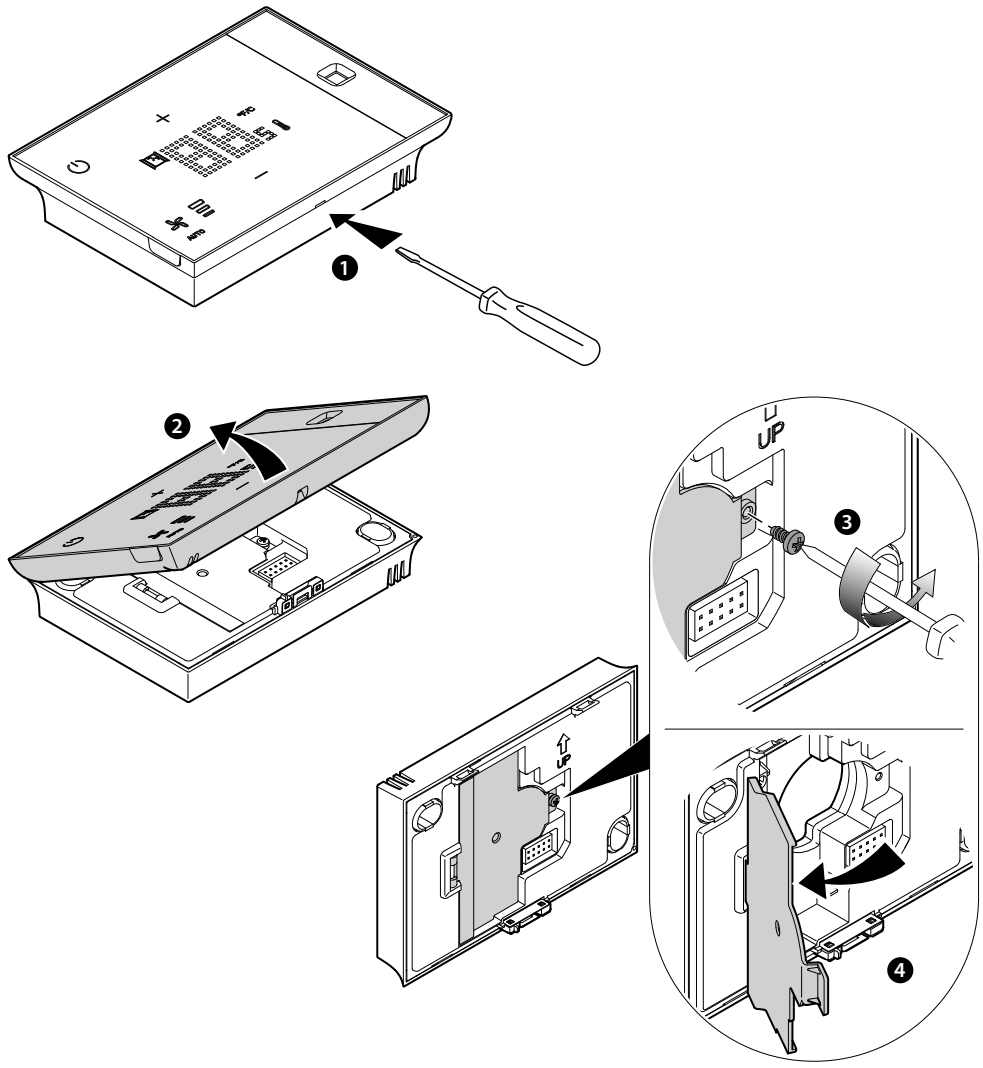


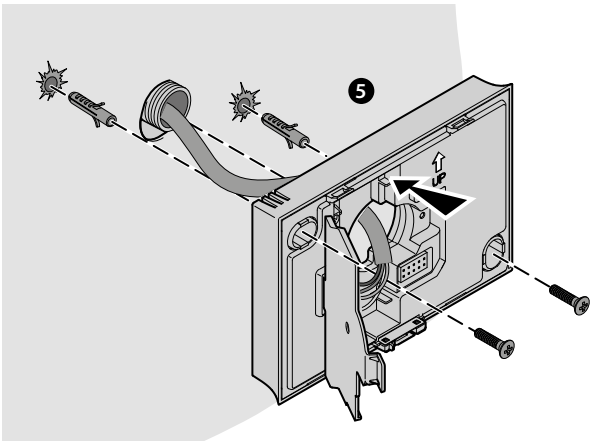
**Recommended height, unless different regulations are specified.*



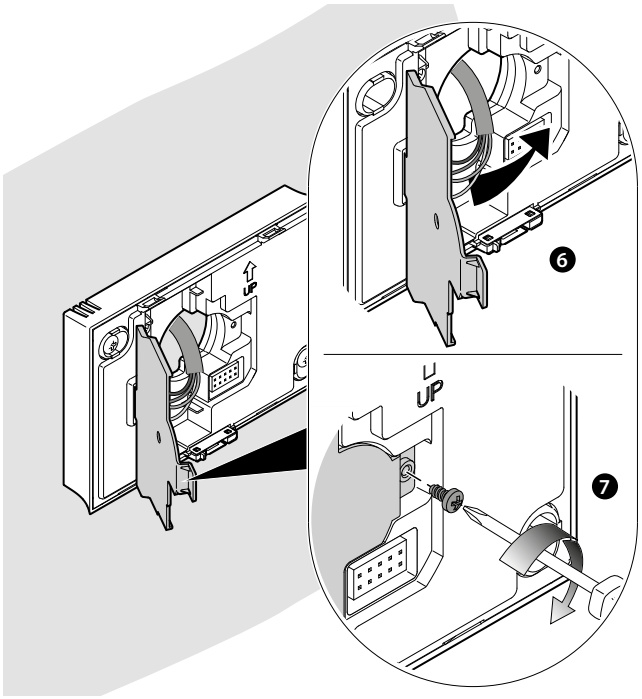
Wall mounted installation

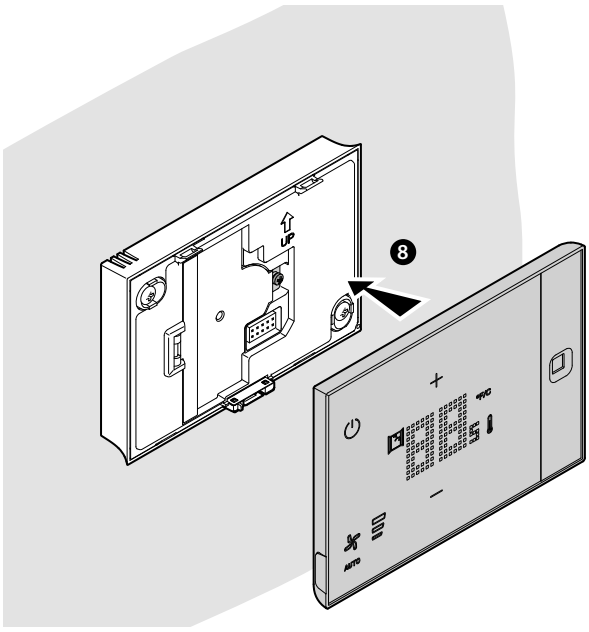
Mounting



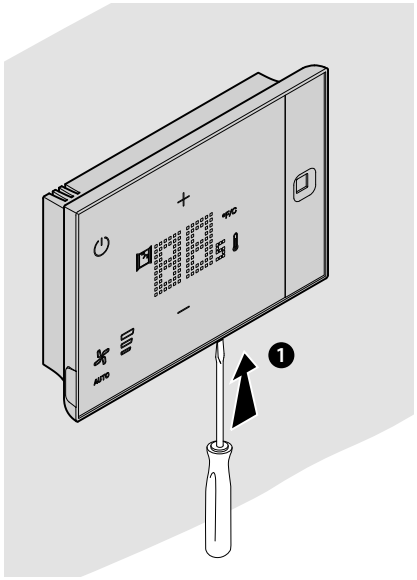


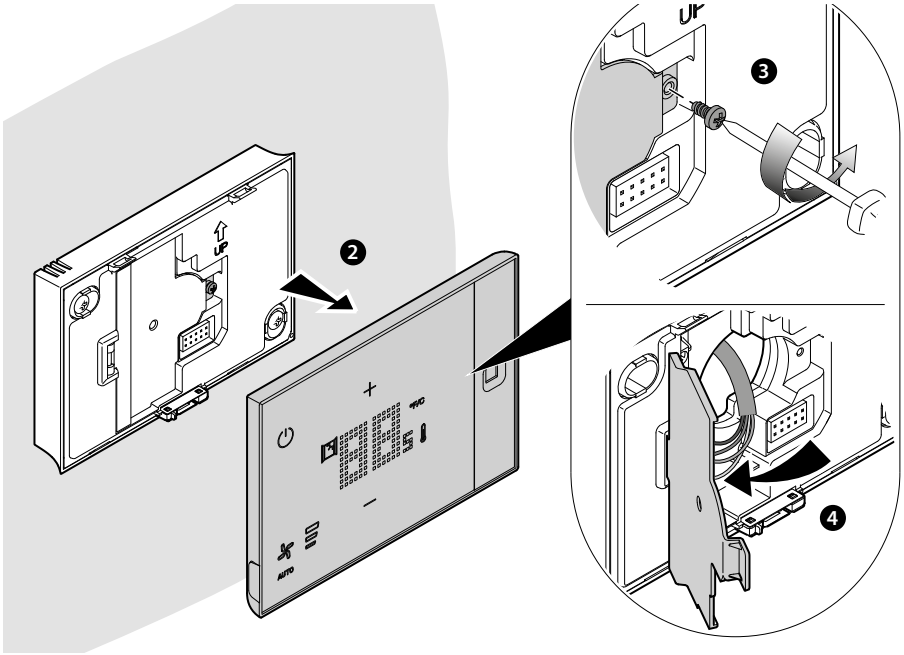
***Attention**: avoid tightening the screws too much, in order to prevent any base distortion that may compromise the correct installation of the device.*
The front must be tightly fixed to the base and the fastening clip should lock into place.
Once the installation has been done, wait for 2 hours before checking the read temperature.

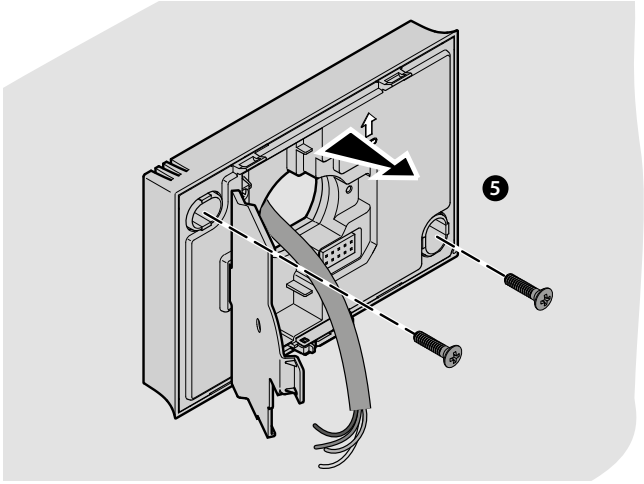

UP
6
UP
7


UP
8

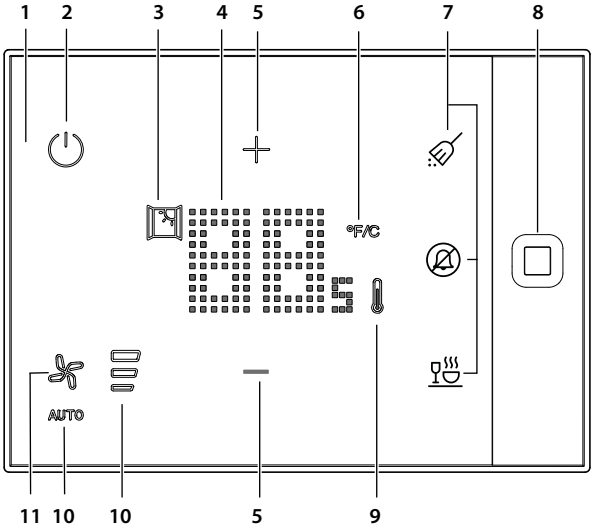
Disassembling





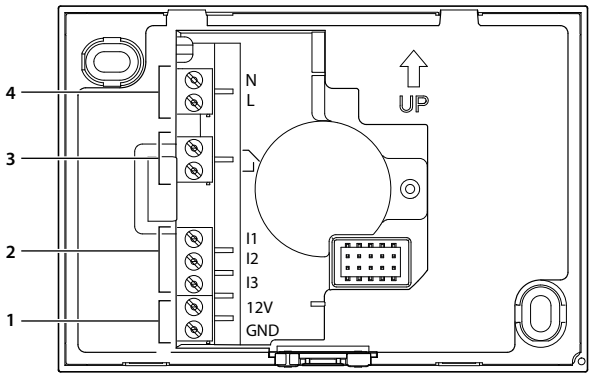


Front view



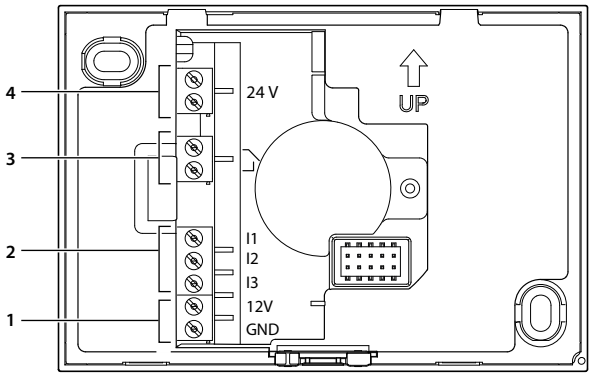
1. Touch screen display
2. MODE key:
   ON or antifreeze/thermal protection function
3. “Open window” indicator
4. Temperature display
5. Keys for temperature setting
6. Key for temperature measurement unit selection (Celsius/Fahrenheit)
7. Scenario control keys; the number and the scenarios recalled depend on the item (see the “scenarios” section)
   Note: Items 465001- 465003 do not have scenario buttons
8. Infrared proximity and presence detector
9. Indicator with red light ON: heating mode
   Indicator with blue light ON: cooling mode
10. Fan speed indicator: 3 levels plus automatic
11. Fan adjustment key

Base front view 465002/04 – 465023/25 – 465082



1. Output clamps 12V – 150mA
2. Contact input clamps
3. Contact output clamps
4. Power supply clamps

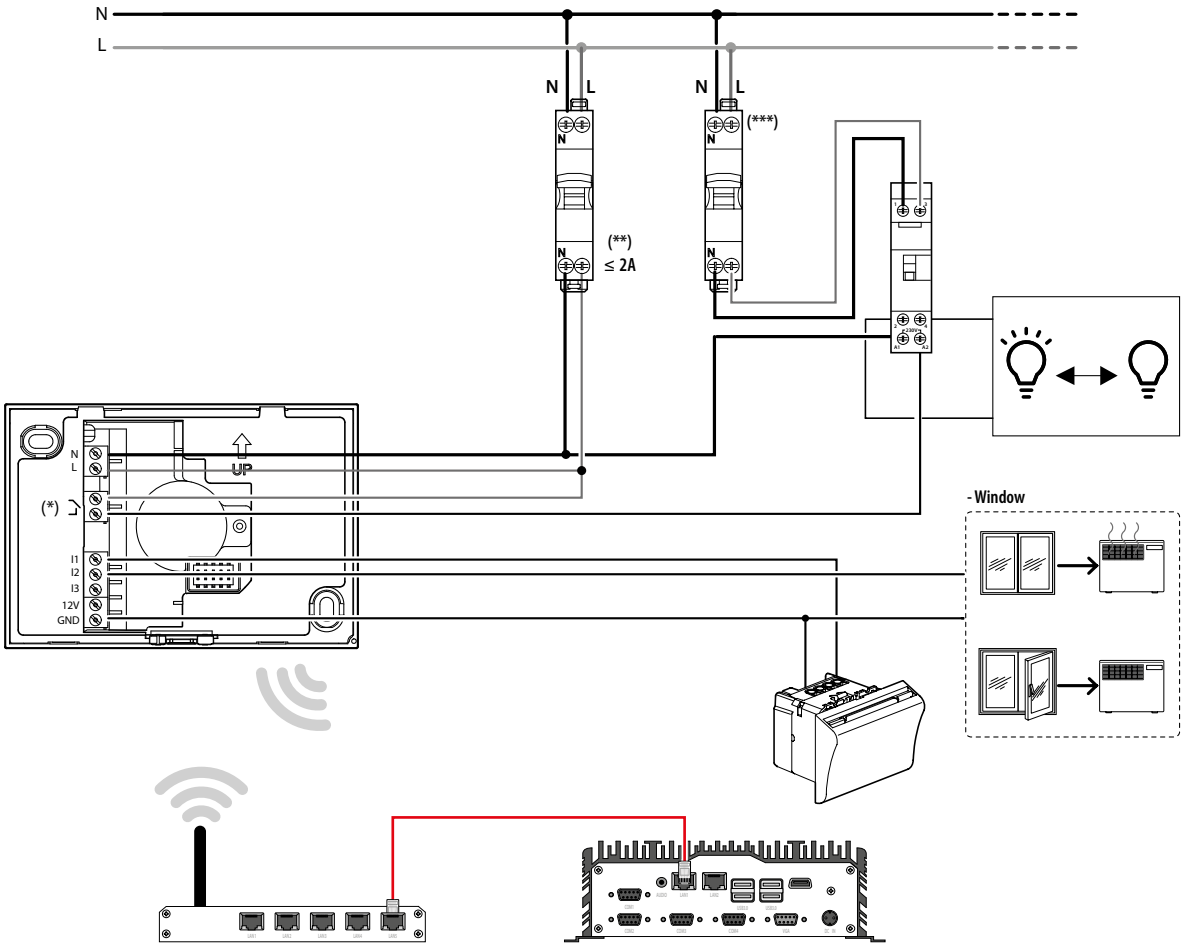
Base front view 465006/08 – 465028/30 – 465083



1. Output clamps 12V – 150mA
2. Contact input clamps
3. Contact output clamps
4. Power supply clamps

Wiring diagrams 465002/04 – 465023/25 – 465082

– Connection of Eco / Comfort mode and electric circuits by inserting /removing the keycard.

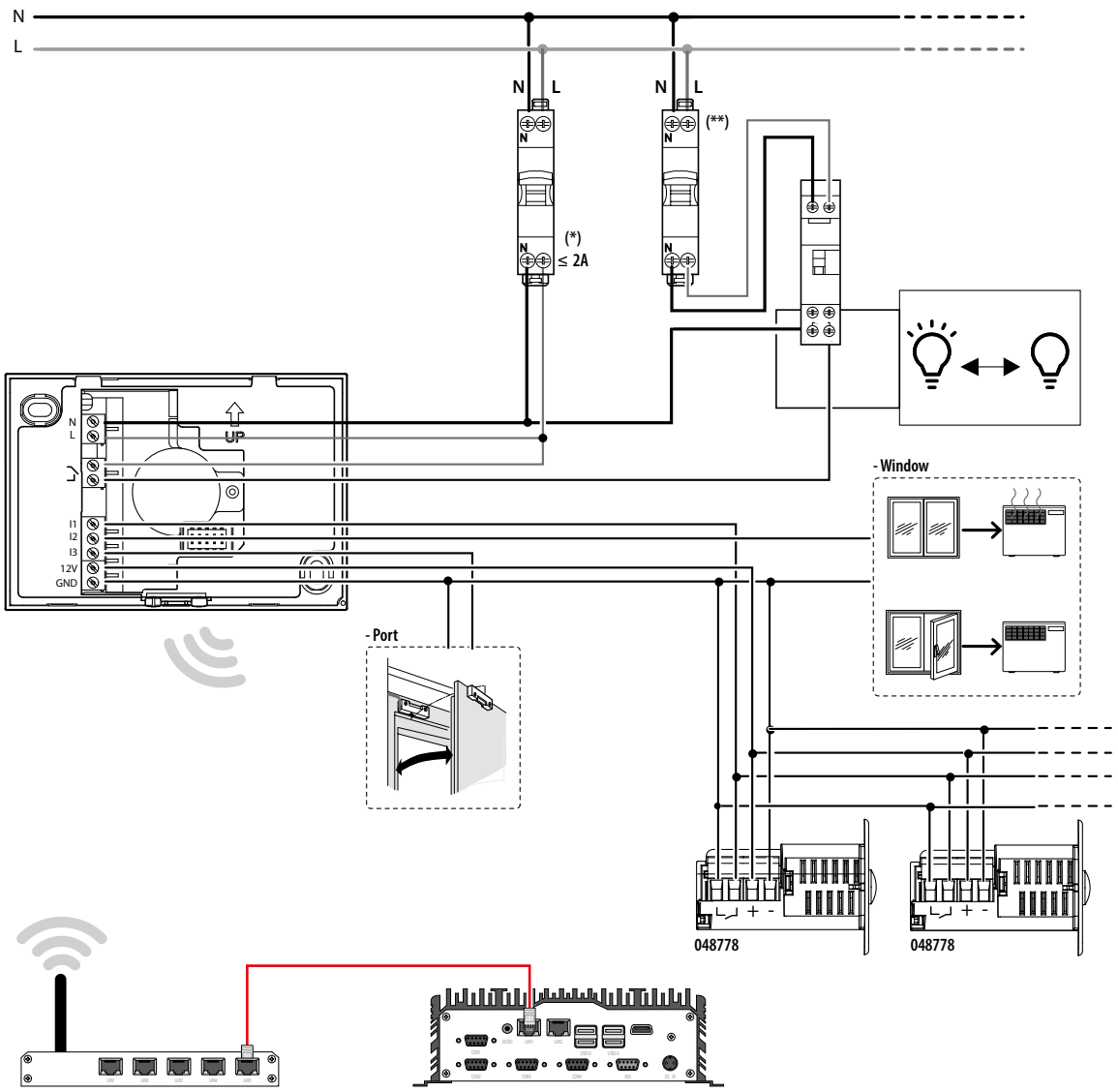


(*) Relay enable/disable with keycard inserted/removed.

(**) Protect with ≤2 A thermal magnetic circuit breaker

(***) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

– Connection and management of Eco / Comfort mode and electric circuits through "Virtual keycard" occupancy detection".

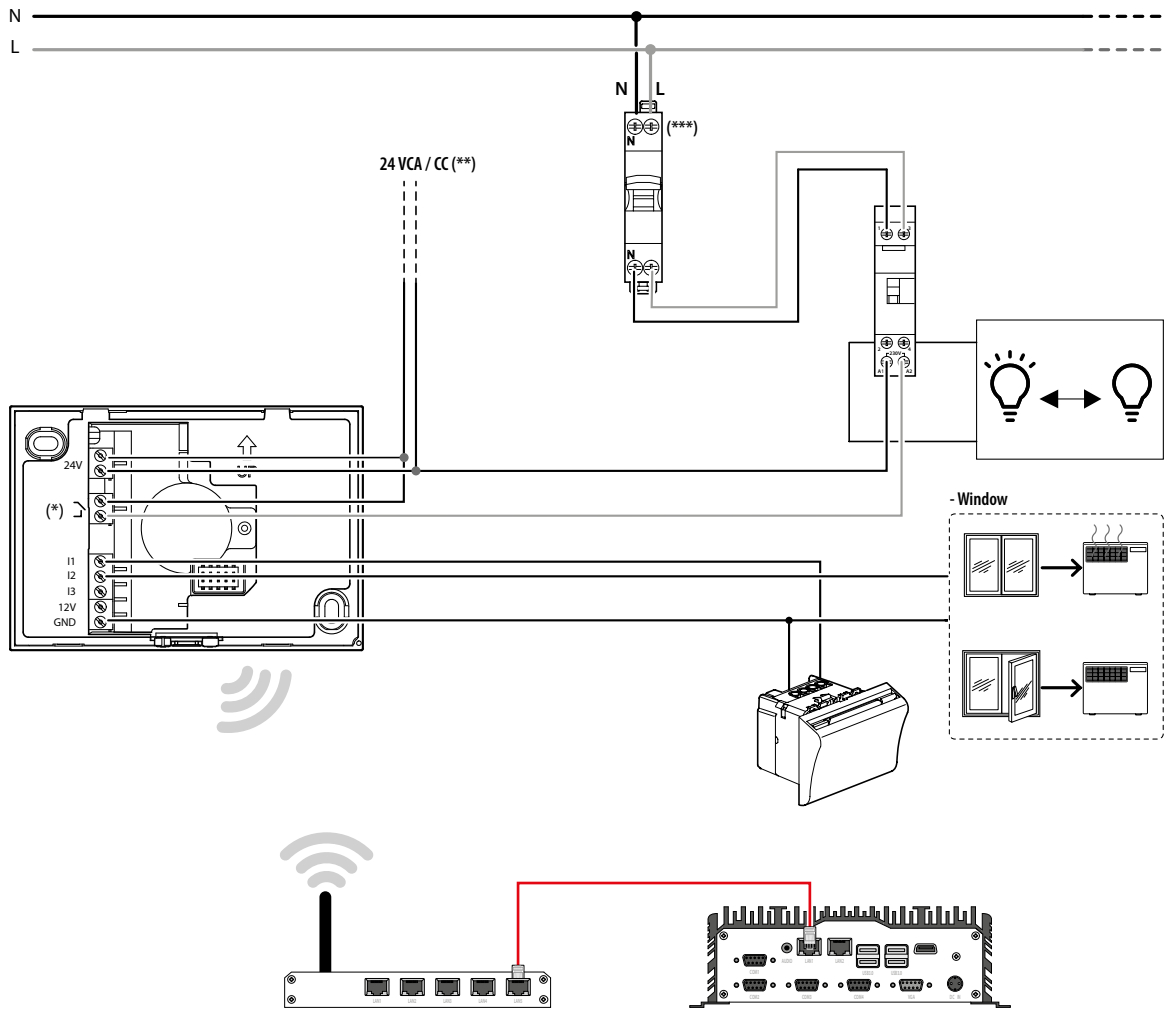


(*) Protect with ≤2 A thermal magnetic circuit breaker

(**) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

Wiring diagrams 465006/08 – 465028/30 – 465083

– Connection of Eco / Comfort mode and electric circuits by inserting /removing the keycard.

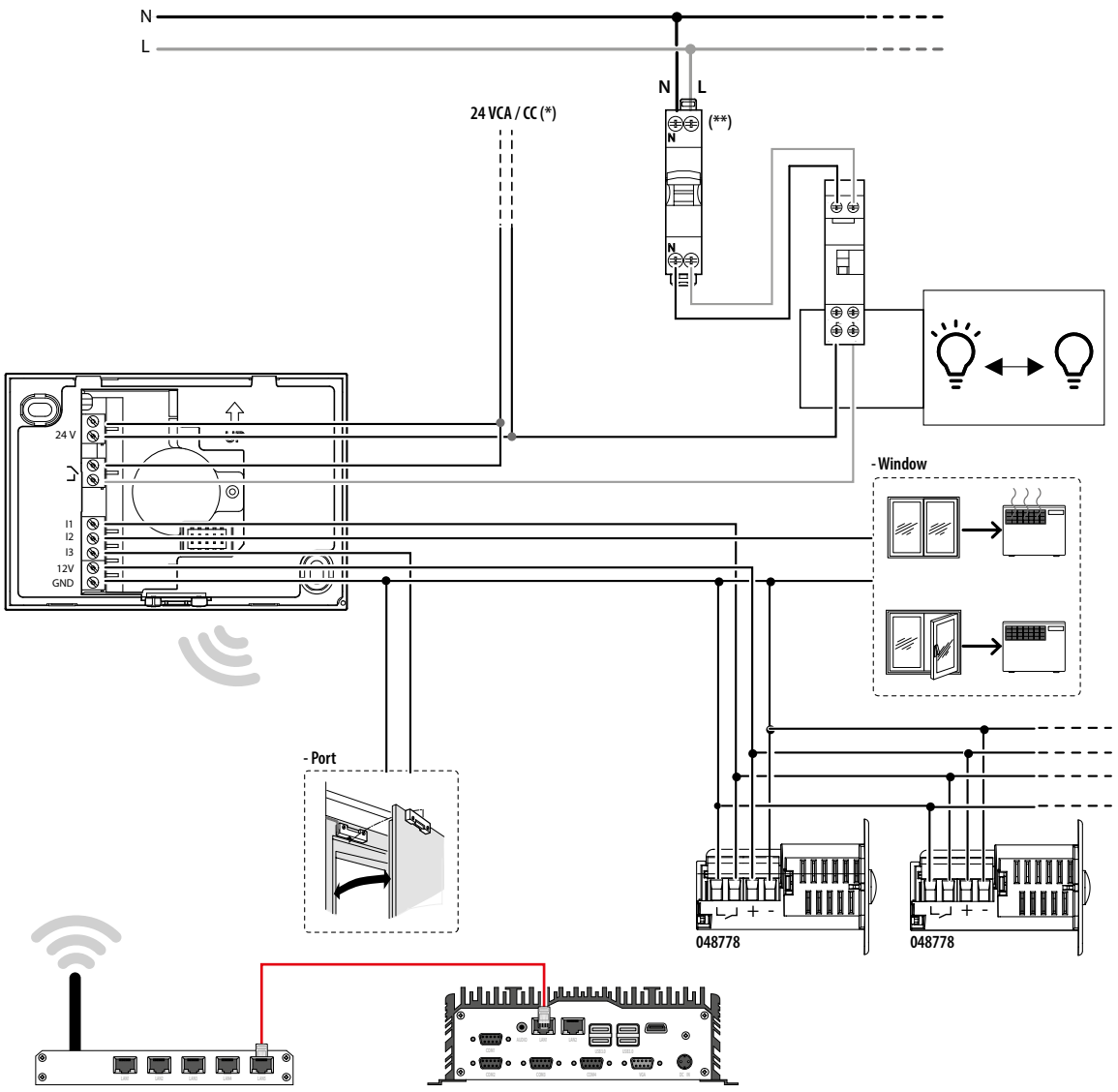


(*) Relay enable/disable with keycard inserted/removed.

(**) Protect the 24V power supply with a 2A fuse

(***) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

– Connection and management of Eco / Comfort mode and electric circuits through "Virtual keycard" occupancy detection".

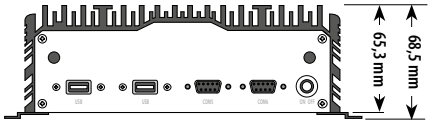


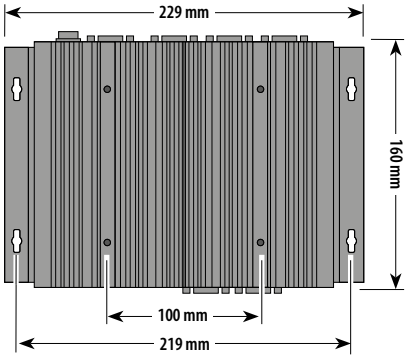
(*) Protect the 24V power supply with a 2A fuse

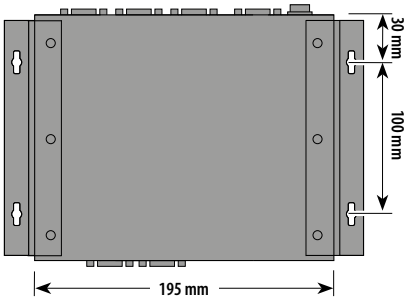
(**) Monostable contactor and relevant thermal magnetic circuit breaker to be sized according to the features of the load to be controlled.

Server

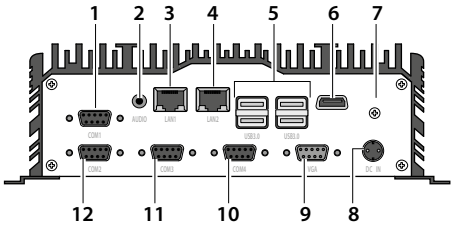
Dimensional data 0 489 09

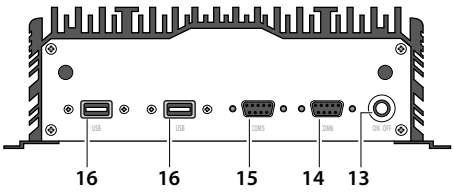






Front and rear view





1. COM1 input
2. Audio output
3. LAN 1 input
4. LAN 2 input
5. USB inputs
6. HDMI output
7. Grounding clamp connection
8. DC input
9. VGA output
10. COM2 input
11. COM3 input
12. COM4 input
13. Power ON/OFF
14. COM5 input
15. COM6 input
16. USB inputs

Create the Radio network

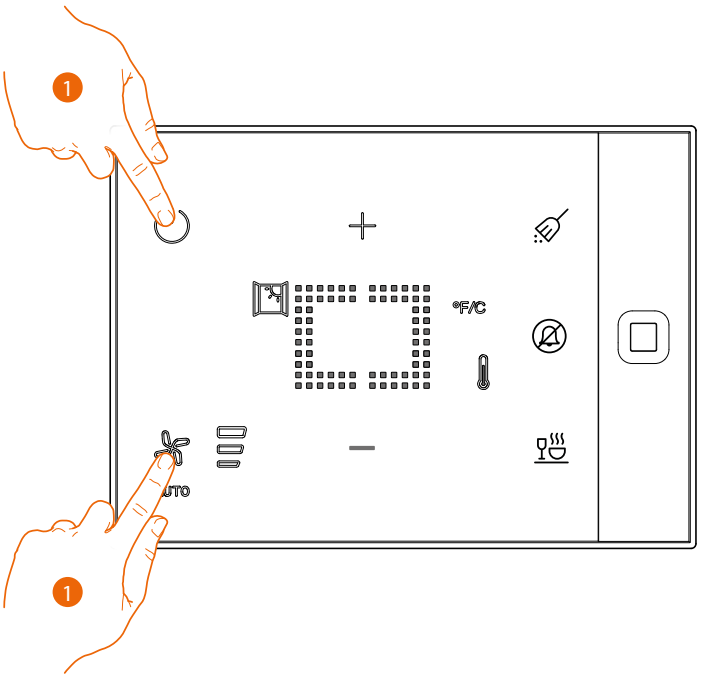
UXOne can create a radio network, so that the devices in the room can communicate with each other and with UXOne itself.
After installing and wiring UXOne and the system devices, follow the procedure below to connect the devices to the radio network created by UXOne.

NOTE: *Take note of the mac adresses of the Radio devices*

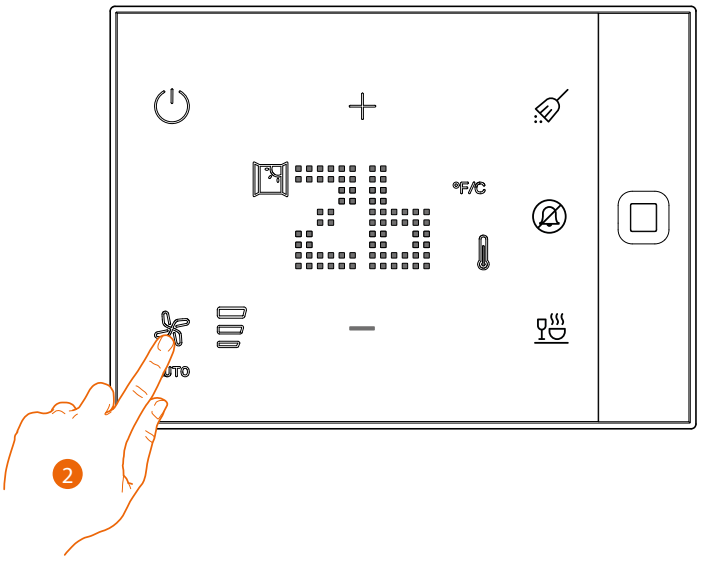
NOTE: *This must be done within 10 minutes of switching on the devices*

NOTE: *Switch off other radio devices in other rooms, as they could accidentally be connected to this room*

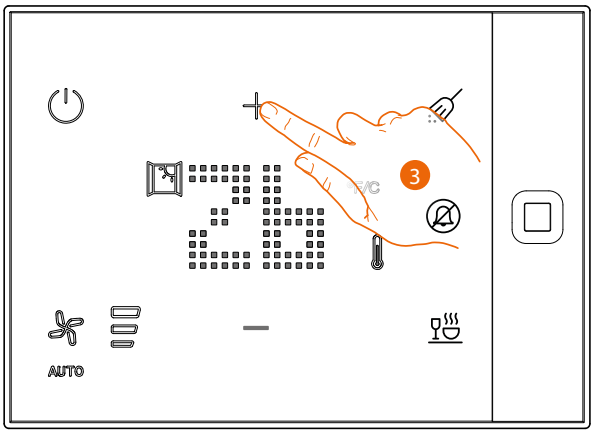
NOTE: *Check that there are no radio peripherals switched on other than those that you require*



1. Press simultaneously until Zb appears

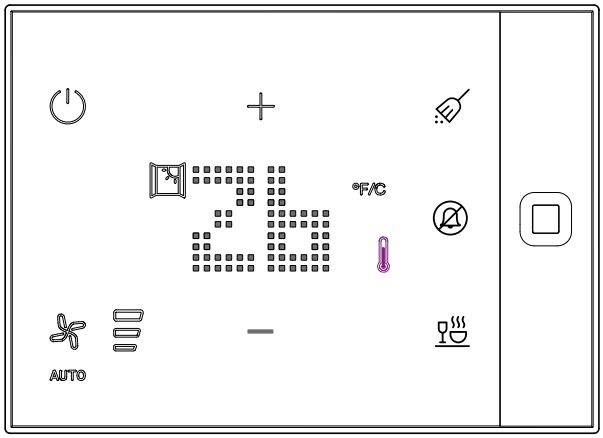


2. Press to continue



3. Press to open the network

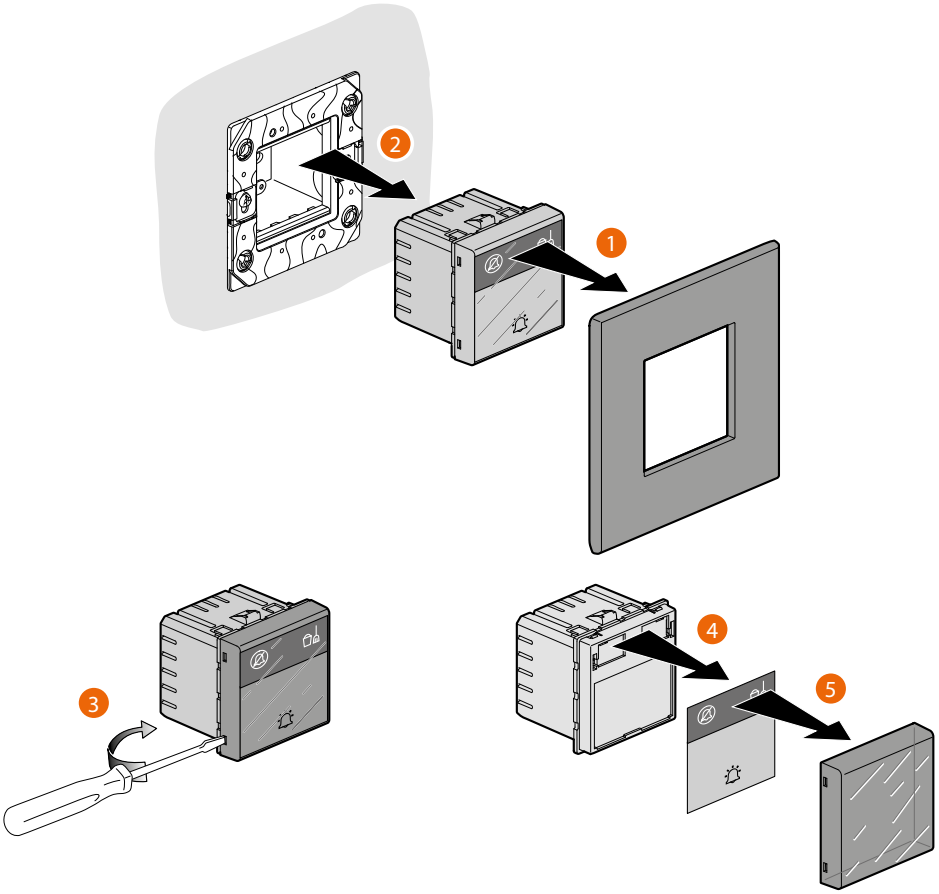
The LED lights up purple, the network is open



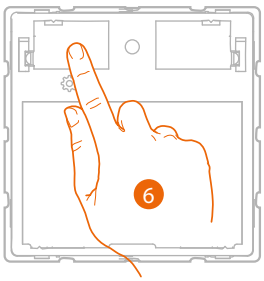
4. It is now possible to connect the system devices to the network. Here are some illustrative examples.

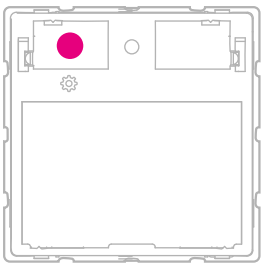
– DND/MUR 0 675 81 (DND=Do Not Disturb; MUR=Make Up Room)
– DND/MUR 5 701 09 (DND=Do Not Disturb; MUR=Make Up Room)
– Keycard switch micro-module 0 884 20
– DIN actuator 0 038 02

Connection to the network of the DND/MUR 0 675 81 (DND=Do Not Disturb; MUR=Make Up Room) indicator



Disassemble the device until the learning button is visible

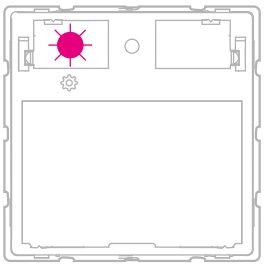




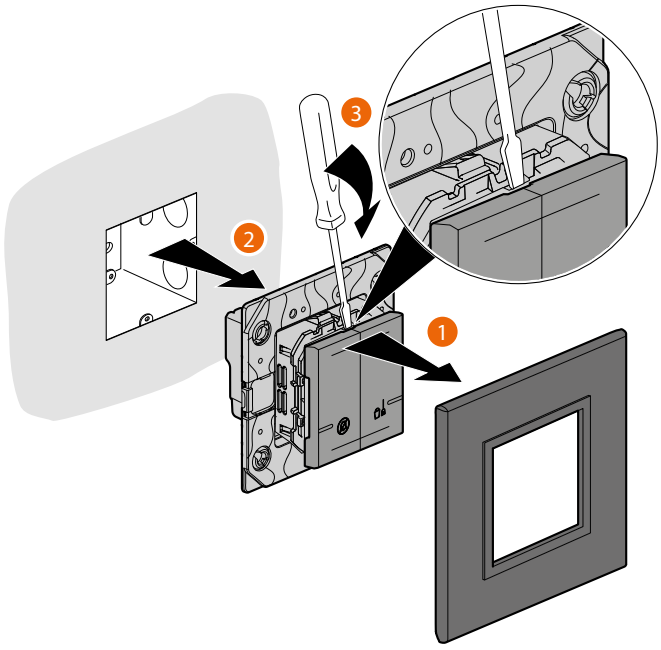
6. Press briefly to connect the device to the network

The LED lights up purple

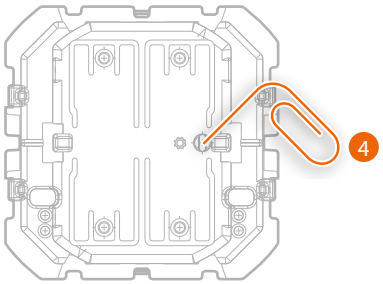
Wait until the LED flashes purple: the device is now connected to the network

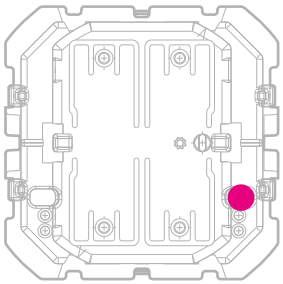


Connection to the network of the DND/MUR 5 701 09 (DND=Do Not Disturb; MUR=Make Up Room) command



Disassemble the device until the learning button is visible

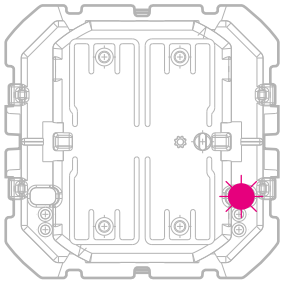




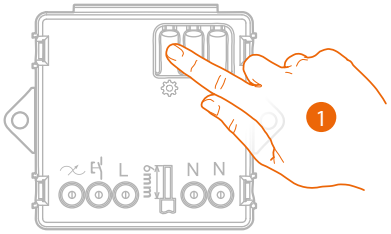
4. Press briefly to connect the device to the network

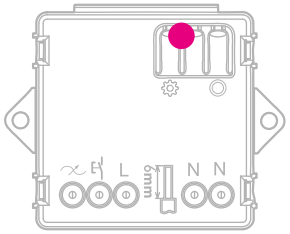
The LED lights up purple

Wait until the LED flashes purple: the device is now connected to the network



Connection to the network of the 0 884 20 keycard switch micromodule

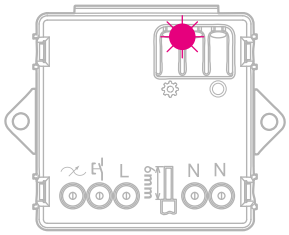




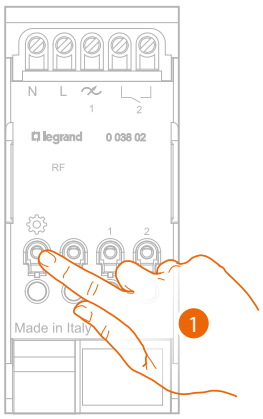
1. Press briefly to connect the device to the network.

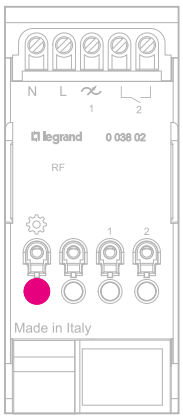
The LED lights up purple

Wait until the LED flashes purple: the device is now connected to the network



Connection to the network of 0 038 02 - Din 2x On/Off

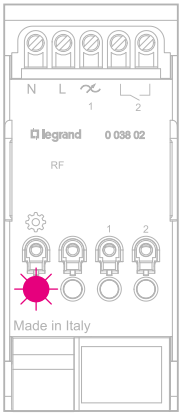




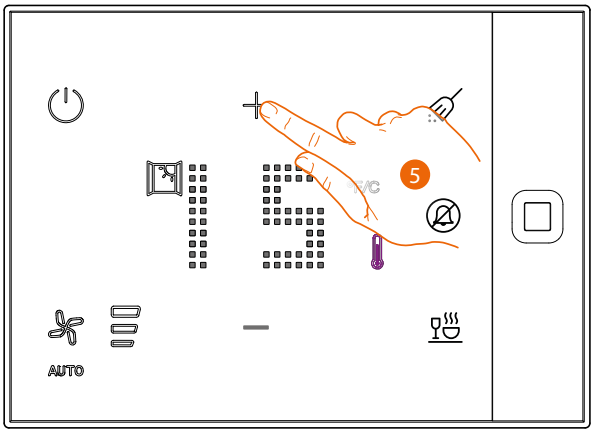
1. Press briefly to connect the device to the network.

The LED lights up purple

Wait until the LED flashes purple: the device is now connected to the network

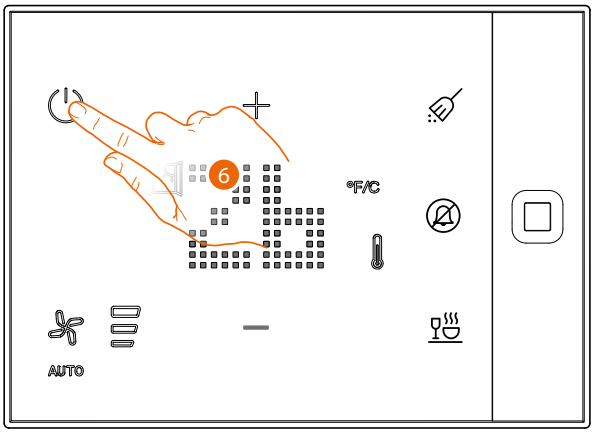


The display shows the devices in the network, check that their numbers correspond to those in the system

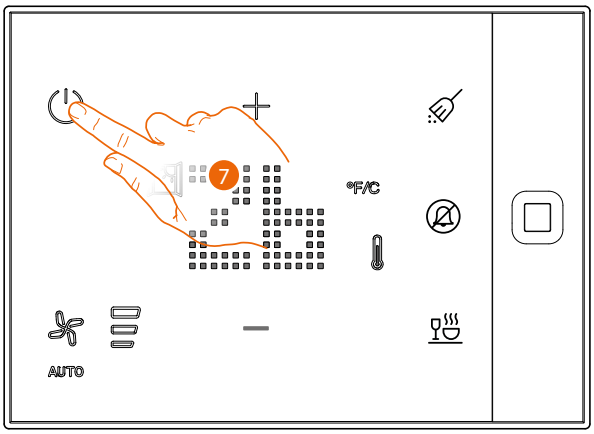


5. When finished, press to close the network.

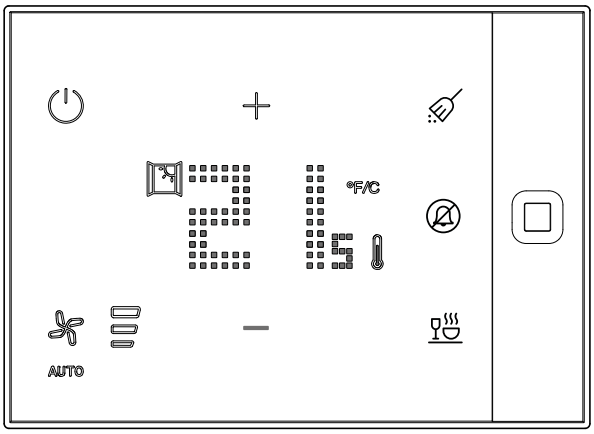
The indicator switches off



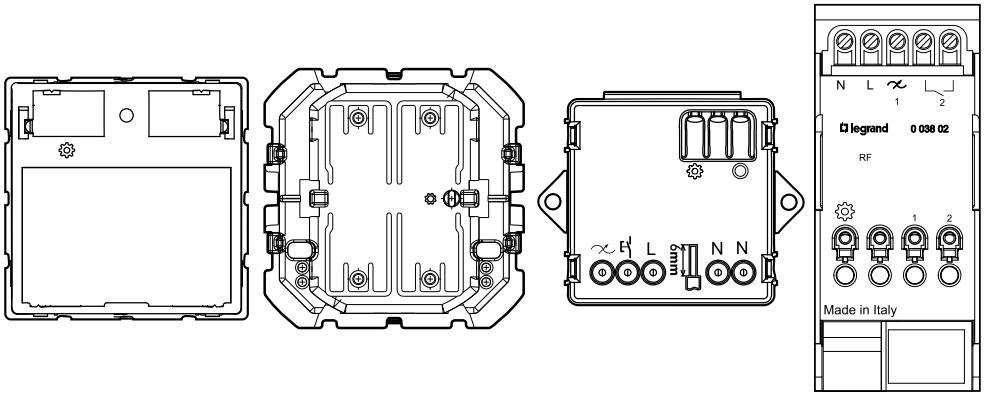
6. Touch to end



7. Touch to return to the start page

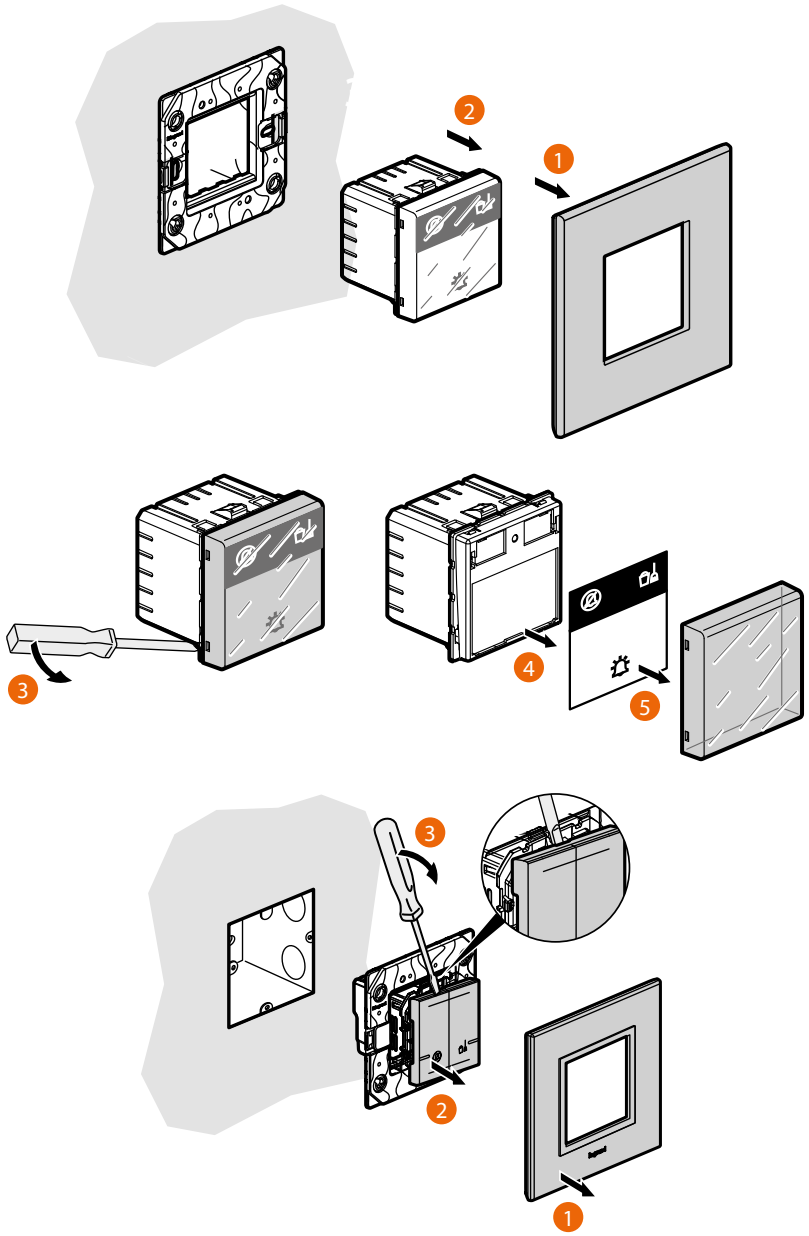


The LEDs of the devices turn off



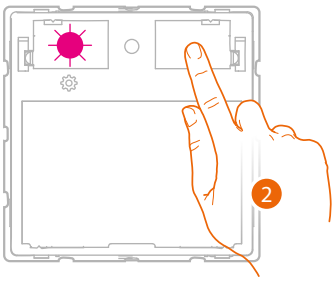
Association of the 0 675 81DND/MUR indicator with the 5 701 09 DND/MUR (DND=Do Not Disturb; MUR=Make Up Room) command

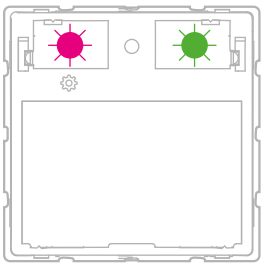
When the devices 5 701 09 DND/MUR (Do not disturb/Make up room) internal command and 0 675 81 DND/MUR (Do not disturb/Make up room) indicator are present in the system, they have to be associated.
The association of these 2 devices is necessary in order to be able to display the DND/MUR room states following the activation of the functions using the command.
To complete this association, see the following procedure:



Disassemble the devices until the learning button is visible

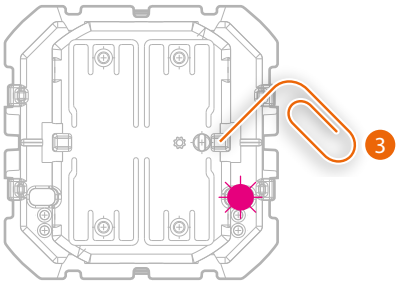
1. Open the network from UXOne

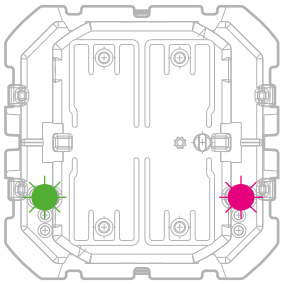




2. Press briefly to activate the learning of the 5 701 09.

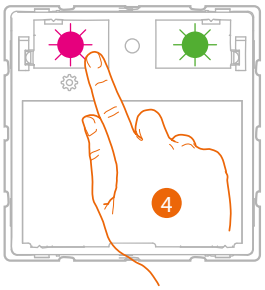
The LED flashes green

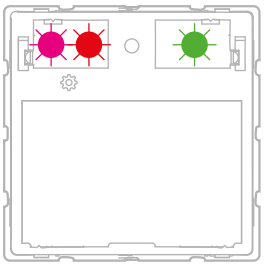




3. Press briefly to activate the learning of the 0 675 81.

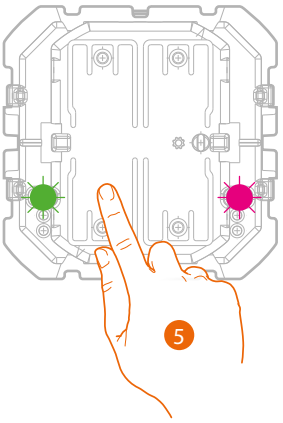
The LED flashes green

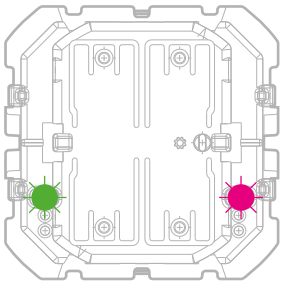




4. Touch to associate the DND (do not disturb) status display

The LED flashes purple/red

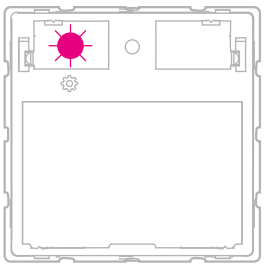


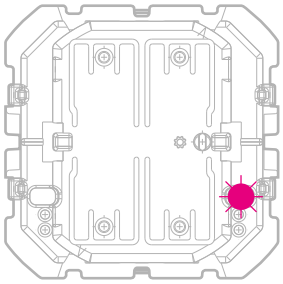


5. Touch the left key to associate the DND (do not disturb) command.

The LEDs flash alternately

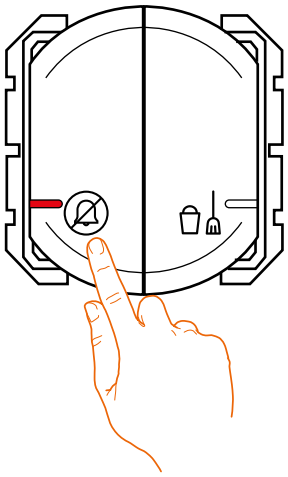
When both LEDs turn off the association is complete

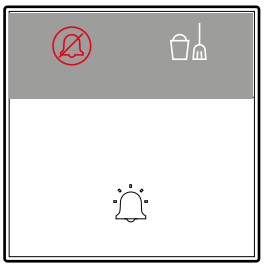




6. **Close the network from UXOne**

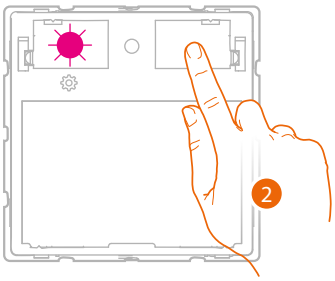
Pressing the left key of the control will now cause the illumination of the corresponding status display

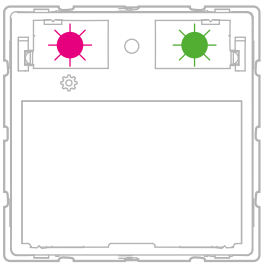




Now configure the right key, MUR

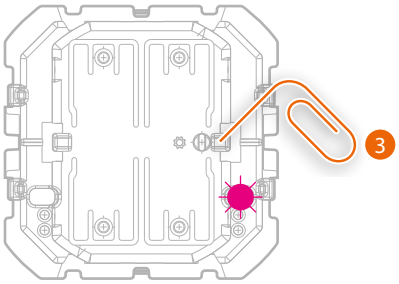
1. Open the network from UXOne

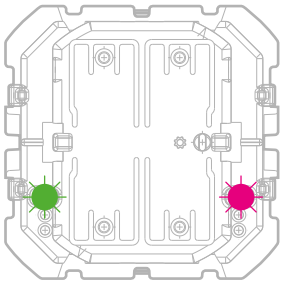




2. Press briefly to activate the learning of the 5 701 09.

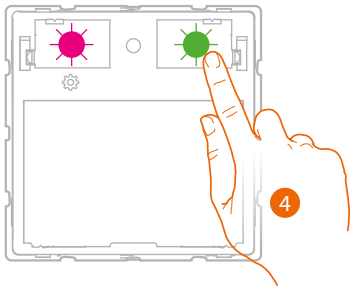
The LED flashes green

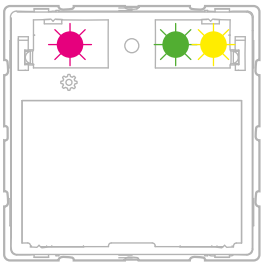




3. Press briefly to activate the learning of the 0 675 81.

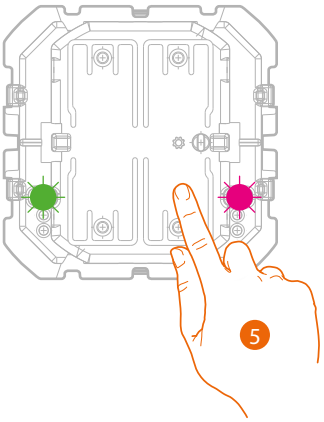
The LED flashes green

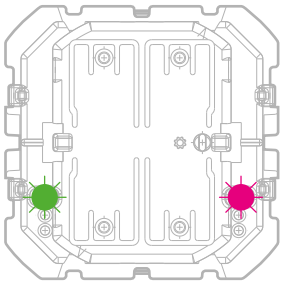




4. Touch to associate the MUR (make up room) status display

The LED flashes green/yellow

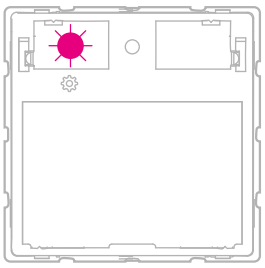


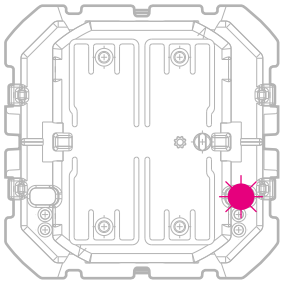


5. Touch the right key to associate the MUR (make up room) command.

The LEDs flash alternately

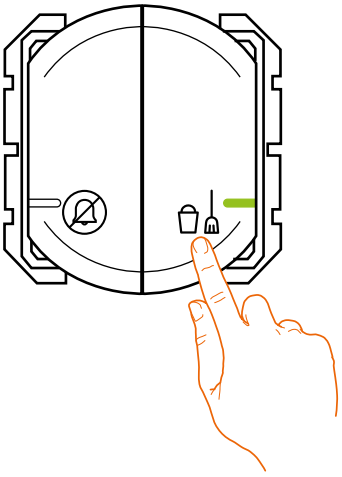
When both LEDs turn off the association is complete

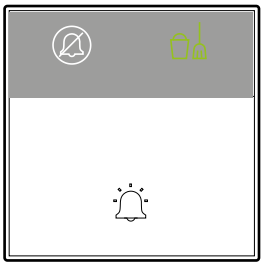




6. **Close the network from UXOne**

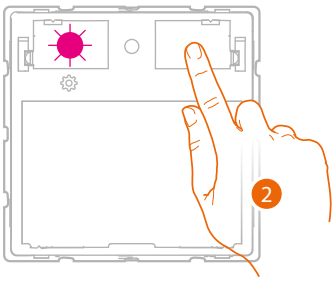
Pressing the right key of the command will cause the corresponding status display to come on

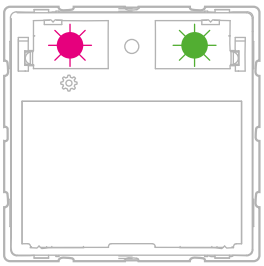




Association of the 0 038 02 DIN actuator with the 0 675 81 DND/MUR (Do Not Disturb/Make Up Room) indicator

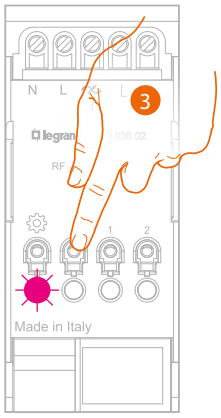
1. Open the network from UXOne

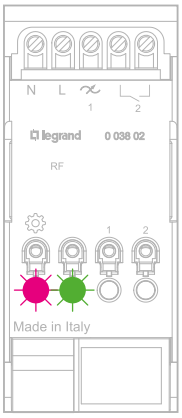




2. Press briefly to activate the learning of the 0 675 81.

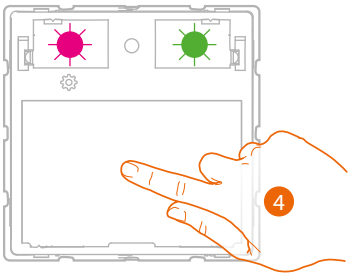
The LED flashes green

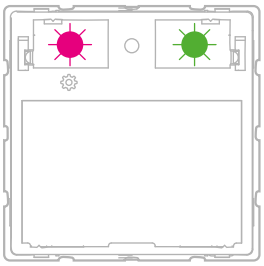




3. Press briefly to activate the learning of the 0 038 02.

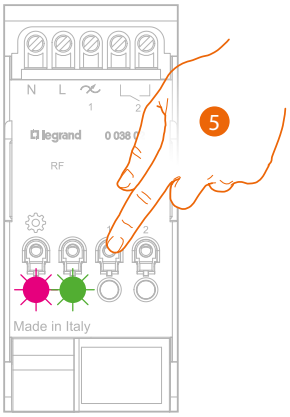
The LED flashes green

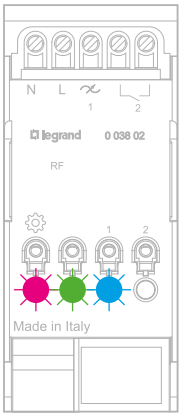




4. Briefly press the bell.

The LEDs flash alternately

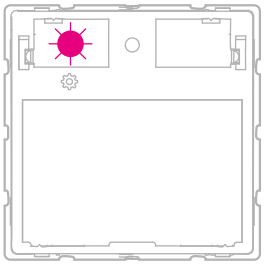


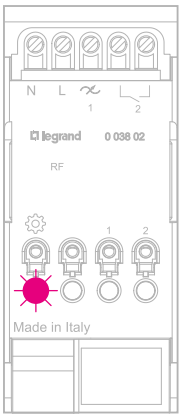


5. Briefly press the command to which the bell is connected (1 or 2)

The LED flashes blue

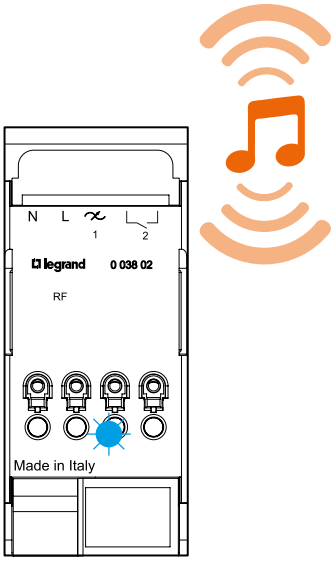
When both LEDs turn off the association is complete

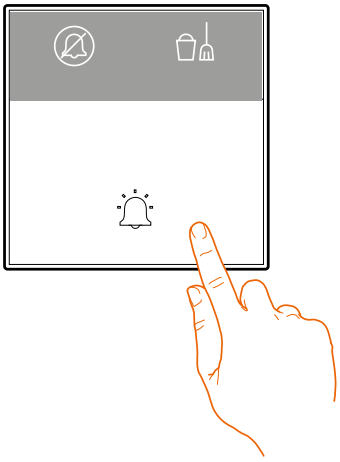




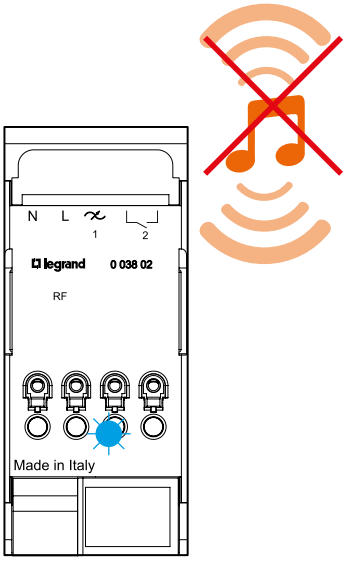
6. Close the network from UXOne

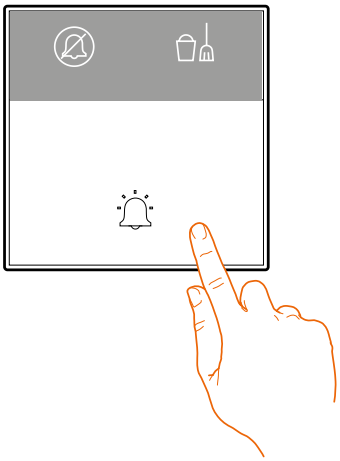
With this association, the door bell will ring when pressed





While if the DND function is enabled, the door bell will not ring when pressed.





Quick configuration guide

***Attention**: The following procedure describes the minimum steps for an initial configuration of the UXOne system.*
However, we recommend that you improve your knowledge of the system by reading the entire manual, in particular the "Project" and "Hotel Server" chapters.

The steps for the correct programming of a system using Hotel+Project are as follows:

Step	1	Install UXOne and the devices in the rooms according to your system diagram
		UXOne 465001 / 465003 / 465080 / 465015 / 465024
		UXOne 465002 – 465004 – 465082 – 465023 – 465025 – 465006 – 465008 – 465083 – 465028 – 465030
		Server
Step	2	Create the Radio network between UXOne and the room Radio devices
Step	3	Open Hotel + Project and create an account
Step	4	Create a project
Step	5	Create a type of room
Step	6	Create the peripheral objects
Step	7	Create a scenario
Step	8	Configure UXOne
Step	9	Configure Hotel Server
Step	10	Set the room network
Step	11	Connect the rooms
Step	12	Update the UXOne firmware and the peripherals
Step	13	Send the configuration to the rooms
Step	14	Send the configuration to Hotel Server
Step	15	Save and synchronise the project on the cloud

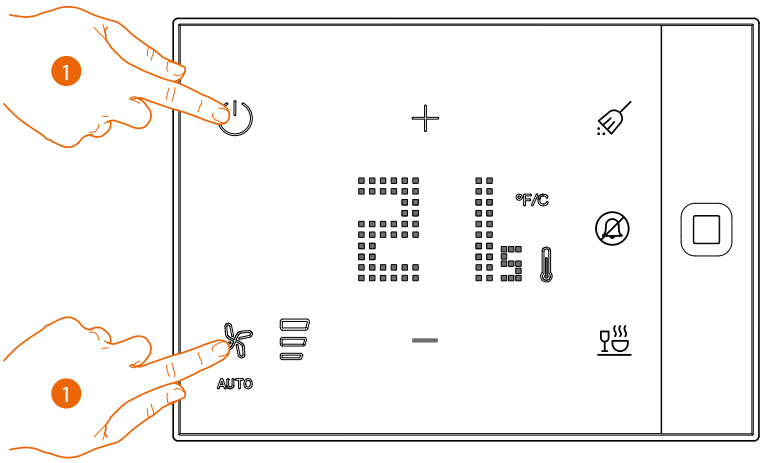
Configuration with UXOne Thermostat

The Hotel Project software offers several tools for the configuration of UXOne.
However, some settings are also possible directly from the device:

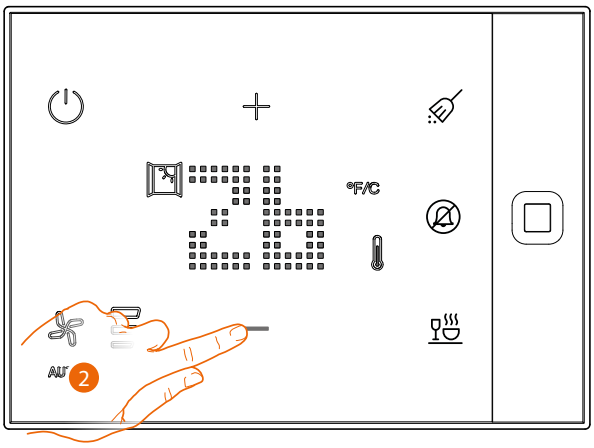
- Temperature measurement calibration
- Changing the operating mode of the system (heating or cooling or automatic)
- Temperature adjustment
- Switching off the thermostat

Temperature measurement calibration

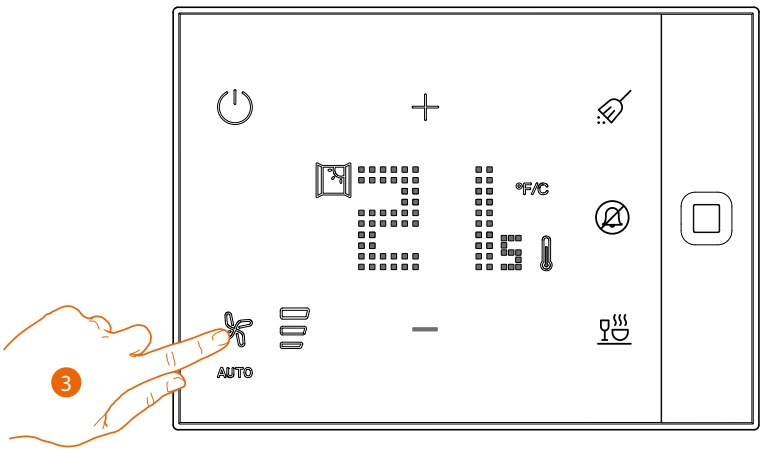
This configuration allows to calibrate the actual temperature read. For example, if the thermostat is positioned in a point
of the room that is particularly hot or cold, it will detect a value that does not correctly represent the temperature of the room.



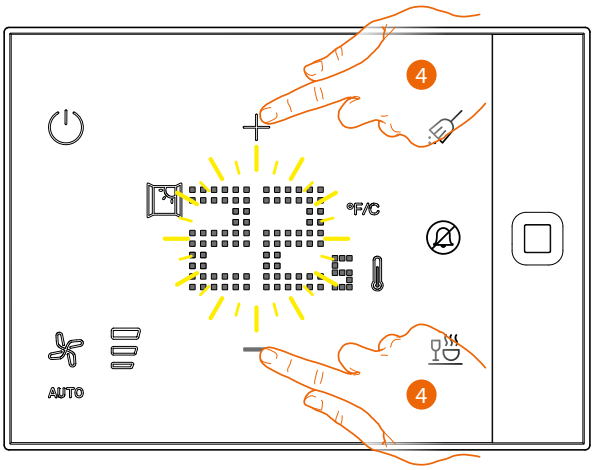
1. Press and hold simultaneously for 3 seconds to enter the installer menu



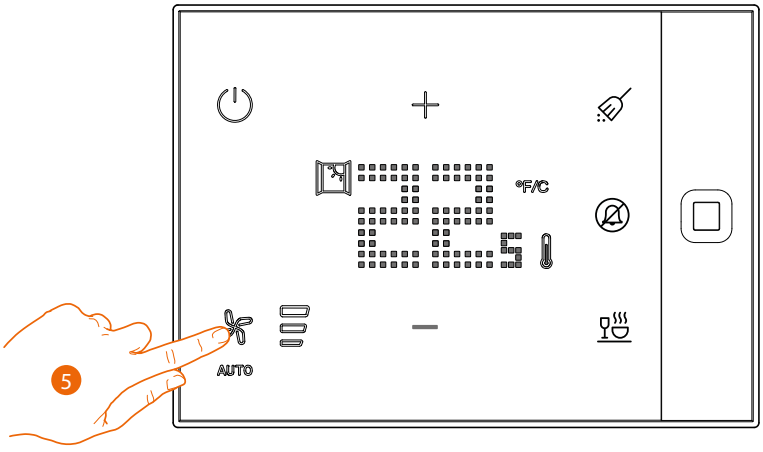
2. Touch repeatedly until the parameter to be changed is displayed



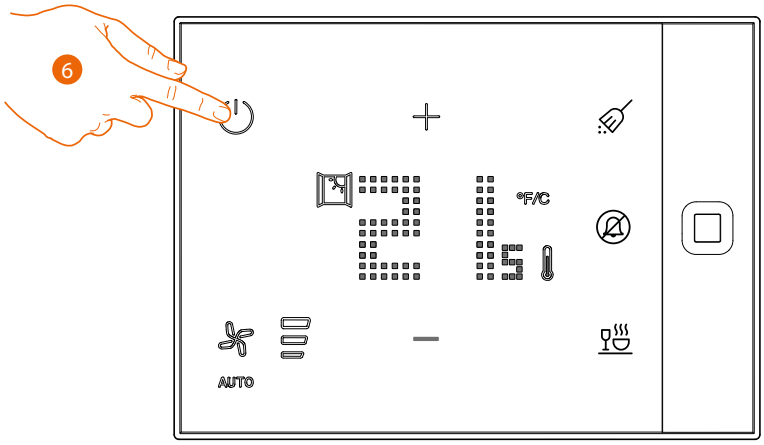
3. Touch to enable the modification of the measured temperature



4. The calibrated temperature appears. Touch to change it



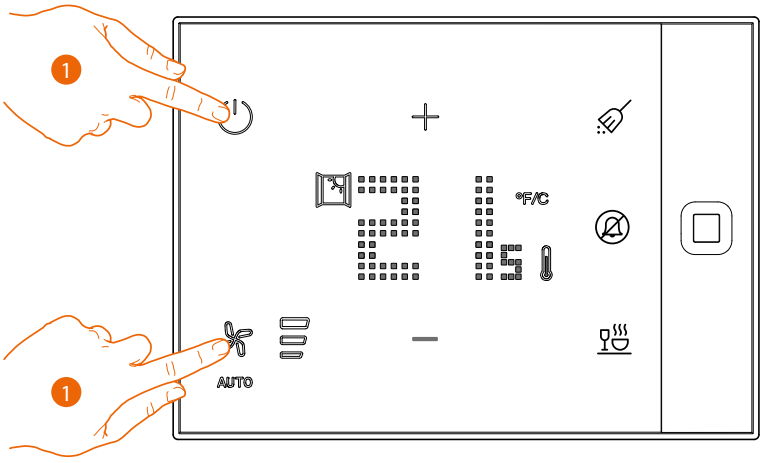
5. Touch to confirm



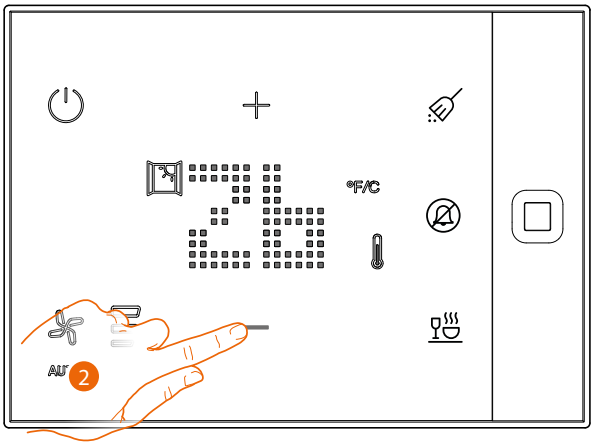
6. Touch to exit installer mode

Changing the system operating mode (heating or cooling or automatic)

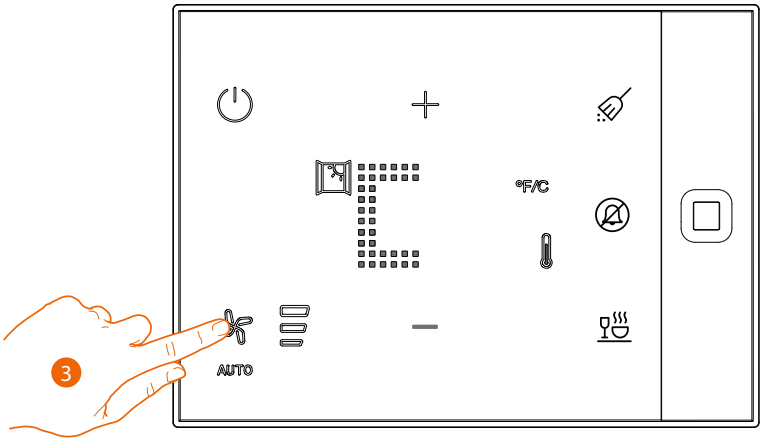
This configuration allows to set the system to heating, cooling or automatic mode.
If the system is in "Automatic" mode, switching between heating and cooling is handled automatically.



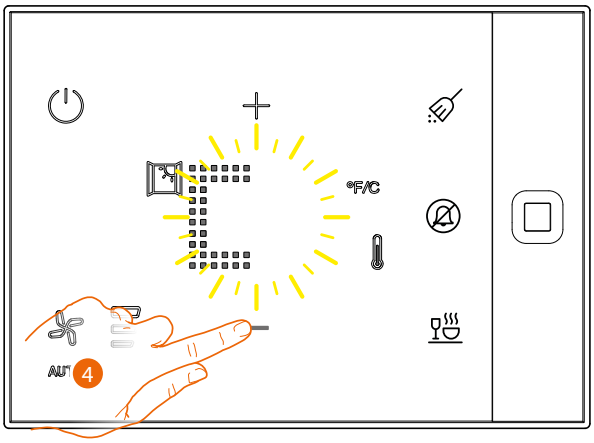
1. Press and hold simultaneously for 3 seconds to enter the installer menu



2. Touch repeatedly until the parameter to be changed is displayed

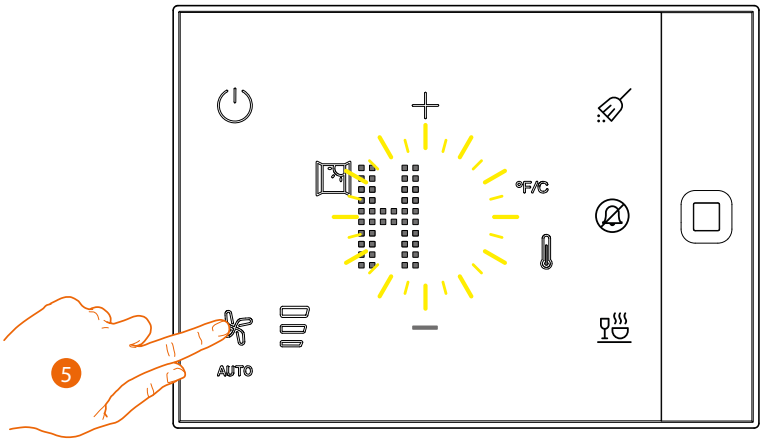


3. Touch to enable the modification

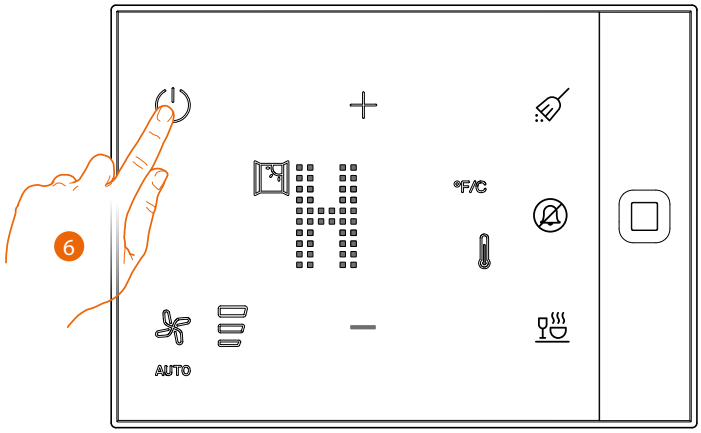


4. Touch once or more to select the operating mode:
   – C = Cooling;
   – H = Heating;
   – A= Automatic changeover

***NOTE**: the available modes appear depending on how UXOne has been configured*

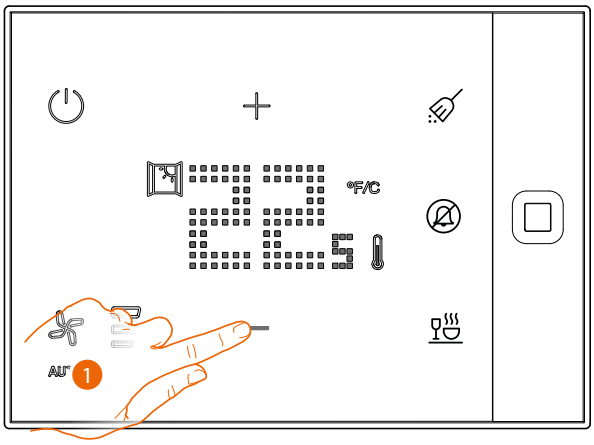


5. When the desired mode appears, touch to confirm

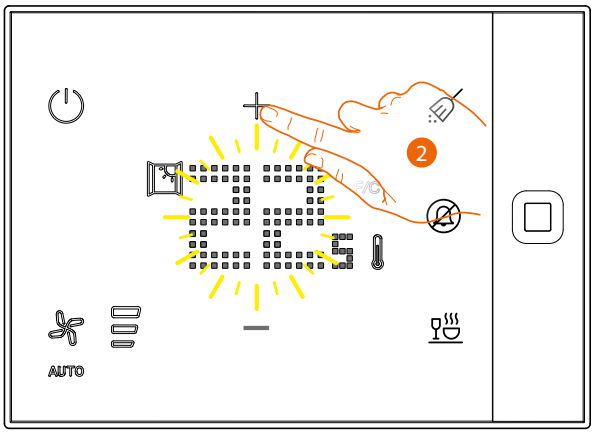


6. Touch to exit installer mode

Temperature adjustment

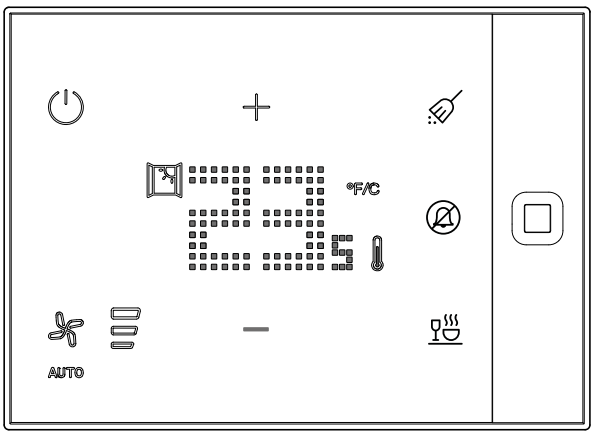


1. Touch + or – to enable the modification

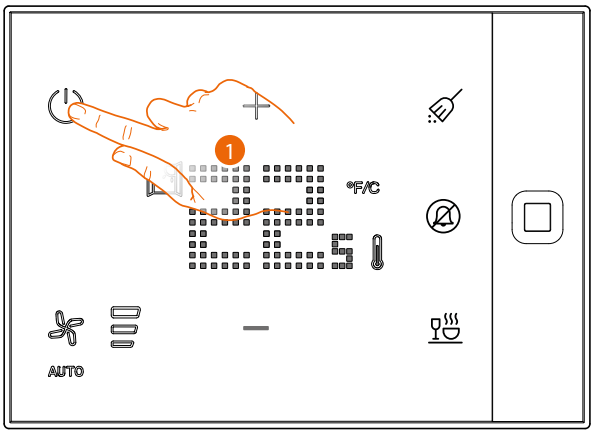


2. The temperature flashes, touch +/– to increase/decrease the temperature

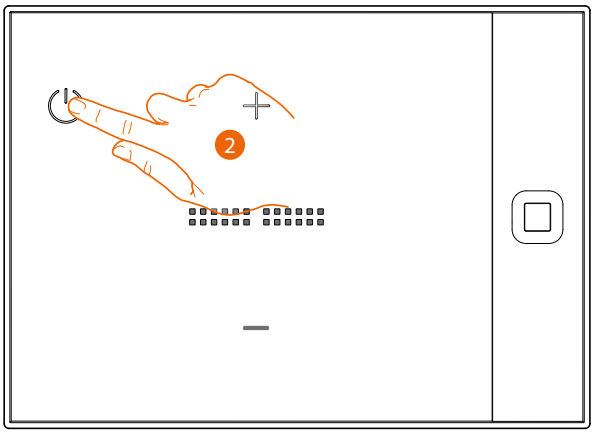
When flashing stops, the temperature is set



Switching off the thermostat

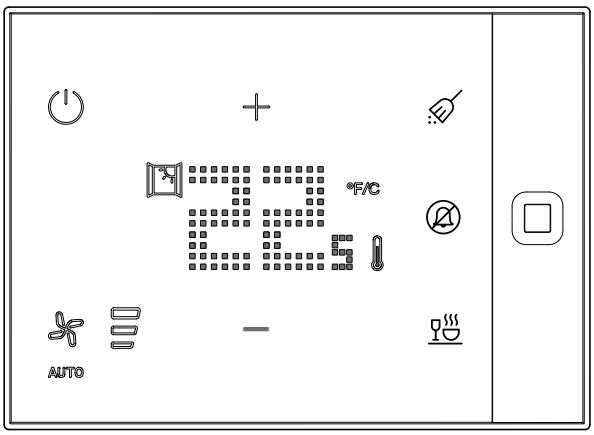


1. Touch to switch the thermostat off



2. The display indicates that the thermostat is off.
   Touch to switch it back on

The thermostat is now back to regulating the temperature



Configuration with Hotel+Project

Hotel + project makes it possible to perform advanced configurations of the UXOne thermostat and room management devices.
In particular, it is possible to configure:

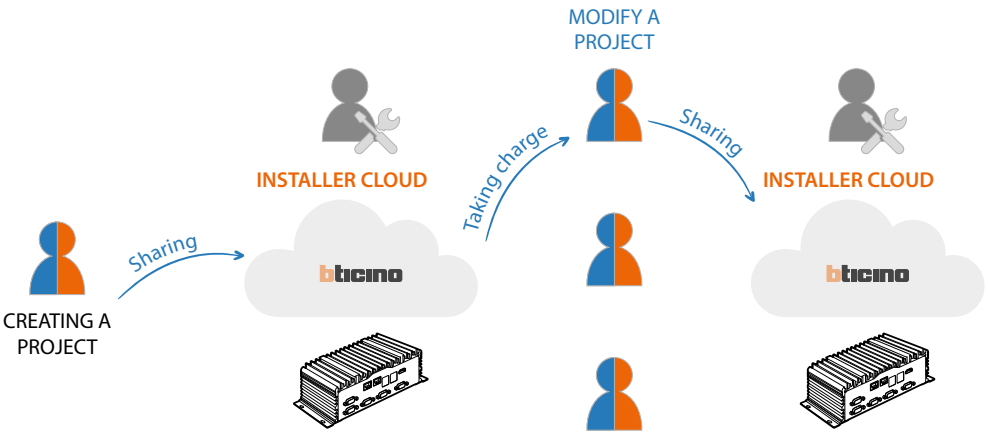
- the management of presence in the room
- DND (do not disturb)/MUR (make up the room)
- heating/air conditioning
- automation
- lighting
- scenarios
- access control
- other integrations with third parties

To do this, you will need to:

- create a project replicating the hotel structure (buildings, floors and rooms)
- create room models (types), including and configuring the UXOne thermostat and the room devices
- automatically apply the model to the rooms of the facility
- send the configuration to the rooms and, in case of supervision system, to the server.

Project sharing

It is possible to share the project with other users and work together in its creation. After a user has completed their configuration tasks, they can then synchronise it.
After this, the project is no longer held by that user, and another user can take charge of it.



The configuration can be completed:

– Using the desktop version of the software (available for both Microsoft® and Apple® operating systems), which can be downloaded from homesystems-legrandgroup.com

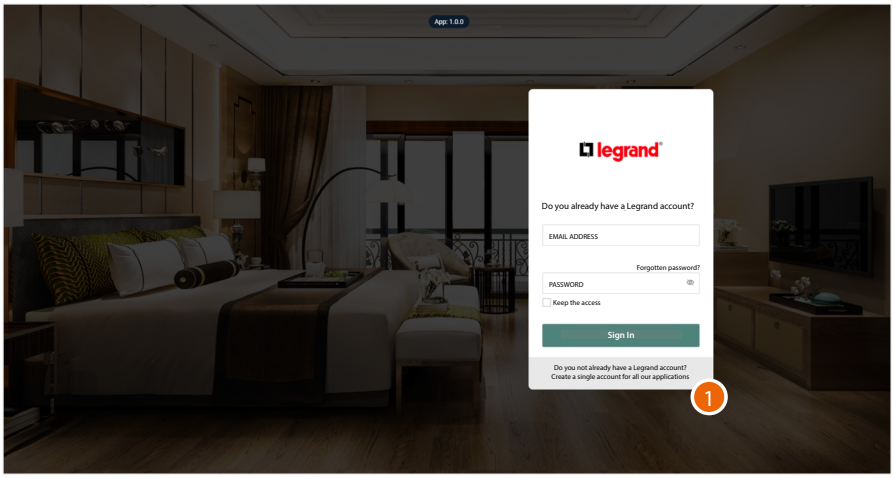
or

– Using the dedicated app, available for download from the app stores (both for Android® and iOS® systems)

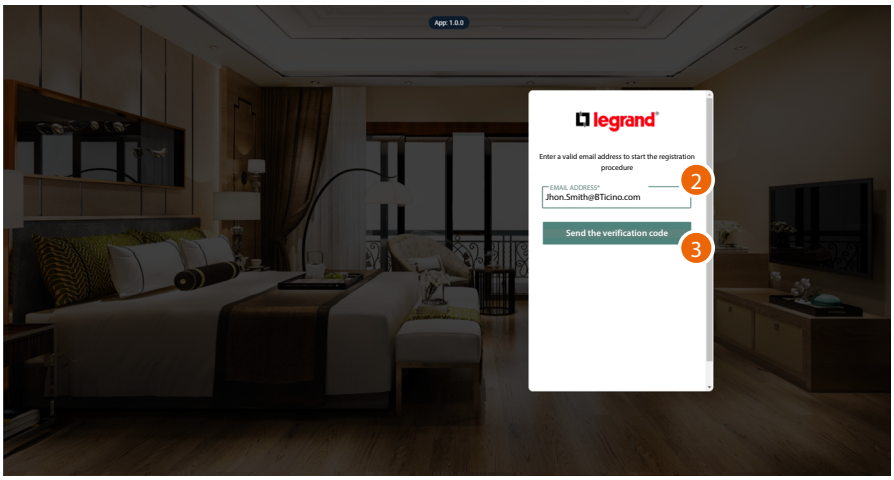
The desktop version will be explained below; the app version has the same features.

Account registration

You must first register to be able to use Hotel+Project.
After opening the software follow the registration instructions:

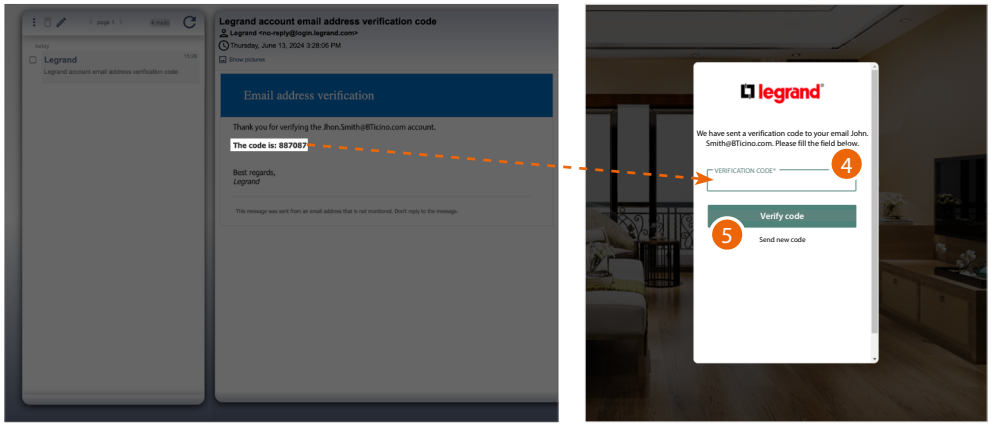


1. Click to register and create an account

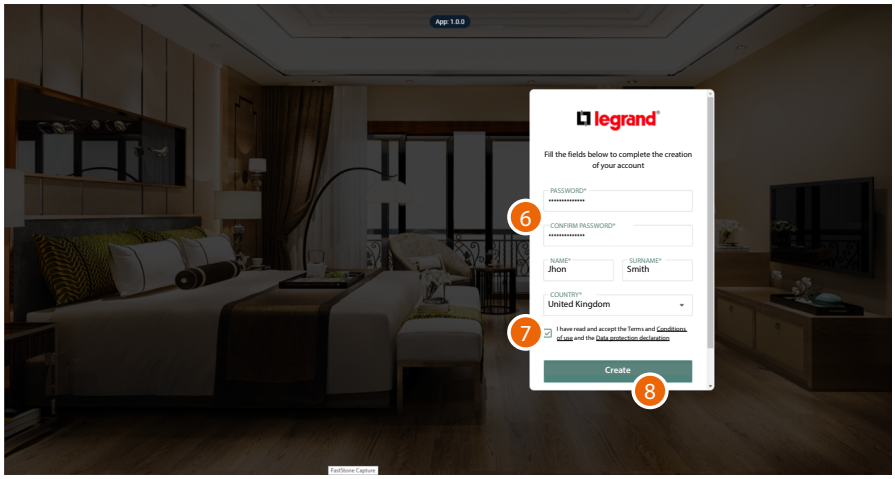


2. Enter the email address where the system can send a verification code
3. Click to confirm the forwarding of the verification code

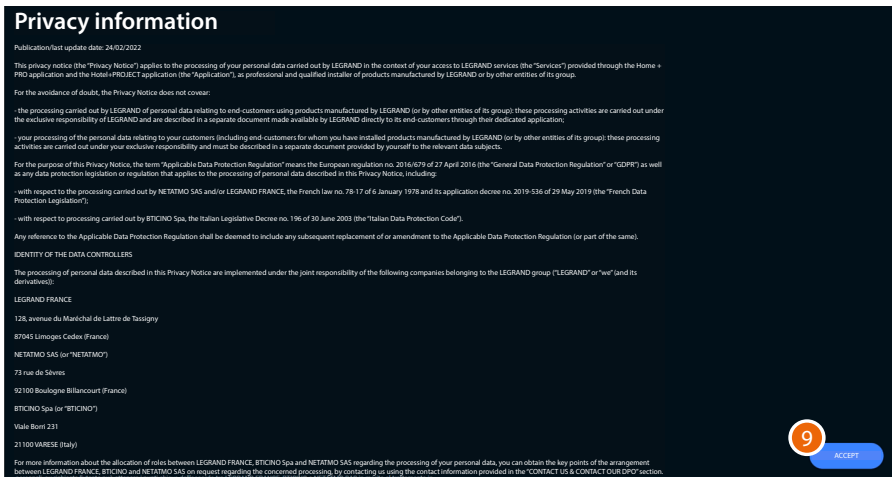
After confirming, the system will send the data (verification code) to the email address indicated by you in the registration phase for the first access.



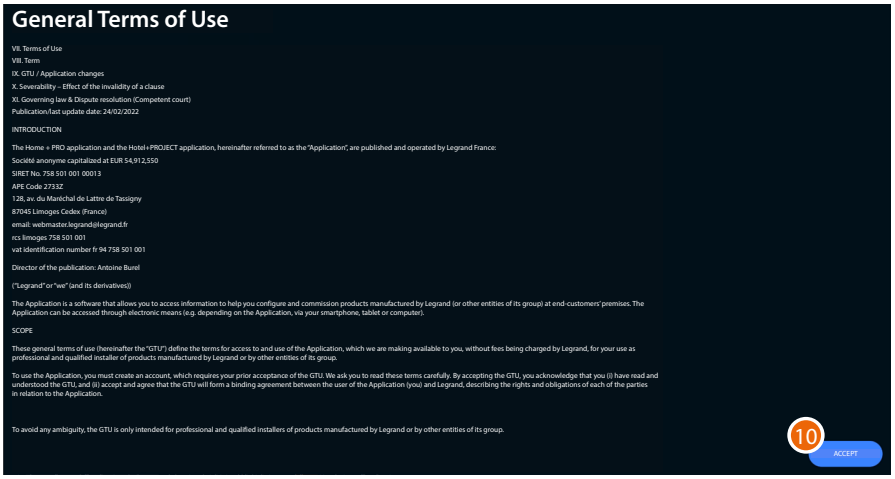
4. Enter the verification code received by e-mail
5. Click to verify the code



6. Enter a password and fill the fields with your details.
   The password must have the following features:
   – minimum length 8 characters;
   – must contain at least one letter and one number;
   – it must be different from the last 5 passwords used.
7. Tick to accept the terms and conditions of use laid down in the associated text (obligatory).
8. Click to continue.



9. Click to accept the Privacy information

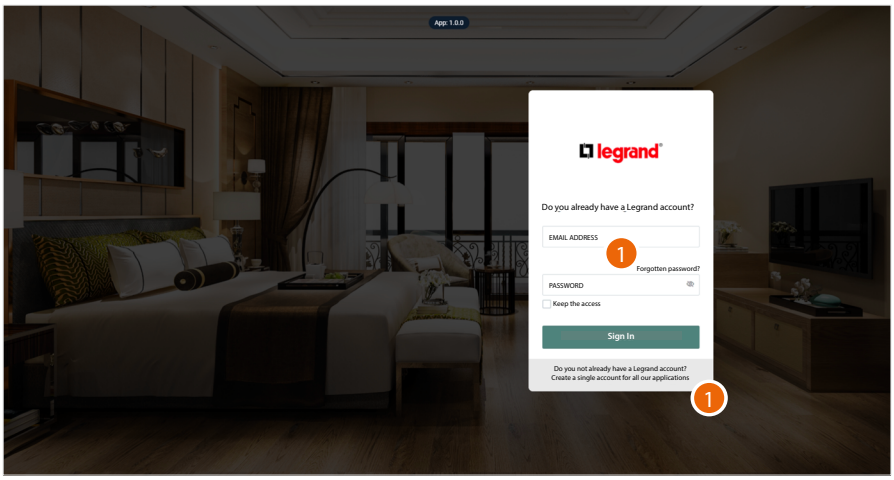


10. Click to accept the conditions of use

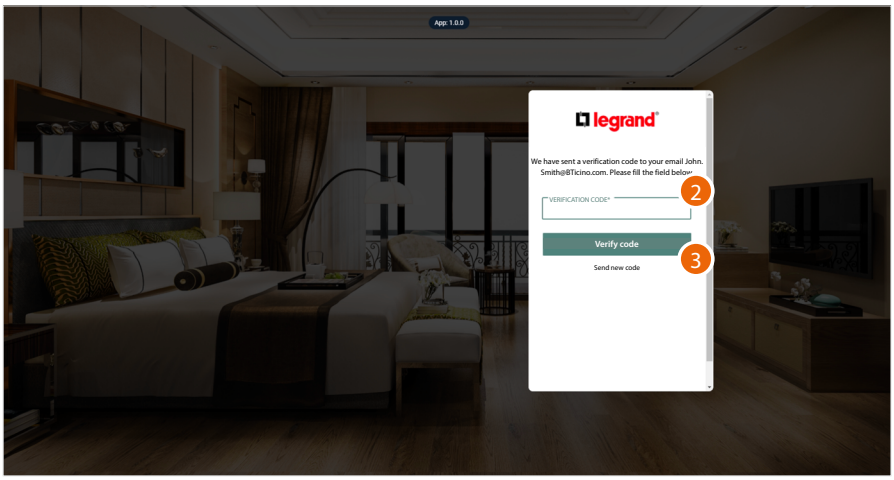
The account has been created successfully, the Home page appears

Forgotten password

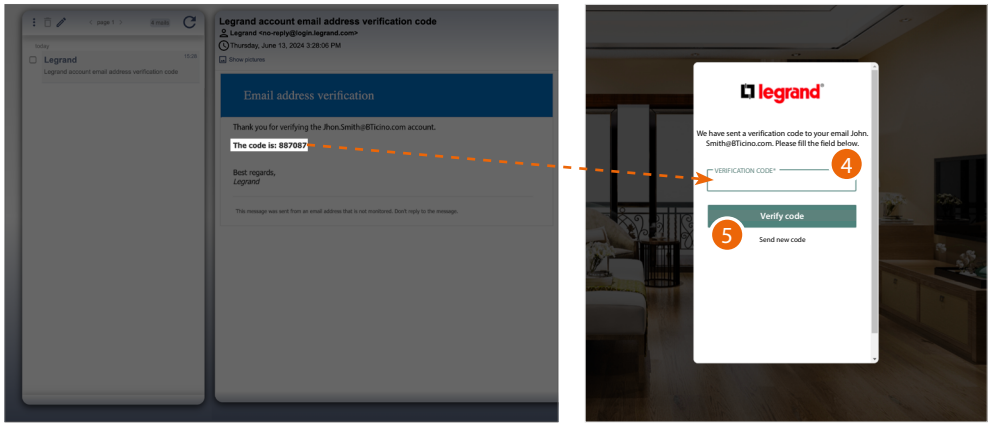
When you have forgotten the password:



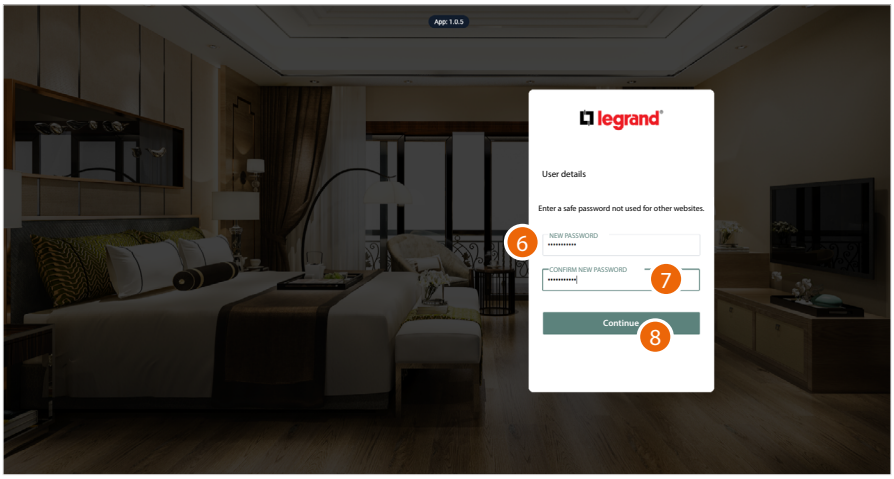
1. Click to activate the password recovery procedure.



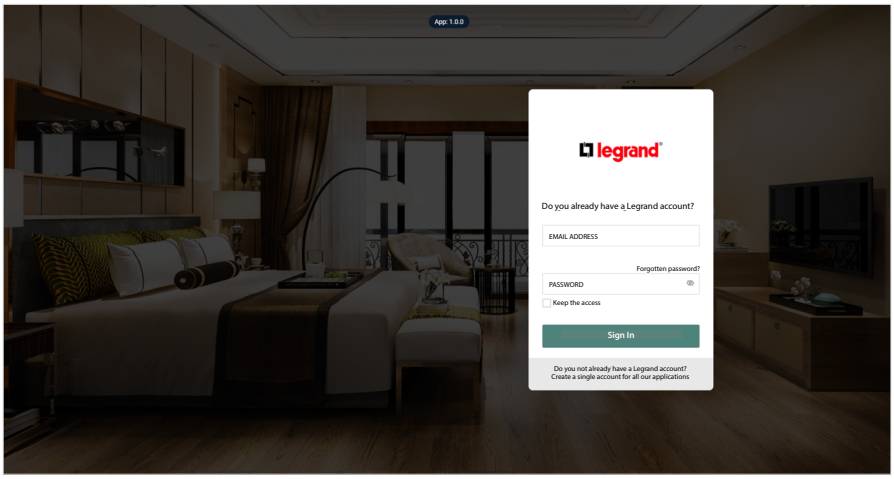
2. Enter the email address where the system can send a verification code
3. Click to confirm the forwarding of the verification code



4. Enter the verification code received by e-mail
5. Click to verify the code

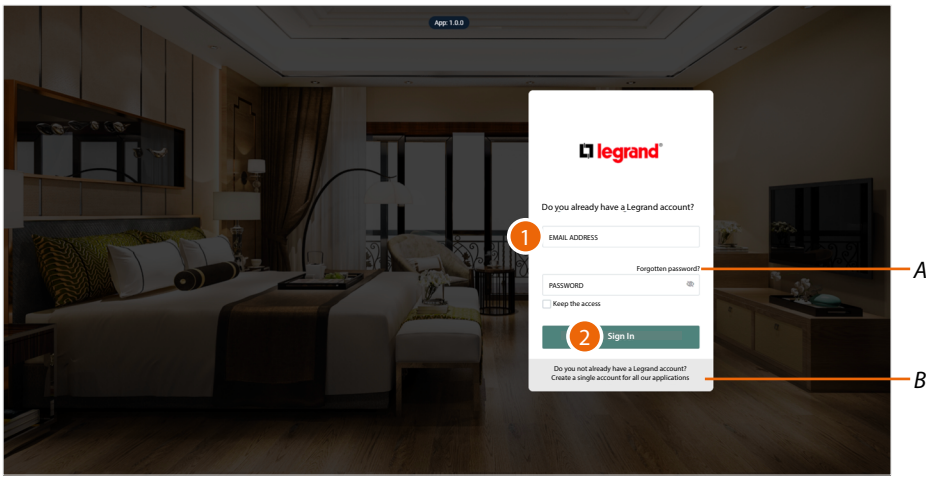


6. Enter the new password.
   For security reasons enter a new password with these features:
   – minimum length 8 characters;
   – must contain at least one letter and one number;
   – it must be different from the last 5 passwords used.
7. Enter the password again.
8. Click to confirm. The Home Page will be displayed so that the authentication procedure can be completed.



Authentication

After registering with the portal, you can authenticate by entering email and password.



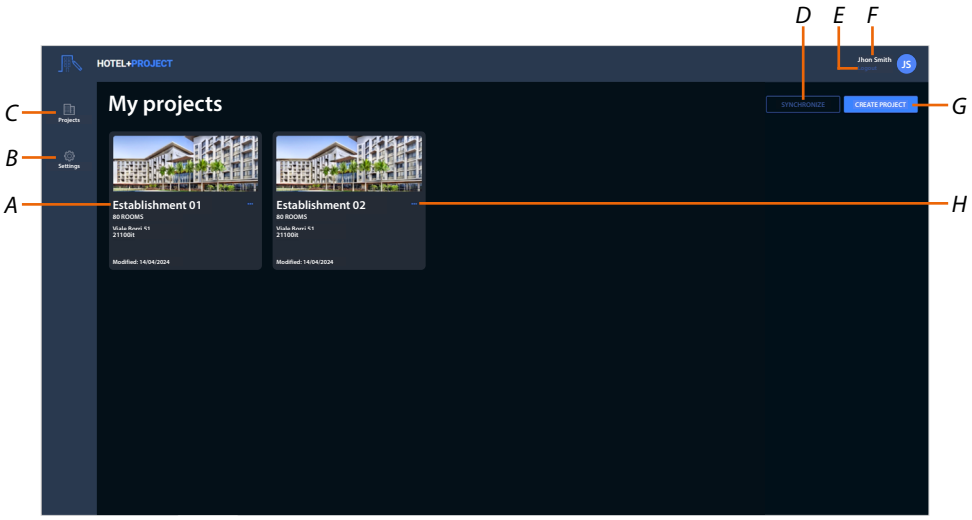
A *Click to start the password recovery procedure*

B *Click to create a new account*

1. Enter email and password.
2. Click to access, the Control unit management home page

Home page

This page can be used to view all the available projects, create new ones and synchronise them. It is also possible to access the Settings section, to manage your account and other settings.



A Display a preview of the project

B Manage some functions, your account and other settings

C Display the home page containing all the projects present

D Syncronise the project

E Logout from Hotel+Project

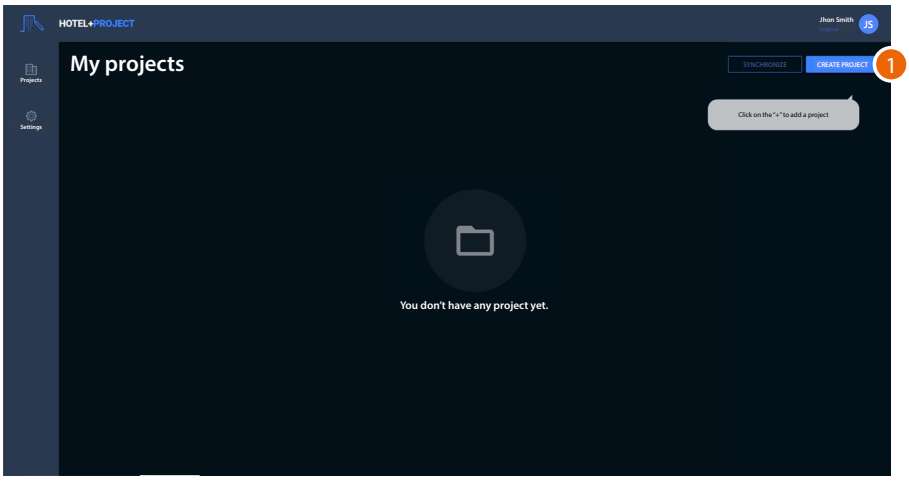
F Display the name used for the account

G Create a new project

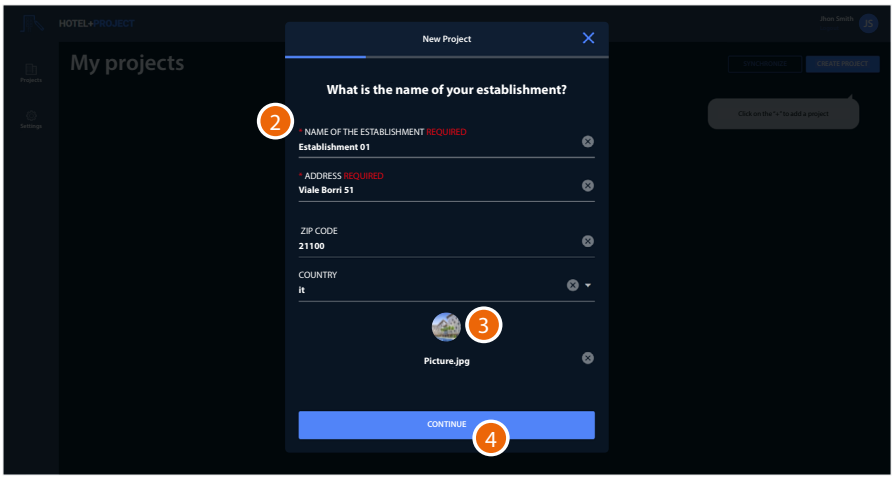
H Project management

Creation of a new project

This function allows to create a new project with the help of a tutorial.
During the process, it is possible to define the structure of the project, i.e. insert one or more buildings, for which it is possible to define the number of rooms.



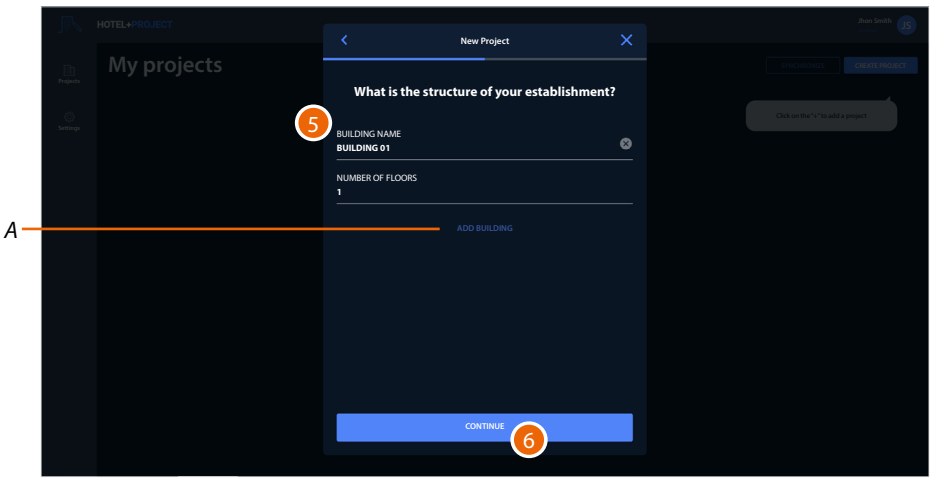
1. In the home page, click to create a new project



2. Enter the name of the facility and its address

***NOTE**: the name of the facility and the address are mandatory fields that must be entered in order to continue with the creation of the project*

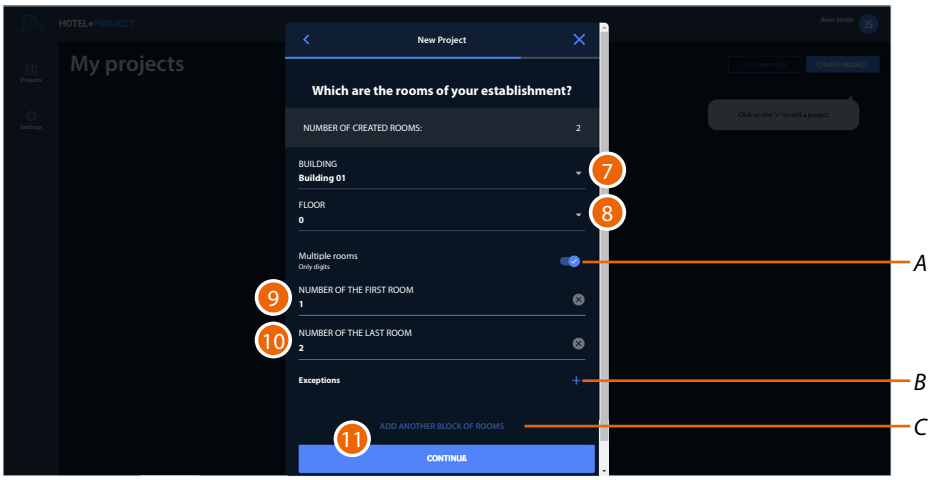
3. Associate an image with the created structure
4. Click to continue



5. Indicate the name of the building and the number of floors

A Add other buildings in addition to the one included by default

6. Click to continue



7. Select one of the previously created buildings

8. Select one of the previously created floors

A Activate/Deactivate the "Multiple Rooms" option.
This option is used if there is more than one room on the floor.
After activating this option, simply enter the number of the first room and the last room of the floor.
If the option is disabled, simply enter the number or name of the room; this must then be done for all the rooms.

9. Enter the number of the first room of the floor

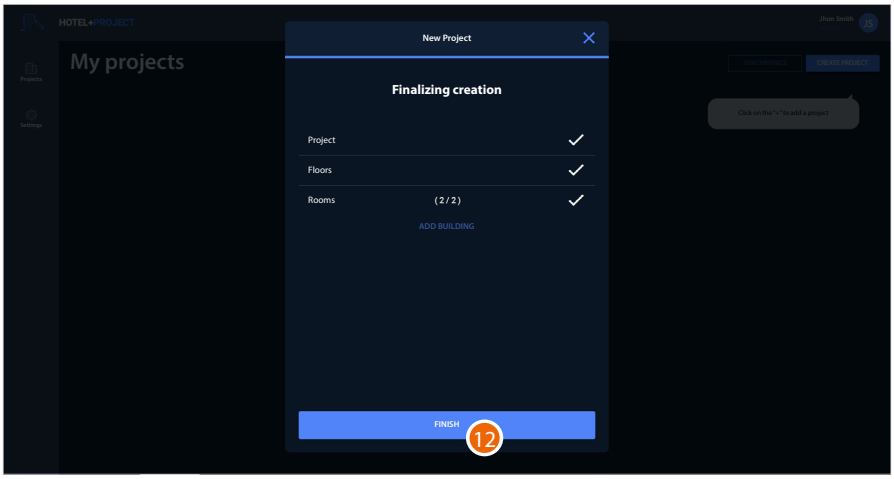
10. Enter the number of the last room of the floor

B Add "Exceptions", in case one or more floor rooms should not be counted and included in the project (e.g.: for cultural reasons it may not be possible to use some numbers; this exception hides numbers that are not allowed).

C After creating the individual room or group of rooms, use this pushbutton to insert other rooms/ groups of rooms in the building.

11. Click to continue

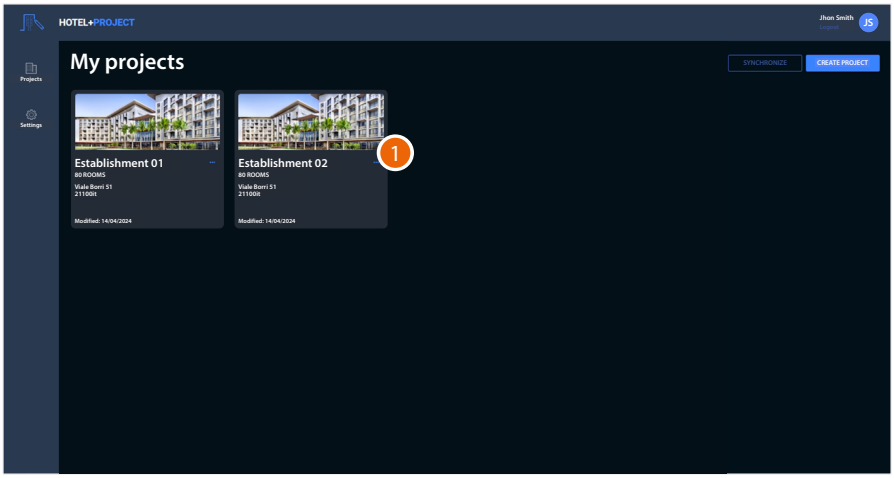
The display shows a summary of created facility



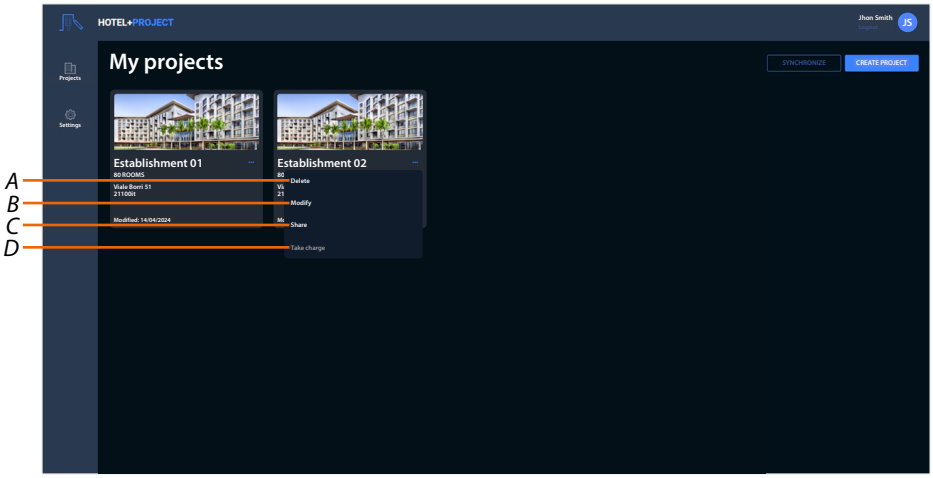
12. Click to finish

Project management

Once created, the project can be managed using some functions available in the drop-down menu.



1. Click to open the available project management functions



A *Delete a project **

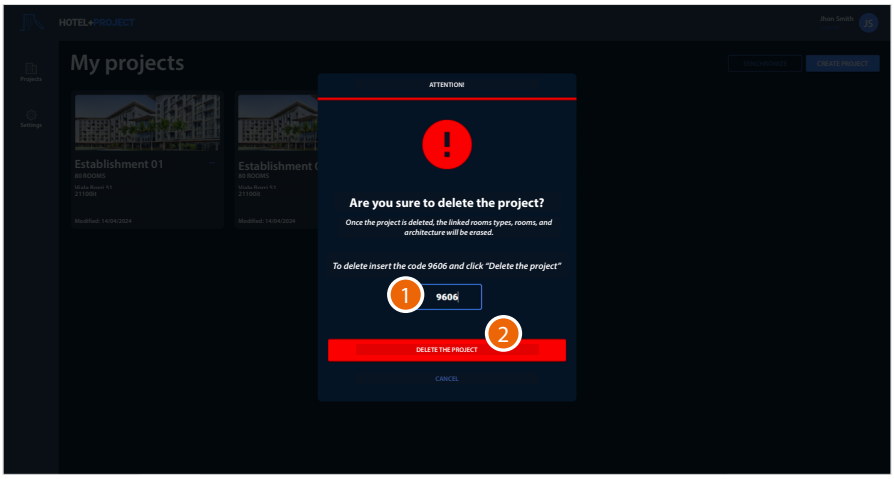
B *Modify a project**

C *Share a project **

D *Take charge of a project*

*****NOTE**: These functions are only available after taking charge of the project.*

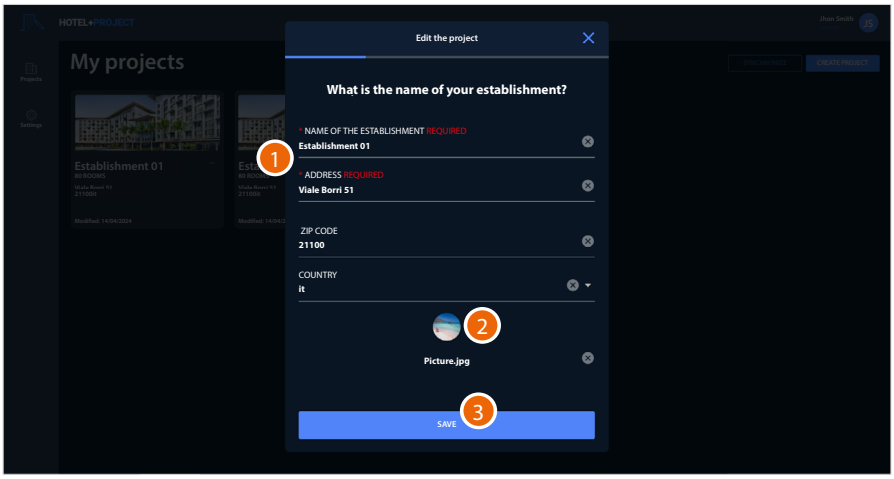
Delete a project



1. Enter the code generated by the software
2. Click to delete the project

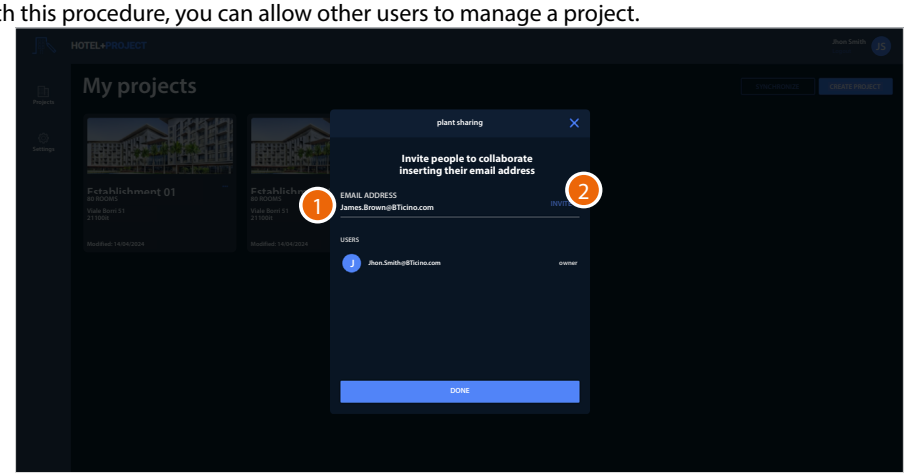
***ATTENTION**: When the project is deleted, the linked room types, rooms and architecture will also be permanently deleted.*

Modify a project



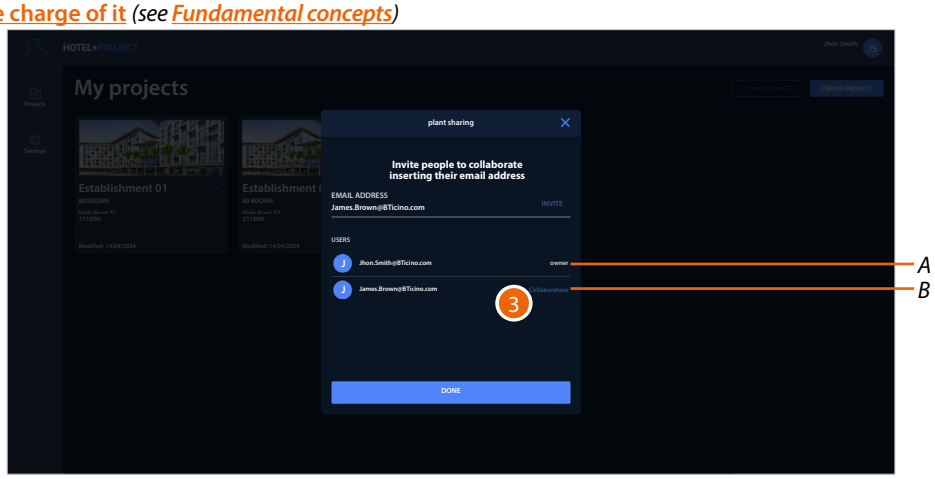
1. Change the name of the facility and its address
2. Change the image of the created facility
3. Click to save the modifications

Share a project
With this procedure, you can allow other users to manage a project.



1. Enter the email of the user with whom you want to share the project
2. Touch to confirm the invitation.

The invited user will receive an e-mail with the invitation to check the system.
After the authentication and syncronisation of the project, it will be possible to manage it and take charge of it *(see Fundamental concepts)*

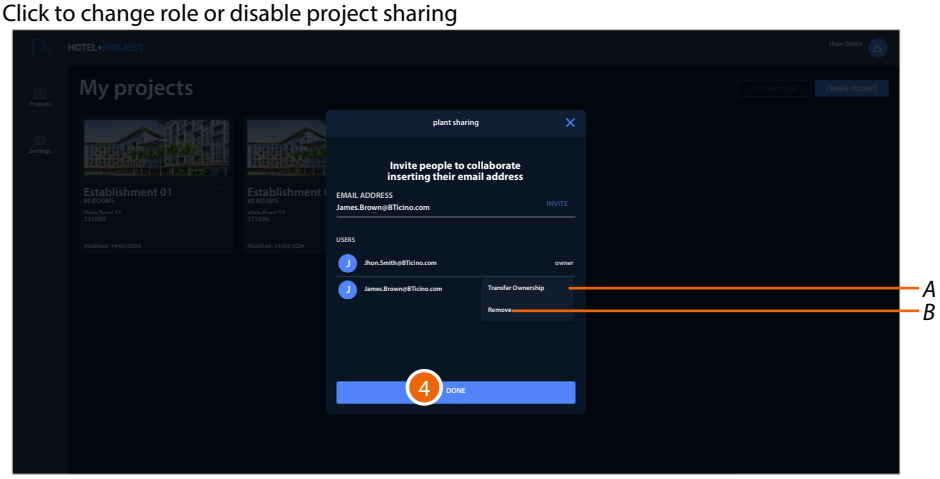


A Owner user

B Collaborator user

***NOTE**: The owner user and the collaborator user can perform the same functions.*

3. Click to change role or disable project sharing



A Set a collaborator user as owner user and vice versa

B Delete the user

***NOTE**: The user will not be deleted, but they will no longer be able to manage the project*

4. Touch to end.

Take charge of a project

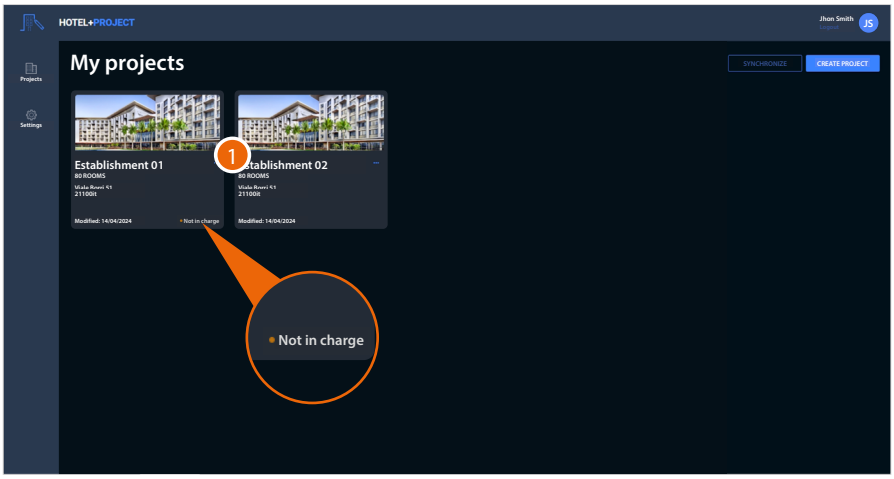
This procedure shows how to take charge of a project.
When a user takes charge of a project, they can use all the functions of Hotel + project. The user who does not take charge of a project may only use certain functions.
The aim of taking charge of a project is to manage/modify its data.
If you are the only user managing the project, taking charge of the project corresponds to modifying the project. If, on the other hand, several users are managing the project, taking charge is equivalent to editing and preventing collaborators from making changes until the synchronisation of the project.
Functions available when the user is not in charge of the project:
– UXOne **disconnected**

- Download the firmware

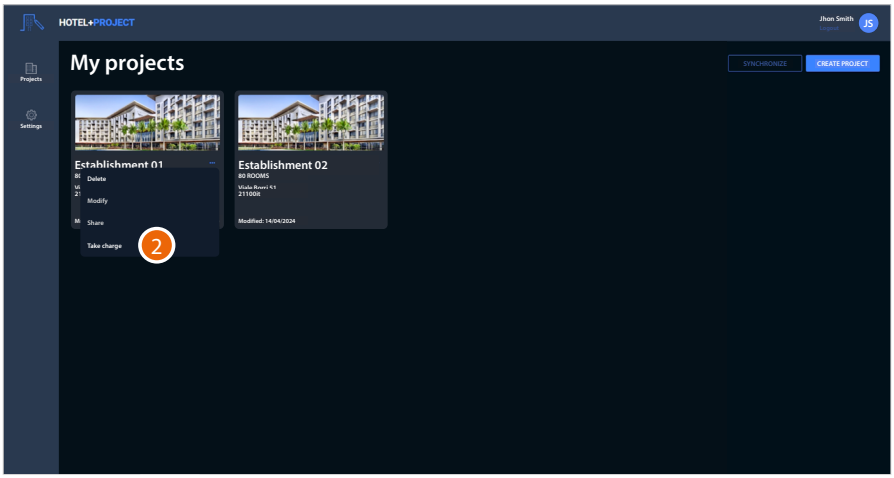
– UXOne **connected**

- Peripheral identification;
- send configuration;
- firmware update

***NOTE**: A user can only take charge of a project after it has been syncronised (see Fundamental concepts).*

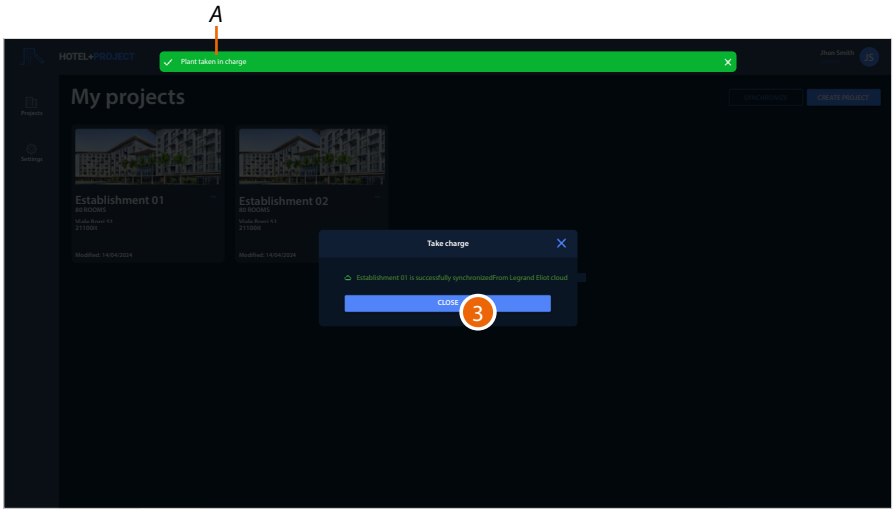


1. Click to open the functions available for the project

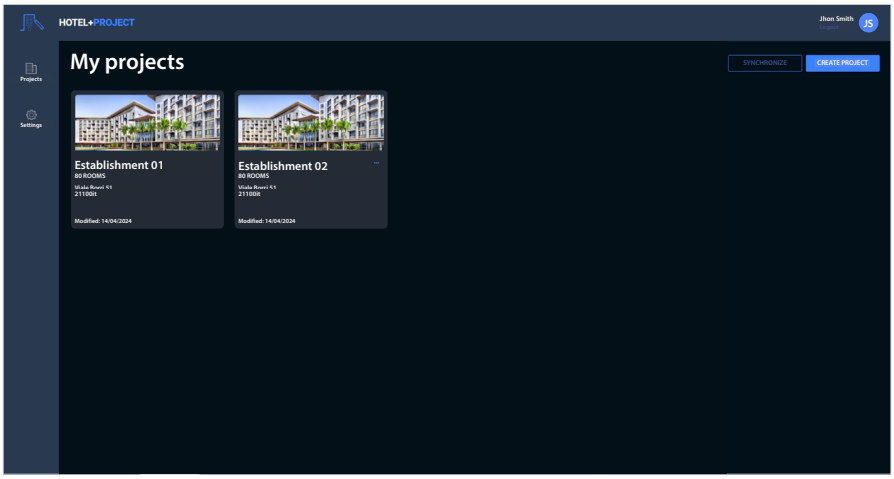


2. Click to take charge of a project

A notification (A) indicates that the user has successfully taken charge of the project.

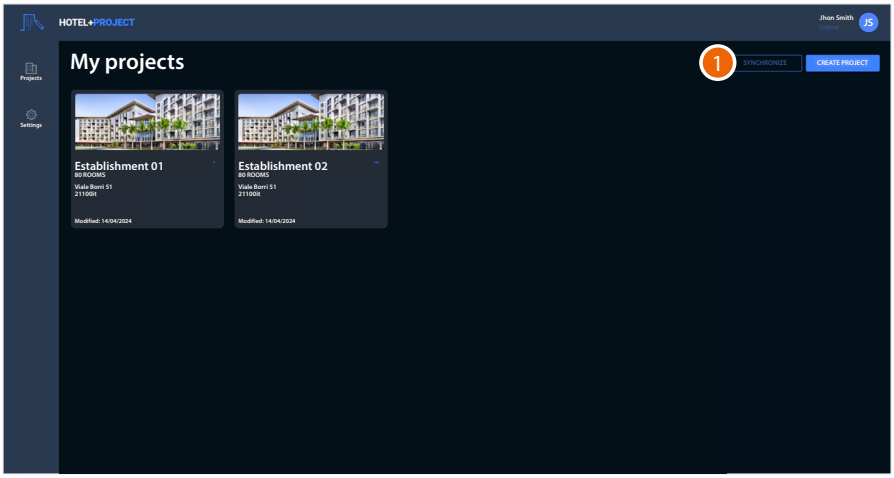


3. Click to finish

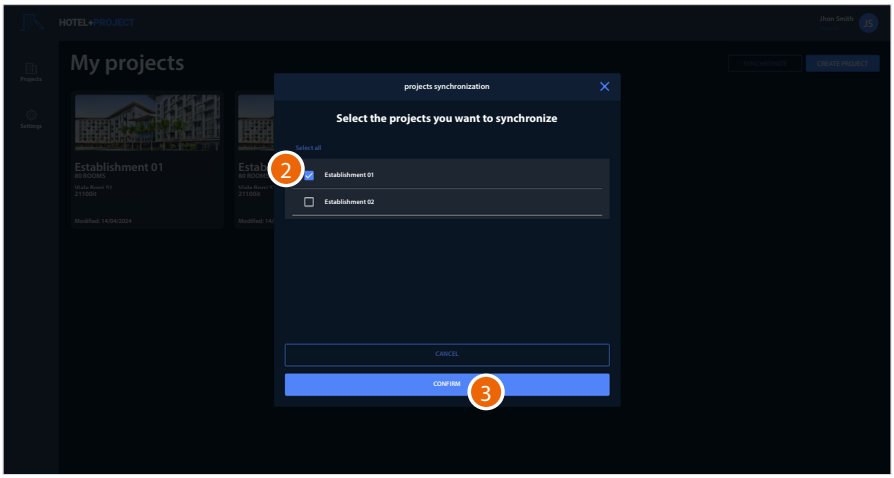


Synchronise

It is possible to synchronise the projects created by saving copies both on the Installer Cloud and locally (if the PC is connected to the Internet), or only locally (if the PC is not connected to the Internet). This will make sure that the data will always be safe and made available to other users, if the project is shared. After synchronisation, the user who has made the changes will no longer be in charge of the project, which will return to be available to all the users with whom it has been shared on the Cloud, so that someone else may take charge of it and modify it when required.

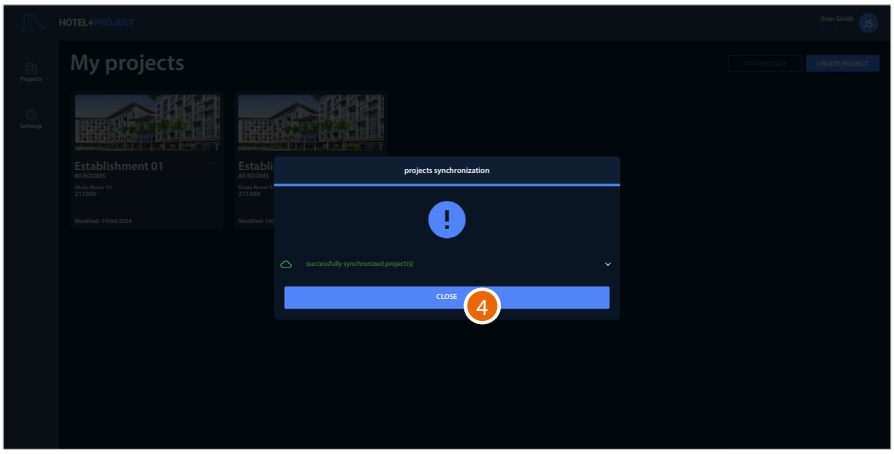


1. In the home page, click to synchronise the project



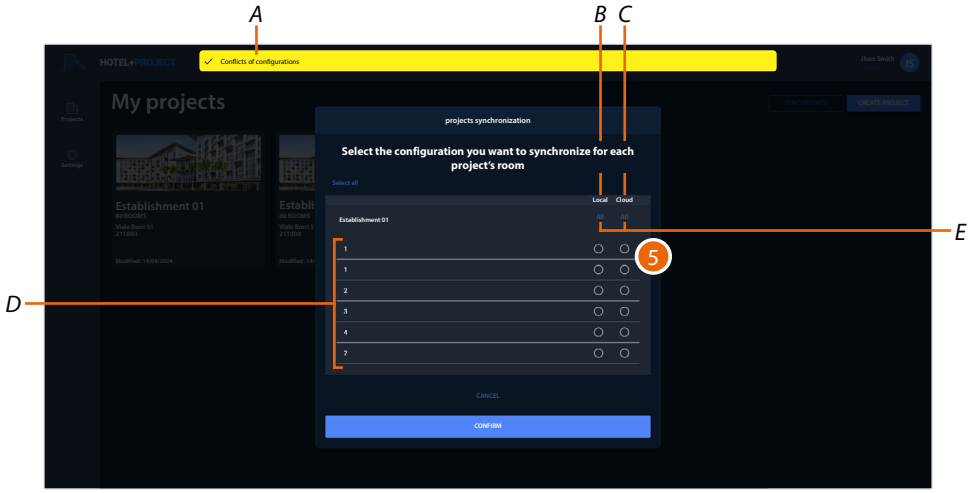
2. Select the project to synchronise from those available
3. Click to confirm

The project was successfully synchronised and is now no longer in anyone's care, but is available on the Cloud for someone else to take charge as needed.



4. Click to finish

In the event that the project saved locally (on your PC) is different from the project saved on the Cloud, a notification(A) indicates the presence of inconsistencies and the following screen appears,

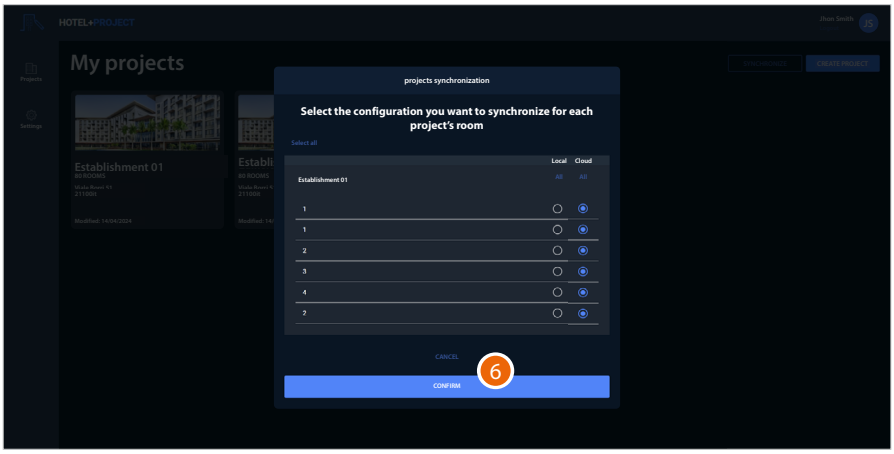


B Rooms saved in the local project (on your PC).

C Rooms saved in the Cloud project.

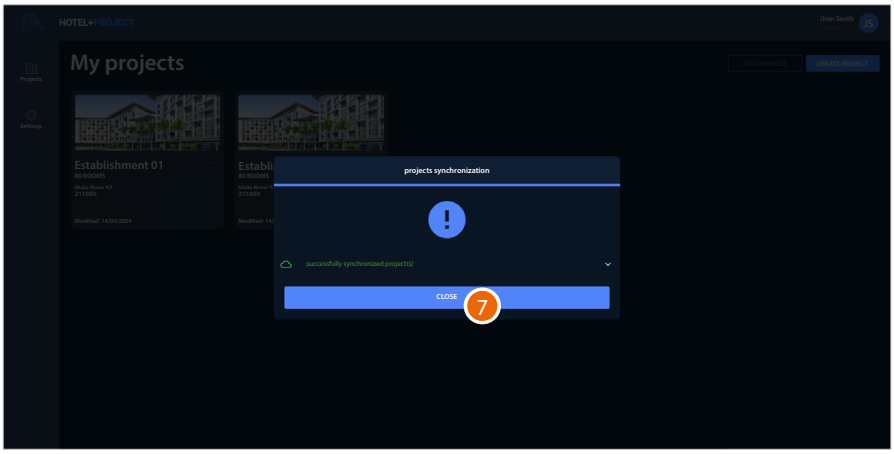
D Number of rooms in the project.

4. Select the configuration to synchronise, for each room or for all the rooms(E) in the project.



6. Click to confirm

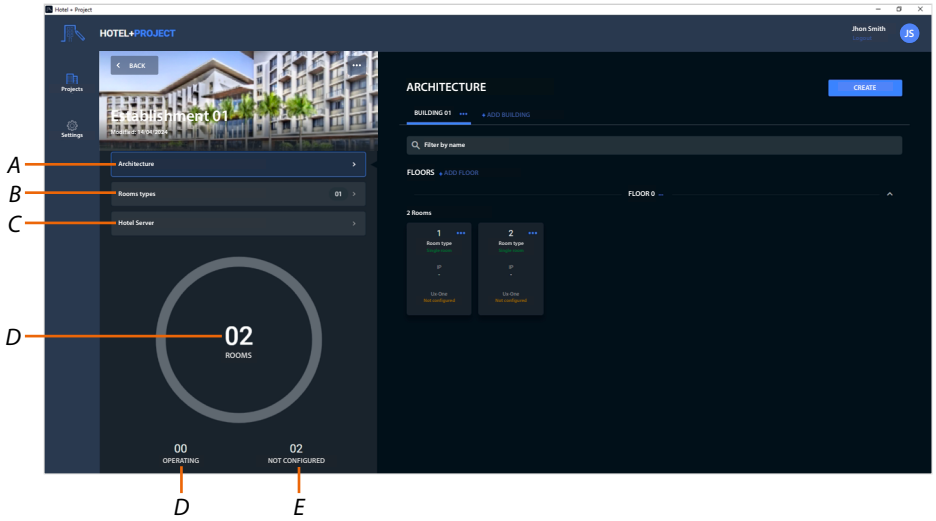
The project was synchronised correctly.
It is now no longer your responsibility and is available to all the users with whom it has been shared on the Cloud, so that someone else may take charge of it.



7. Click to finish

Project

This page can be used to manage the project architecture, set a room type and configure the hotel server parameters.



A *Architecture*

B *Type of room*

C *Hotel gateway*

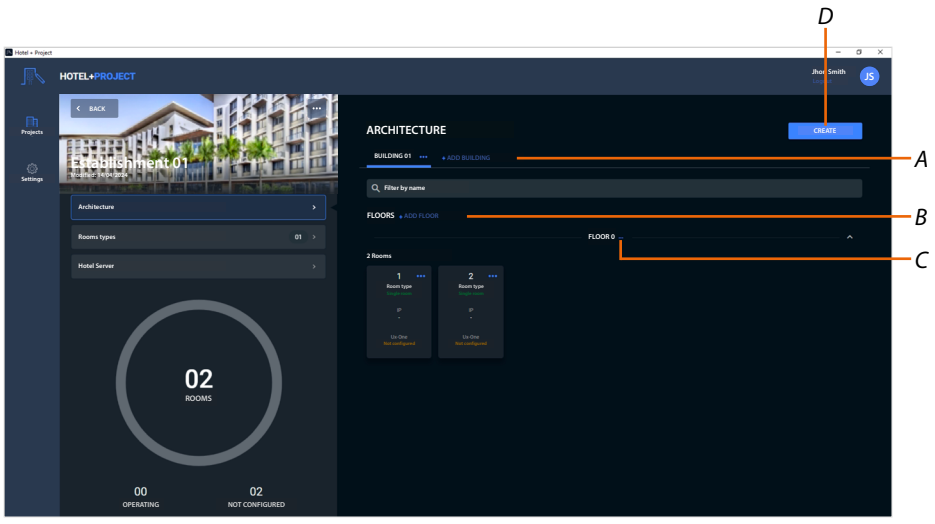
D *Total number of rooms*

E *Number of operational rooms*

E *Number of rooms not configured*

Architecture

This section can be used to manage the architecture of a previously created project.
In the project, it is possible to create new buildings, add and manage floors and complete them with rooms.



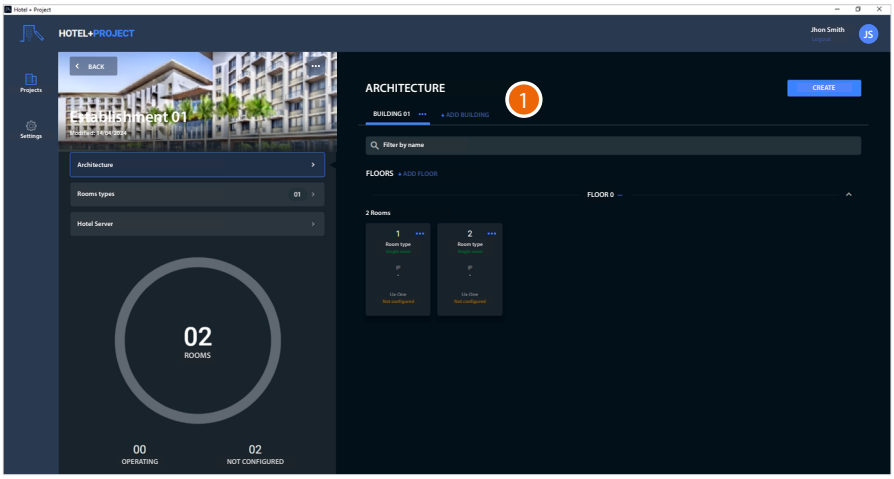
A *Add a building*

B *Add a floor*

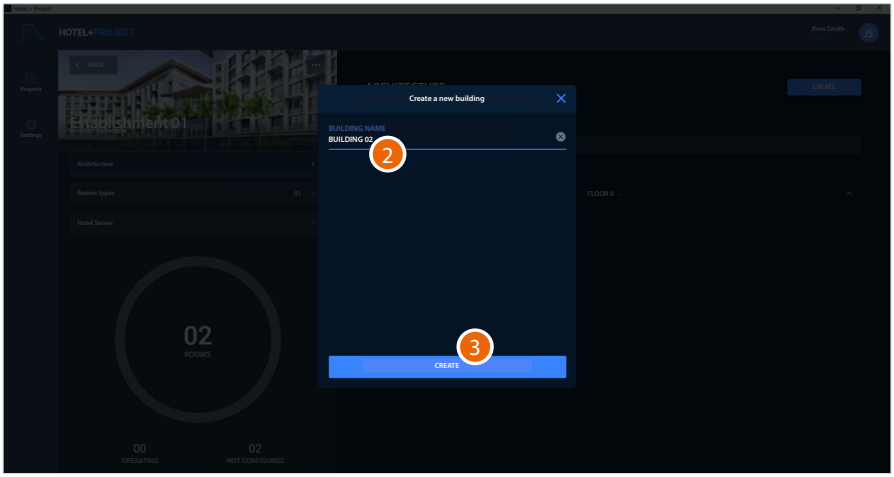
C *Manage the floor*

D *Create a room*

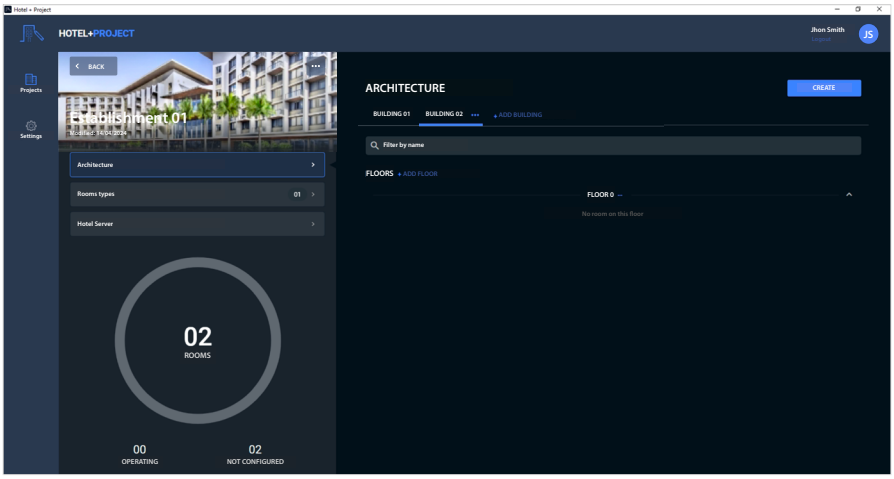
Add a building



1. Click to add a new building

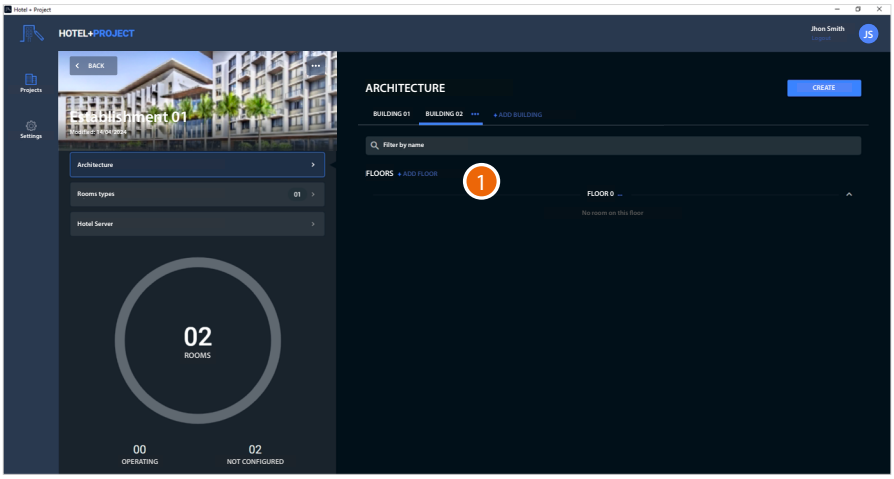


2. Customise the building name
3. Click to confirm

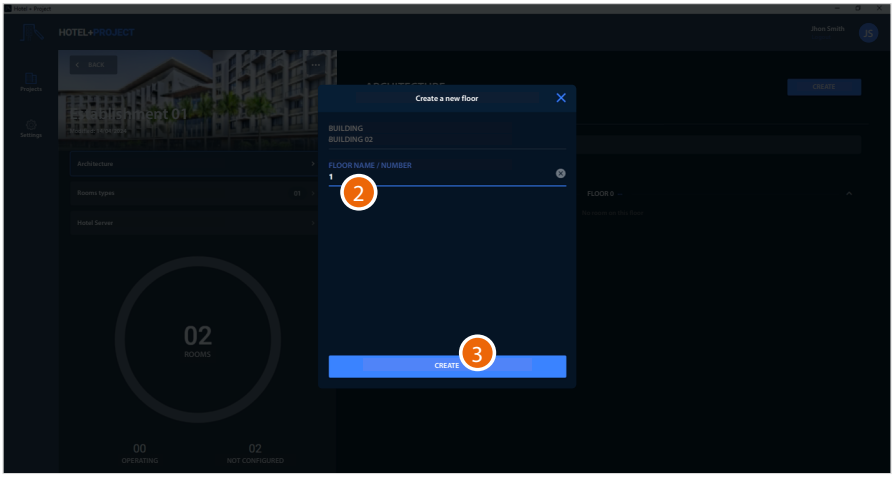


NOTE: *When a building is created, "FLOOR 0" is also added by default by the software. To add more floors see* ***Add a floor***

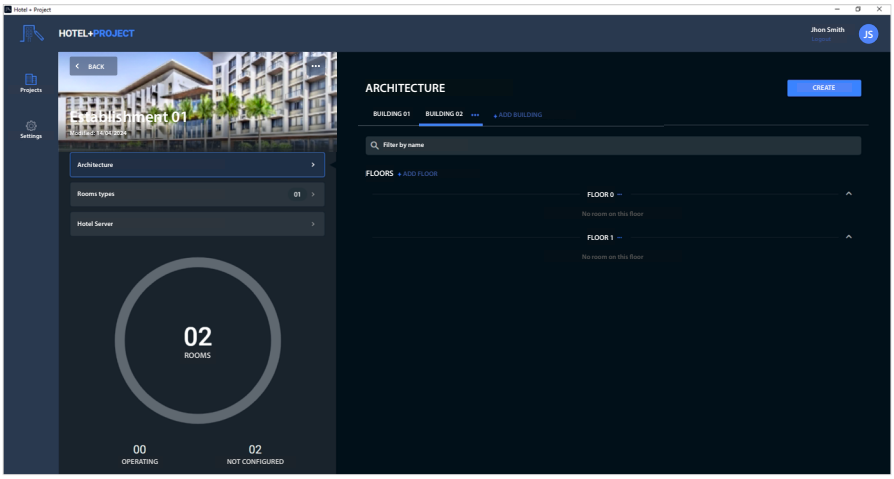
Add a floor



1. Click to add a floor to the previously created building

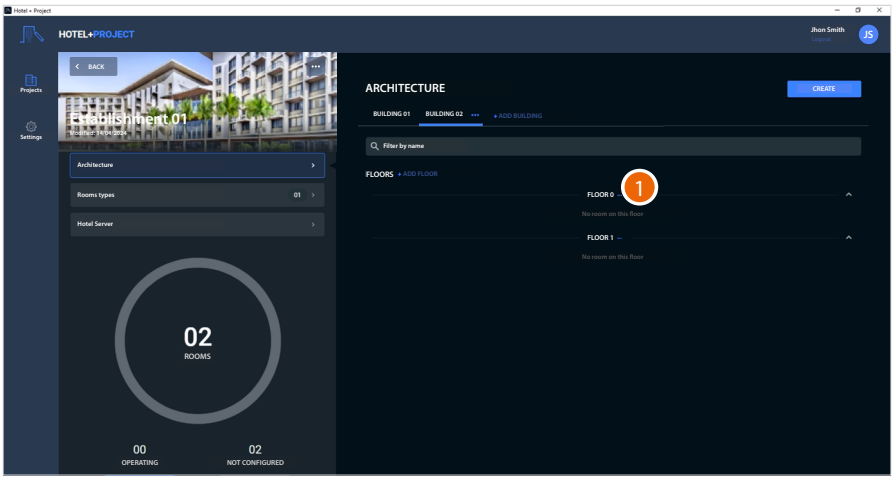


2. Click to customise the floor name
3. Click to confirm

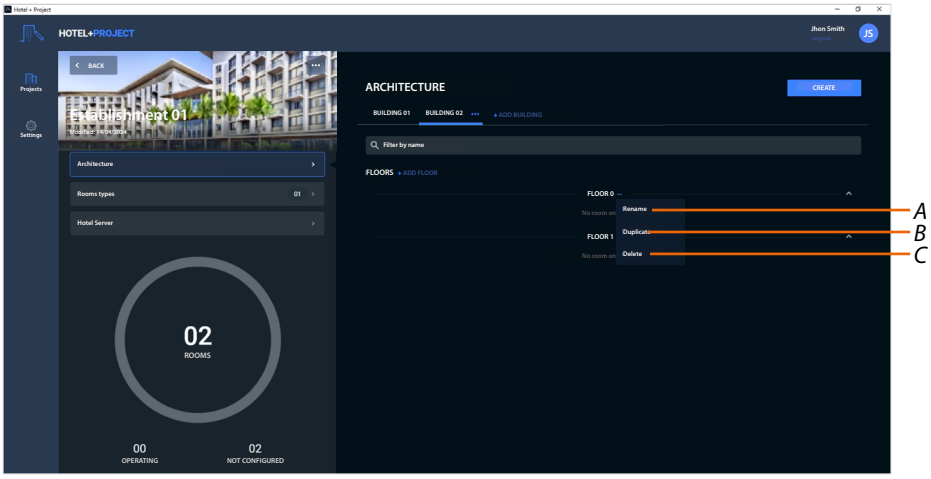


Manage the floor

Some functions available in this section can be used to manage previously created floors



1. Click to open the available floor management functions

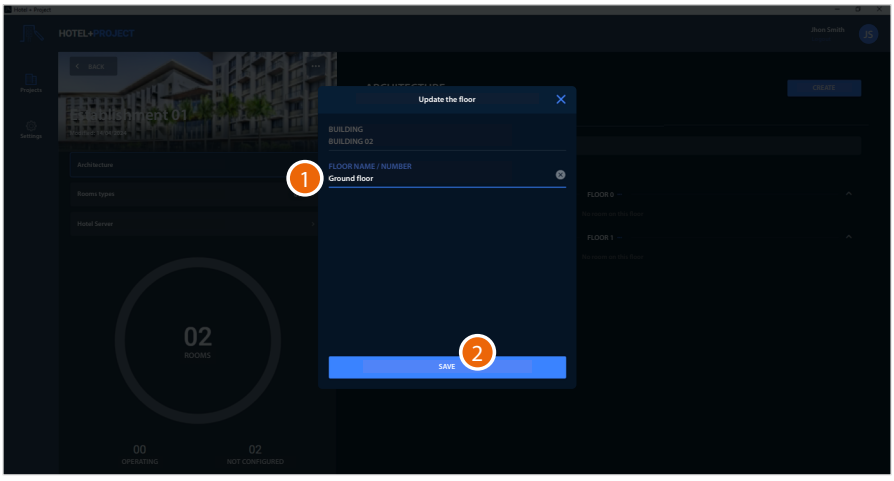


A *Rename a floor*

B *Duplicate a floor*

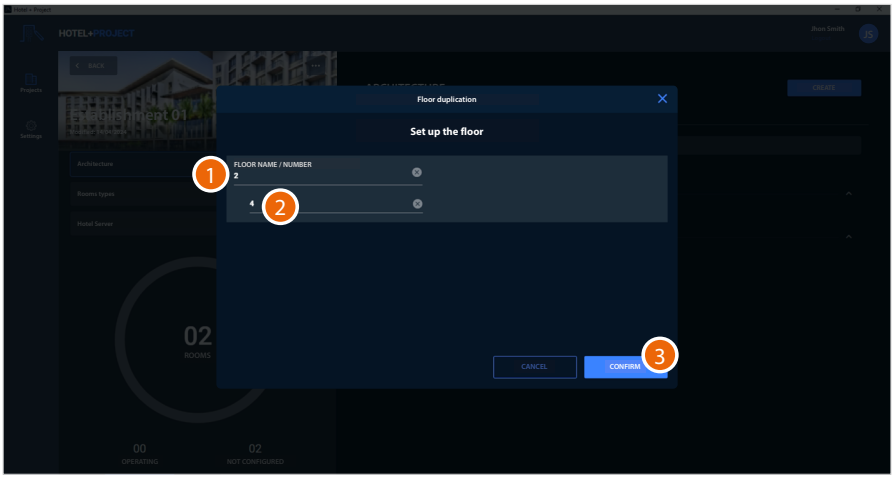
C *Delete a floor*

Rename



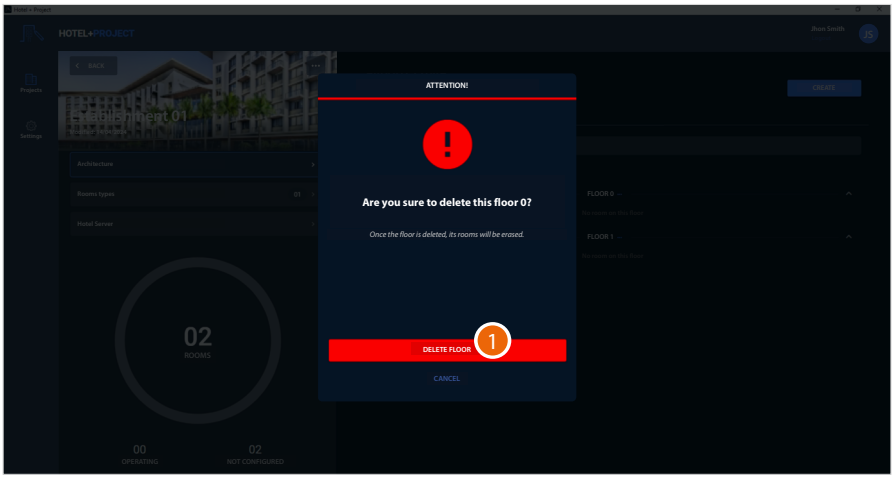
1. Rename a floor
2. Click to save the modification

Duplicate



1. Customise the name of the floor to duplicate
2. If the floor being duplicated contains one or more rooms, their names can also be customised
3. Click to confirm

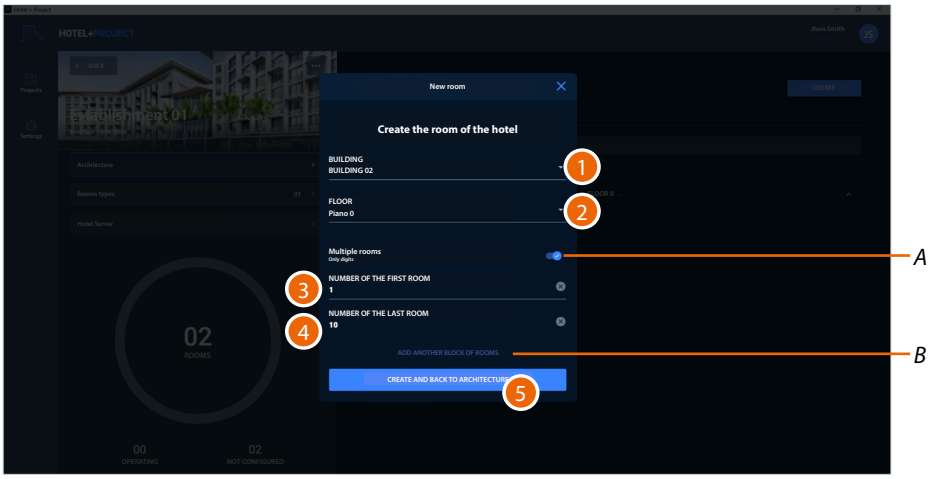
Delete



1. Click to delete the selected floor

ATTENTION: *Deleting a floor will also delete all its rooms.*

Create a room



1. Select one of the previously created buildings
2. Select one of the previously created floors

A *Activate/Deactivate the "Multiple Rooms" option.*
This option is used if there is more than one room on the floor.
After activating this option, simply enter the number of the first room and the last room of the floor.
If the option is disabled, simply enter the number or name of the room; this must then be done for all the rooms.

3. Enter the number of the first room of the floor
4. Enter the number of the last room of the floor

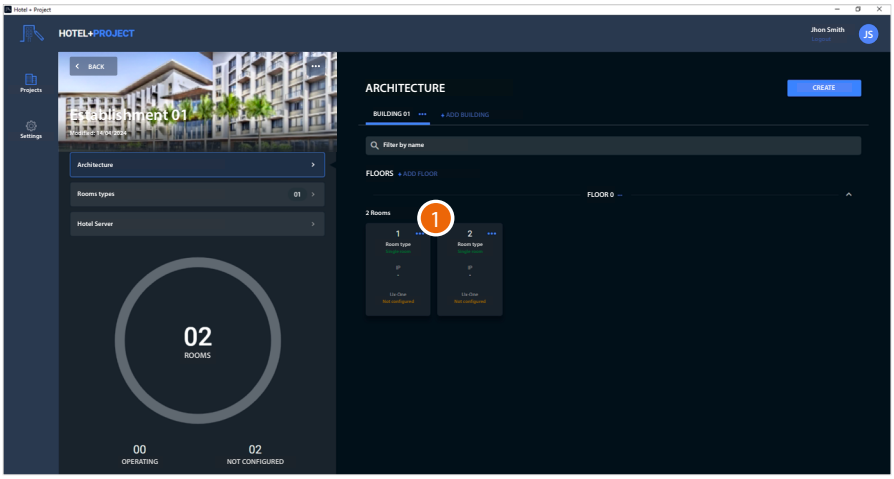
B *After creating the single room or the group of rooms, this pushbutton can be used to include them in the building.*

***NOTE**: Adding further groups of rooms will confirm and save all the previously made choices. The created rooms will then be displayed in the project.*

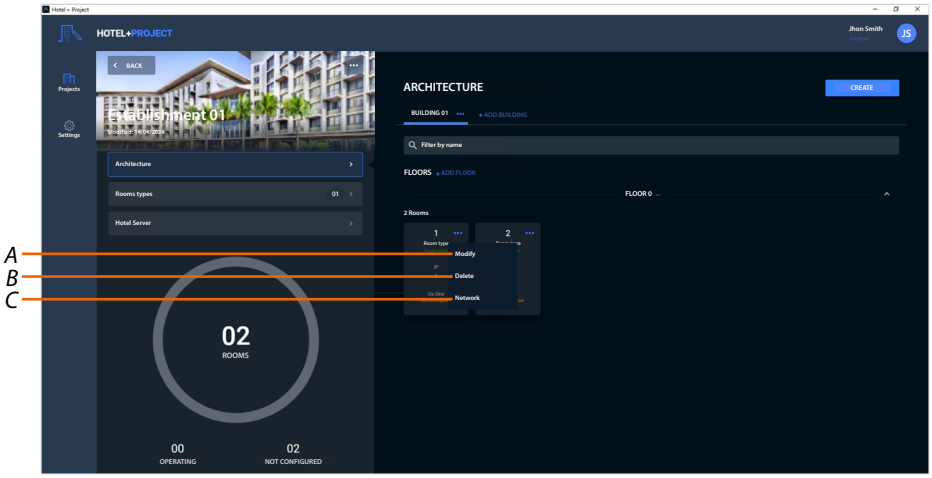
5. Click to confirm

Room management

This section can be used to manage previously created rooms using some available functions
***NOTE**: the functions on this page are display-only. To change the values see Room type management.*



1. Click to open the available room management functions



A Modify the room

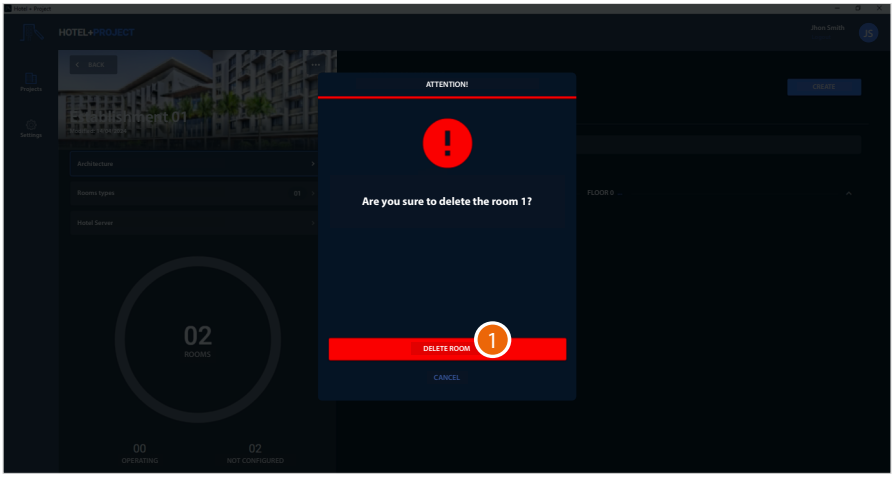
B Delete the room

C Room network

Modify

1. From those previously created, select the building where you want to move the room
2. From those previously created, select the floor where you want to move the room
3. From those previously created, select the room type
4. Modify the room name
5. Click to save

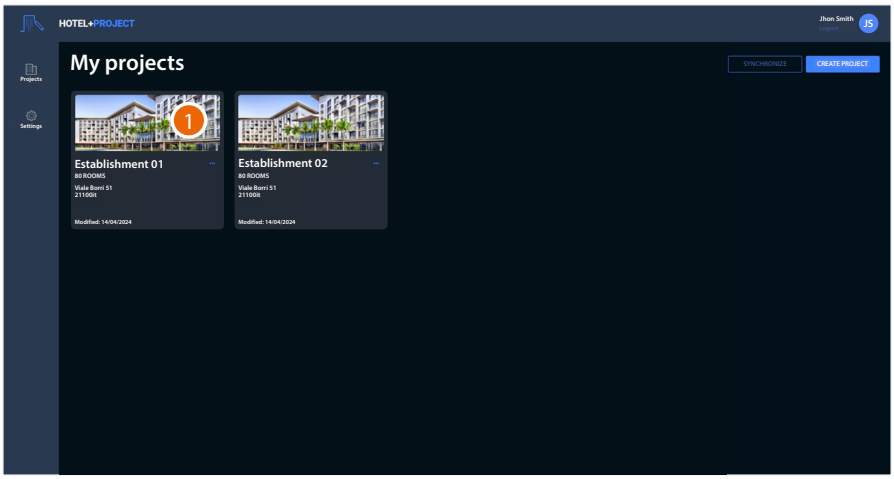
Delete



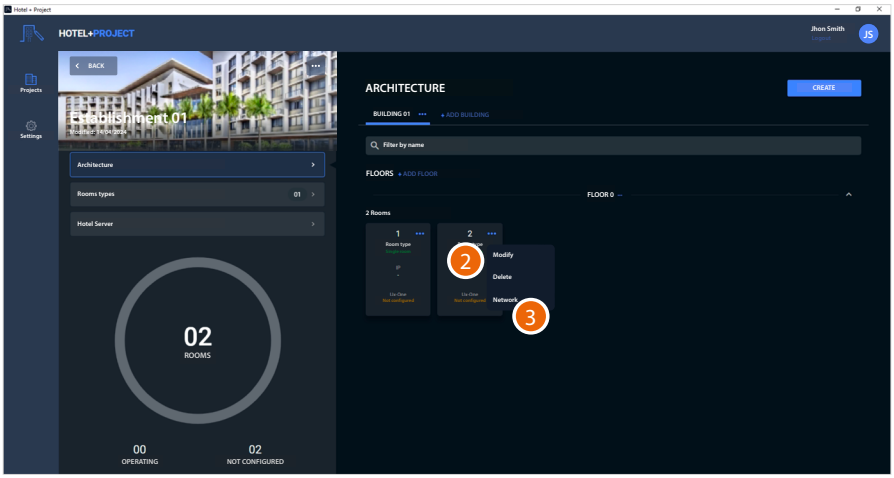
1. Click to delete the selected room

Network

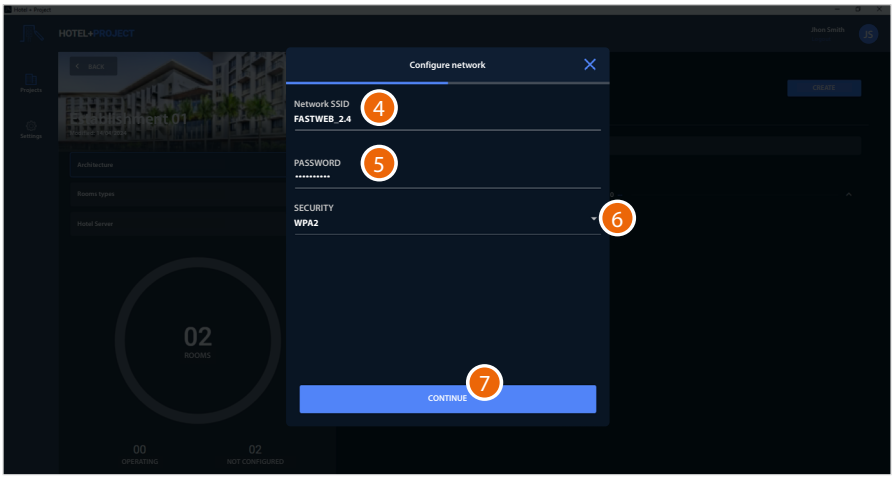
This section can be used to set the general network to use for connecting UXOne with the local network



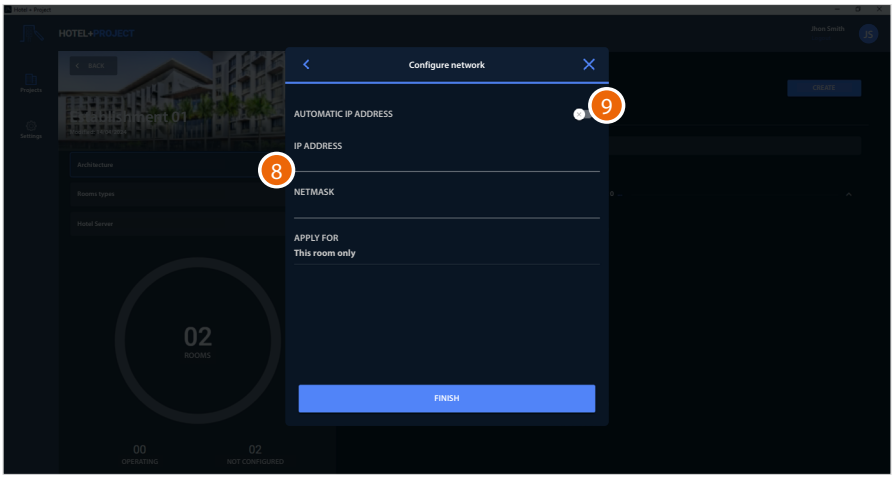
1. In the "Project Management" home page, click to go to the project



2. Click to open the room settings
3. Click to open the room network settings



4. Enter the name of the network to use to connect with UXOne
5. Enter the network password
6. Select the network safety protocol
7. Click to continue

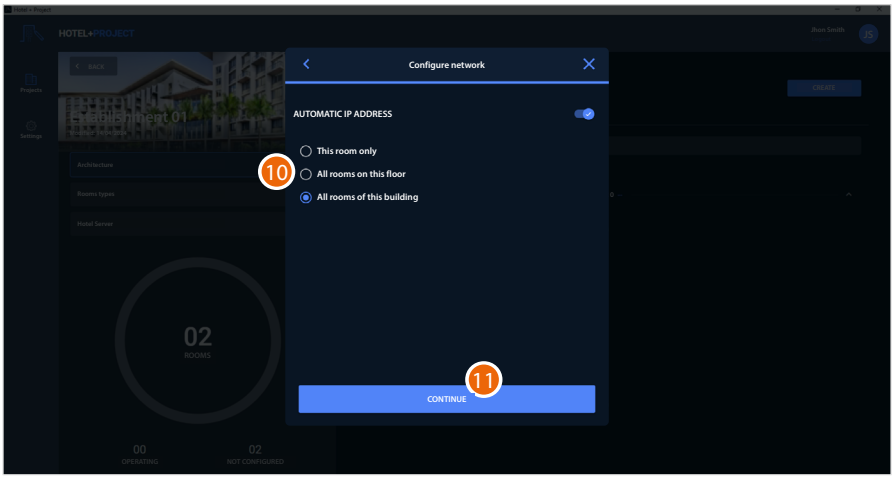


8. Click to enter the IP address and network mask required to connect the device to the LAN

***NOTE**: Before changing the default values, contact the network administrator.*
In addition to disabling the active service, wrong values can cause malfunctioning during the communication of other network devices.

Or

9. Click to enable the automatic IP address



10. Select whether to use this network only for this room, for all the rooms of the floor, or for all the rooms in the building.

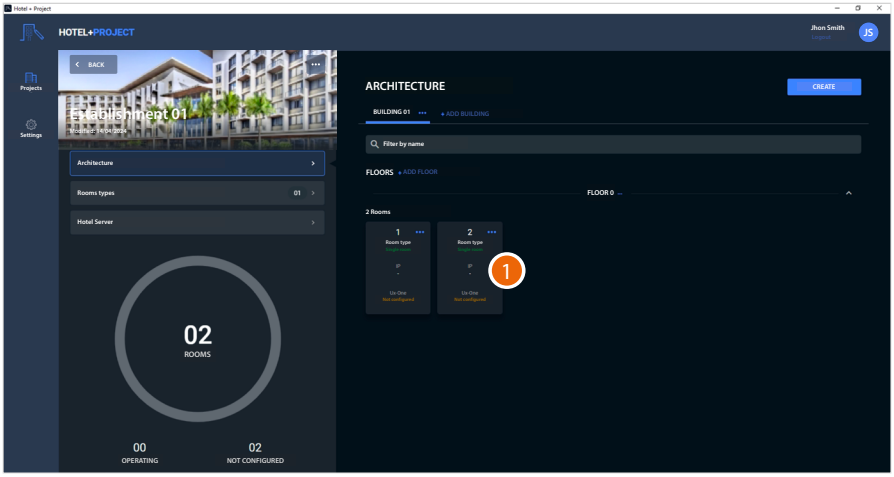
***NOTE**: If option 1 or 2 is selected, it will then be necessary to set this parameter for the rooms not included in this selection.*
Example if option 1 is selected, it will be necessary to repeat the operation for the other rooms in the building.

11. Click to finish

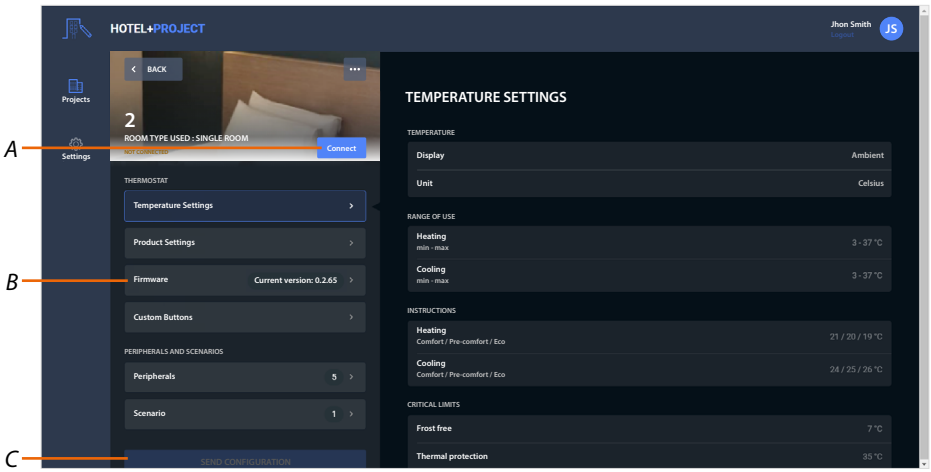
Room

This section can be used to view the parameters of various room components, such as UXOne, peripherals and scenarios.
To change them, it will be necessary to edit the "room type" with which the room is associated. It is also possible to:

- connect to UXOne to identify the peripherals
- calibrate if necessary
- Install the firmware updates
- Send the configuration to the system



1. Click to open the available room management functions



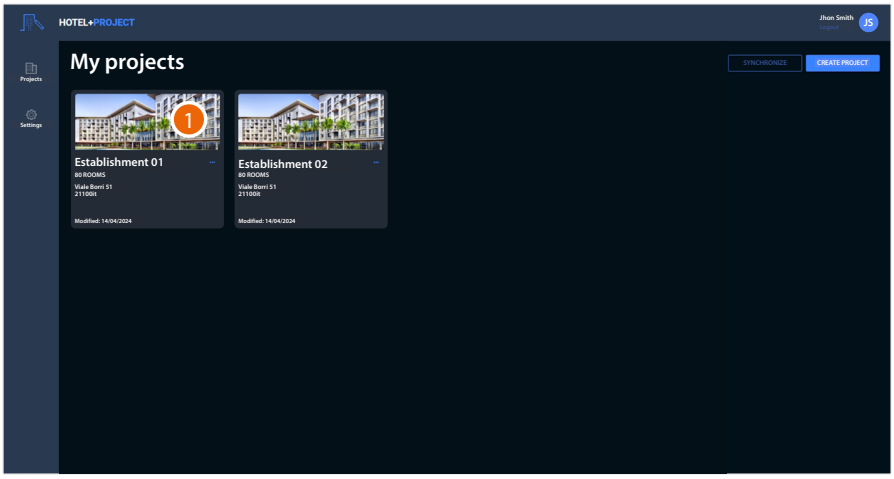
A *Connect to UXOne*

B *Install the Firmware*

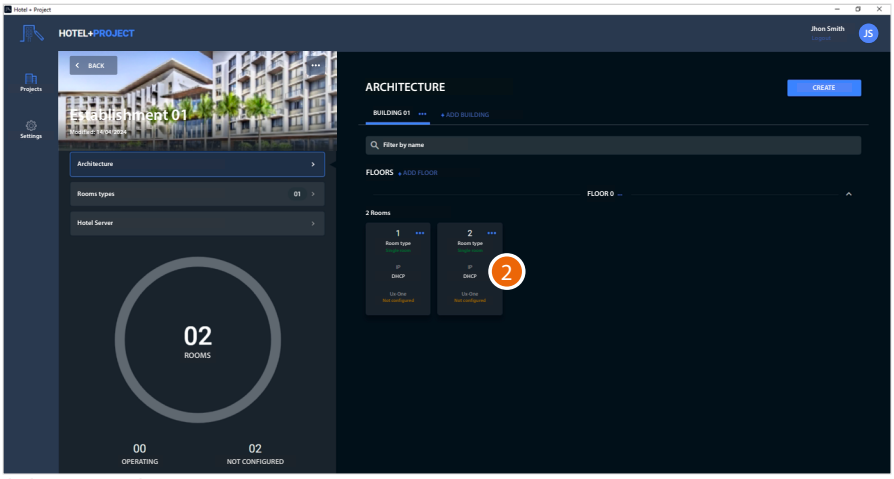
C *Send configuration to UXOne*

Connect to UXOne

This procedure can be used to create a temporary network that will allow to identify the device present on the system and associate it with the previously created peripheral object (see Peripherals).
The identification consists of retrieving the mac address of the device.
After finishing, it will be necessary to send the configuration directly to UXOne.

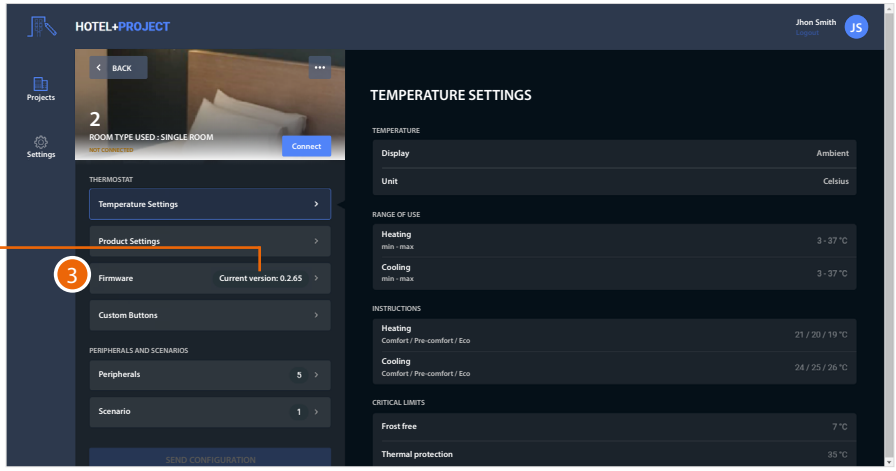


1. In the "Project Management" home page, click to go to the project



2. Click to enter the room

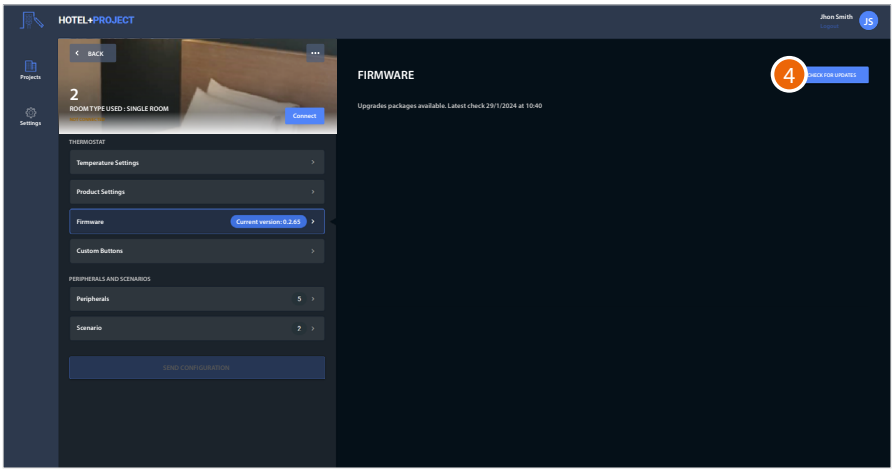
Before connecting to UXOne, it is advisable to check if firmware updates are available



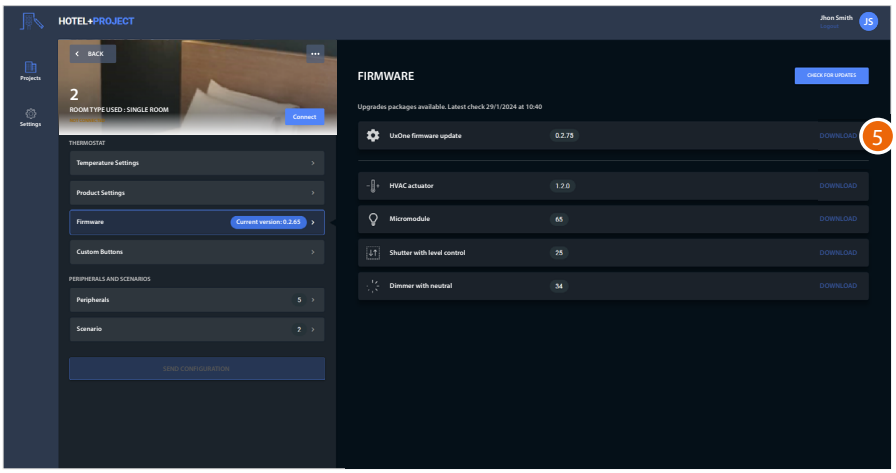
A Current firmware version installed on UXOne

***NOTE**: If the current firmware version is not displayed, it means that UXone has never been connected. Connect to UXone to view the current firmware version and update it if necessary*

3. Click to enter the section where it is possible check if firmware updates are available

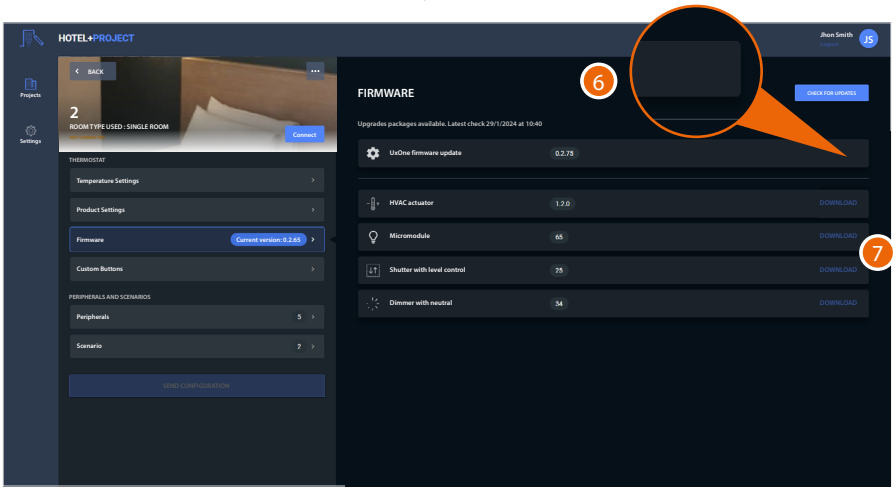


4. Click to check if firmware updates are available.
   If there are no available firmware updates, go directly to the procedure for connection to UXOne

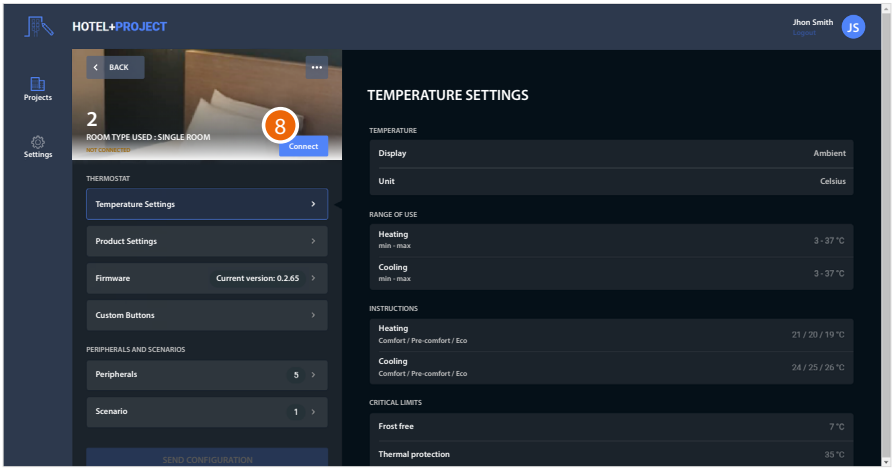


5. Click to download the firmware update

***NOTE**: No device will be updated at this stage: only the download of the firmware will take place.*

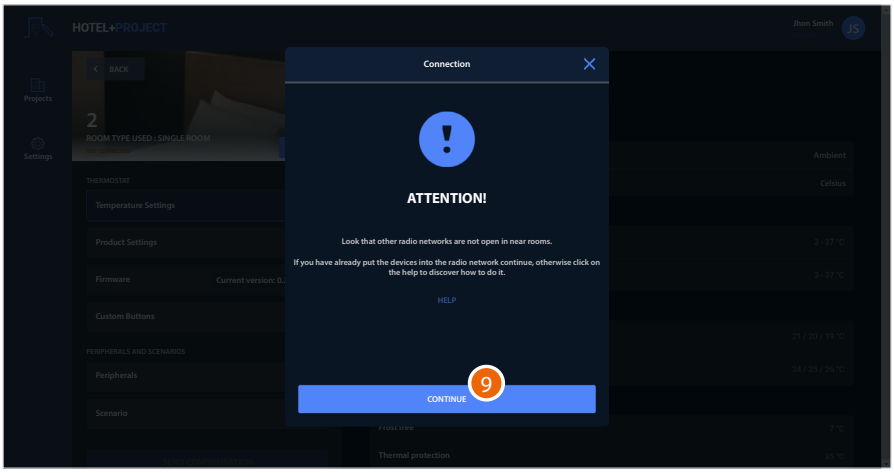


6. The entry DOWNLOAD disappears, indicating that the update was successfully downloaded
7. Repeat the download for all the required devices and then start the procedure for connection with UXOne to install the updates.
   After completing the procedure for connection to UXOne, it is possible to update the firmware.

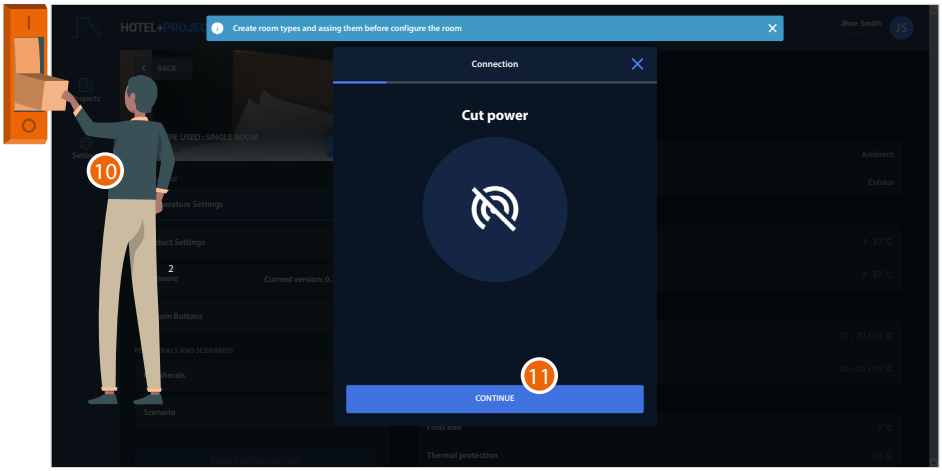


8. Click to start the connection procedure to UXOne

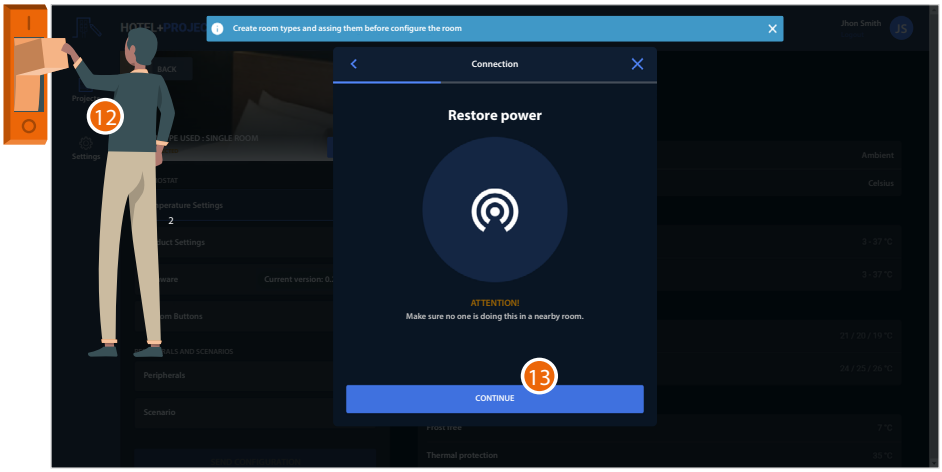
Click to start the procedure for connection to UXOne.
The illustrated procedure must only be carried out when connecting with UXOne for the first time, after which it will only be necessary to enter the installer code



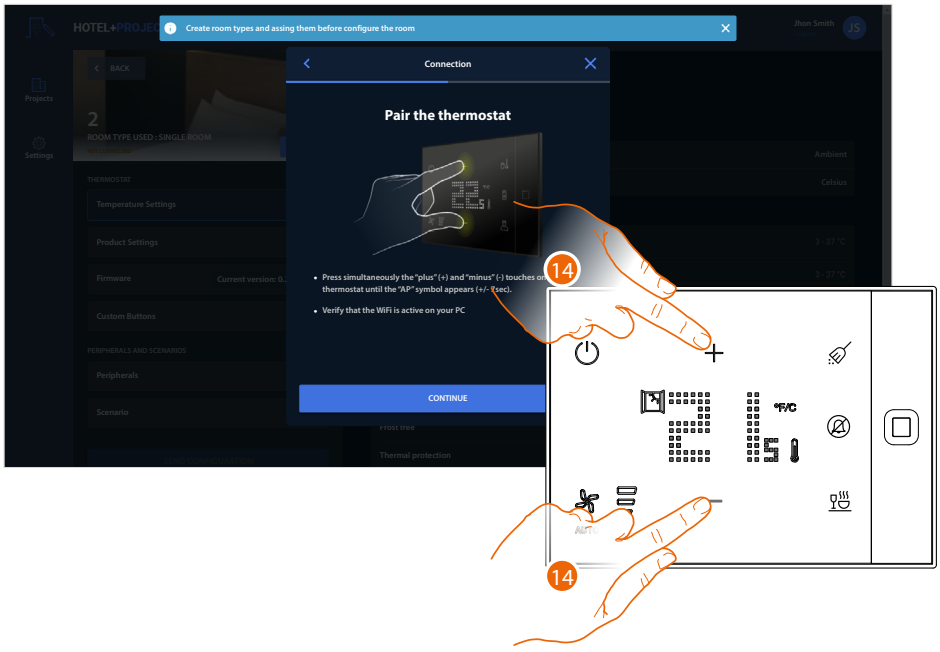
9. Click to continue



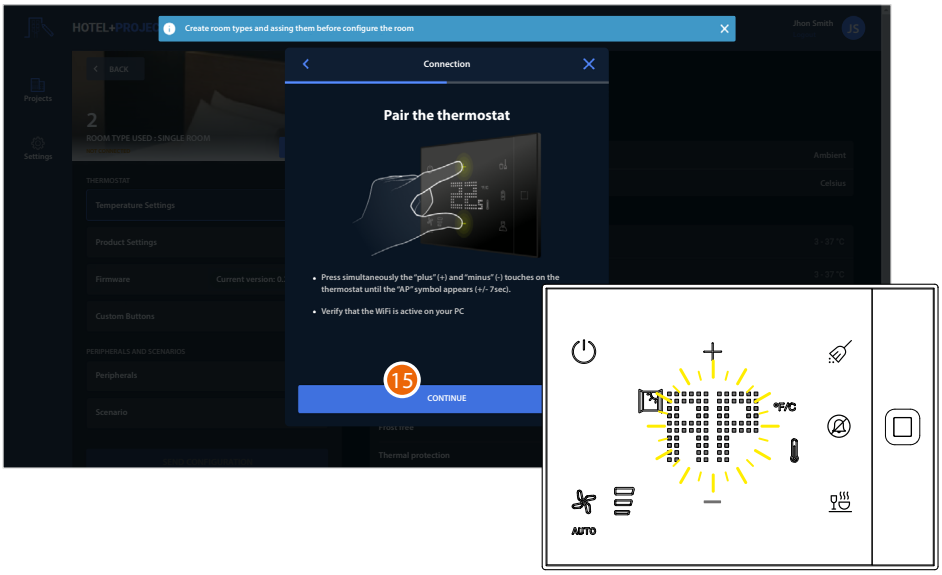
10. Deactivate the power supply
11. Click to continue



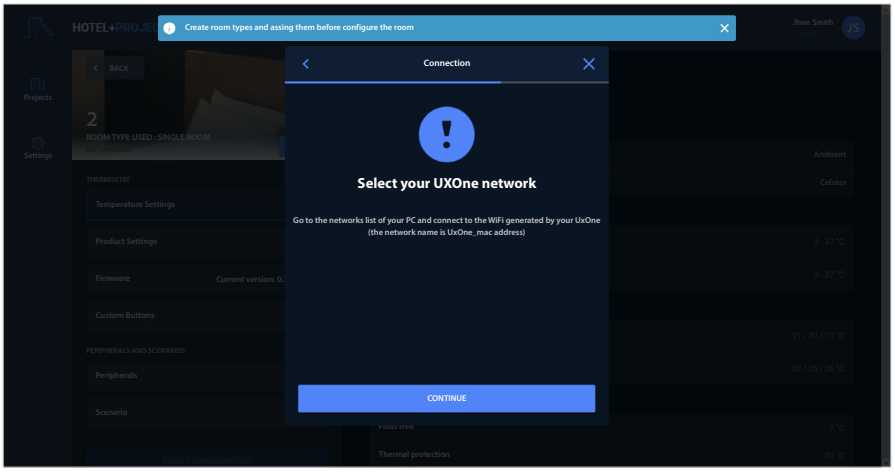
12. Reconnect the power supply
13. Click to continue



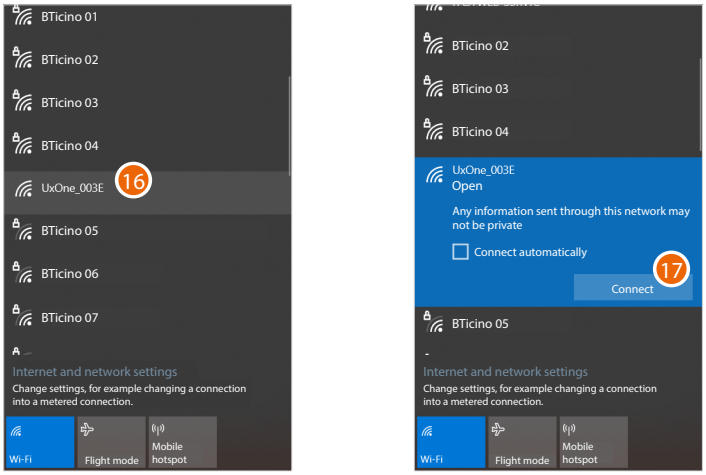
14. Press simultaneously until “AP” starts flashing



15. Click to continue

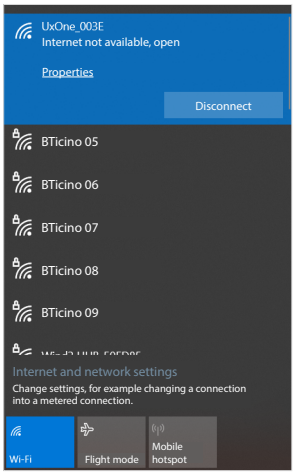


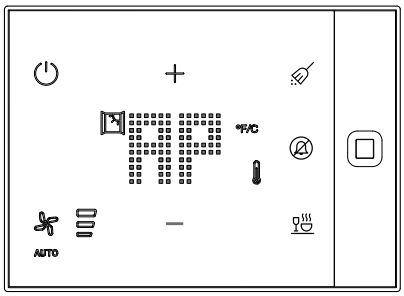
Open the network properties of your PC and connect to the network generated by your UXOne

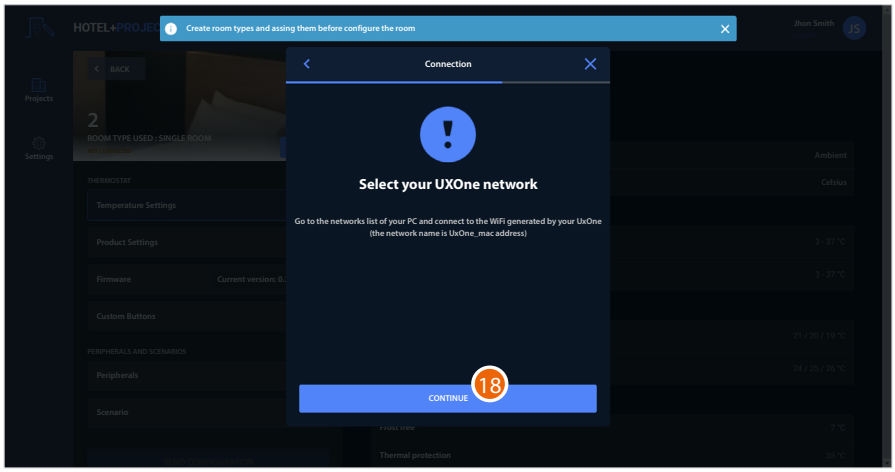


16. After locating the temporary network created by UXOne, click on it to connect (the network name will be UXOne_macaddress)
17. Click to connect

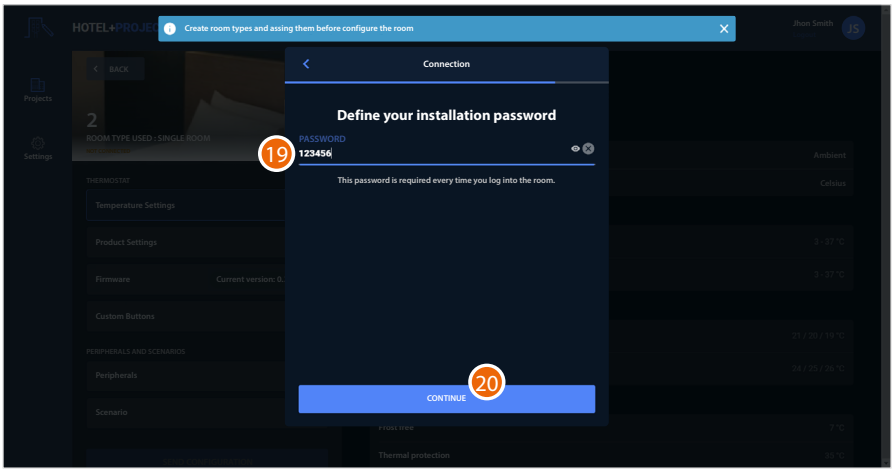
When "AP" stops flashing, it means that the connection has been successful



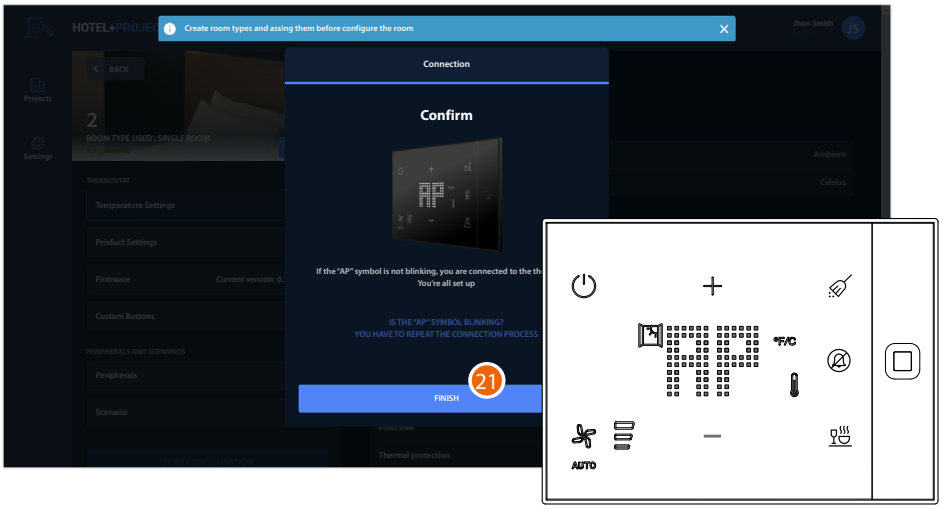




18. Click to continue



19. Create an installer password to access the room: this password will be required in subsequent logins.
20. Click to continue



21. Check again that "AP" has stopped flashing and then click to finish

ERROR MESSAGES

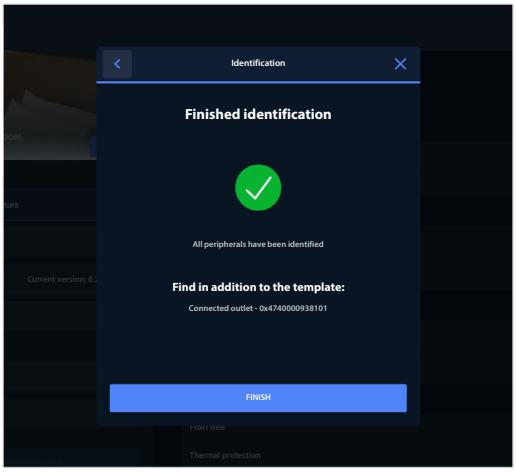
E0 Wi-Fi firmware no longer found in the device

E1 Configuration not sent correctly

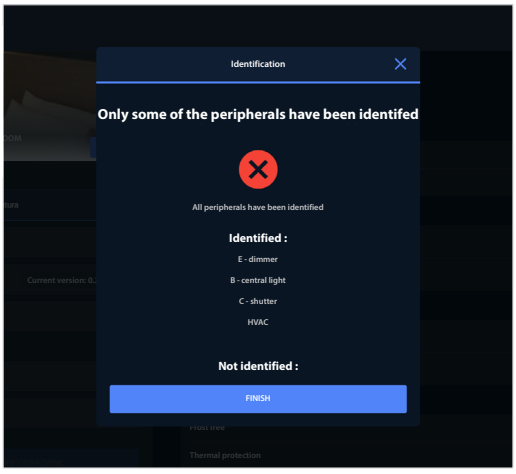
E2 Wi-Fi connection failed

During the connection with UXOne, peripheral objects are compared with those actually installed in the system.

In this case, all the peripherals have been found and identified (the mac address will appear on the Peripherals page).



In this case, the system has detected inconsistencies that must be corrected on the Peripherals page.

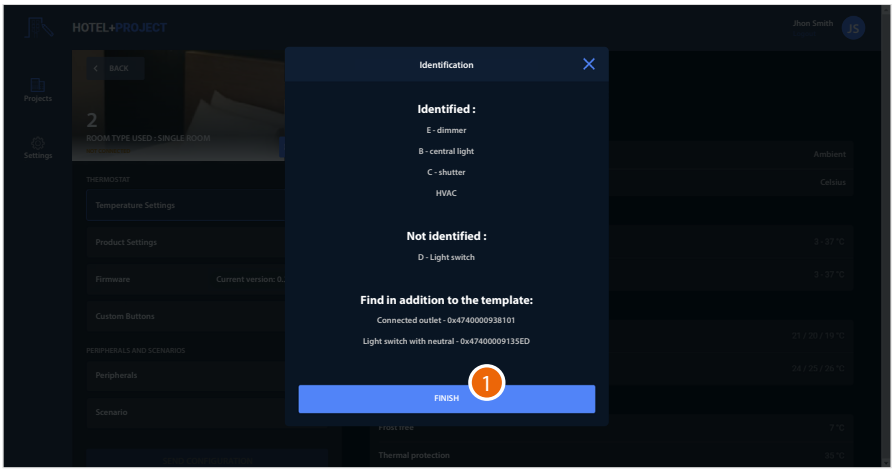


Some examples of inconsistencies can be:

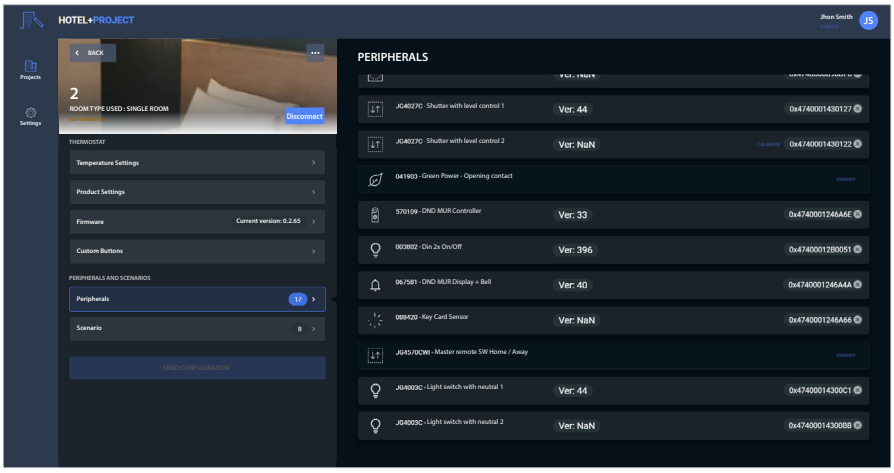
– A green power object (e.g. door contact) is added to the network by scanning the QR code. At this stage it is therefore "seen" by the system as an error.

– Two actuators with the same code (e.g. K4003C) have been added. The system "sees" them both, but cannot distinguish which is the bathroom light and which is the bedroom light.

The system detects errors and reports them.



1. Click to finish



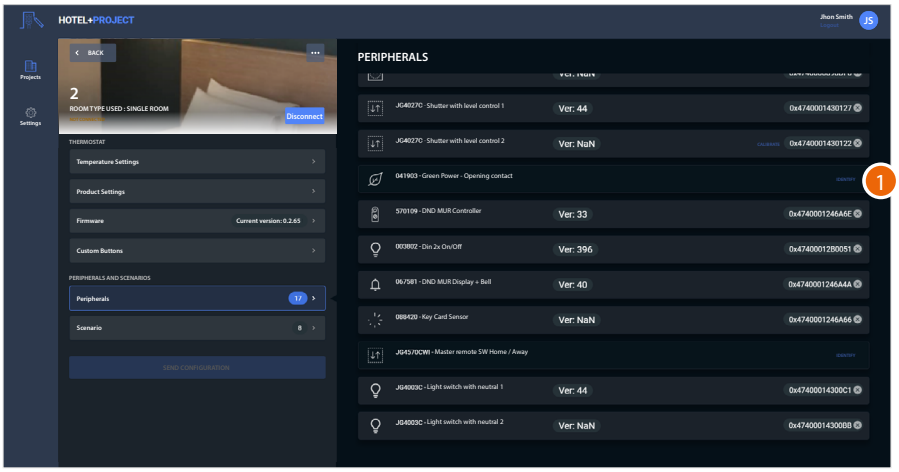
Most peripherals were automatically identified and the mac address was recovered.
Automatic identification of some devices is not possible, and so specific procedures are required.

– Green Power device identification procedure (illustrated example: Green Power - Opening Contact)

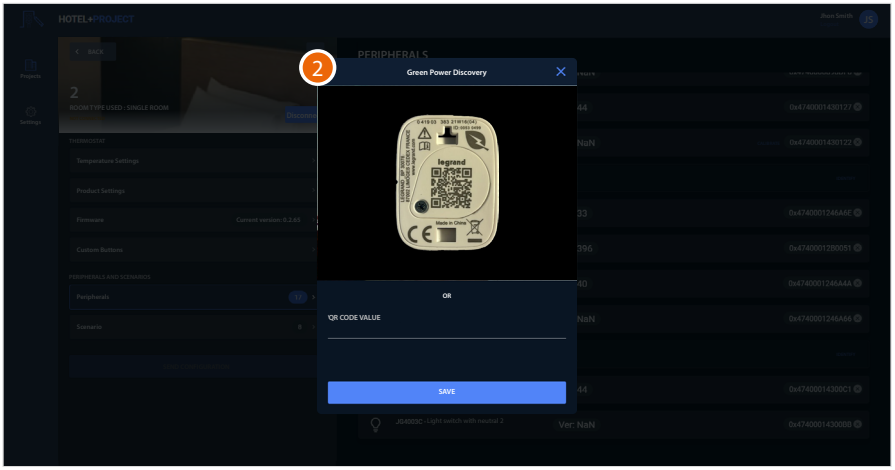
– Radio Device identification procedure (illustrated example: Remote Master Command - EnterExit)

If these devices are not present in your system, go to the next step: "Calibration"

Green power device identification procedure (illustrated example: Green Power - opening contact)

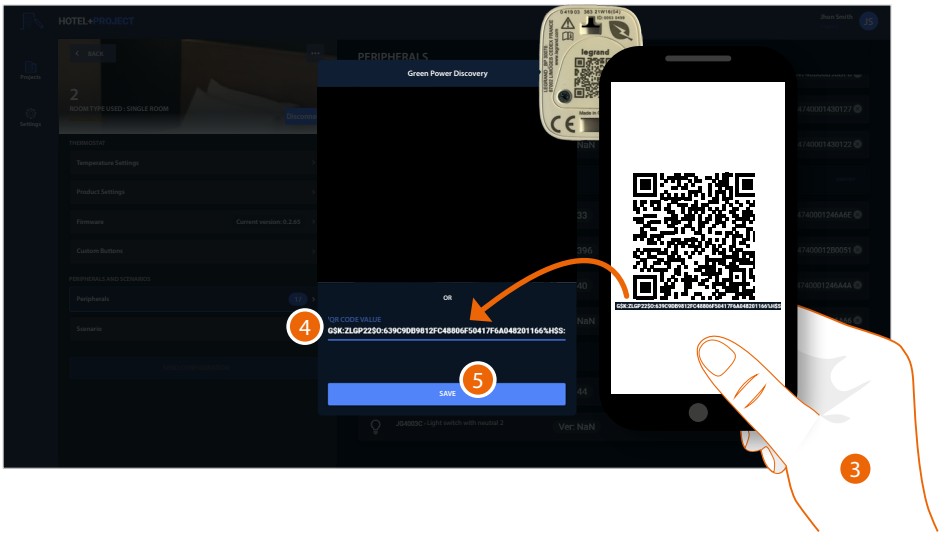


1. Touch to start the procedure



2. Scan the QR code on the back of the device with the PC camera

OR

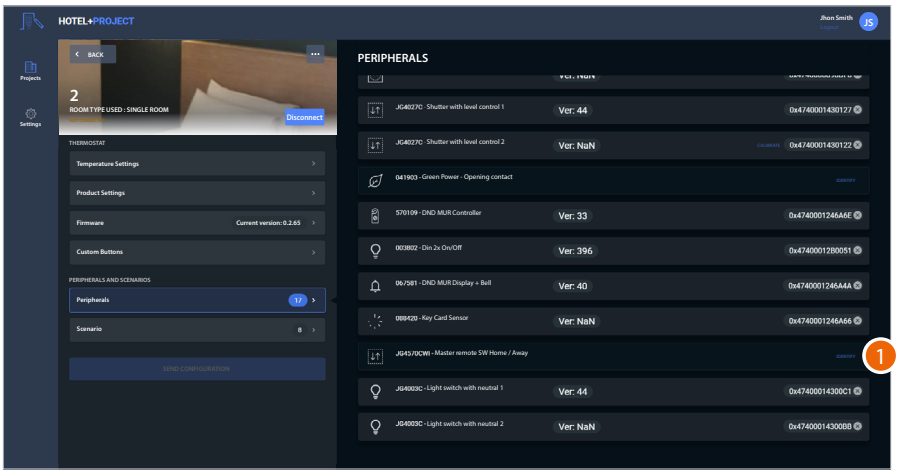


3. If your PC does not have a camera, scan the QR code using the QR code reader of a smartphone.
4. Manually enter the code displayed on the smartphone.

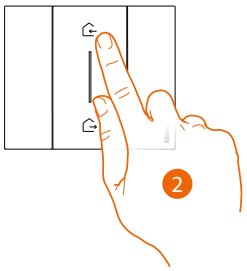
***NOTE**: enter the code in full, including numbers, letters and symbols.*

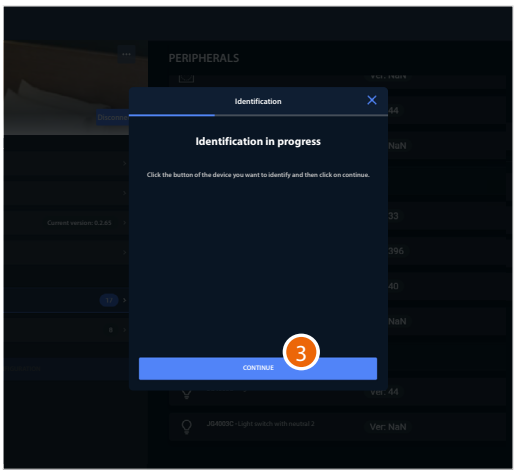
5. Touch to continue

Radio device identification procedure (illustrated example: Remote Master Command - EnterExit)



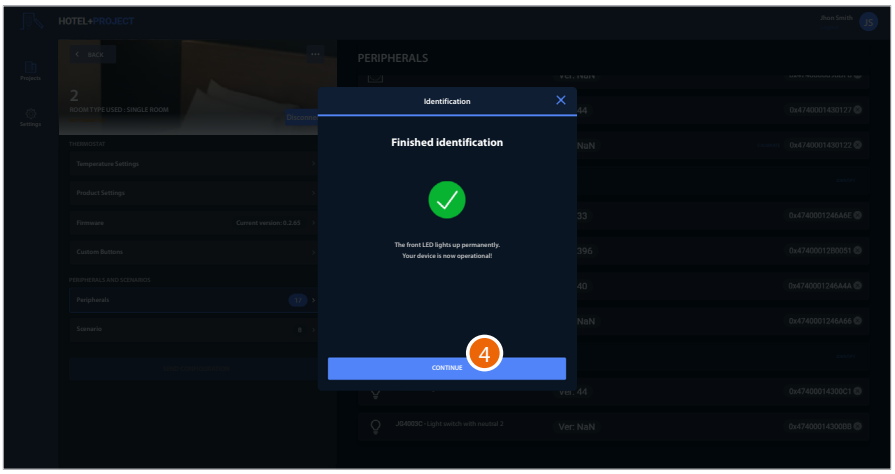
1. Touch to start the procedure





2. Press the key on the device
3. Touch to continue

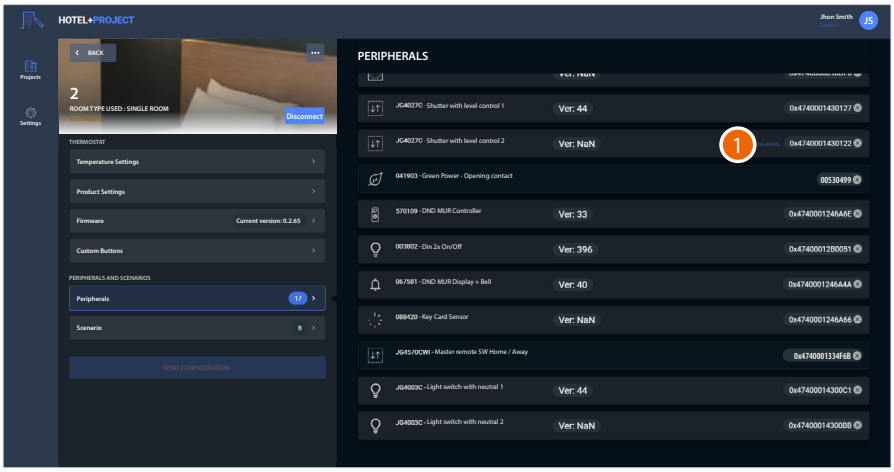
The device has been identified



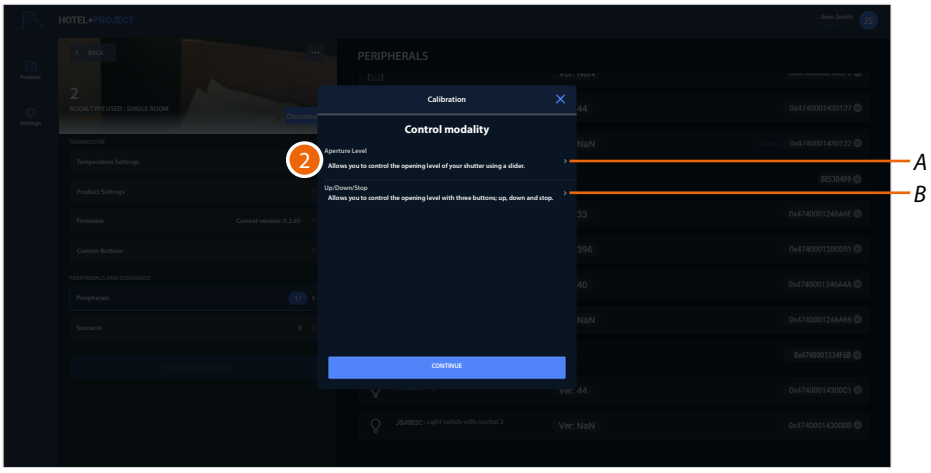
4. Touch to end

Calibrate the devices

Some shutter management devices require calibration



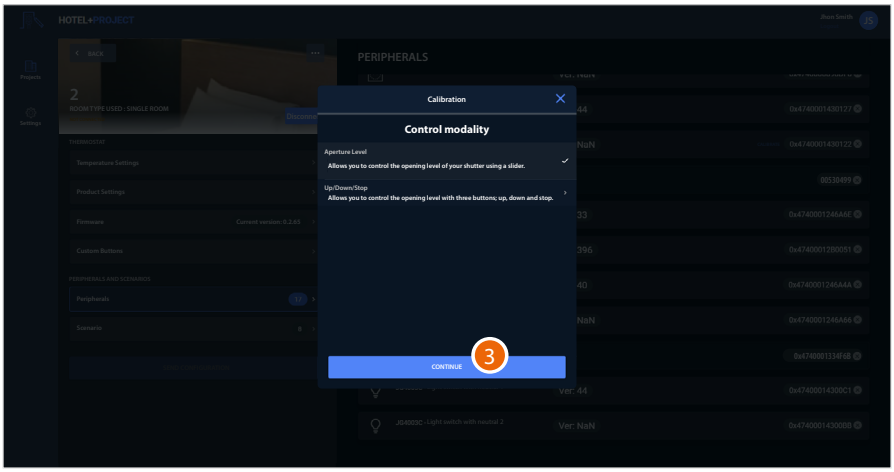
1. Touch to start the calibration procedure of a “Shutter control with level adjustment”



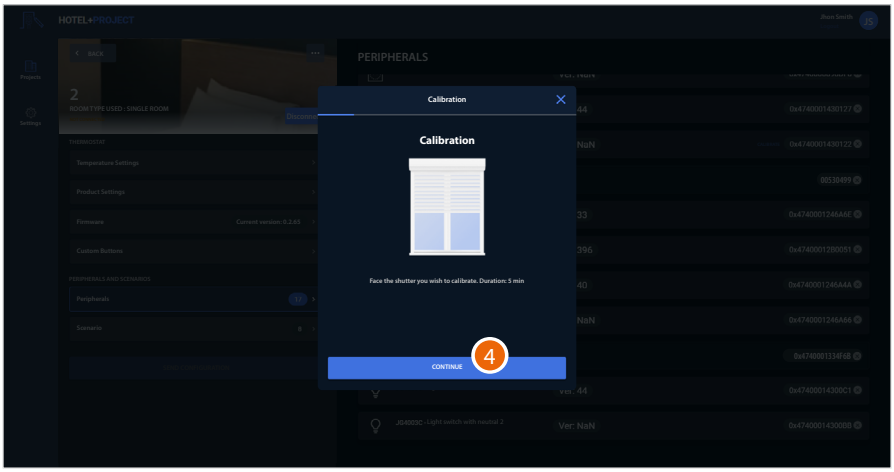
A *It calibrates the opening and closing level of a shutter, in order to be able to control the movement using a cursor (it requires additional settings) and to set percentage-based opening/closing scenarios.*

B *It sets the control to manage the shutter with 3 actions: up, down, stop*

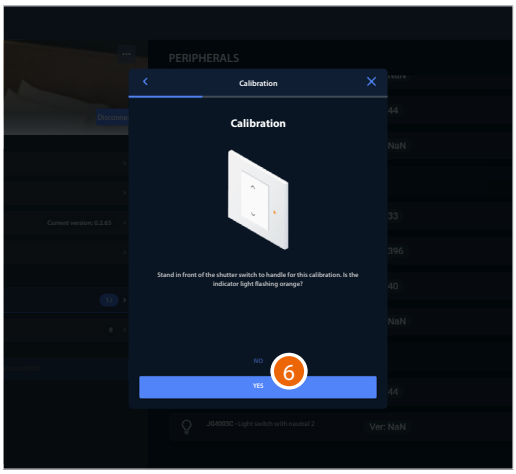
2. Touch to adjust the level



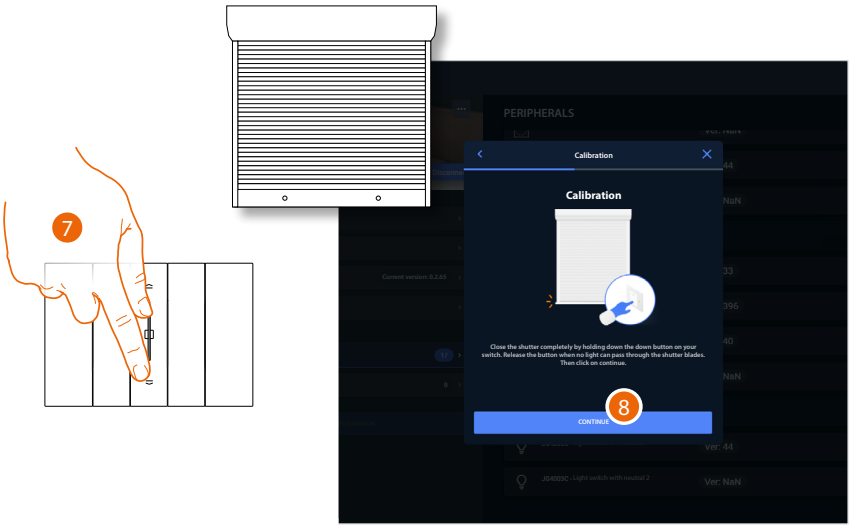
3. Touch to continue



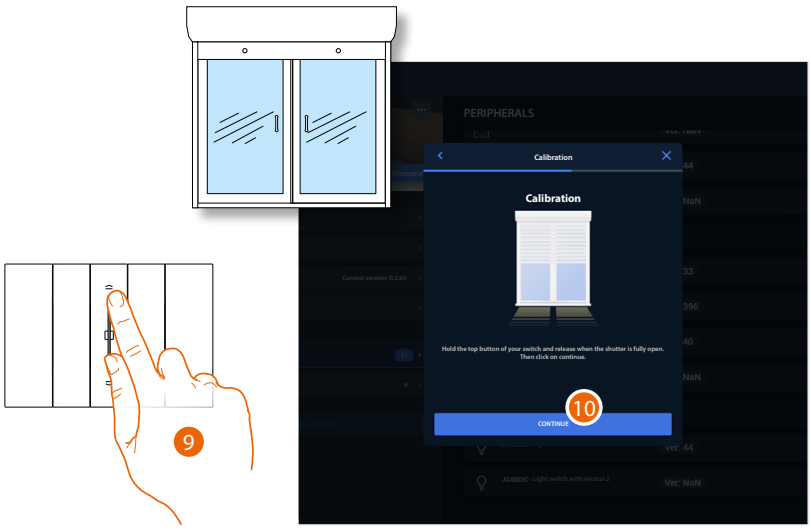
4. Move in front of the shutter and touch to continue



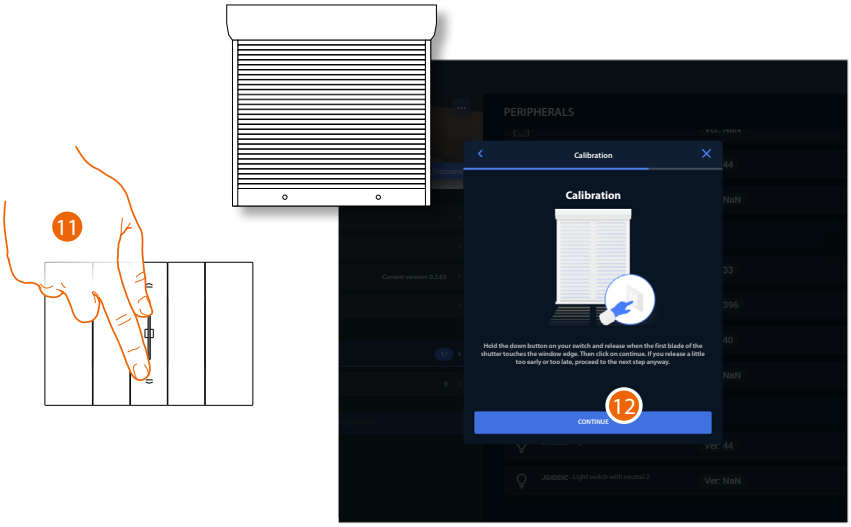
5. Check that the LED flashes orange
6. Touch to continue



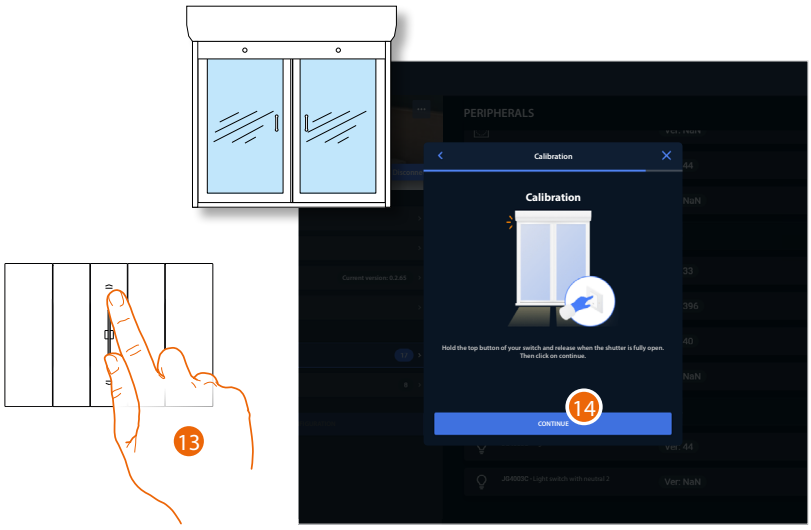
7. Press until the slats of the shutter fully prevent light from filtering in
8. Touch to continue



9. Press until the shutter is fully open
10. Touch to continue

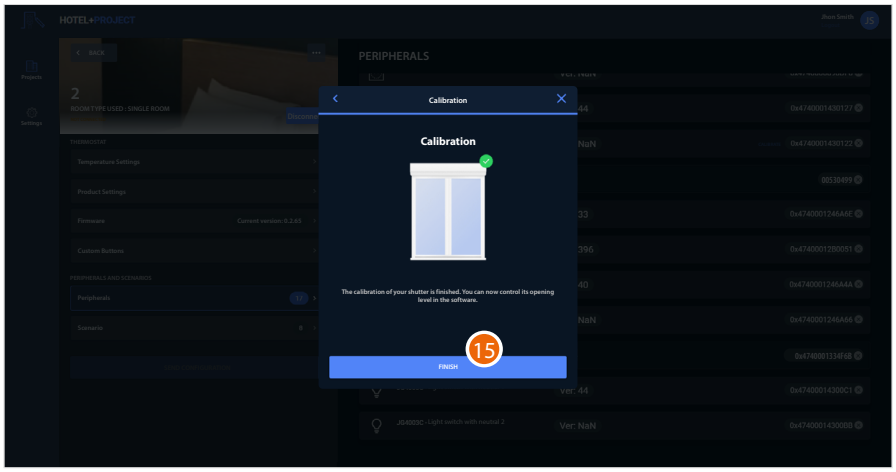


11. Press until the first slat touches the edge of the window
12. Touch to continue



13. Press until the shutter is fully open
14. Touch to continue

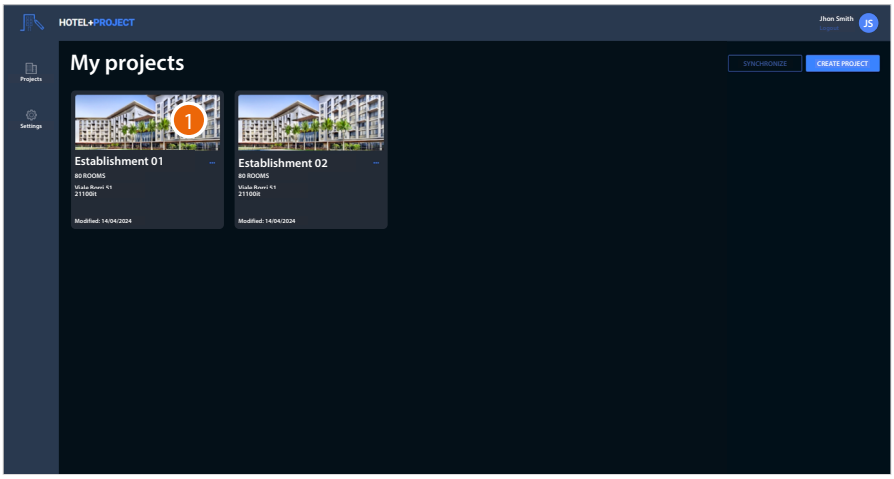
Calibration is complete: it is now possible to control the shutter opening level



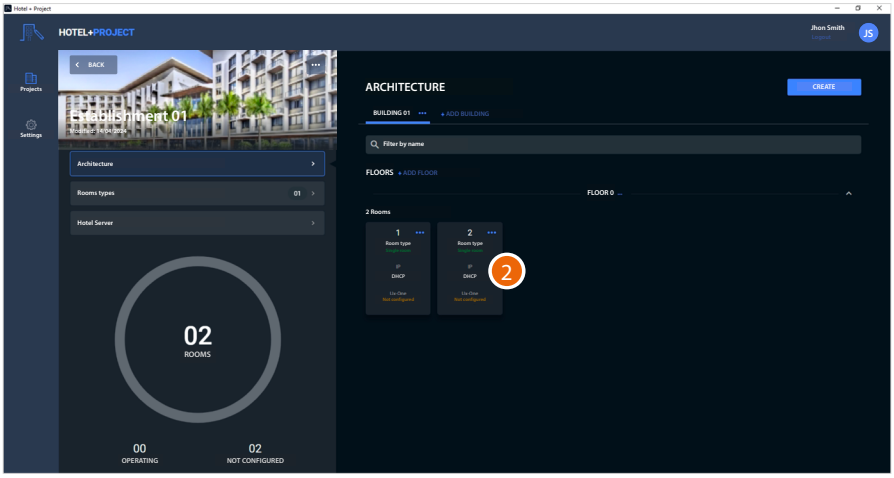
15. Touch to end

Install athe firmware updates

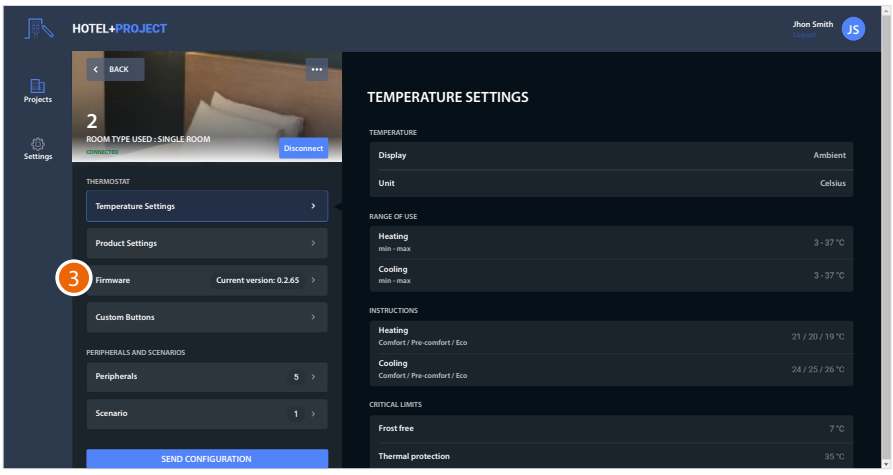
It is now possible to install the **previously downloaded** firmware updates for UXOne and the devices



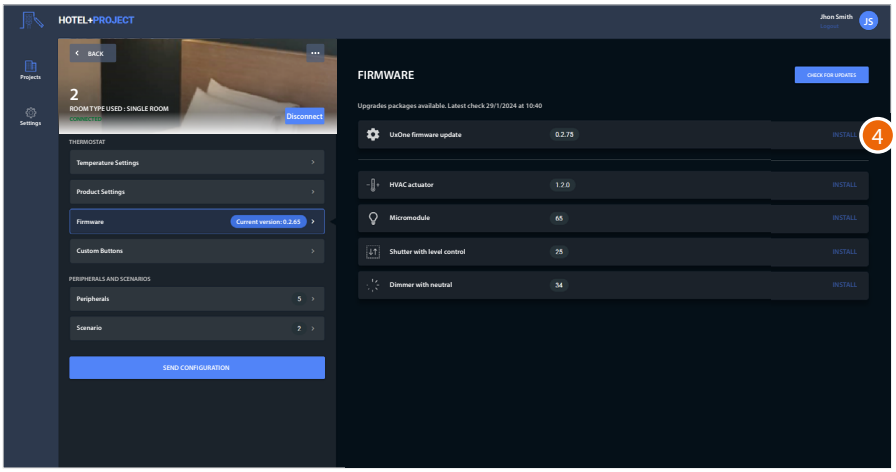
1. In the "Project Management" home page, click to go to the project



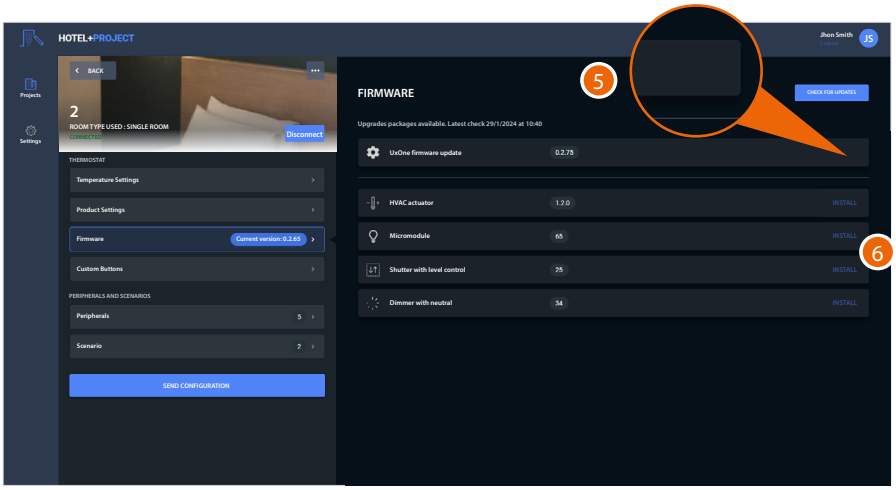
2. In the project, click to enter the room with UXOne and the devices on which you want to install firmware updates



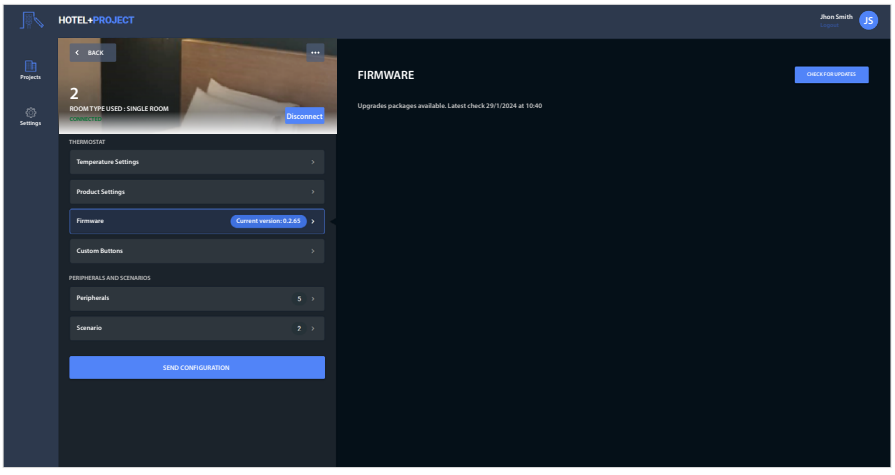
3. Click to enter the firmware update section



4. Click to install the previously downloaded firmware updates.



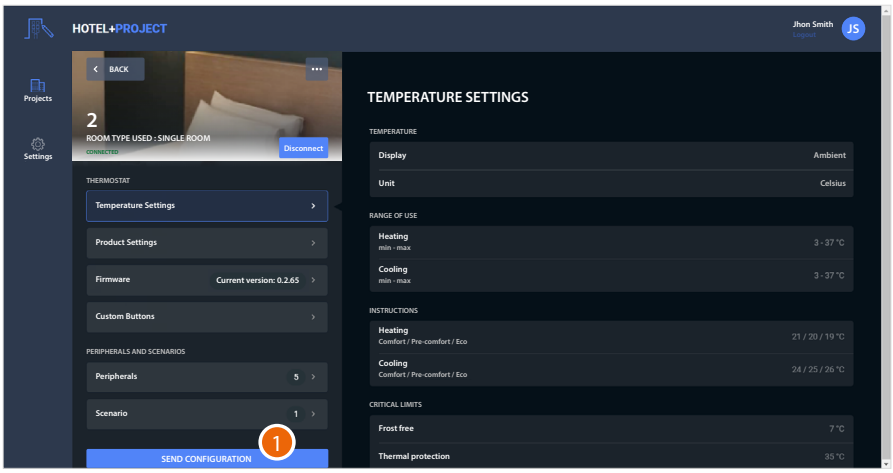
5. The entry INSTALL disappears, indicating that the update was successfully installed
6. Repeat the installation for all the devices requiring a firmware update



***NOTE**: The update of the version details takes place after reconnection.*

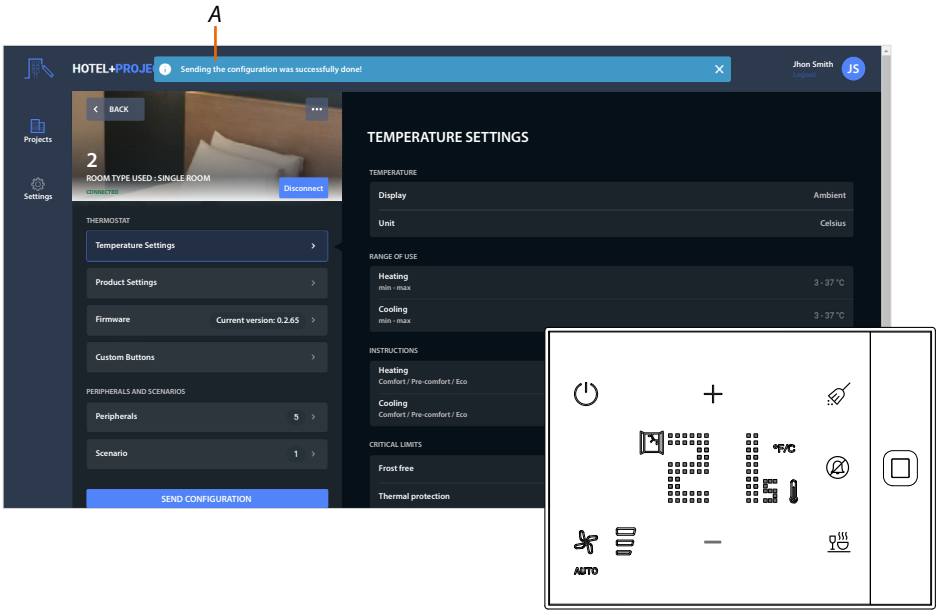
Send the configuration to the rooms

It is now possible to send the created configuration directly to UXOne.



1. Click to send the configuration to the room

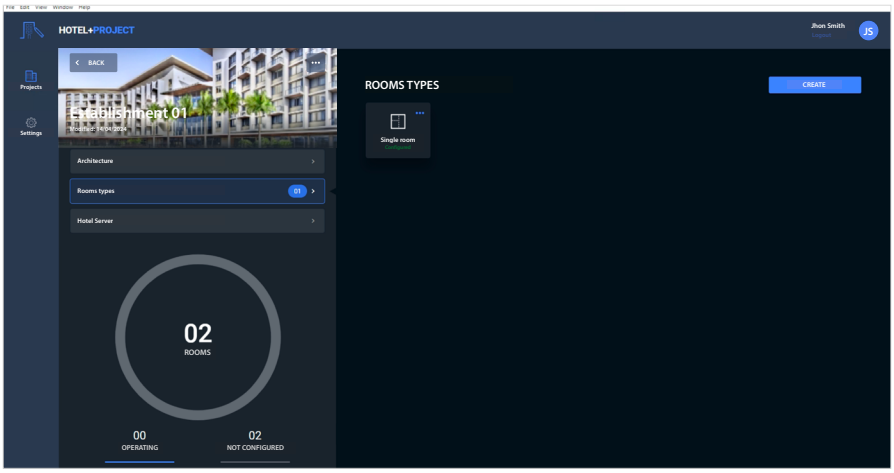
A notification(A) indicates that the procedure was successful.
UXOne is now configured.



***NOTE**: The "Connect", "Firmware" and "Send the configuration to the rooms" procedures must be repeated for all the available rooms*

Type of room

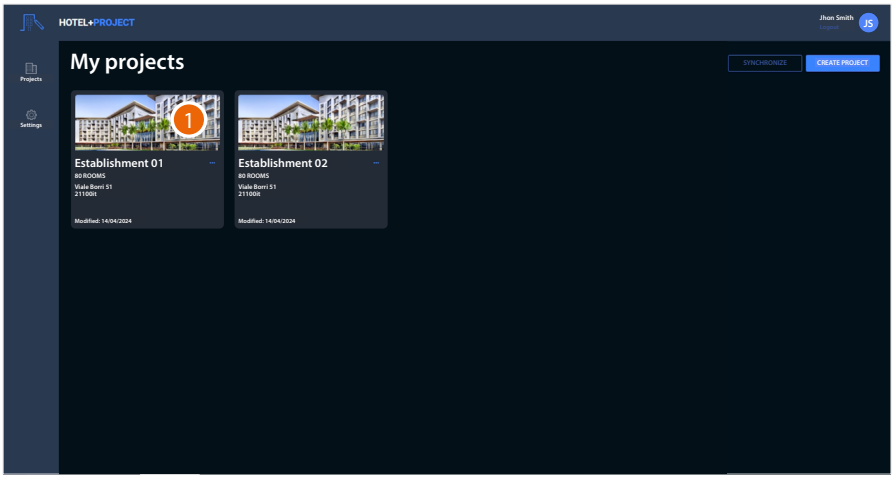
This section can be used to create and manage one or more room types.



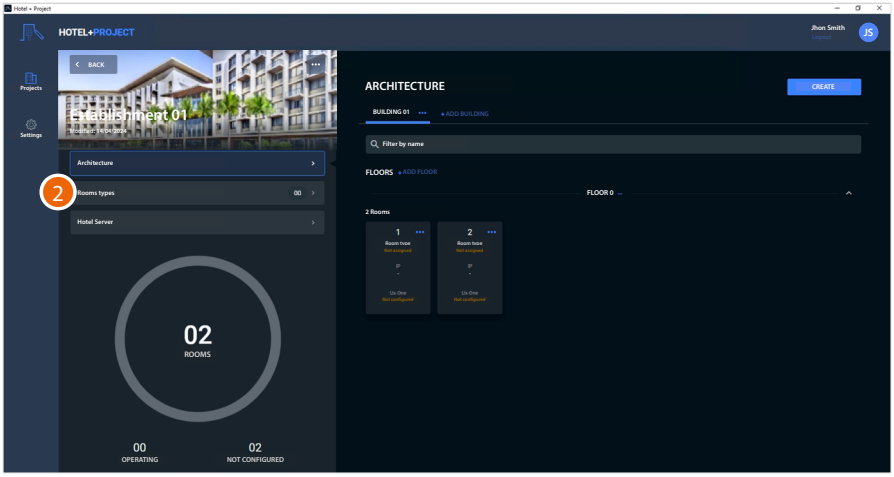
Create a type of room

The configuration of the rooms and their devices consists in defining the "room type" to be associated with the room.
A "room type" can be associated with several rooms that have the same characteristics. Otherwise, it will be necessary to create a specific room type.
E.g.: when creating a room type with a standard UXOne model, it will not be possible to associate this "room type" with a room that has a customisable UXOne model installed.
After all the parameters have been configured, it will be necessary to go to the room (architecture/room), connect the room to UXOne and send the configuration.

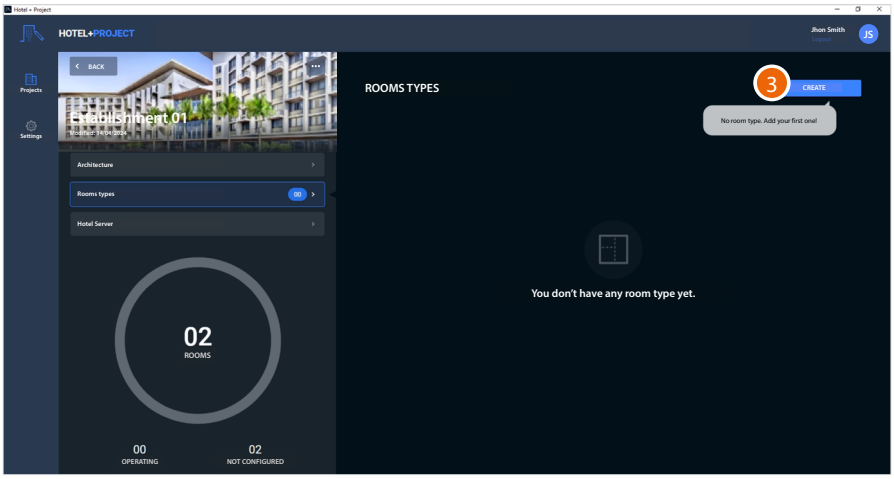
***NOTE**: changing the room parameters (UXOne and devices) is only possible from this section, while in the "room" section they can only be viewed.*



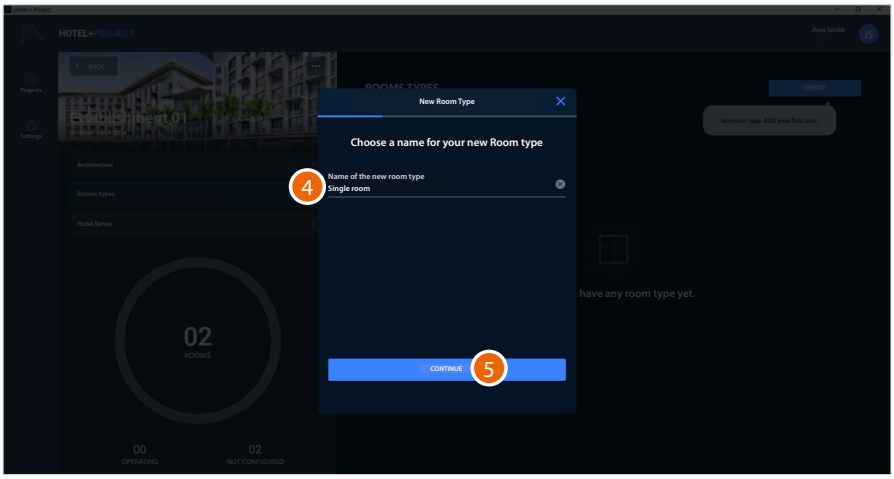
1. In the "Project Management" home page, click to go to the project



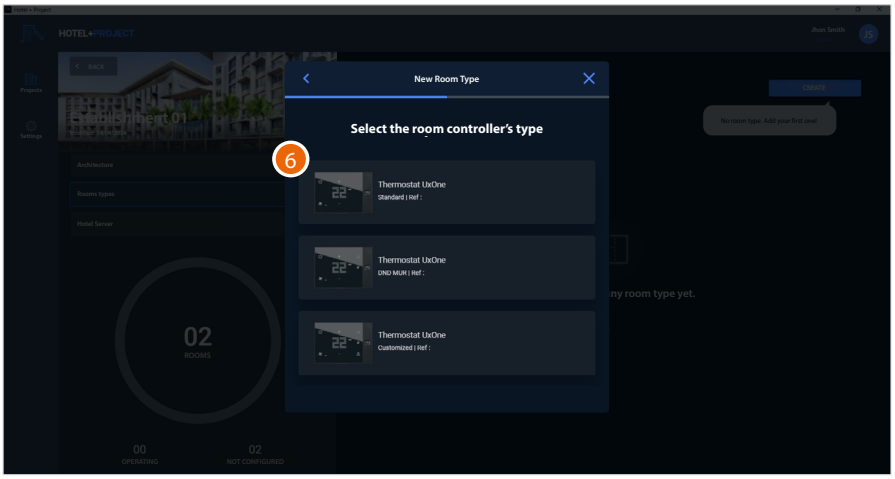
2. In the project, click to enter the "Room Types" section



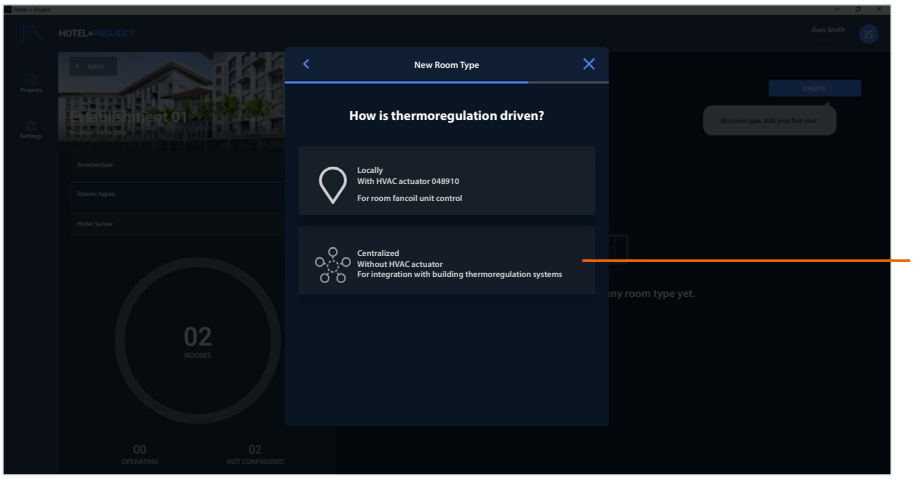
3. Click to create a type of room



4. Define the name of the type of room
5. Click to continue

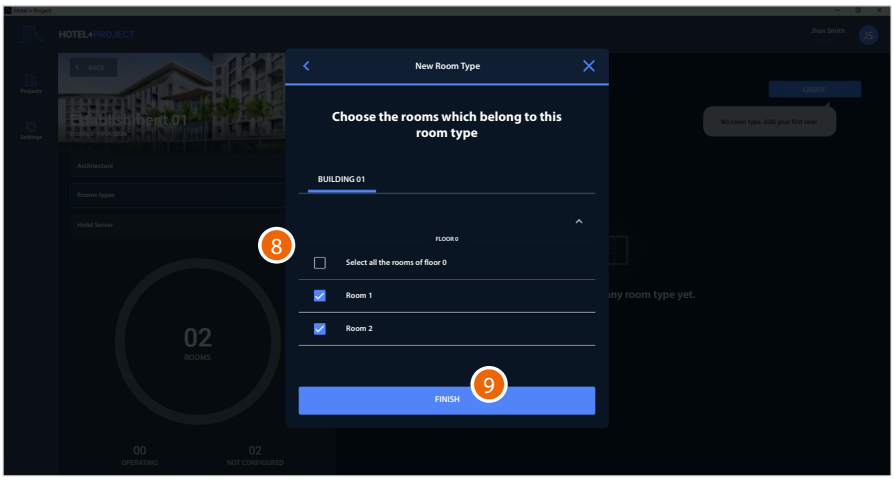


6. Indicate the type of UXOne to be associated with the room type
   - **UXOne Basic**: the UXOne thermostat does not have scenario control pushbuttons
   - **UXOne Advanced**: the UXOne thermostat has 2 scenario control pushbuttons. By default, the top pushbutton indicates the Make Up Room (MUR) function, while the middle button indicates the Do Not Disturb (DND) function.
   - **UXOne Customisable**: the UXOne thermostat has 3 scenario control pushbuttons that can be fully customised, both as far as icon symbols (using a specific configurator at the order stage) and functions.
     In addition, at the moment of the order it will also be possible to customise UXOne with the logo of the welcoming facility



7. Select local room climate control through the fancoil actuator to manage heating/cooling and fan speed.

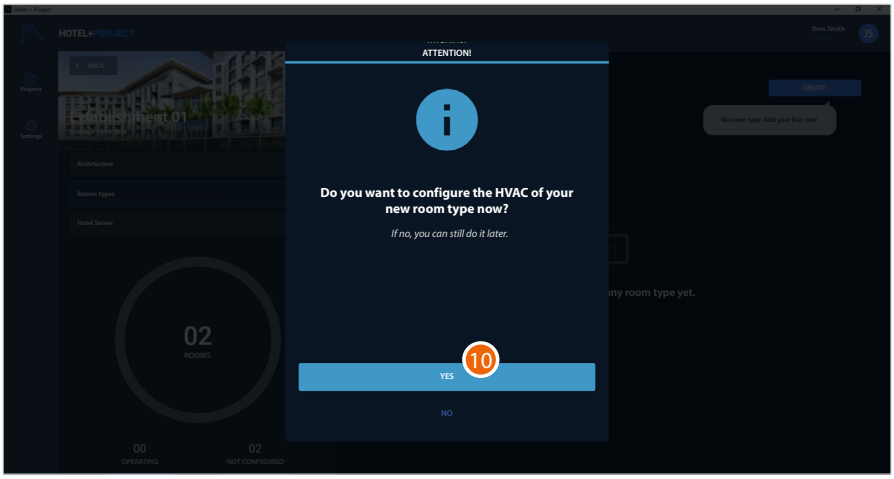
A. Function currently not available



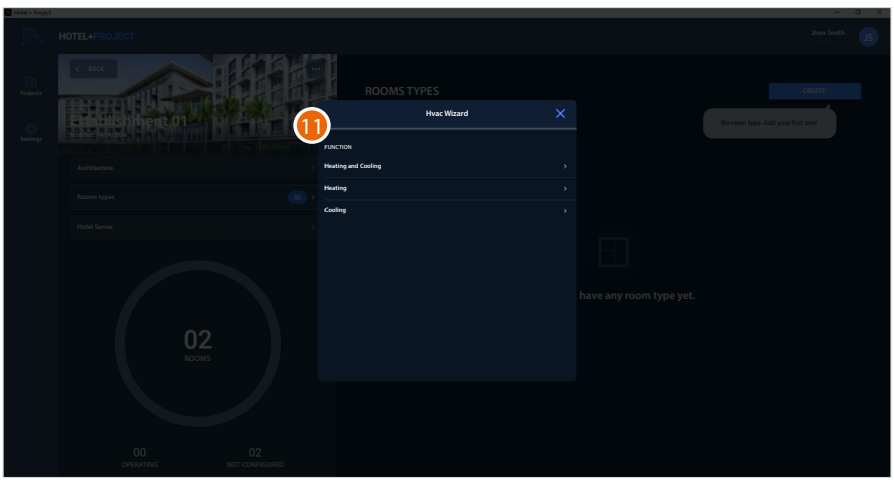
8. Select which rooms will use this room type as a base.
   It is possible to select the rooms individually, or all the rooms of a floor at once.
9. Click to finish

A screen appears, giving the option to configure the HVAC actuator linked to the room type immediately or later.

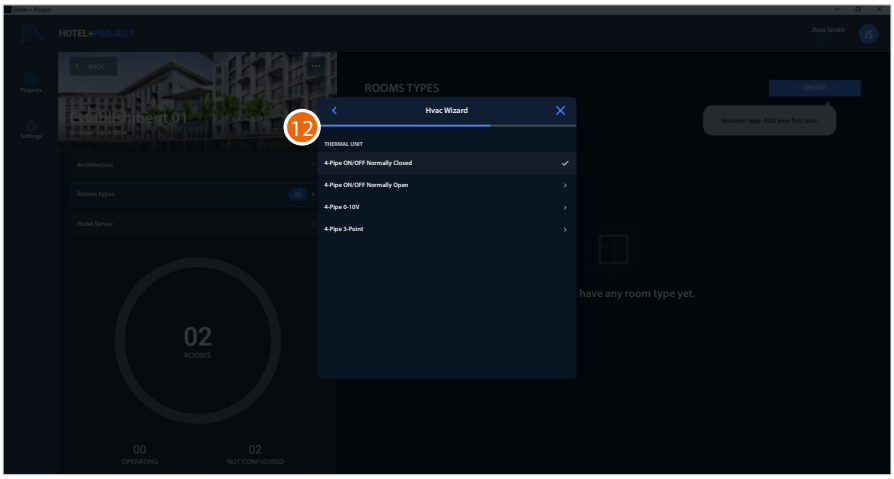
***NOTE**: In this example, the HVAC actuator is configured immediately.*
It is advisable to configure the HVAC actuator immediately rather than later.



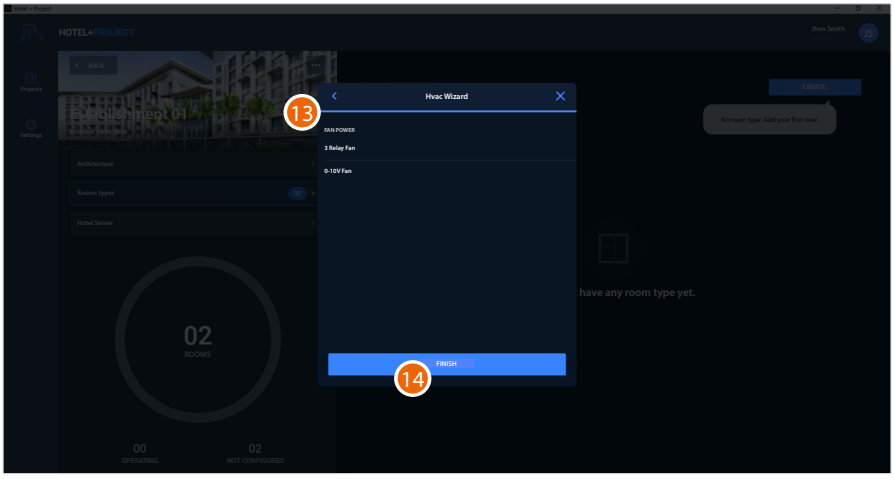
10. Click to configure the HVAC actuator linked to the room type being created.



11. Click to select the system type (heating & cooling, or heating or cooling)



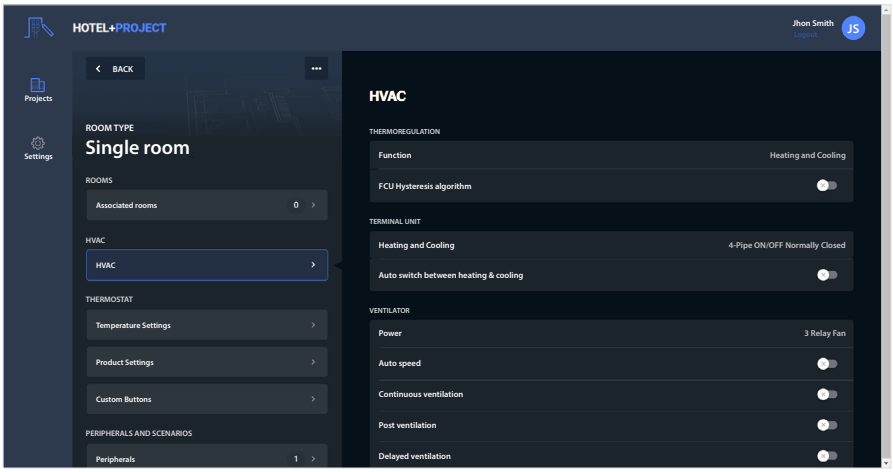
12. Select the type of valve



13. Select the type of fan between:
    –Three-stage speed;
    –0-10V speed

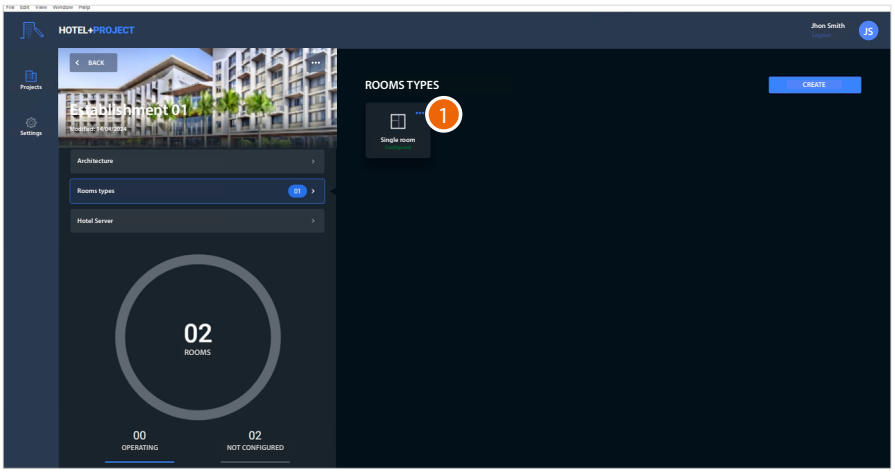
14. Click to finish

The type of room has been created successfully

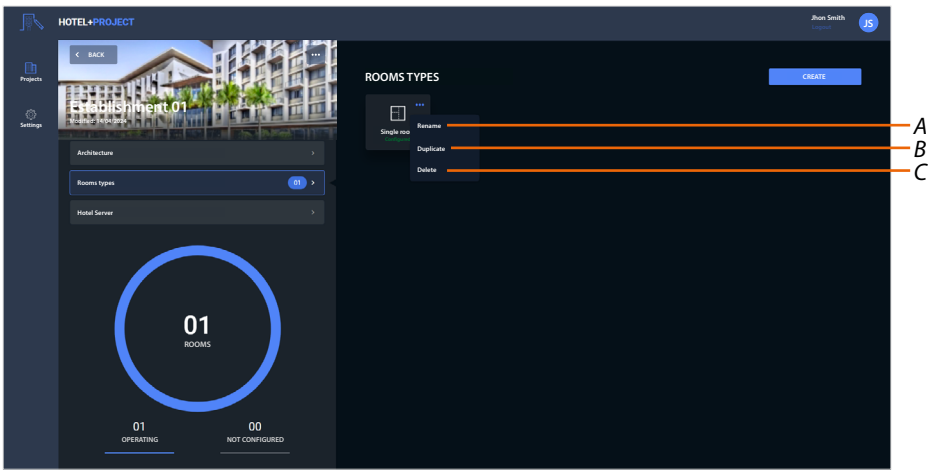


Management of the types of room

This section can be used to manage previously created room types associated with rooms



1. Click to open the available room management functions

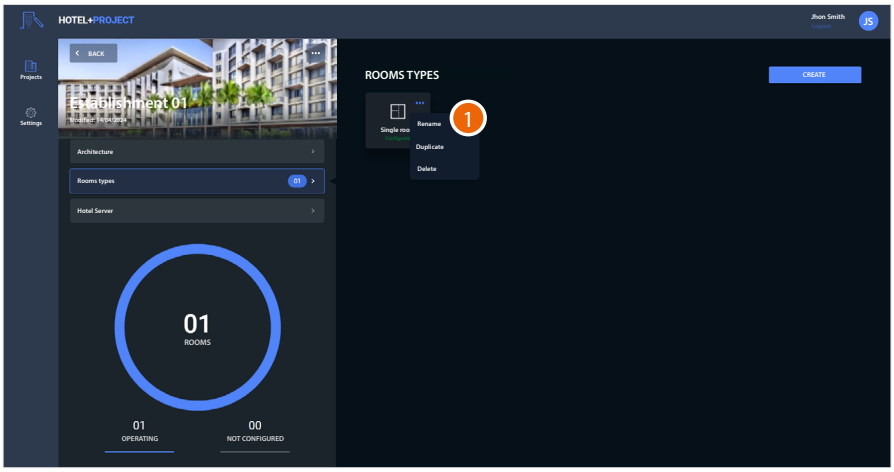


A *Rename a type of room*

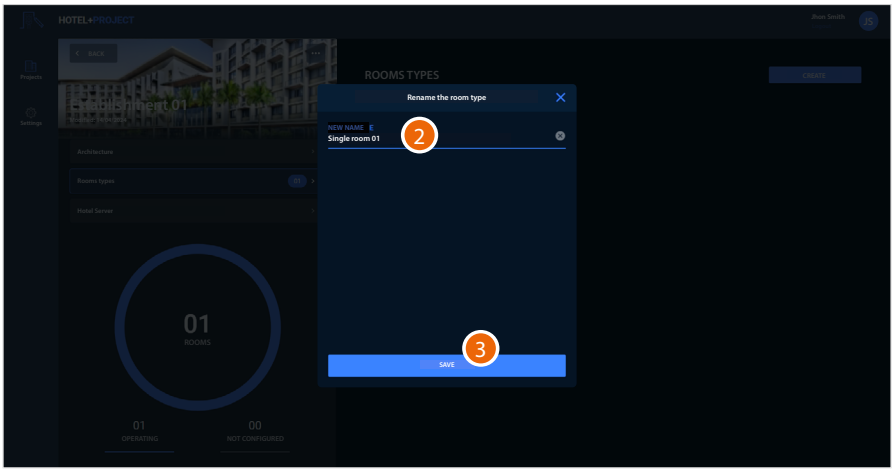
B *Duplicate a type of room*

C *Delete a type of room*

Rename

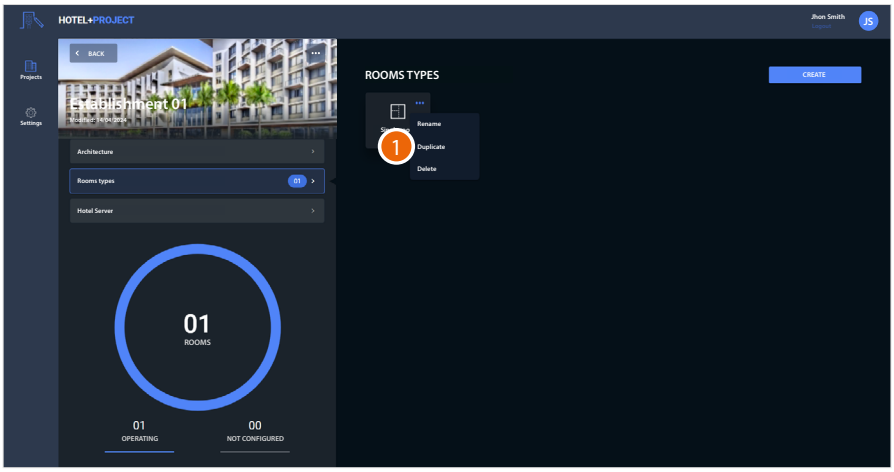


1. Click to rename the room type

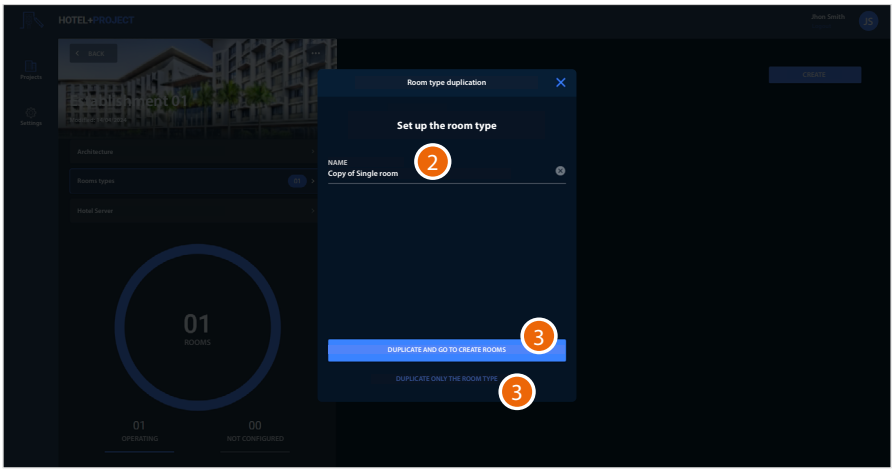


2. Enter the desired name for the room type
3. Click to save

Duplicate



1. Click to duplicate the room type

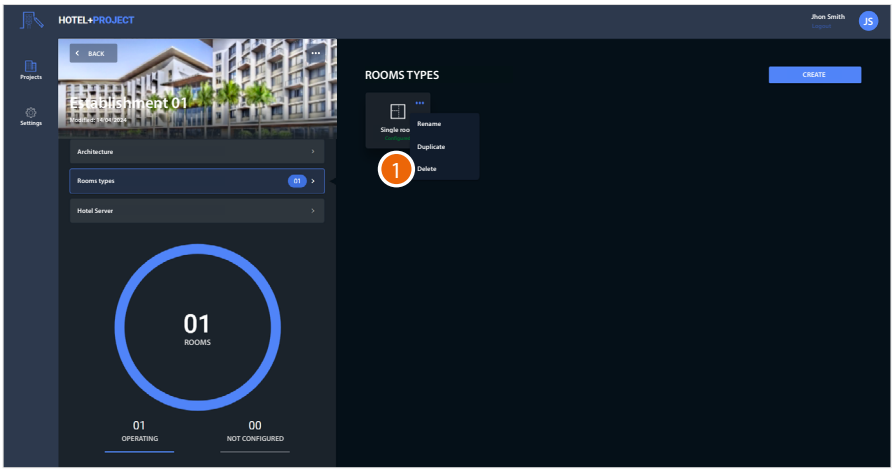


2. Enter the desired name for the room type
3. Click to duplicate the room type and go directly to the room creation section

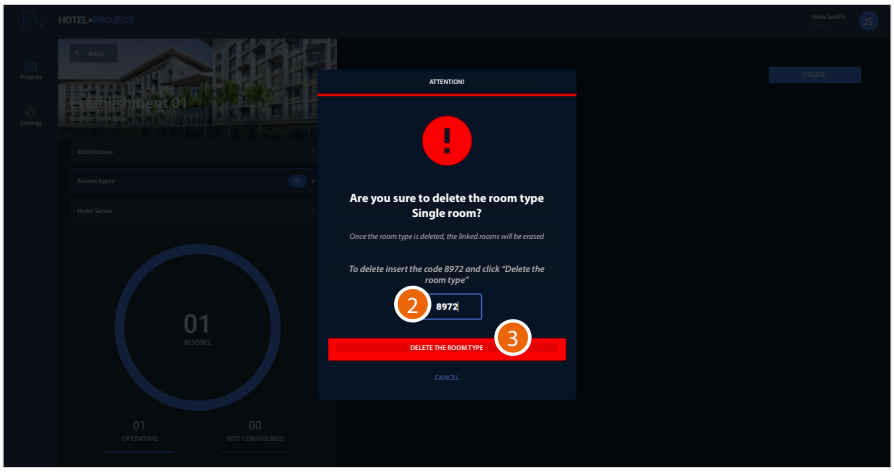
Or

3. Click to only duplicate the room type. In this case, it will be necessary to visit the room creation section at a later date

Cancell



1. Click to delete the room type

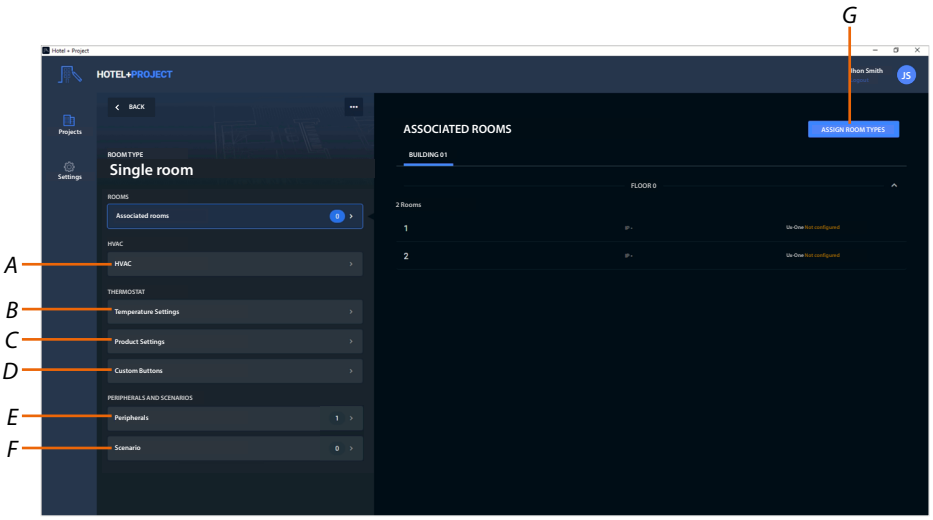


2. Enter the code generated by the software
3. Click to delete the room type

***ATTENTION**: If the room type is associated with one or more rooms, these will also be deleted.*

Components of the type of room

This section can be used to manage the room components.



A *Configure the HVAC actuator*

B *Temperature settings*

C *Product settings*

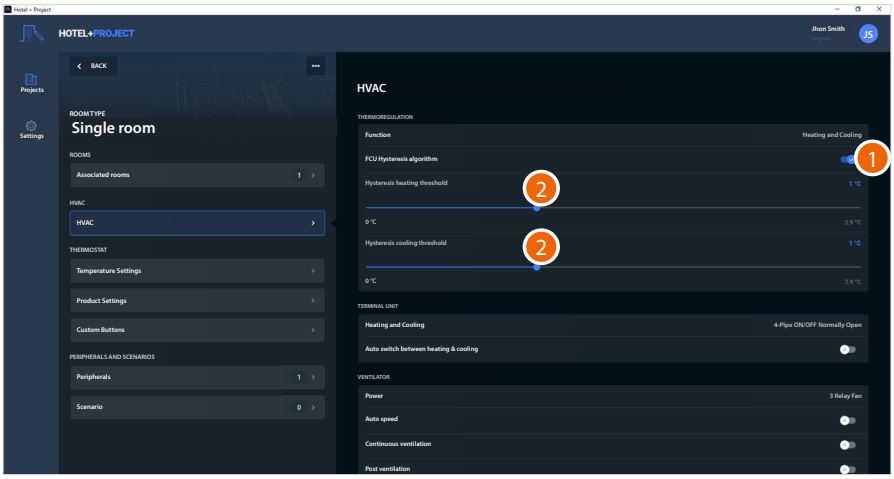
D *Customise the pushbuttons*

E *Peripherals*

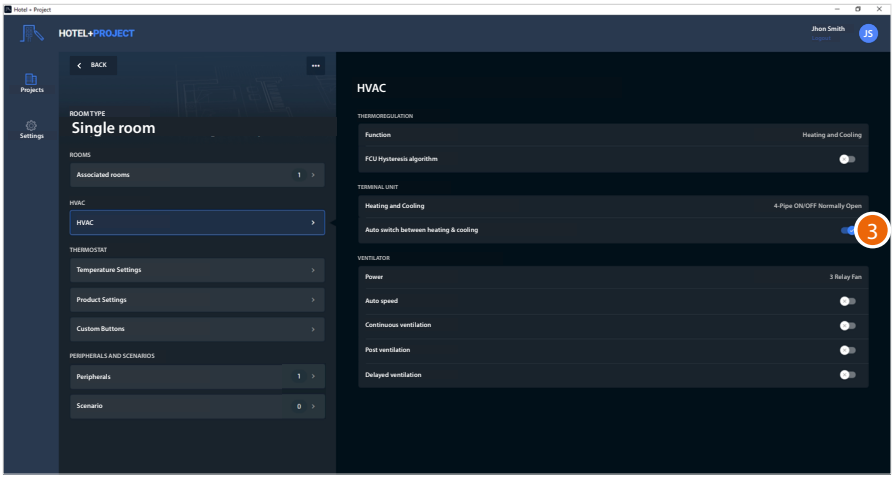
F *Scenarios*

G *Assign rooms to a room type*

Configure the HVAC actuator

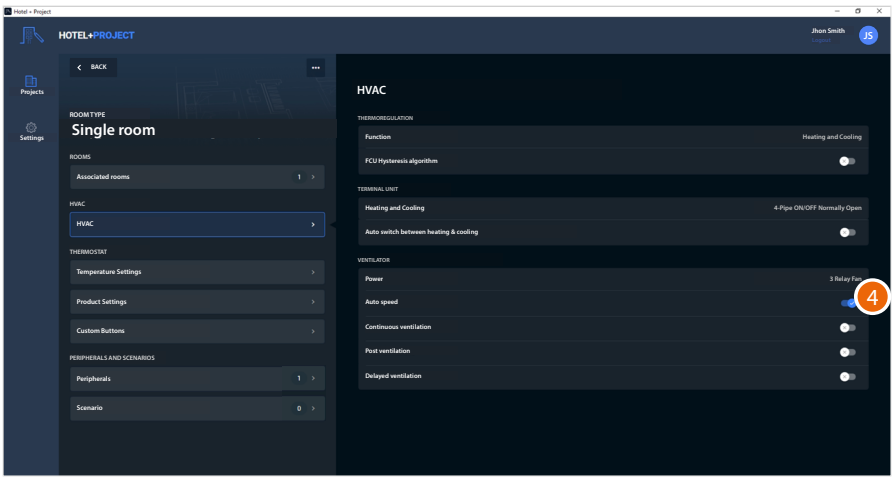


1. Click to enable/disable the hysteresis algorithm: the capacity of a structure to change its temperature more or less slowly depending on the type of system and then according to the speed that the installed devices use to heat/cool
2. Select the hysteresis value:
   0°C: setting suitable for high hysteresis (slow) heating and cooling systems.
   2.5°C: setting suitable for low hysteresis (fast) heating and cooling systems.

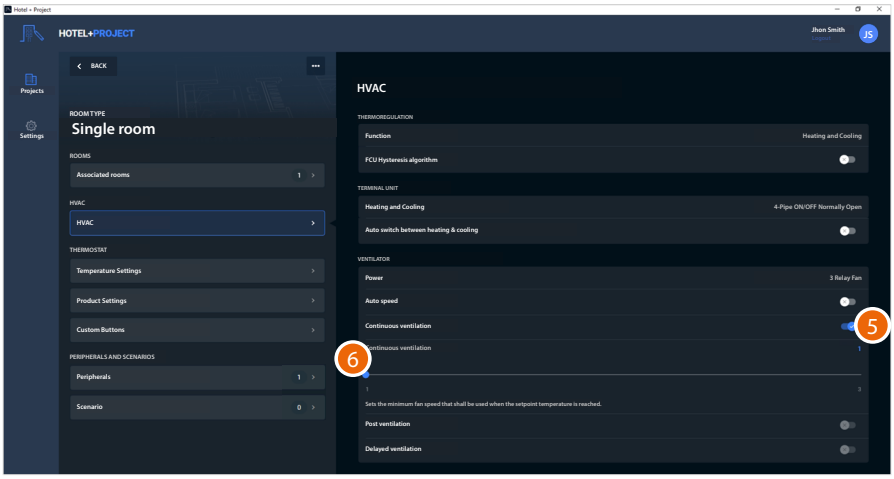


3. Click to activate/deactivate automatic switching between heating and cooling. With automatic mode active, the system will automatically switch from heating to cooling and vice versa, depending on the measured temperature.

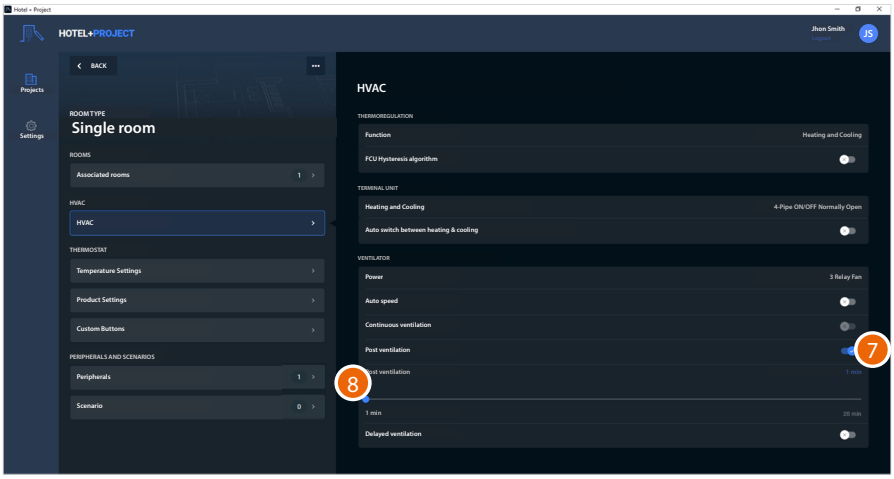
***NOTE**: this option is only valid if the system has been set to automatic mode*



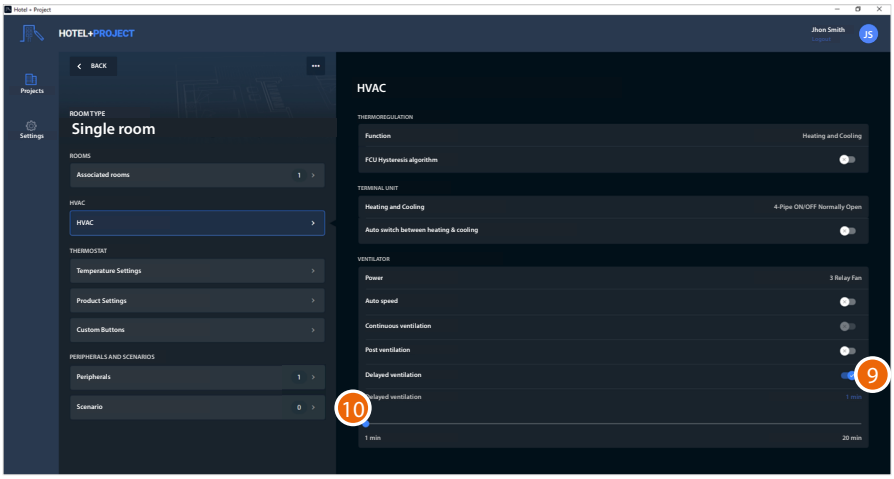
3. Click to activate/deactivate the automatic control of the fan speed



5. Click to activate/deactivate the ventilation, allowing the fancoil to continue circulating air in the room
6. Selects the continuous ventilation speed (1 to 3)



7. Click to activate/deactivate the post-ventilation, so that the fancoil continues (or not) to supply hot/cold air (depending on the mode set in the heating/cooling system) even after the system switches off
8. Select the duration of the post-ventilation



9. Click to activate/deactivate the delayed ventilation function
10. Select the ventilation start delay (in minutes from 1 to 20)

Configure the thermostat

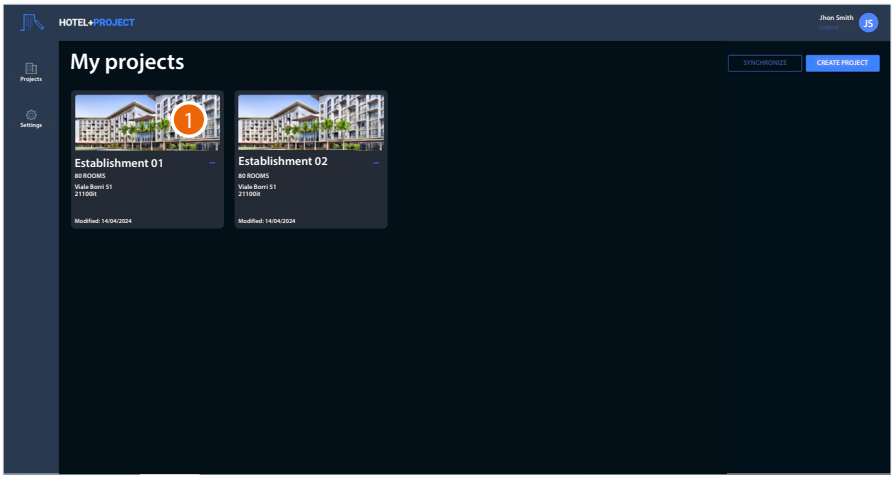
This section can be used to configure the parameters of the UXOne associated with this room type. The available parameters are:

– **Temperature settings**
Setting of various temperature control parameters (setpoint, range of use, critical limits, etc.)

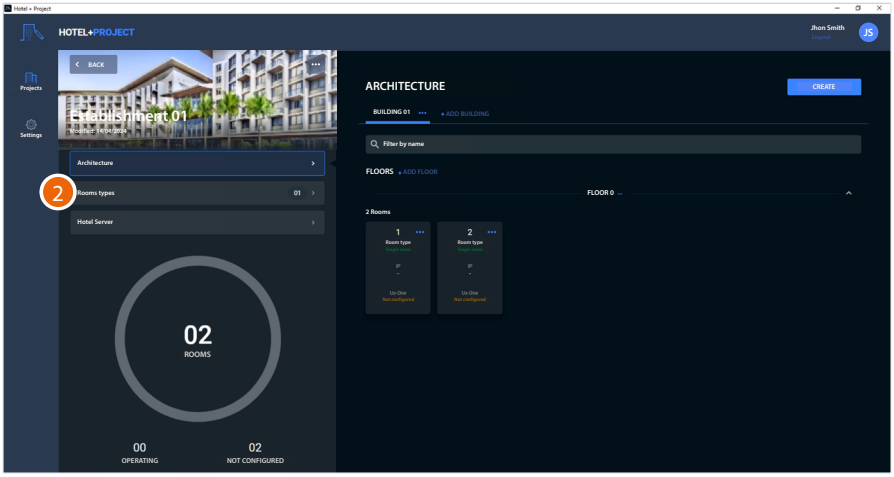
– **Product settings**
Settings relating to the operation and the inputs/outputs of UXOne

– **Pushbutton customisation**
Association of a function to each UXOne pushbutton

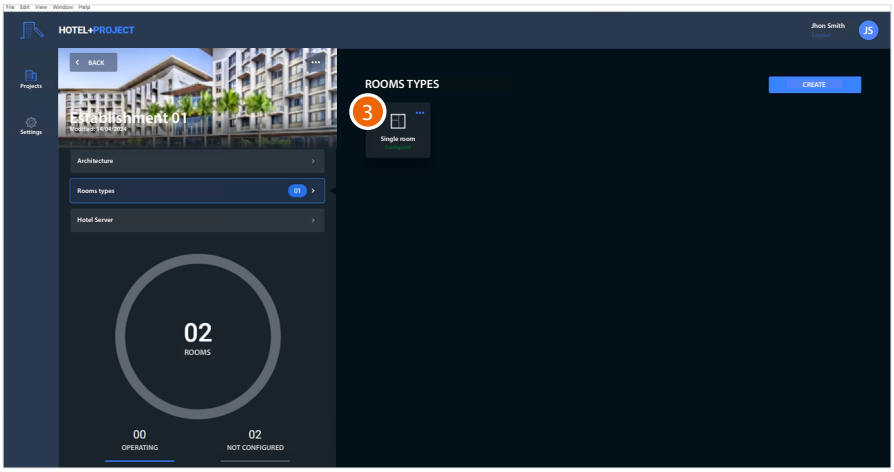
Temperature settings



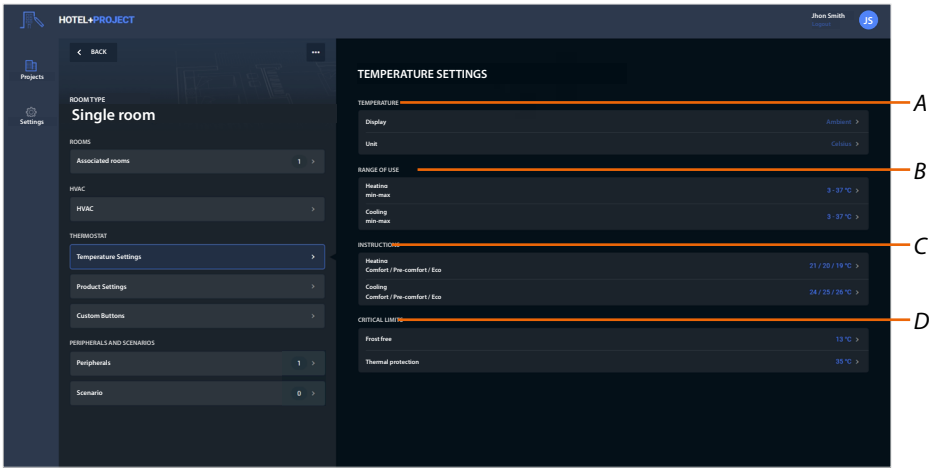
1. In the "Project Management" home page, click to go to the project



2. In the project, click to enter the "Room Types" section



3. Click to enter the type of room



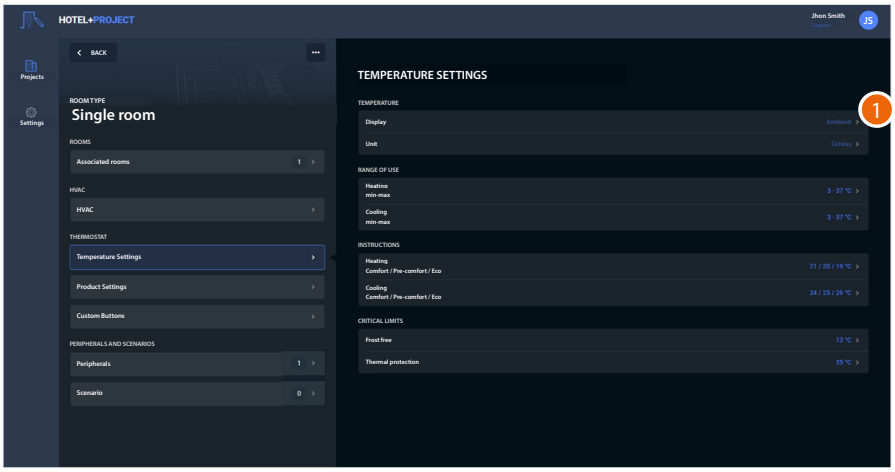
A *Sets the parameters relating to the temperature*

B *Sets the parameters relating to the range of use*

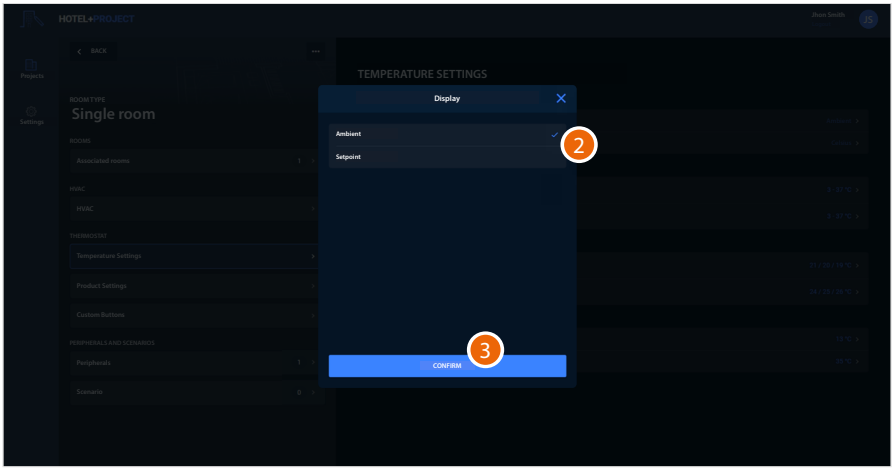
C *Sets the parameters relating to the instructions*

D *Sets the parameters relating to the critical limits*

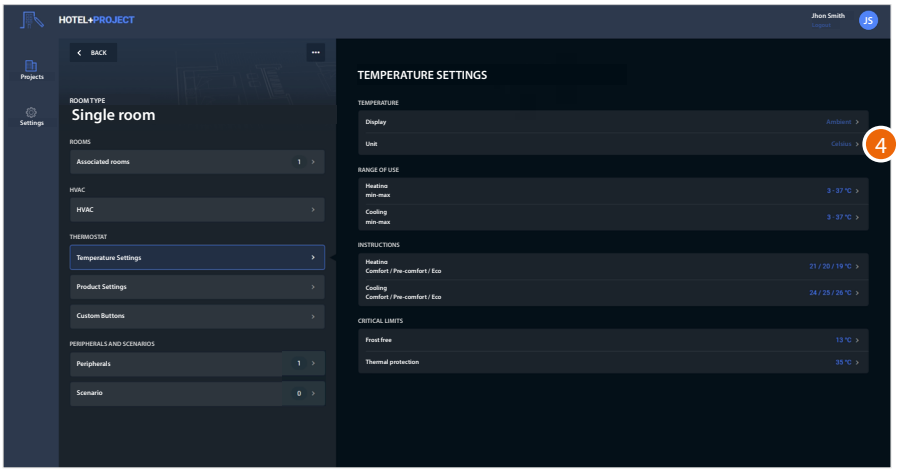
Temperature



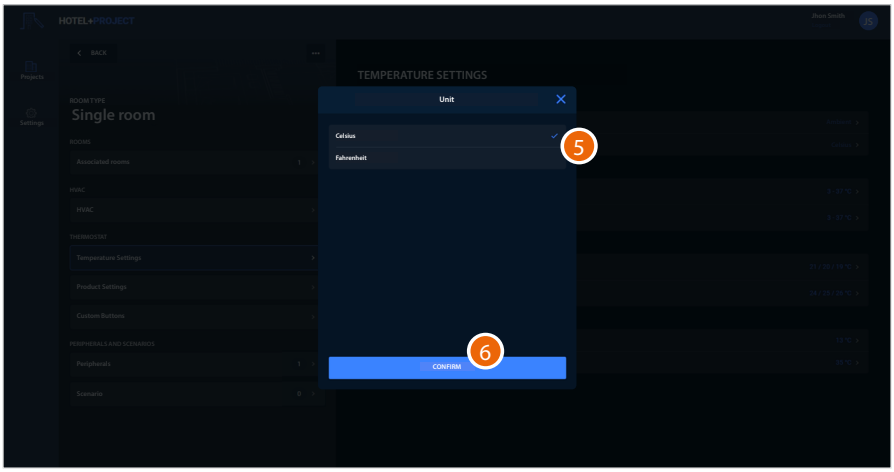
1. Click to set the UXOne display to show the temperature setpoint or the actual room temperature.



2. Select between room or setpoint
3. Click to confirm

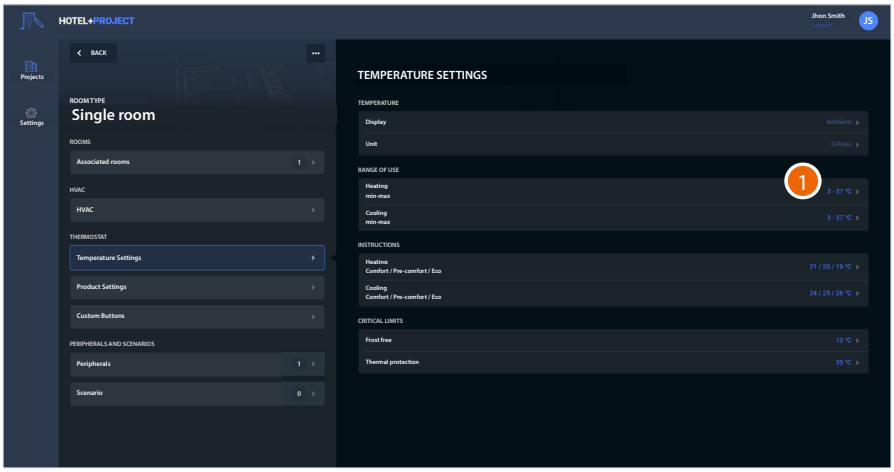


4. Click to select the measurement unit for the temperature (Celsius or Fahrenheit) shown on the UXOne display.

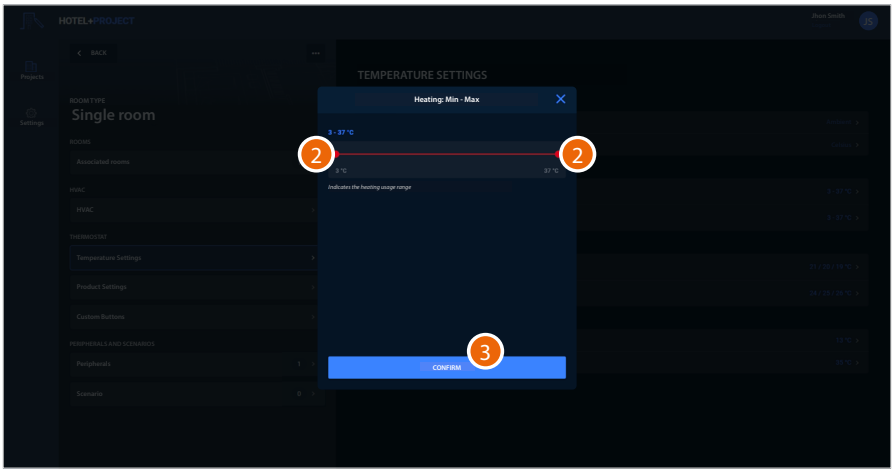


8. Select between Celsius or Fahrenheit
9. Click to confirm

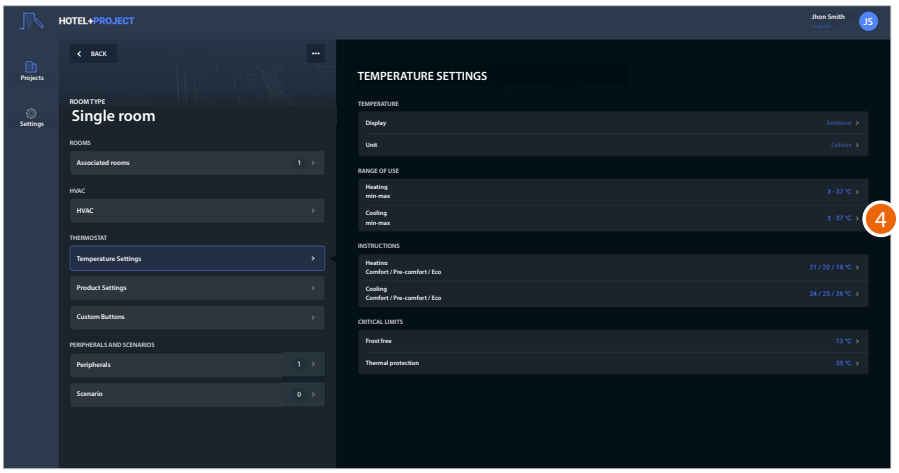
Range of use



1. Click to select the minimum and maximum thresholds to be used for heating.

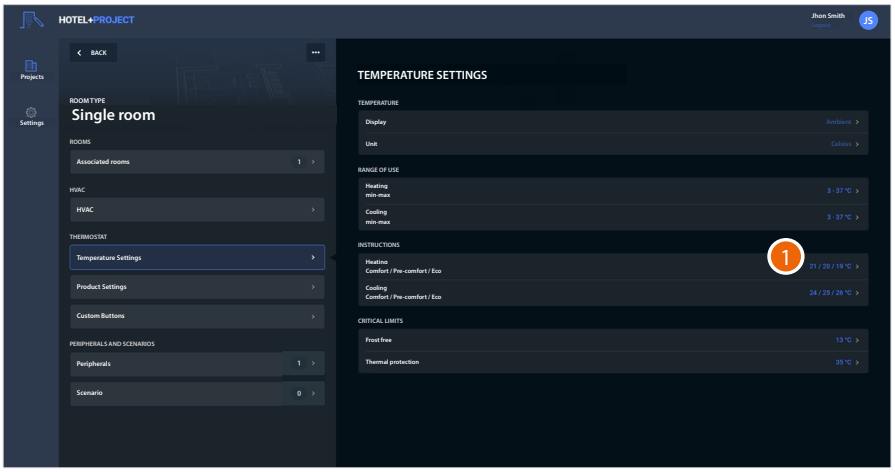


2. Drag with the mouse to select the minimum and maximum thresholds.
   Thresholds can range from a minimum of 3 °C to a maximum of 37 °C
3. Click to confirm

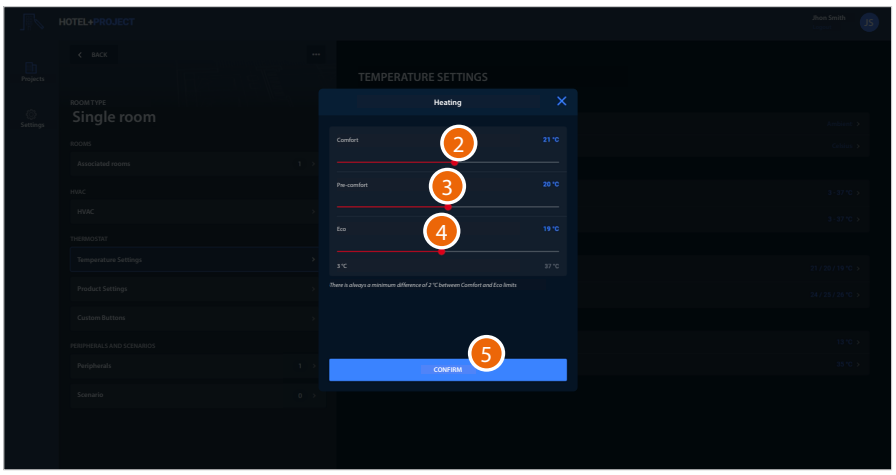


4. Repeat the same procedure for cooling.

Instructions

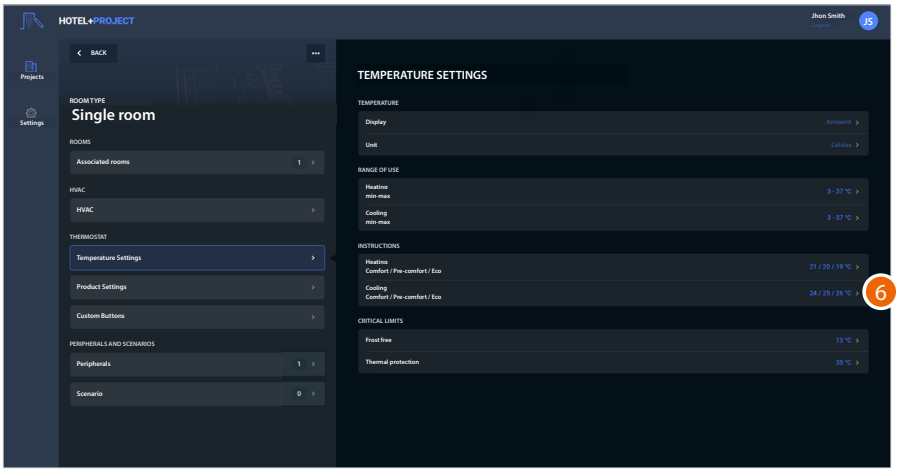


1. Click to set the setpoint temperatures to be used to automatically control the temperature.



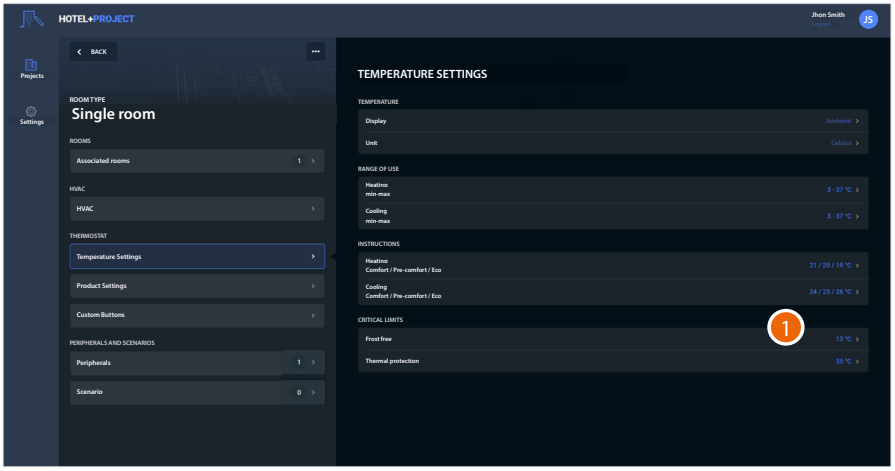
2. Drag with the mouse to select the temperature to set for the Comfort setpoint.
3. Drag with the mouse to select the temperature to set for the Pre-Comfort setpoint.
4. Drag with the mouse to select the temperature to set for the Eco setpoint.
5. Click to confirm

***NOTE**: Temperature thresholds are linked to each other; a lower threshold (ECO) cannot have a higher value than a higher threshold (COMFORT)*

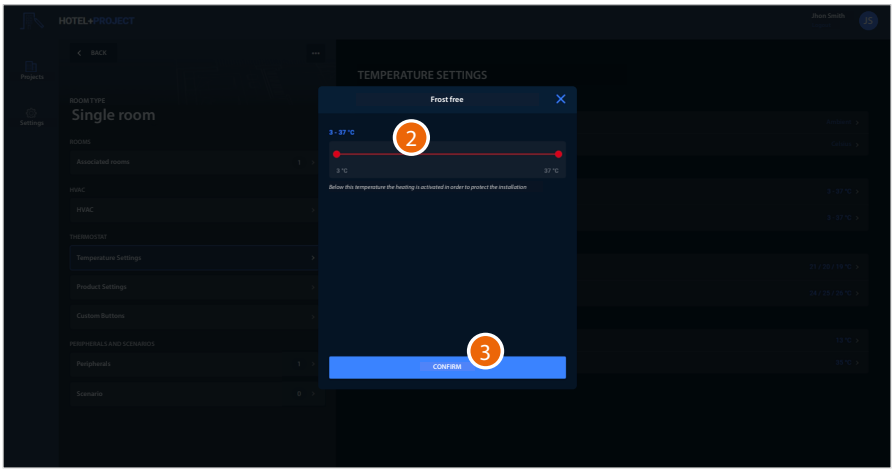


6. Repeat the same procedure for cooling.

Critical limits

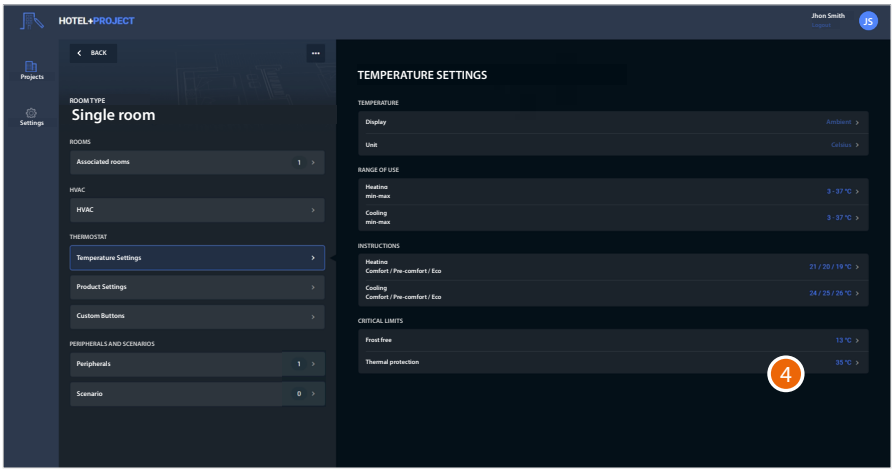


1. Click to select the temperatures to use with UXOne for frost protection mode.

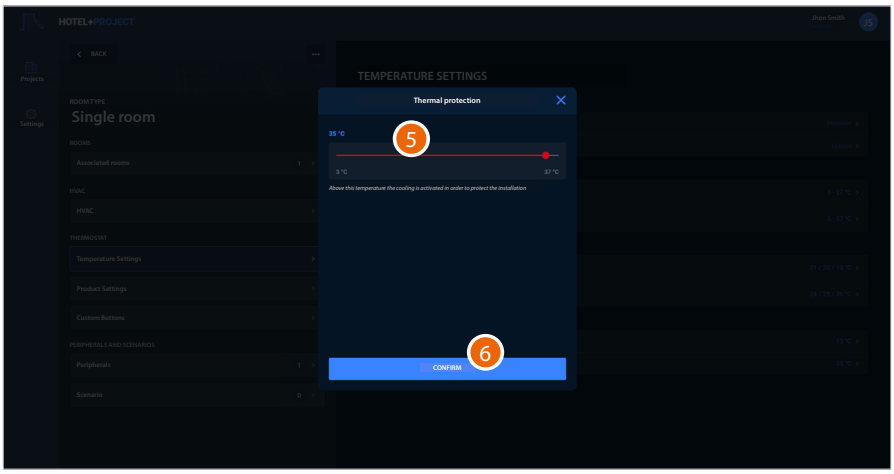


2. Drag with the mouse to select the temperature to set for frost protection mode
3. Click to confirm

NOTE: *CRITICAL LIMITS temperature thresholds interact with the TEMPERATURES thresholds. For example, the lowest critical limit can never be below the lowest temperature that can be managed.*

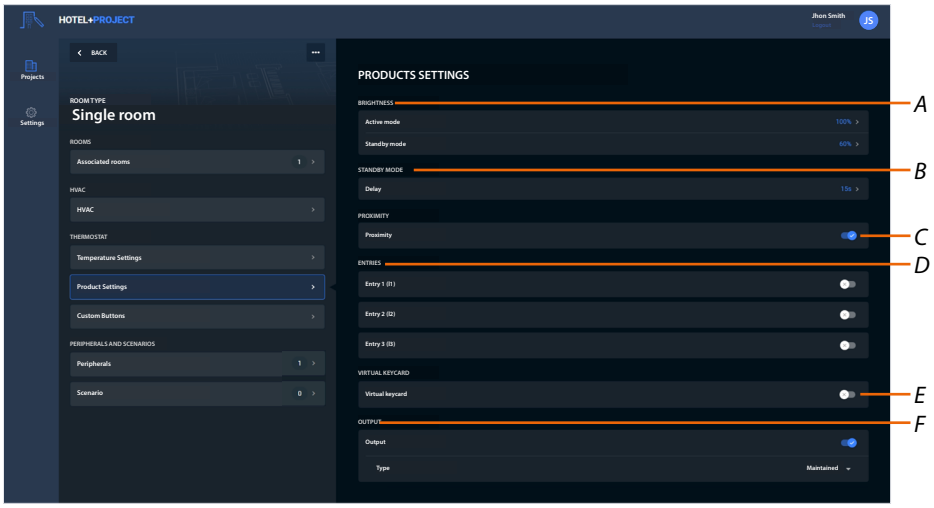


4. Click to select the temperatures to use with UXOne for thermal protection mode..



5. Drag with the mouse to select the temperature to set for thermal protection mode
6. Click to confirm

Product settings



A Set the parameters for brightness in active mode and brightness in standby mode of UXOne

B Set the time after which UXOne switches to standby mode

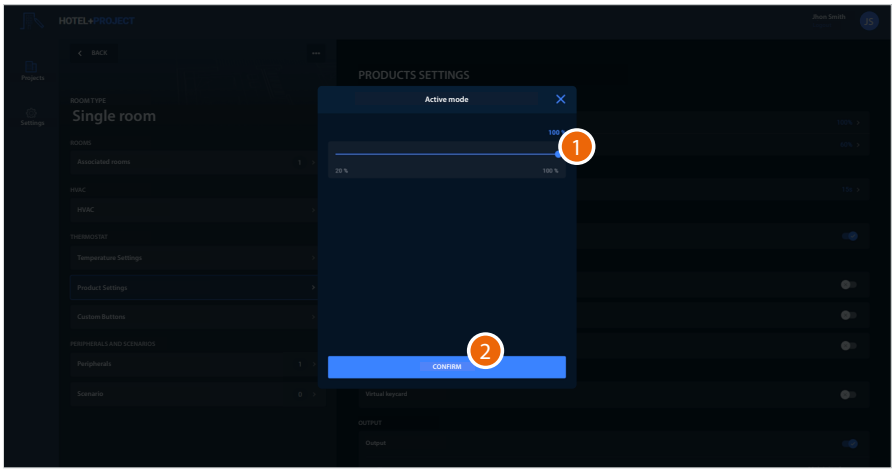
C Activation/deactivation of the UXOne proximity sensor

D Set the UXOne inputs

E Activation/deactivation of the virtual keycard on the UXOne

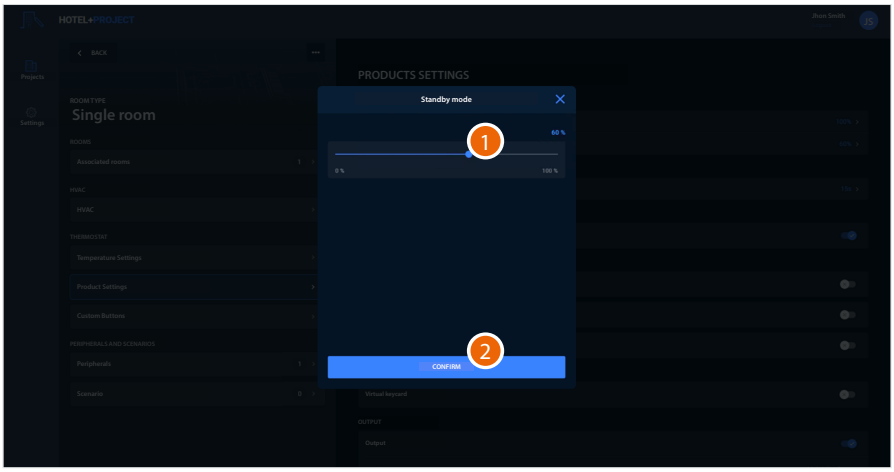
F Set the parameters for the UXOne output mode

Brightness (active mode)



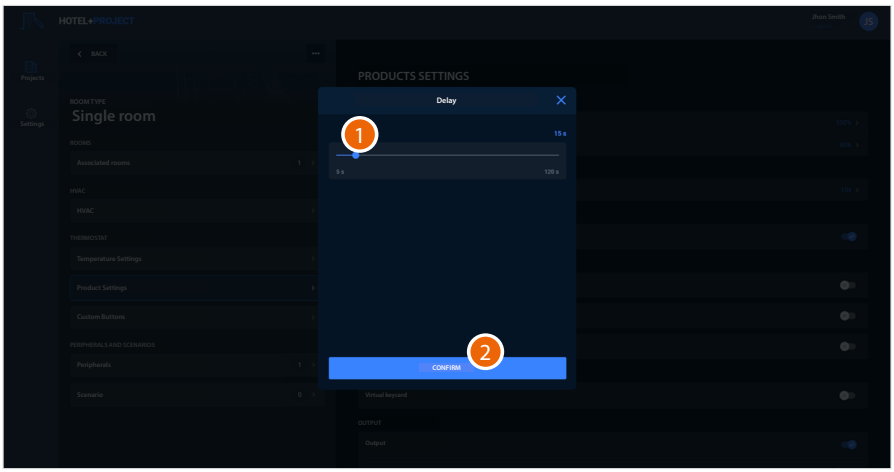
1. Drag with the mouse to select the UXOne display brightness when active
2. Click to confirm

Brightness (standby mode)



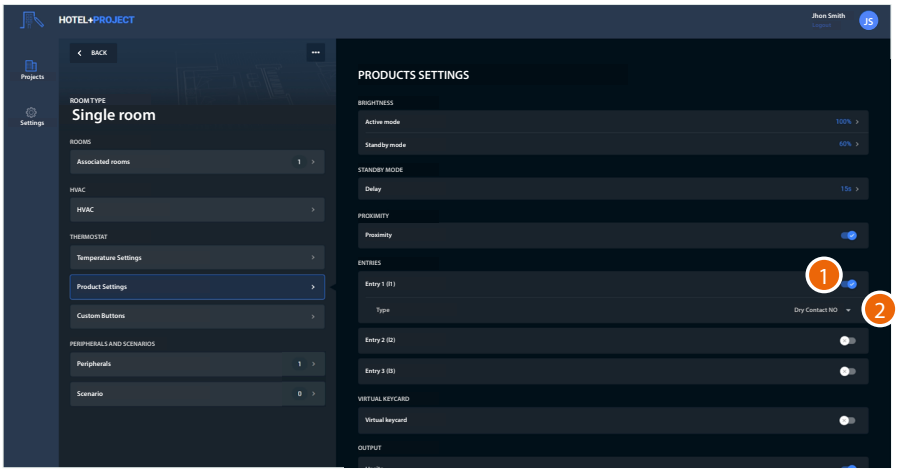
1. Drag with the mouse to select the UXOne display brightness when in standby mode
2. Click to confirm

Standby mode

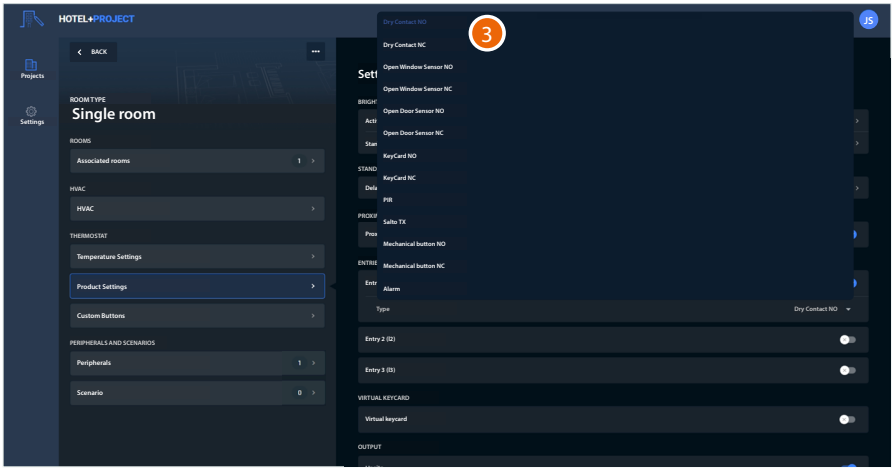


1. Drag with the mouse to select the time after which UXOne enters standby mode
2. Click to confirm

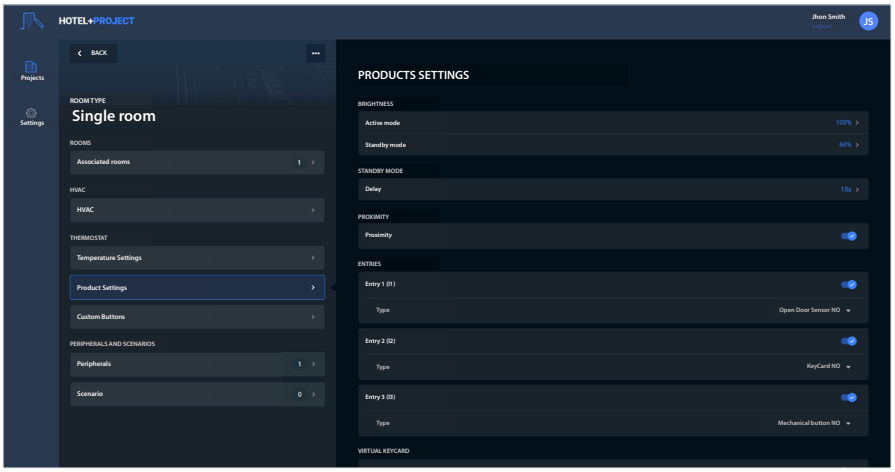
Inputs



1. Activates/deactivates the input
2. Click to select the type of input

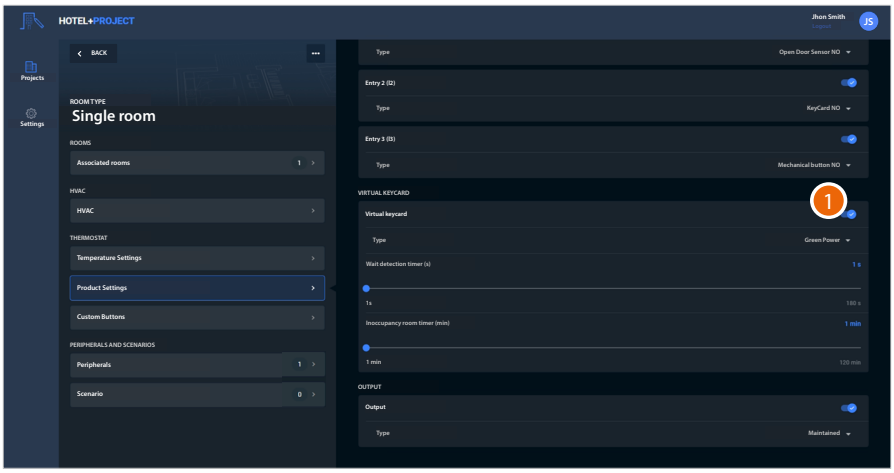


3. Select the type of input

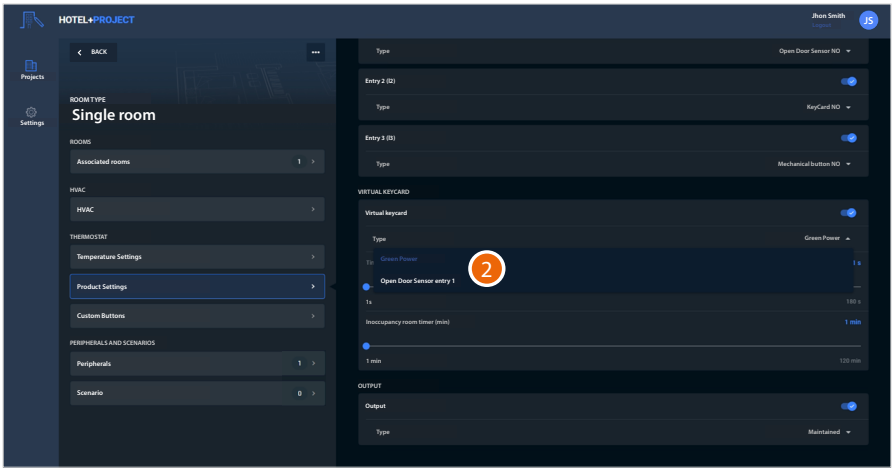


NOTE: *Selecting certain peripheral devices as inputs will automatically generate peripheral objects and scenarios.*

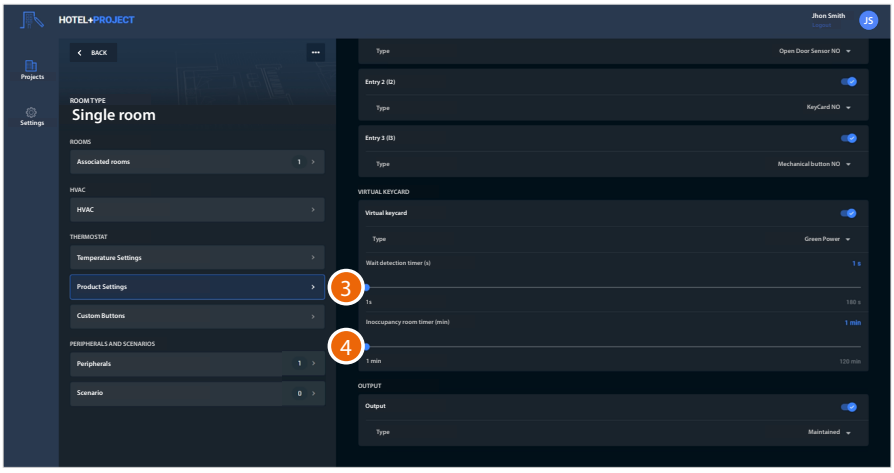
Virtual keycard



1. Activates/deactivates the management of the virtual keycard.
When this option is active, the system uses factory set algorithms (in/welcome/goodbye and recovery) to check if any guests are in the room, managing the temperature and other functions in the room through scenarios.



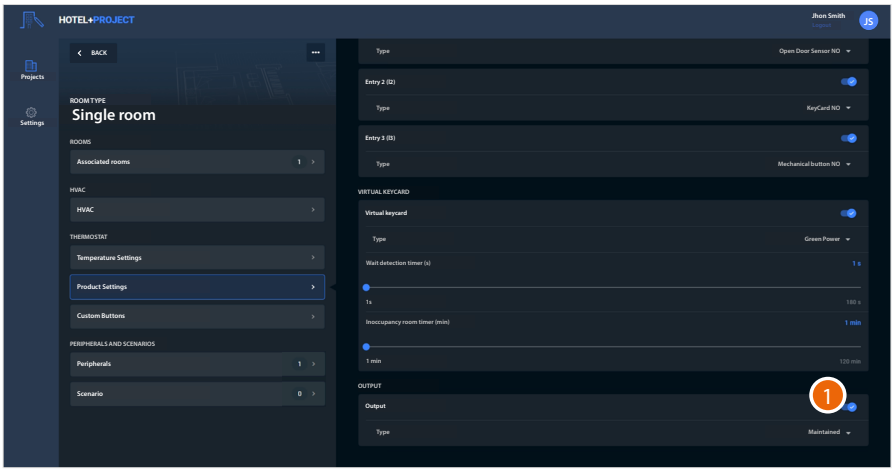
2. Click to select which device is used to activate the specific scenario for when the guests enters (IN) the room.
The same device will also work in the opposite situation, activating the specific scenario for when the guest leaves (OUT) the room



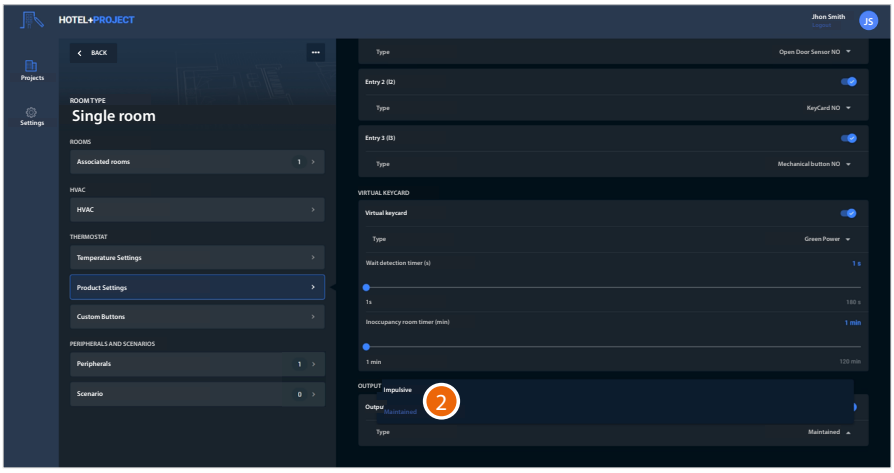
3. Click to define the time from the activation of the IN scenario after which an IR device must verify the actual presence of the guest, in order to activate the WELCOME scenario

4. Click to define the time from the activation of the OUT scenario after which an IR device must verify that the guest has actually left the room, in order to activate the GOODBYE scenario

Output



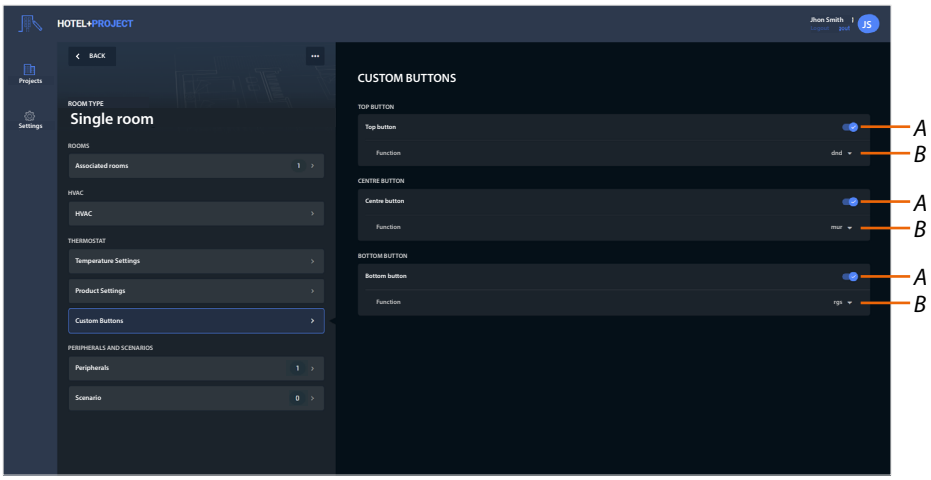
1. Activates/deactivates the UXOne local output



2. Select the type of output
   –Maintained: ON/OFF maintained contact
   –Impulsive: 0,5s ON impulsive contact

Customise the pushbuttons

NOTE: *This page is not available for items 4 650 01- 4 650 03 as there are no scenario buttons on UXOne*



A. Enable/disable the UXOne top/middle/bottom pushbuttons

B. Selection of the DND, MUR or RGS room status, or of a scenario to associate with the pushbutton.

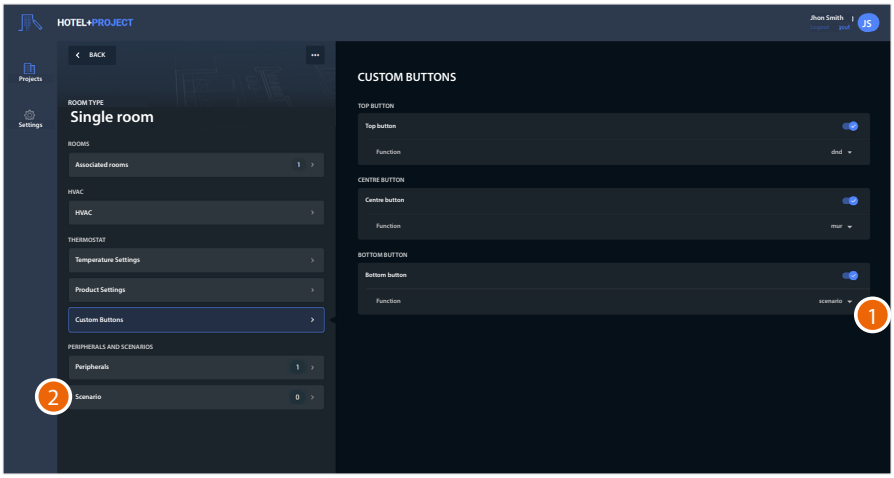
DND	MUR	RGS
Do not disturb	Make up the room	generic service request (e.g. laundry collection, room service)

NOTE: *When selecting DND or MUR room status, the software automatically creates 4 scenarios that allow the function status to be made available on other devices installed in the room (e.g. when the DND function is activated by pressing the UXOne button, the relevant LED lights up on the controller).*
Conversely, when the DND or MUR functions are not selected, the software deletes the 4 created scenarios

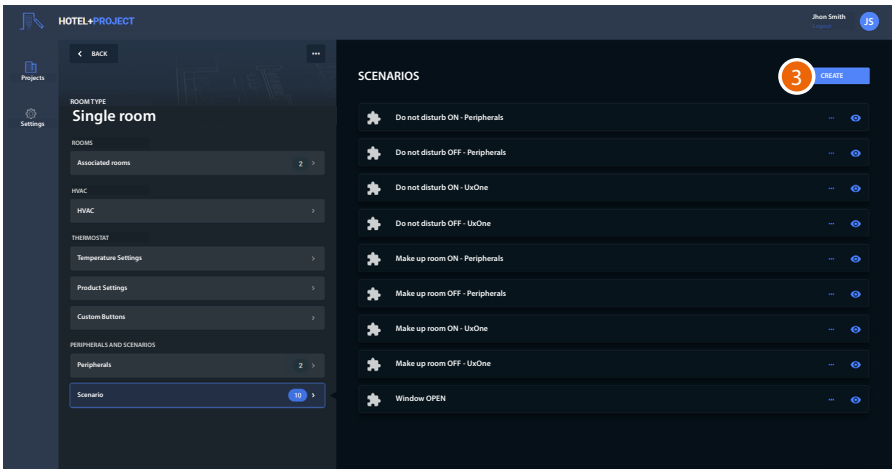
Using an UXOne pushbutton to launch a scenario

Below is an example of the creation of a scenario to be associated with the UXOne bottom button. For more details on how the function works, see the Scenarios section. This scenario trigger the full lowering of the shutters when the bottom UXOne pushbutton is pressed briefly.
The top pushbutton is set to DND (do not disturb), while the middle pushbutton is set to MUR (make up room).

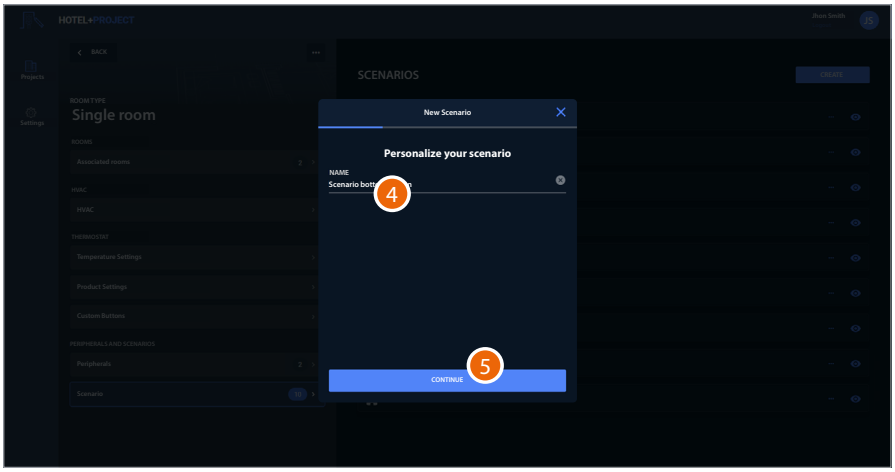
***NOTE**: Each pushbutton can control two scenarios, depending on the length of the pressure of the key. It is, in fact, possible to associate a first scenario to a short pressure of the key, and a second scenario to an extended pressure of the key*



1. Click to select the scenario function on the bottom UXOne pushbutton
2. Click to open the Scenarios page

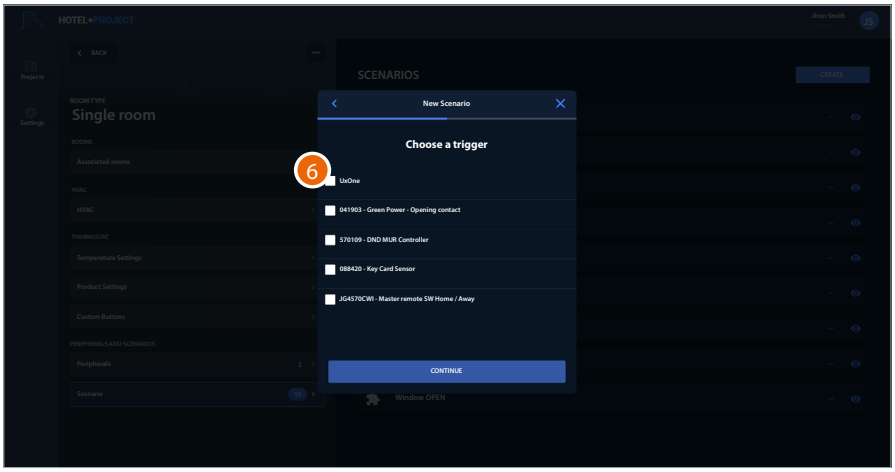


3. Click to create a new scenario

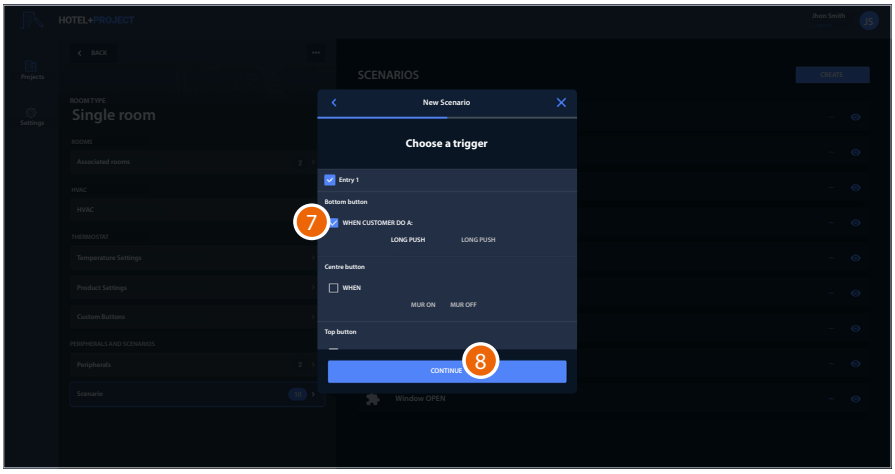


4. Customise the scenario name
5. Click to continue

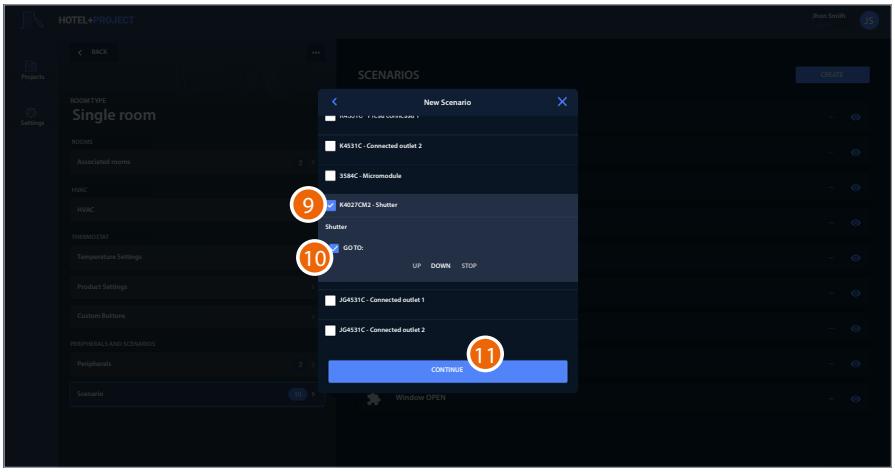
Now select the condition that will trigger the scenario (trigger).



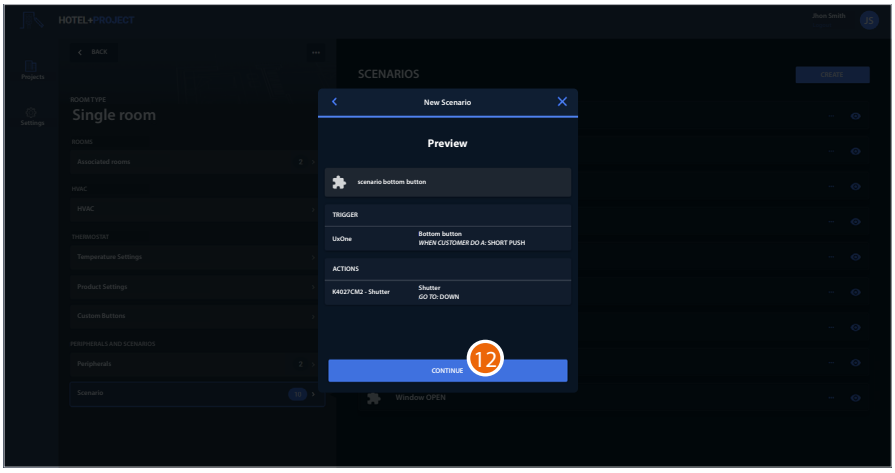
6. Select the peripheral object among those available (e.g. UXOne)



7. Select when the scenario should be activated (e.g. short pressure of the lower pushbutton)
8. Click to continue

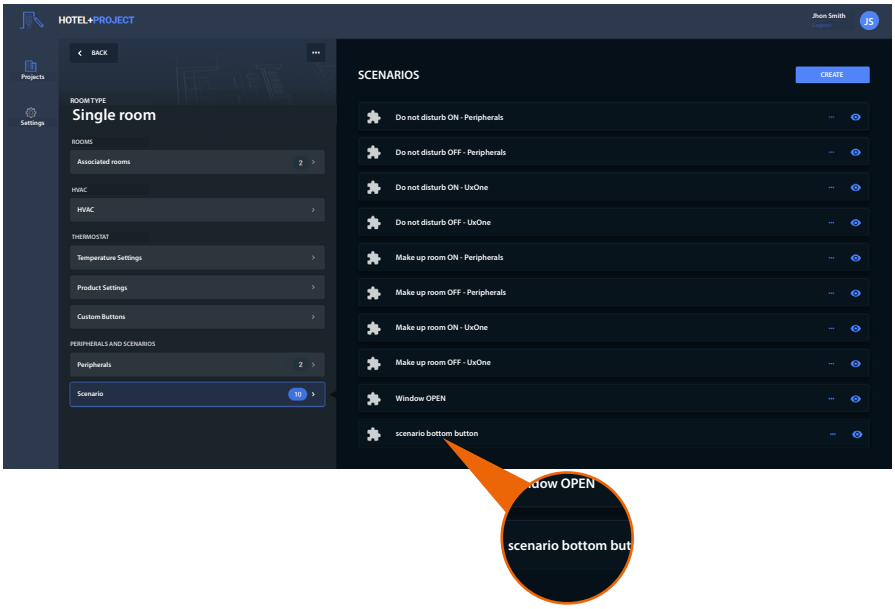


9. Select the peripheral object among those available (e.g. shutter object)
10. Select the action to be performed (e.g. lower the shutter)
11. Click to continue



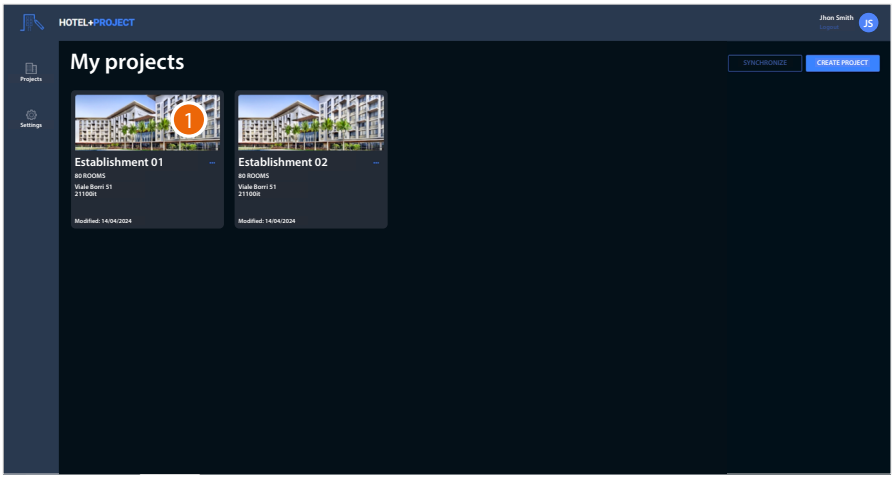
12. Click to finish

The scenario has been created successfully

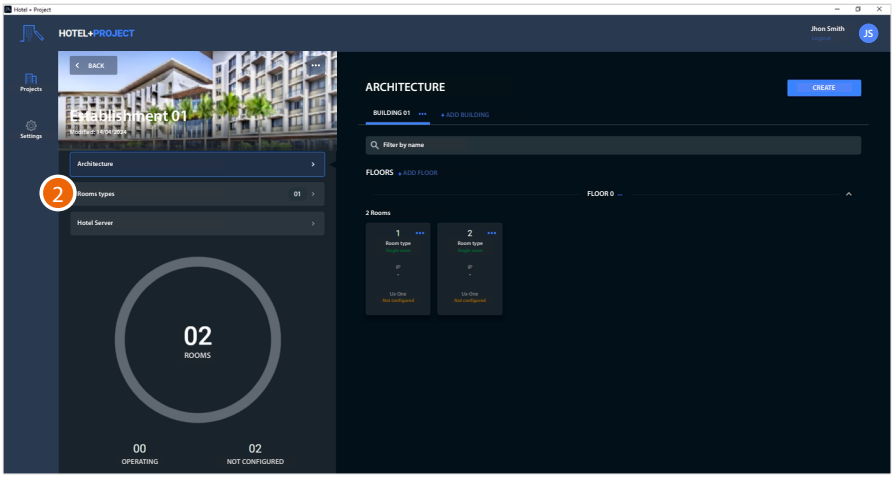


Peripherals

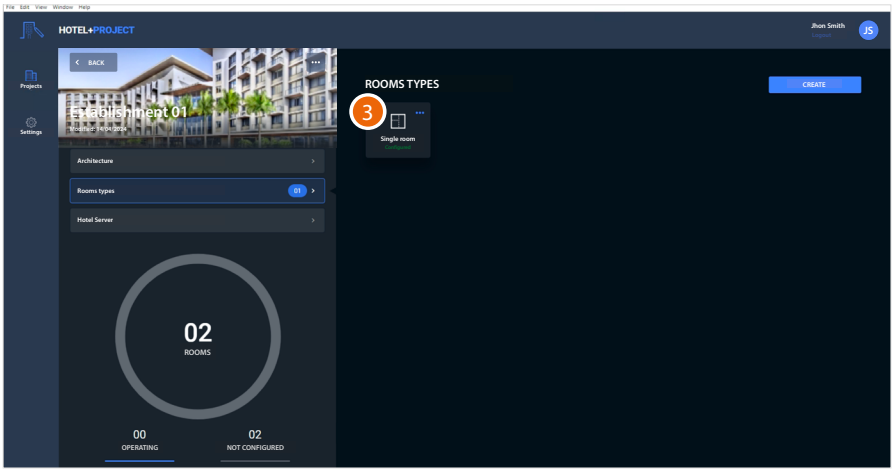
This page is used to create and configure peripheral objects related to a room type.
The peripheral objects must correspond to the actual devices in the system.
After creating and configuring the objects in this section, on the pages of the rooms associated with this room type it will be necessary to connect to the UXOne of each room and identify and calibrate all the devices (see Room)



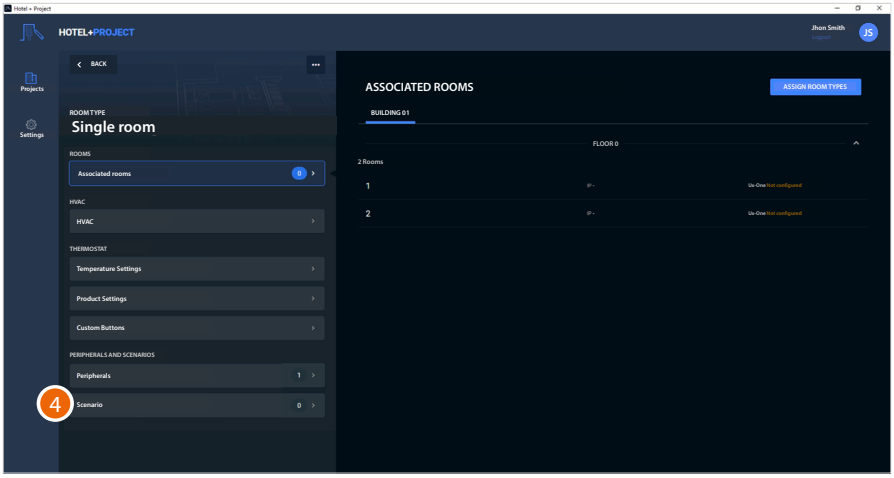
1. In the "Project Management" home page, click to go to the project



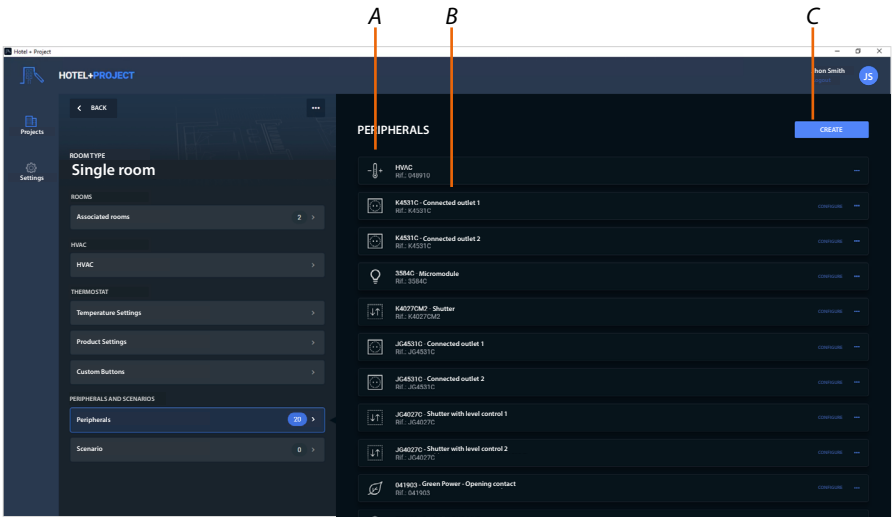
2. In the project, click to enter the "Room Types" section



3. Click to enter the type of room



4. Touch to enter the “Peripherals” section



A *Logic group*

B *Name and item code of the peripheral*

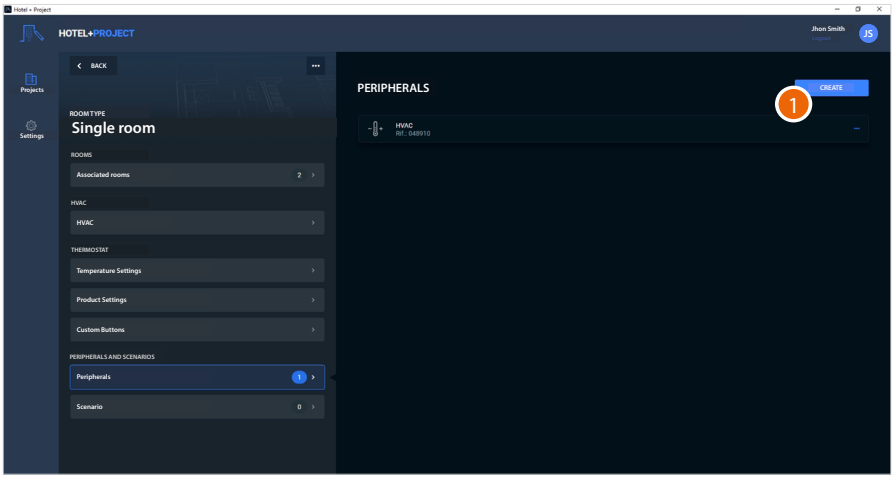
C *Create a peripheral object*

Create a peripheral object

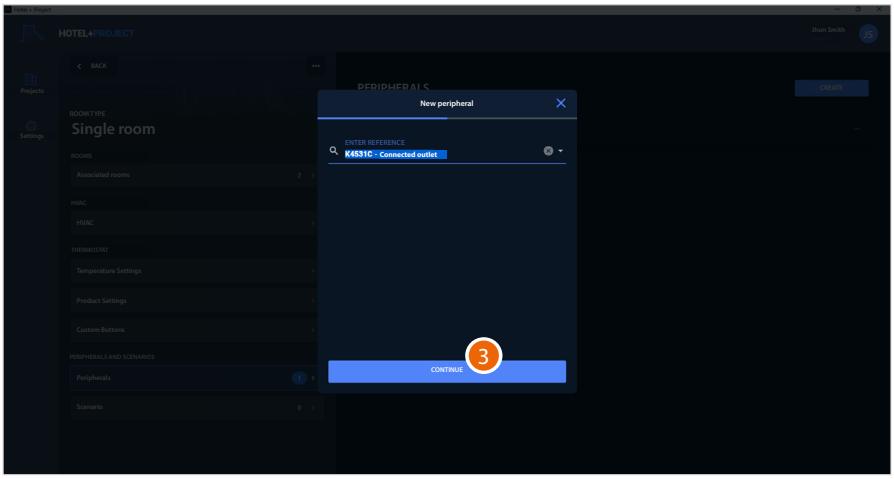
The available peripheral objects are split into logic groups that include several items of different brands and with different aesthetic finishes.
The logic groups are:

- Cable output
- Connected socket
- Dimmers
- HVAC
- Micro-module
- Shutter
- Shutter with level control
- Remote centralised shutter control
- Green Power - Master ON / OFF
- Green Power - Day / Night / TV / Reading
- Green Power - Day / Night
- Green Power - Opening contact
- Remote switch
- DND MUR controller
- Din 2x On/Off
- DND MUR bell + display
- Keycard switch micro-module
- Remote Day/Night control
- In/Out remote master control
- Pocket remote
- Remote motion sensor
- Light switch with neutral
- Double light switch
- Shutter switch

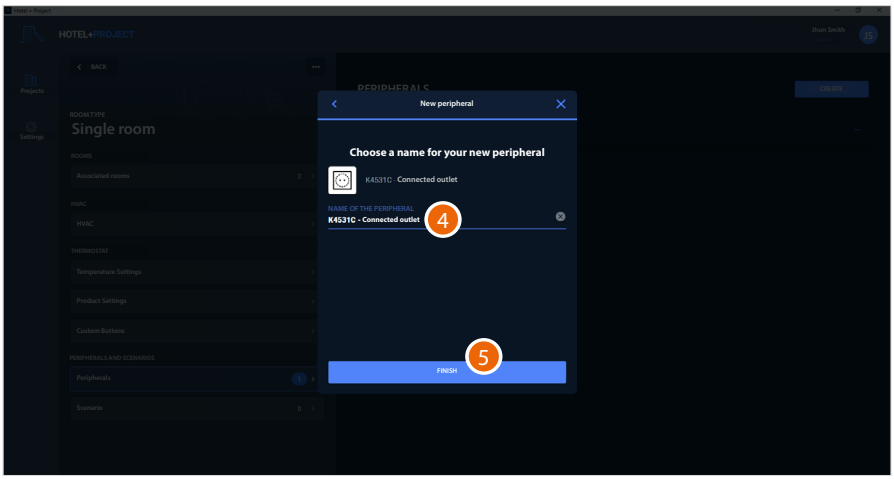
The peripheral page includes by default the peripheral object "Hvac actuator". It will now be necessary to create the objects that represent the devices in the system.



1. Click to insert the first object

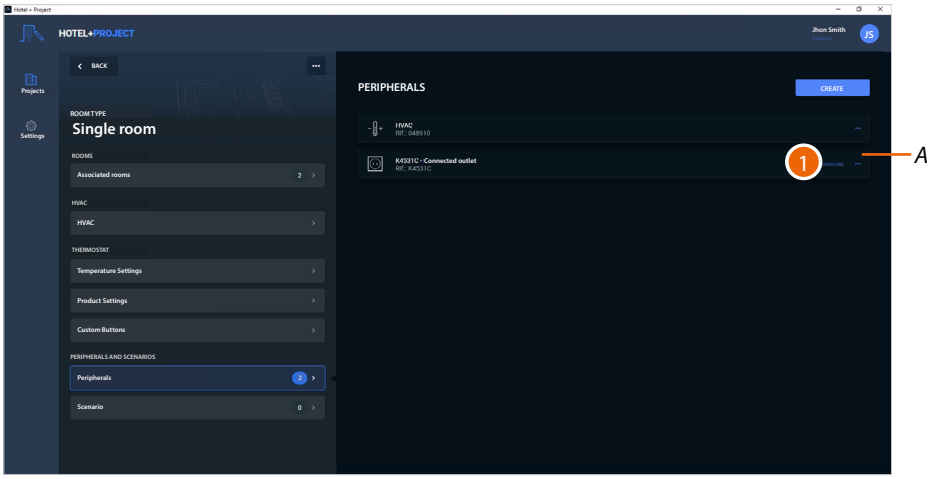


2. Enter the item code or select it in the list
3. Click to continue



4. Enter a description
5. Click to continue

Configure the peripherals



A Renames/deletes the object

1. The object has now been included; click to configure it

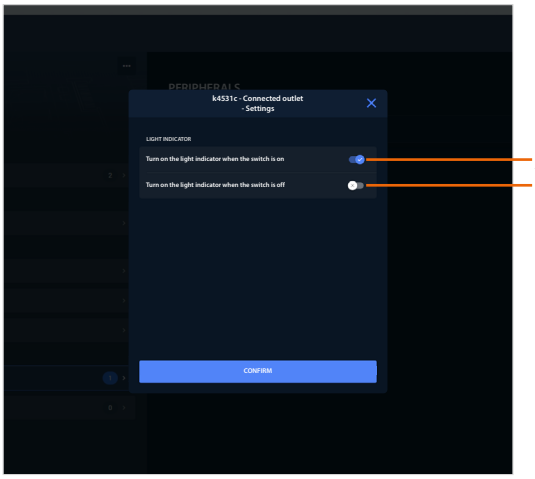
The functions that need configuring vary depending on the logic group the object belongs to

LOGIC GROUP	CONFIGURATION
Cable output	LIGHT INDICATOR
Connected socket	
Micro-module	
Shutter	
Shutter with level control	
Remote centralised shutter control	
Remote switch	
Light switch with neutral	
Double light switch	
Shutter switch	
Dimmers	LIGHT INDICATOR LIGHT SWITCH
Green Power - Opening contact	OPEN SENSOR
HVAC	DEDICATED MENU
Green Power - Master ON / OFF	NONE
Green Power - Day / Night / TV / Reading	
Green Power - Day / Night	
DND MUR controller	
Din 2x On/Off	
DND MUR bell + display	
Keycard switch micro-module	
Remote Day/Night control	
In/Out remote master control	
Pocket remote	
Remote motion sensor	

Configure LIGHT INDICATOR

Set the behaviour of the device indicator light when the device is switched on and when it is switched off.

Set the behaviour of the indicator:



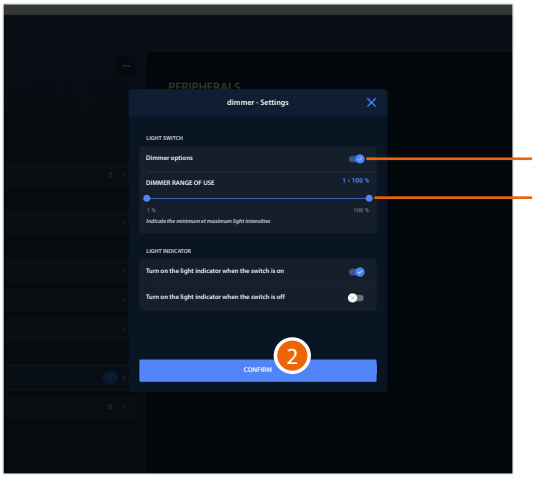
A Indicator light on when the device is ON

B Indicator light off when the indicator is OFF

2. Click to confirm

Configure the LIGHT SWITCH

Enable the device to operate as a dimmer and set the range of use



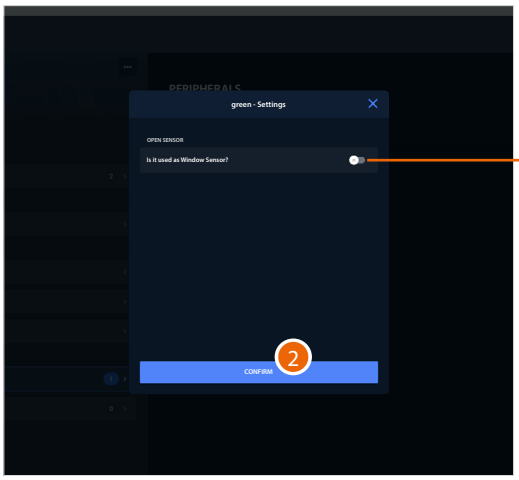
A Enable intensity adjustment (dimmer)

B Set the minimum and maximum intensity that can be selected by the device

2. Click to confirm

Configure the OPEN SENSOR

Enable the device to operate as a window sensor



A Enable the sensor to indicate the "window open" status

2. Click to confirm

NOTE: *When the window status is disabled, the sensor indicates the door status*

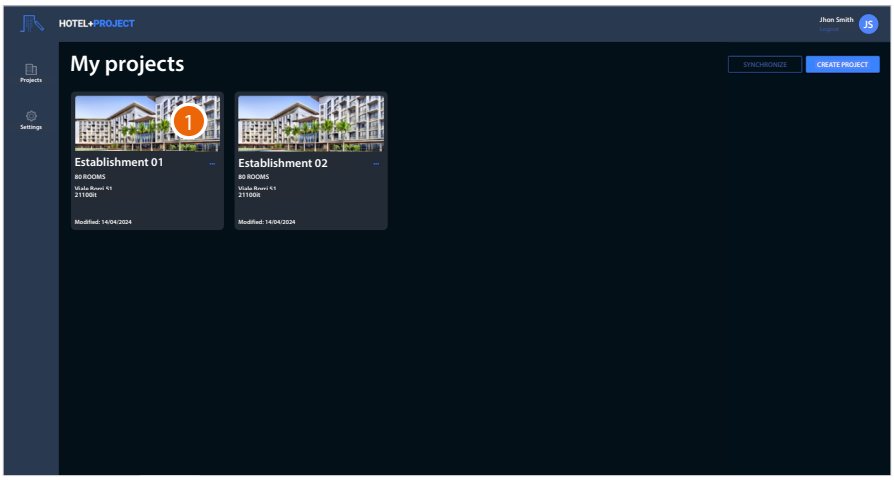
Scenario

This section can be used to create and manage scenarios that allow the customer to simultaneously control one or more devices in the room or common areas
Scenarios can be activated:

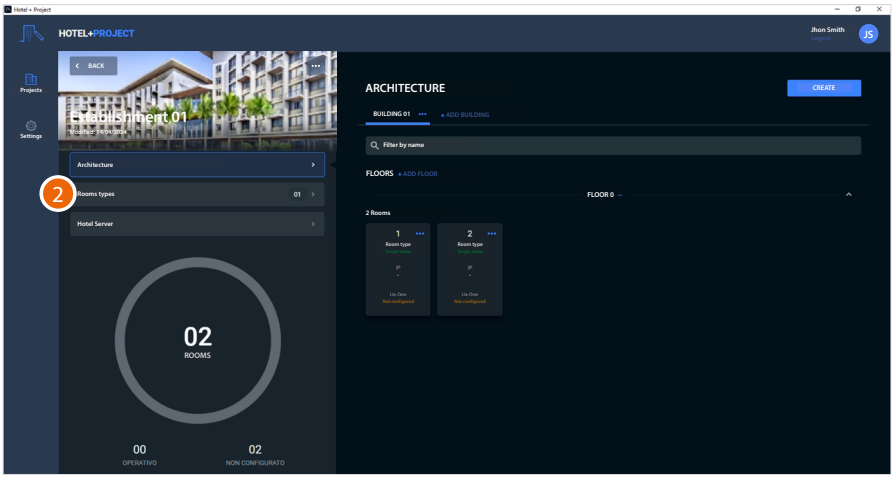
– by interacting with the room devices (e.g. by pressing UXOne top key);
– based on set conditions (e.g. when a motion sensor detects movement);
– from the Hotel Room Supervision software

Certain types of objects automatically create scenarios; removing these objects will remove the scenarios.

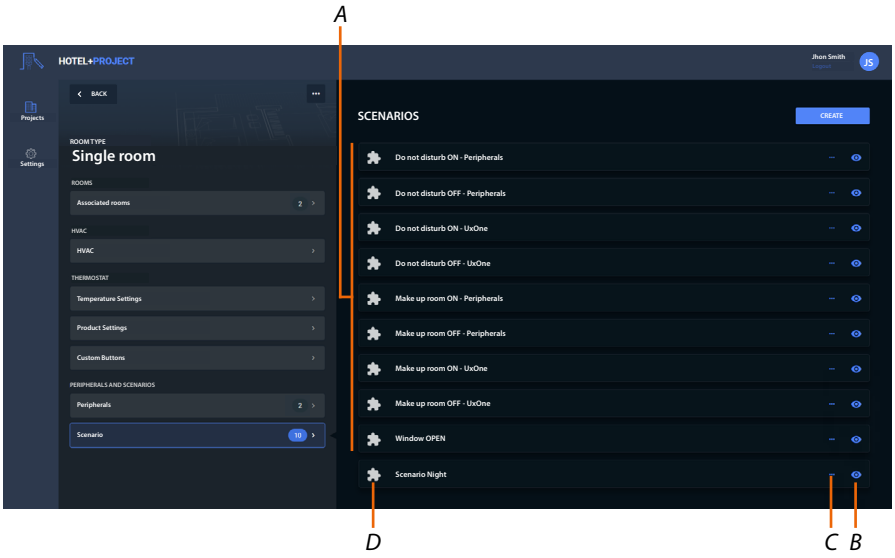
Create a scenario



1. In the "Project Management" home page, click to go to the project



2. In the project, click to enter the room type section



A Scenarios automatically created when creating certain types of objects

A Displays the scenario

C. Manage the scenario:
–modify the scenario;
–delete the scenario;
–Make the scenario visible to Hotel Room Supervision

D. Customised scenarios

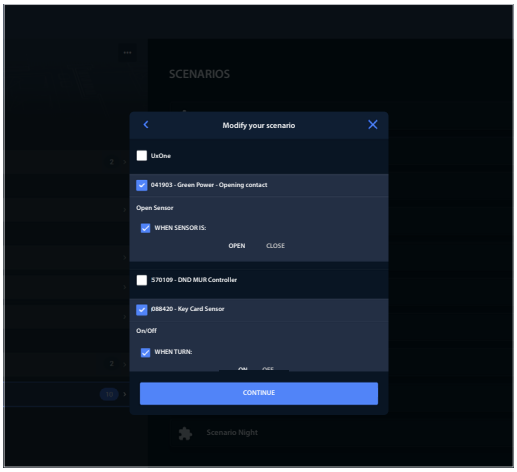
The composition of the scenarios follows this logic:

TRIGGER	ACTION
Who+ What + When	*Who + What + Action*
=	
Scenario	

Example:

TRIGGER	ACTION
UXOne + Upper button + Lower button	*Shutter + Movement + Down*
=	
When the bottom UXOne pushbutton is pressed briefly, the shutter is lowered	

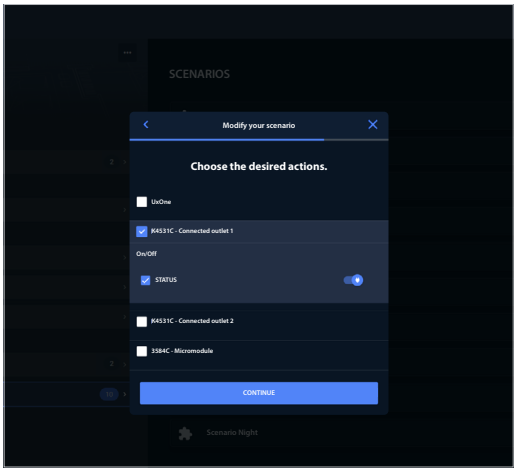
Trigger



TRIGGER			
PERIPHERAL (WHO)	**WHAT**	**WHEN**	**THE SCENARIO STARTS**
UXOne	DoorLock With Badge	PRIVACY	When the customer presses the privacy pushbutton on the handle
		FIRST KEYCARD	When the customer enters for the first time
		VIRTUAL KEYCARD GUESTS	When a guest opens the door
		VIRTUAL KEYCARD STAFF	When a staff member opens the door
	Upper Button	SHORT PRESSURE	When the customer briefly presses the top UXOne pushbutton
		LONG PRESSURE	When the customer presses the UXOne top pushbutton for an extended time
	Middle Button	SHORT PRESSURE	When the customer briefly presses the middle UXOne pushbutton
		LONG PRESSURE	When the customer presses the middle UXOne pushbutton for an extended time
	Lower Button	SHORT PRESSURE	When the customer briefly presses the bottom UXOne pushbutton
		LONG PRESSURE	When the customer presses the bottom UXOne pushbutton for an extended time
	Proximity	ON	When the sensor detects a presence in the vicinity of UXOne
		OFF	When the sensor does not detect a presence in the vicinity of UXOne
	Pir	ON	When the sensor detects movement in the field of UXOne
		OFF	When the sensor does not detect movement in the field of UXOne
	Input		When the algorithm detects an input action from specific peripheral devices (e.g. magnetic contact, SALTO handle)
	Welcome		When the algorithm detects movement from specific peripherals (e.g. UXOne, infrared sensor)
	Goodbye		When the algorithm detects an exit at specific peripherals (e.g. magnetic contact, SALTO handle) and after a certain period of time during which no movement is detected by specific peripherals (e.g. UXOne, infrared sensor)
	Recovery		After activating a scenario, for example an OUT scenario (switching off lights, etc.), if a movement is detected after a period of inactivity, the algorithm is activated and the previous status is “recovered”.

TRIGGER			
PERIPHERAL (WHO)	**WHAT**	**WHEN**	**THE SCENARIO STARTS**
Green Power - Opening contact	Open Sensor	OPEN	When a sensor detects the opening of the door
		CLOSED	When a sensor detects the closing of the door
DND MUR controller	DND	ON	When the DND LED on a DND MUR controller is switched on.
		OFF	When the DND LED on a DND MUR controller is switched off.
	MUR	ON	When the MUR LED on a DND MUR controller is switched on.
		OFF	When the MUR LED on a DND MUR controller is switched off.
Keycard micro-module	Micro-module	ON	When the keycard is in the keycard switch
		OFF	When the keycard is not in the keycard switch
Window contact		OPEN	When the window contact is open
		CLOSE	When the window contact is closed
4 scenarios command	Day/1	DAY/1 ON	When the customer presses the day/1 key in a scenario command
	Night/2	NIGHT/2 ON	When the customer presses the night/2 key in a scenario command
	Read/3	READ/3 ON	When the customer presses the read/3 key in a scenario command
	TV/4	TV/4 ON	When the customer presses the TV/4 key in a scenario command
Day/Night scenario command	Day	DAY ON	When the customer presses the day key in a scenario command
	Night	NIGHT ON	When the customer presses the night key in a scenario command
In/out scenario command			
Mtion sensors	Motion sensor	ON	When a sensor detects movement
		OFF	When a sensor does not detect movement

Action



ACTION			
PERIPHERAL (WHO)	**WHAT**	**ACTION**	**IMPLEMENTED SCENARIO**
UXOne	Mode	PROTECTION	UXOne sets the temperature control mode to thermal protection
		ECO	UXOne sets the temperature control mode to Eco
		PRE-COMFORT	UXOne sets the temperature control mode to Preconfort
		COMFORT	UXOne sets the temperature control mode to xxx
		RESTORE	UXOne sets the temperature control mode to Comfort
	Fan speed	AUTO	UXOne sets the fan speed to automatically adjust in order to maintain the set temperature.
		1	UXOne sets the fan speed to level 2
		2	UXOne sets the fan speed to level 2
		3	UXOne sets the fan speed to level 3
	Output	ON STATUS	The contact on UXOne is activated
		OFF STATUS	The contact on UXOne is deactivated
		SWITCH ON FOR (MIN):	The contact on UXOne switches on for the set delay minutes (only if product settings/Output/Impulsive is set)
		SWITCH ON AFTER (MIN):	The contact on UXOne switches on after the set delay minutes (only if product settings/Output/Impulsive is set)
		SWITCH OFF AFTER(MIN):	The contact on UXOne switches off after the set delay minutes (only if product settings/Output/Impulsive is set)
	Upper button	MUR ON	The upper key of UXOne activates the set function
		MUR OFF	The upper key of UXOne deactivates the set function
	Middle button	DND ON	The middle key of UXOne activates the set function
		DND OFF	The middle key of UXOne deactivates the set function
	Lower button	MUR ON	The bottom key of UXOne activates the set function
		MUR OFF	The bottom key of UXOne deactivates the set function
Connected socket	On/off	ON STATUS	The load connected to the connected socket is activated
		OFF STATUS	The load connected to the connected socket is deactivated

ACTION			
PERIPHERAL (WHO)	**WHAT**	**ACTION**	**IMPLEMENTED SCENARIO**
Lights	Light switch	ON	The light switches on
		OFF	The light switches off
Dimmer	Dimmer switch	ON STATUS	The dimmer switches on
		OFF STATUS	The dimmer switches off
		LEVEL (%)	The dimmer regulates according to the set percentage
Shutter/Blind/ Curtains	Shutter switch	UP	The shutter goes up
		DOWN	The shutter goes down
		STOP	The shutter stops
	opening level %	LEVEL (%)	The shutter is raised to a certain set level
Corridor indicator	Corridor indicator	BELL ON	The doorbell rings
		BELL OFF	The doorbell is muted
		DND ON	The DND LED of the doorbell switches on
		DND OFF	The DND LED of the doorbell switches off
		MUR ON	The MUR LED of the doorbell switches on
		MUR OFF	The MUR LED of the doorbell switches off

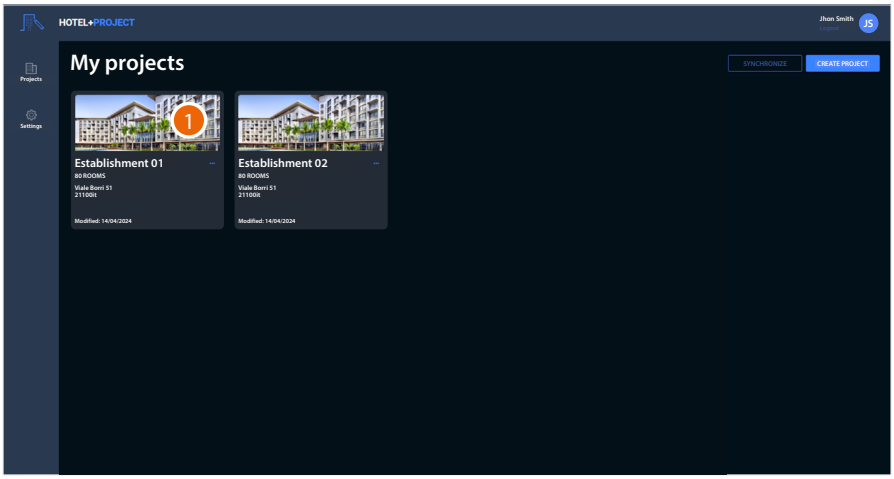
Example of scenario creation

This example illustrates a scenario using the "virtual keycard", triggered when the customer opens the door:

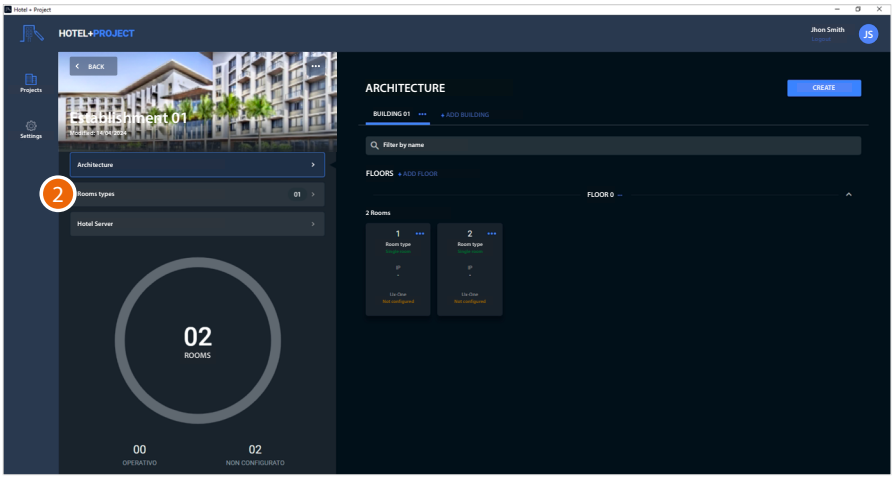
- a light switches on
- the shutter goes up
- temperature control is set in comfort.

The activation of this scenario is subject to the configuration of the virtual keycard (room type/ product settings/virtual keycard).
The following peripheral objects must also be configured:

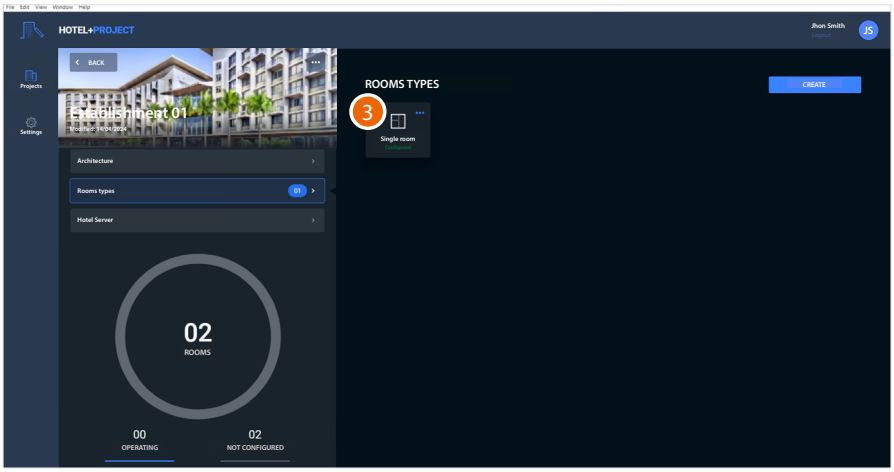
- Connected socket
- Shutter
- UXOne (to recall the virtual keycard function)



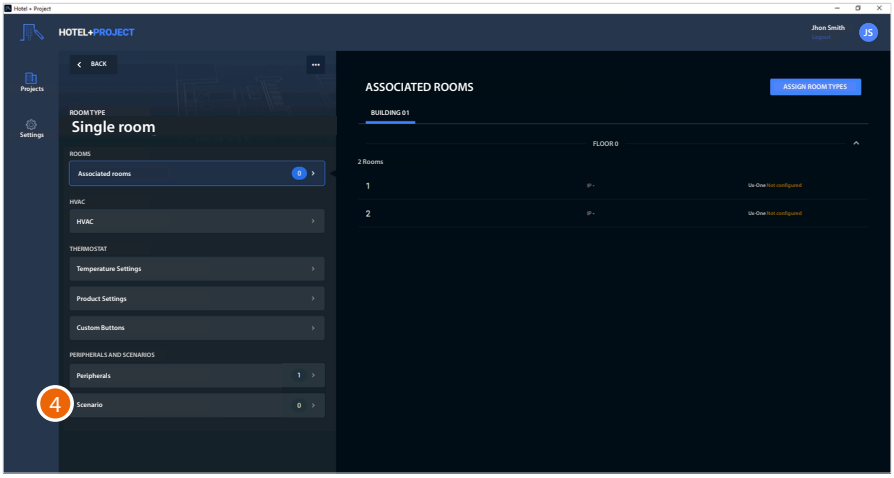
1. In the "Project Management" home page, click to go to the project



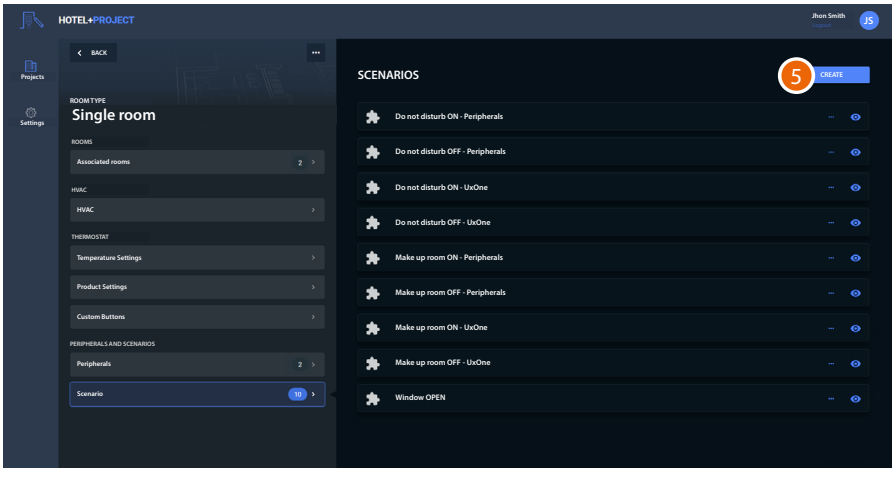
2. In the project, click to enter the room type section



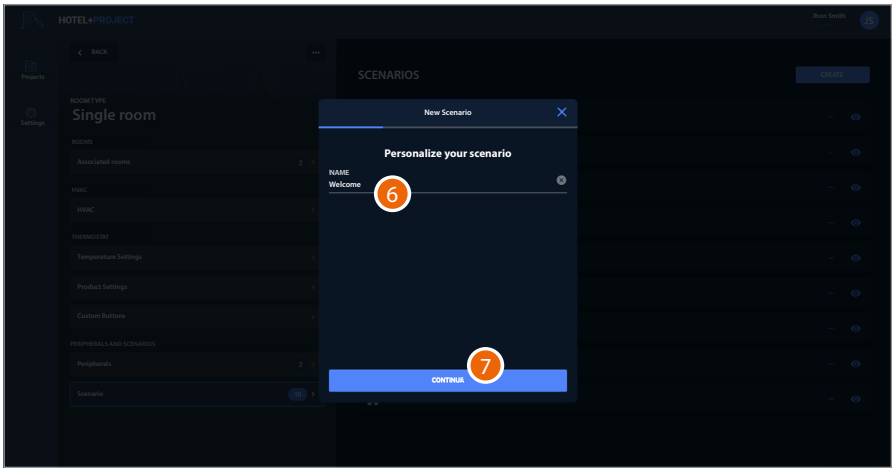
3. Click to enter the type of room



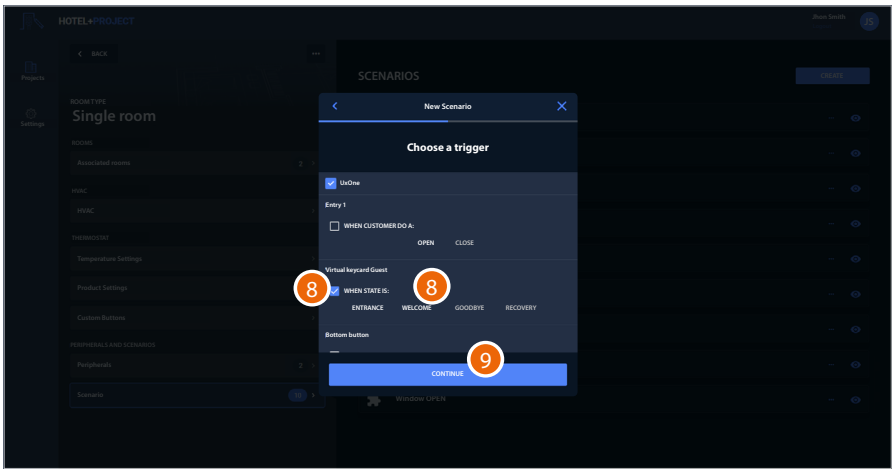
4. Click to enter the "Scenario" section



5. Click to create a new scenario

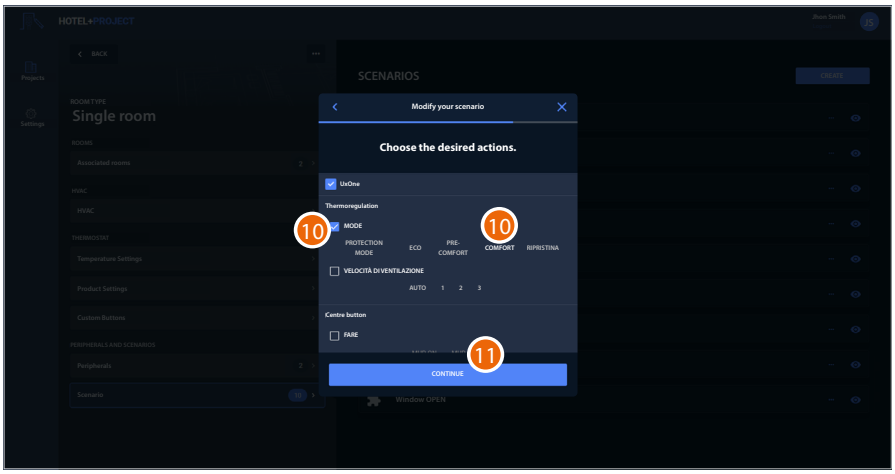


6. Customise the scenario description
7. Click to continue

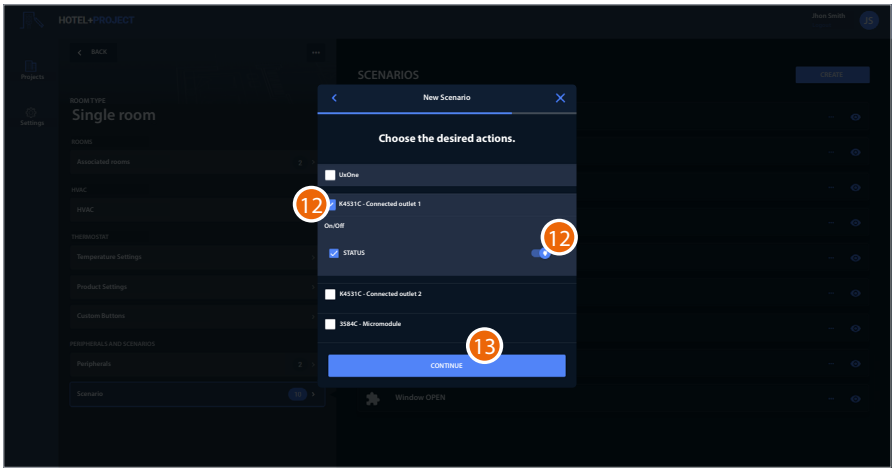


8. Select the UXOne virtual keycard in welcome status as the scenario start condition (trigger): i.e. an infrared sensor has detected a presence.
9. Click to continue

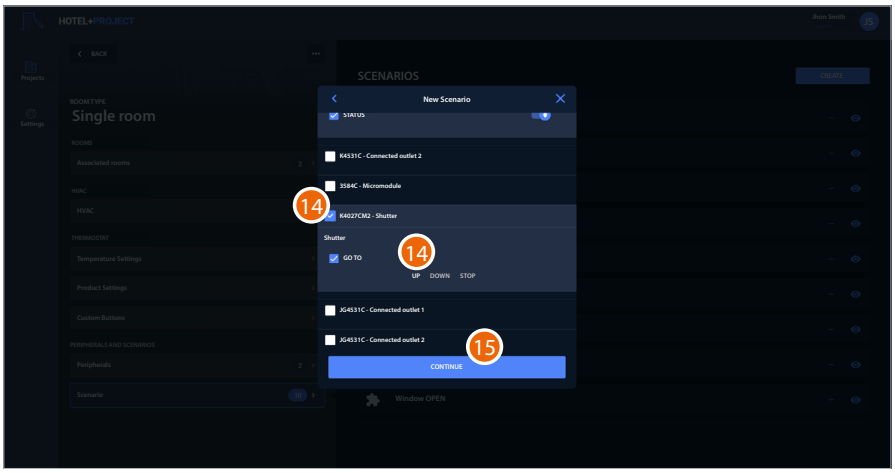
Now select the actions that the scenario will trigger following the start condition



10. As the first action, select that UXOne will set the temperature to COMFORT
11. Click to continue

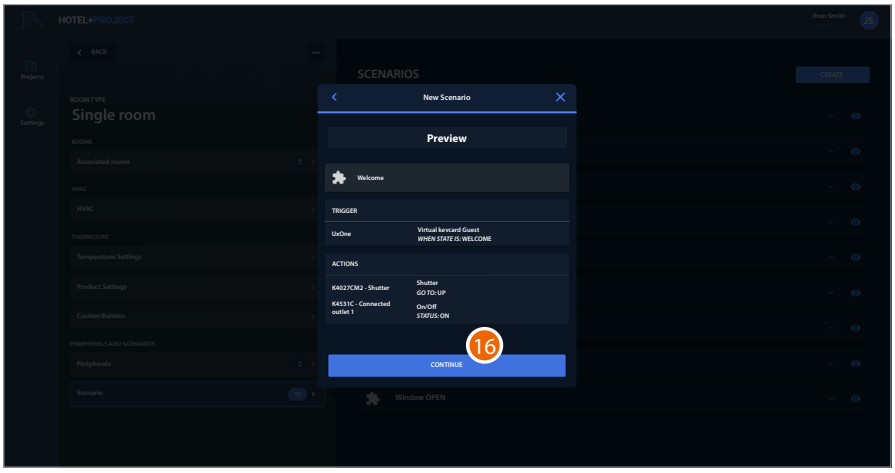


12. As the second action, select that the socket is ON
13. Click to continue



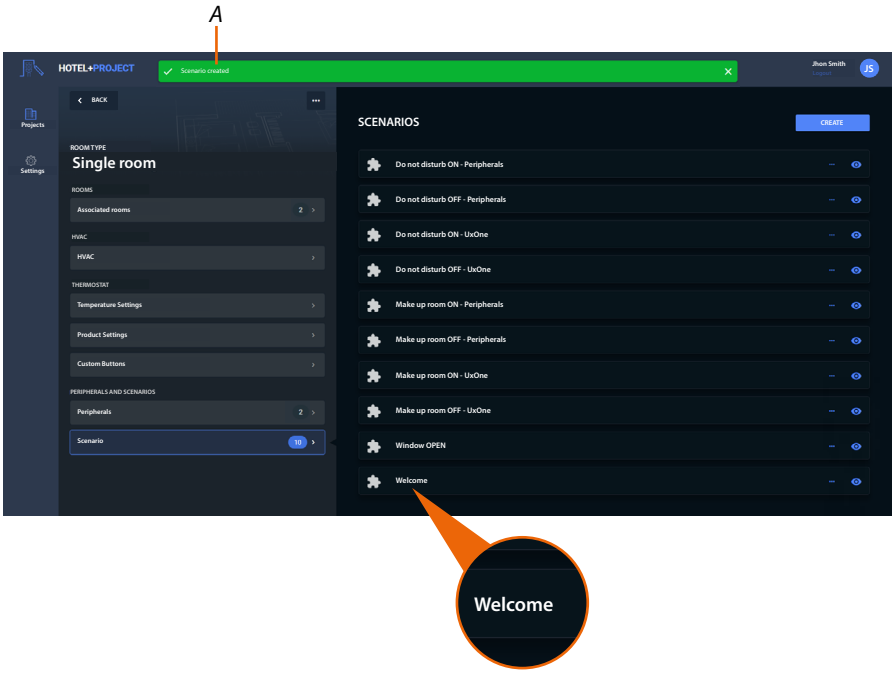
14. And finally, that the shutter is UP
15. Click to continue

A summary of the scenario is displayed. Click to finish

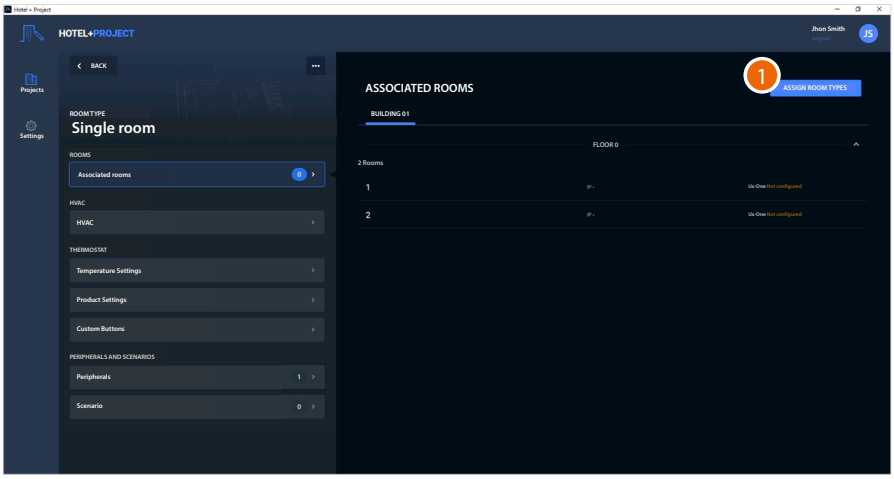


16. Click to finish

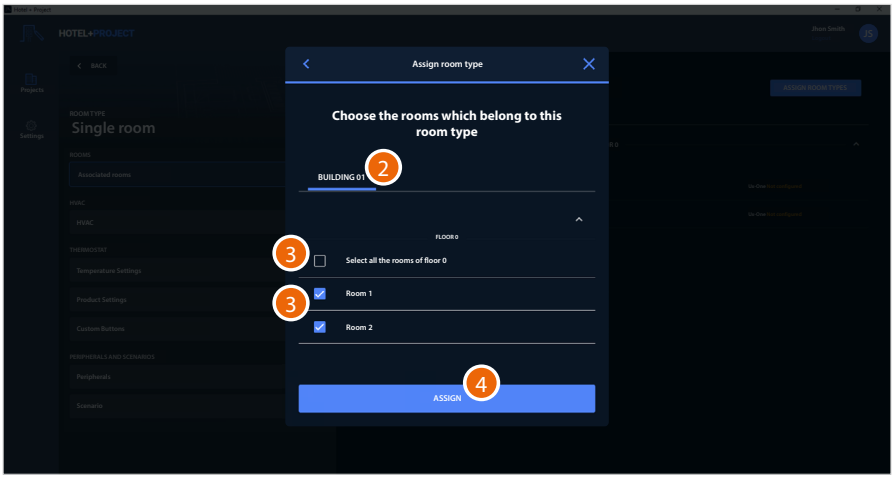
A notification (A) indicates that the scenario has been successfully created.



Associate rooms with room type



1. Click to assign the room type to one or more rooms



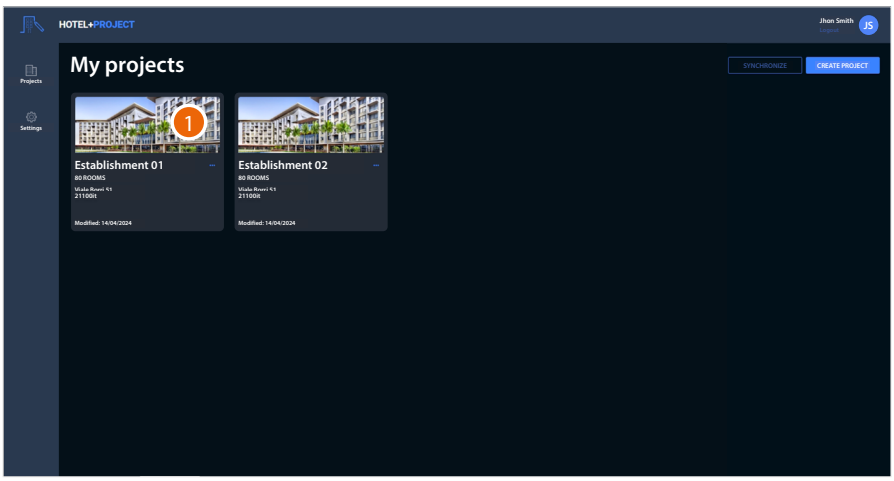
2. Select the building with the rooms to which you want to assign the room type
3. Select all the rooms on a floor;

Or

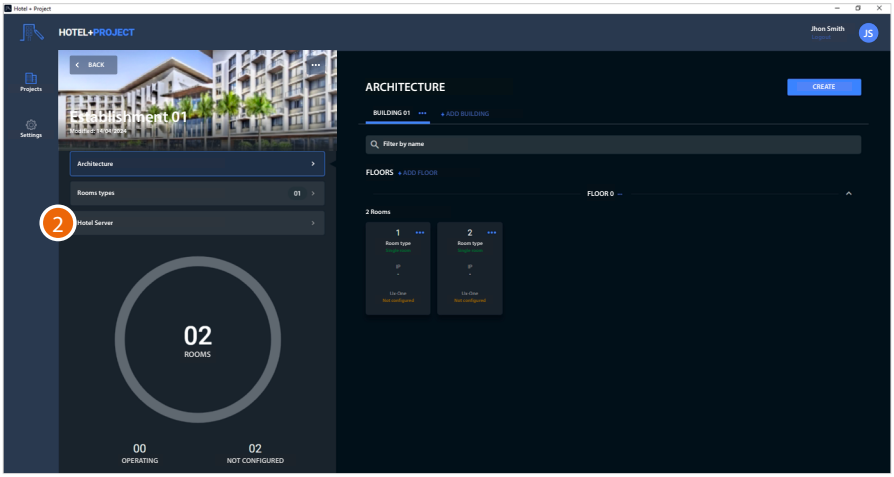
3. Only select certain rooms
4. Click to confirm the room type assignment

Hotel Server

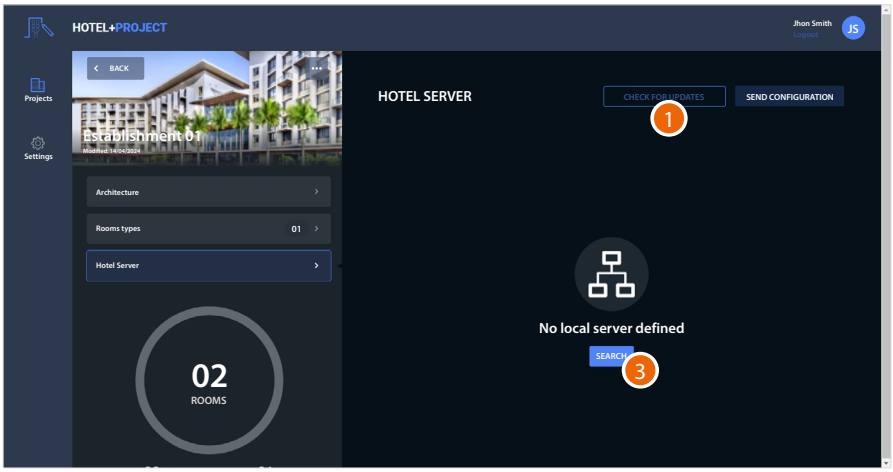
To be able to manage rooms remotely, it is necessary to set the Server parameters.
This will allow the designated user (a member of the staff of the hotel) to manage the rooms using the Hotel Room Supervision software, (see the Hotel Room Supervision software manual for details).



1. In the "Project Management" home page, click to go to the project

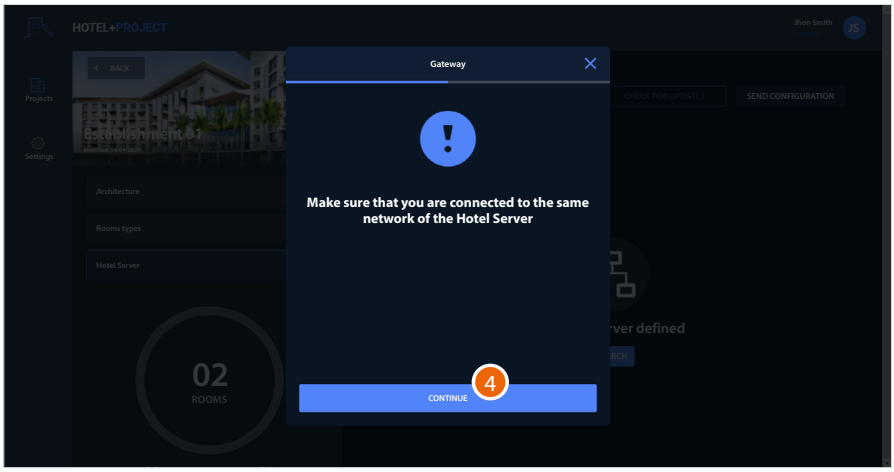


2. In the project, click to enter the "Hotel Server" section



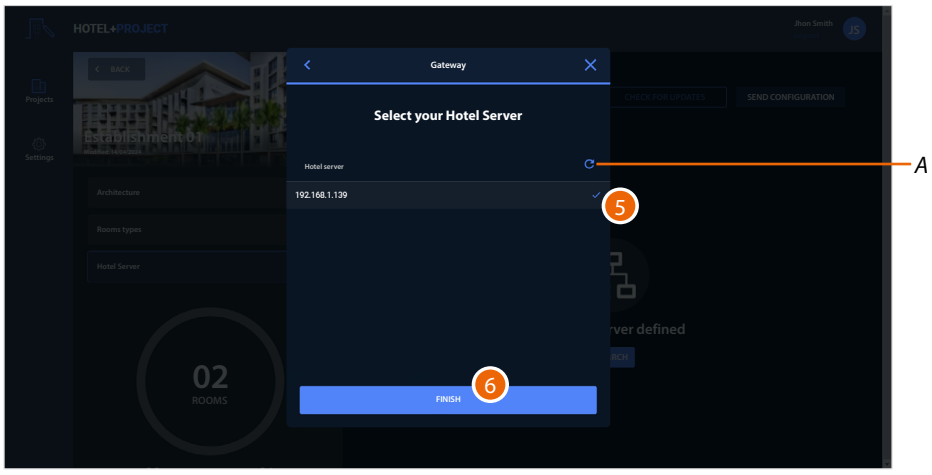
3. Click to search for the Server

***NOTE**: The PC and the server must be connected to the same network.*

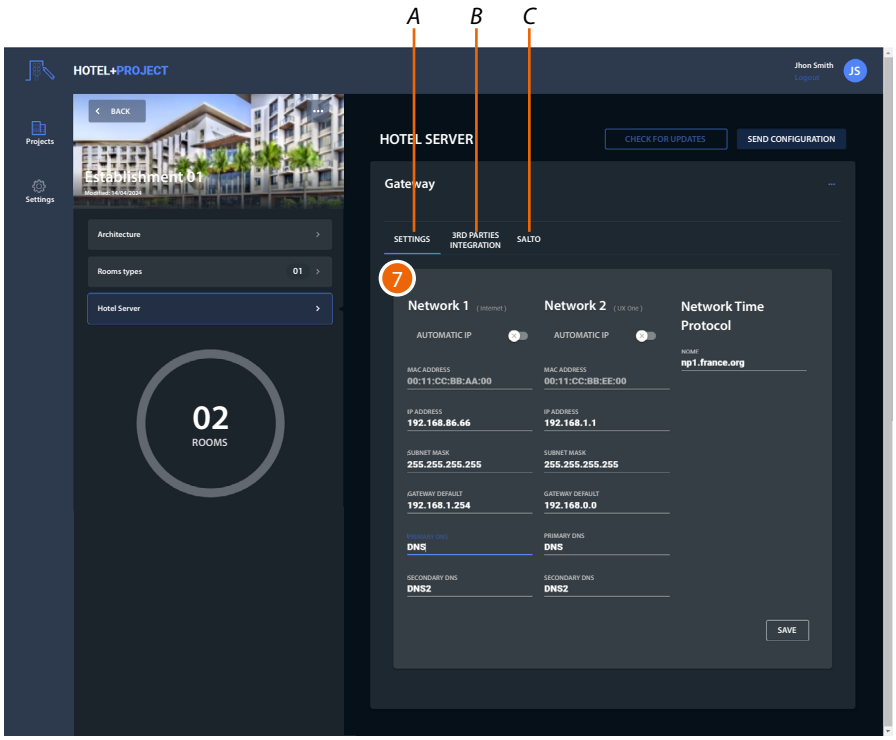


4. Click to continue

A list of available servers appears. If they do not, click A to search again.



5. Select the server
6. Click to finish



7. Set the Server parameters

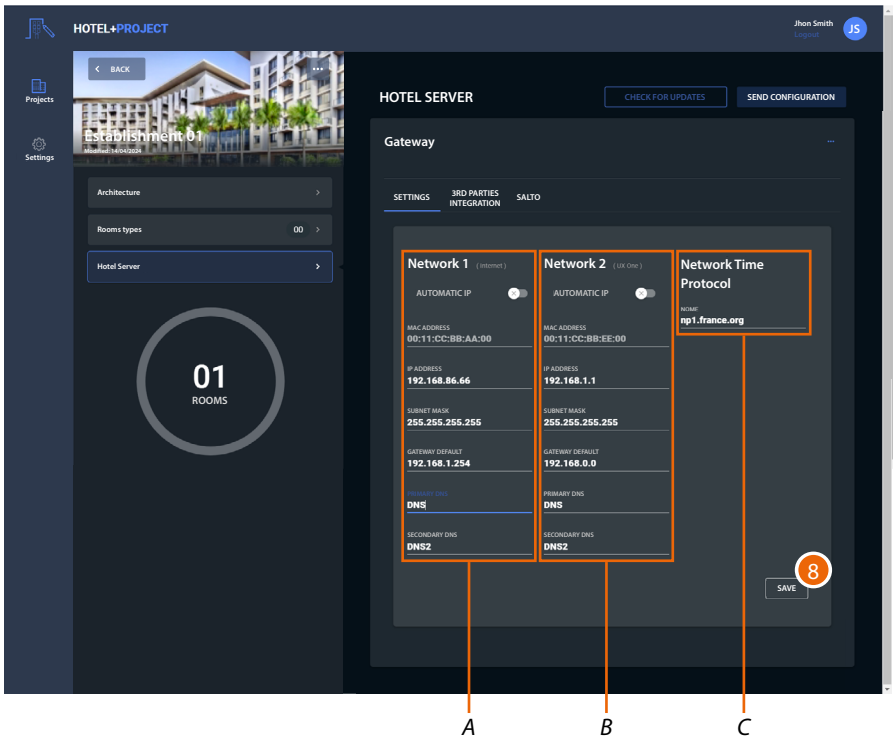
A ***Settings***

B ***Integration with third parties***

C ***Integration with Salto***

Settings

This section contains the network parameters that require configuration.
If the network is divided between the Internet network and the network of the rooms where the UXOne are located, it will be necessary to configure both the LAN 1 (Network 1) and LAN 2 (Network 2) parameters.
If the network is not divided, i.e. only one network is used for both the Internet and the rooms where the UXOne devices are located, it will be sufficient to only configure LAN 1 (Network 1).



A LAN 1 network parameter configuration (Network 1)
– MAC ADDRESS
– IP ADDRESS
– SUBNET MASK
– GATEWAY DEFAULT
– PRIMARY DNS
– SECONDARY DNS

B LAN 2 network parameter configuration (Network 2)
– MAC ADDRESS
– IP ADDRESS
– SUBNET MASK
– GATEWAY DEFAULT
– PRIMARY DNS
– SECONDARY DNS

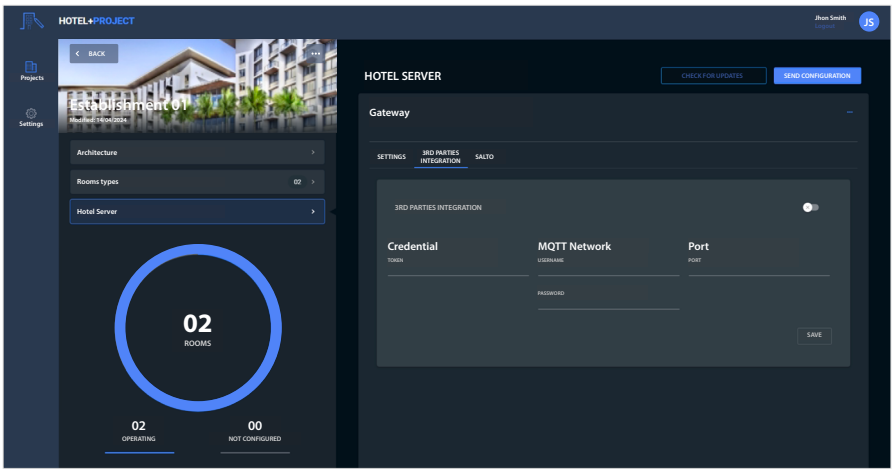
C Enter the address to which the server connects to update the date and time

8. Click to save

ATTENTION: The first time the system is configured, do not send the configuration to the server immediately, but first connect to the rooms and send the configuration to UXOne.

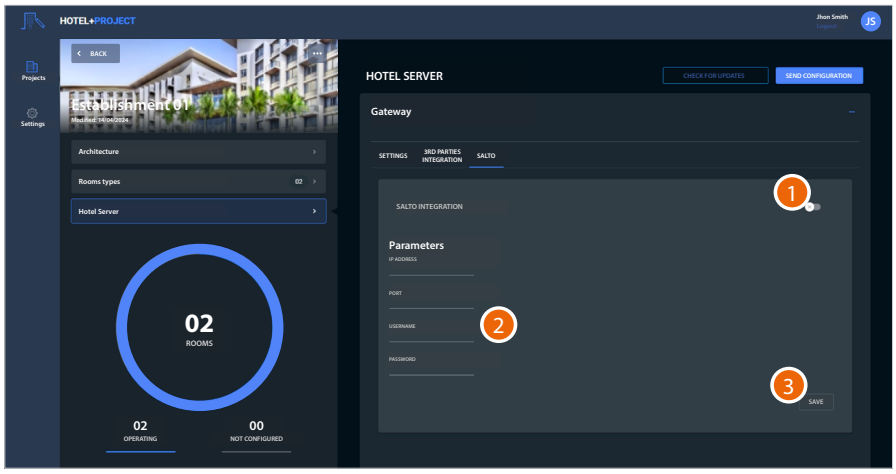
Integration with third parties

This function is currently not available



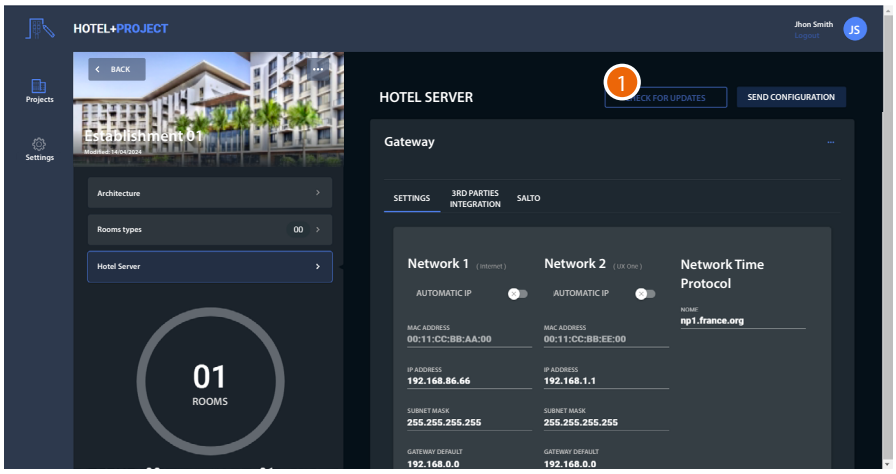
Integration with Salto

This section contains the parameters that must be configured in order to associate a Salto® smart door lock

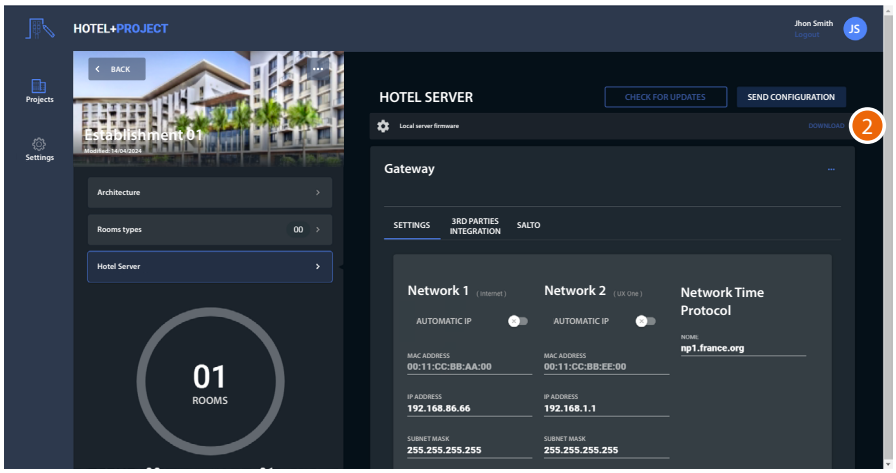


1. Click to enable/disable parameter input
2. Enter the parameters for the Salto® smart door lock
3. Click to save the parameters

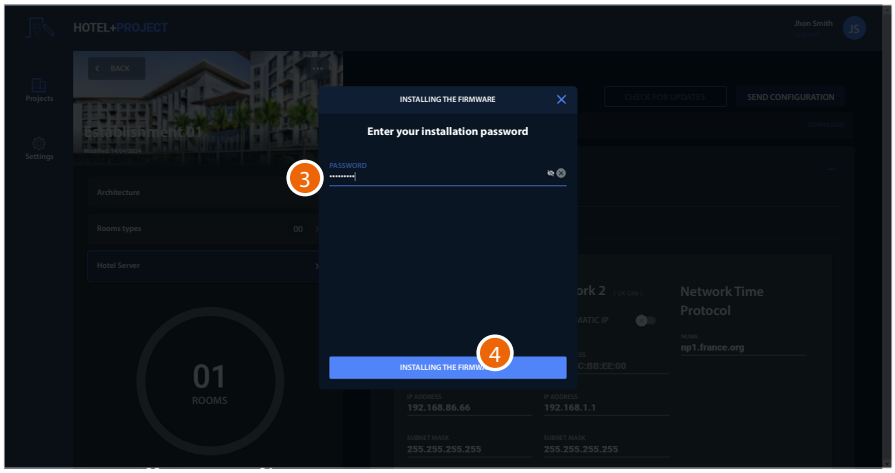
Server firmware update



1. Click to check if server firmware updates are available

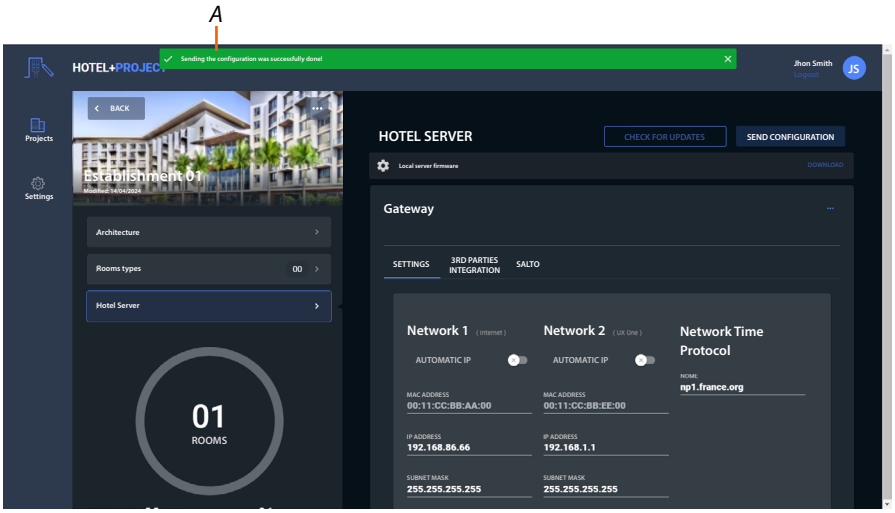


2. Click to download the firmware update

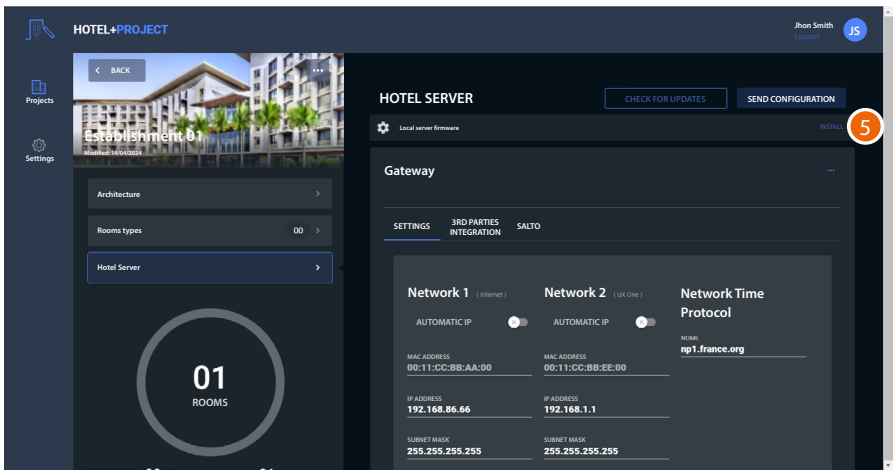


3. Enter the installer password found on the server label.
4. Click to send the configuration.

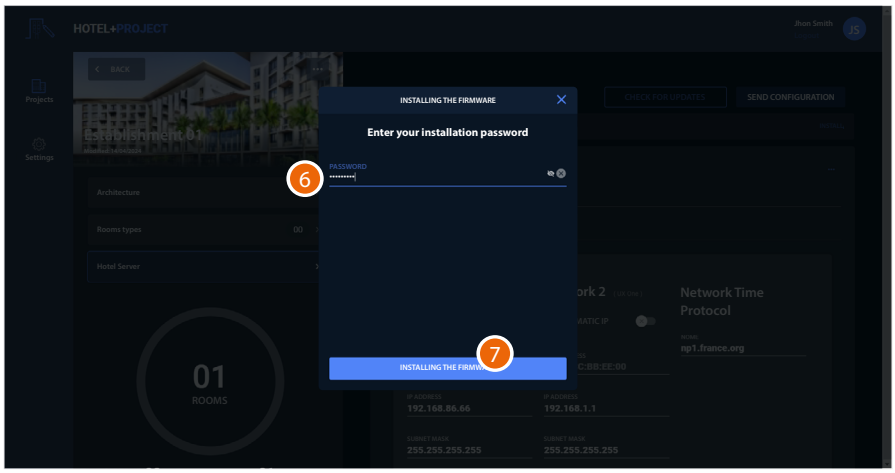
A notification(A) indicates that the procedure was successful.



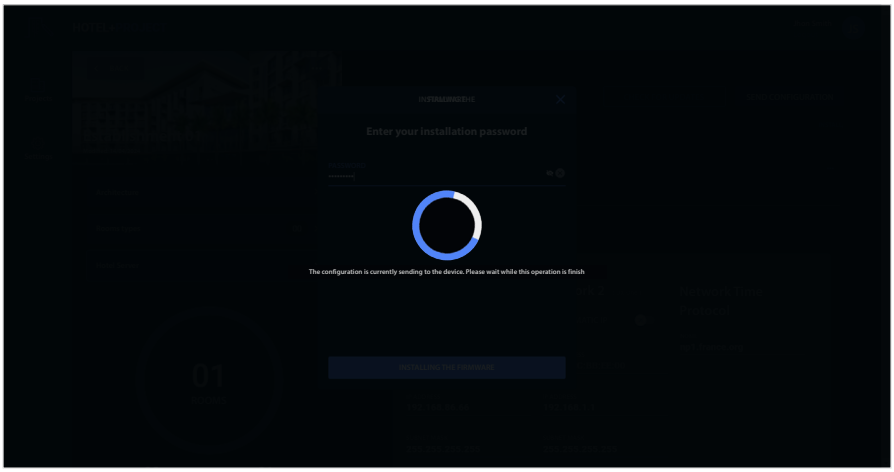
After downloading, the firmware can be installed



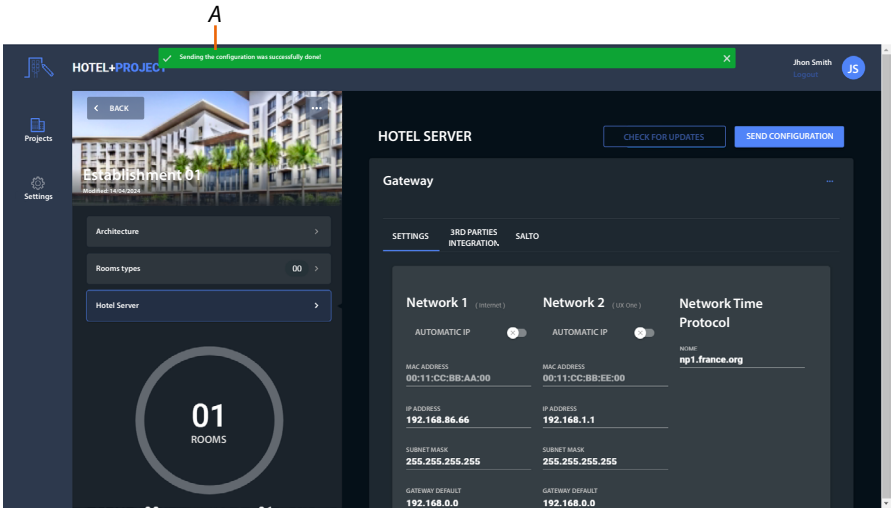
5. Click to download the firmware update



6. Enter the installer password found on the server label.
7. Click on Install firmware.

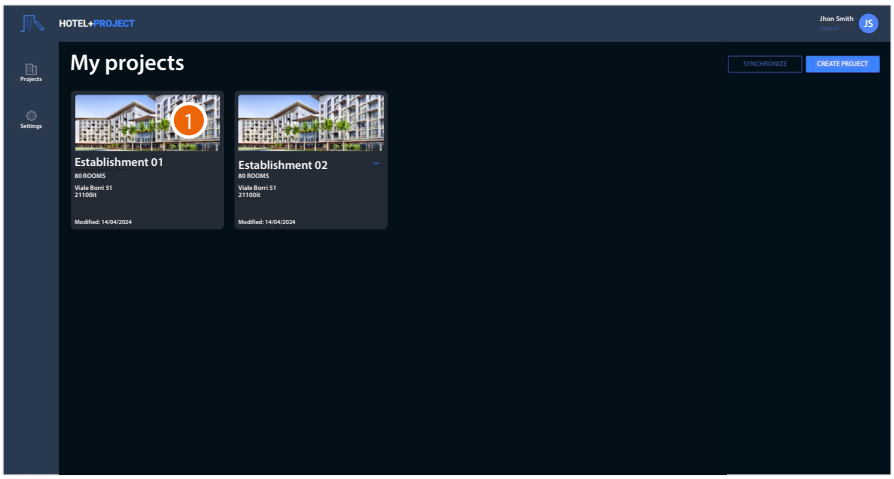


A notification(A) indicates that the firmware has been successfully installed.

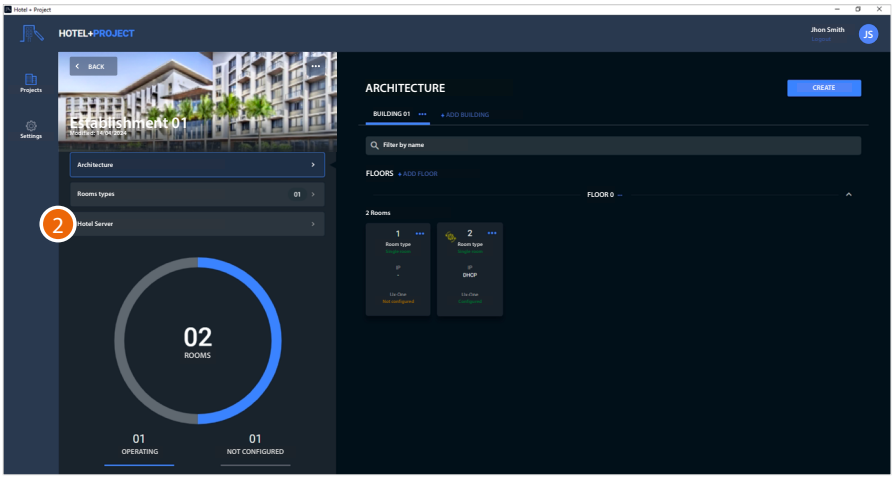


Send the configuration to the Server

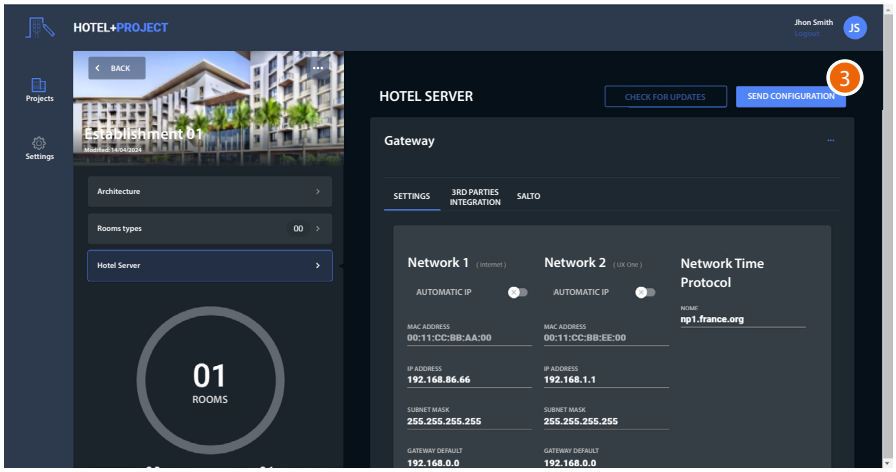
This section can be used to send the configuration to the Server, so that the user managing the hotel can control the rooms using the Hotel Room Supervision software.



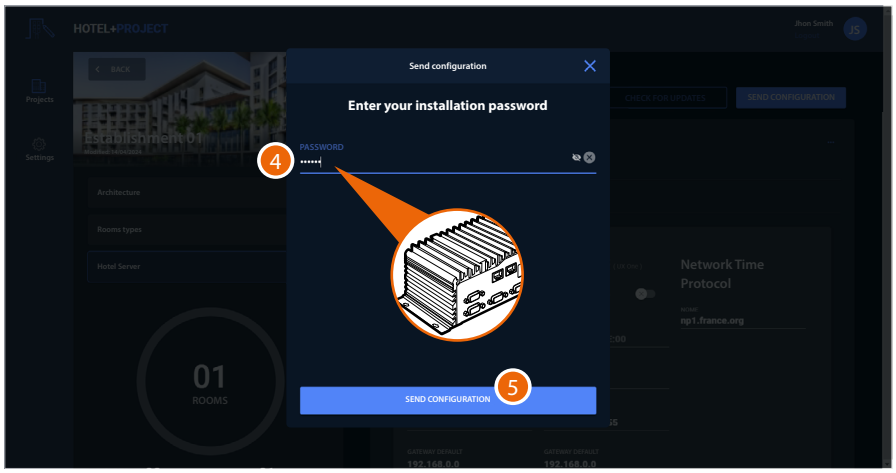
1. In the "Project Management" home page, click to go to the project



2. In the project, click to enter the "Hotel Server" section

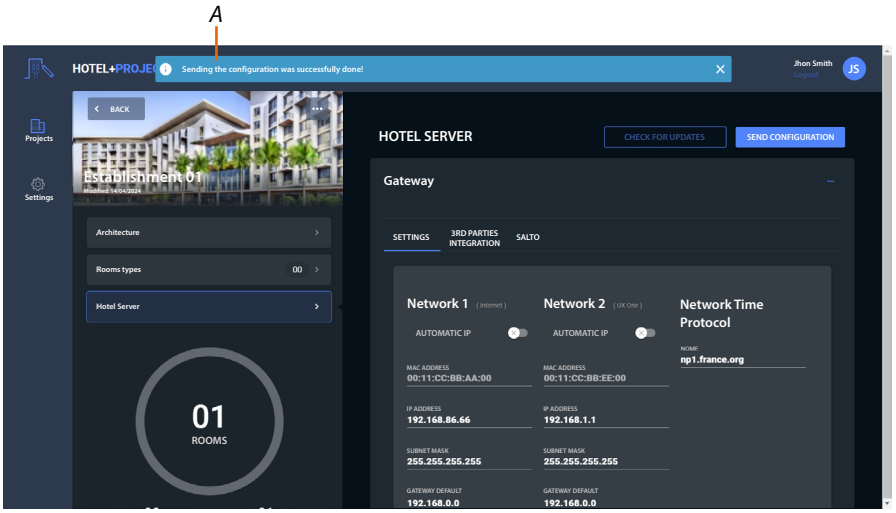


3. Click to send the configuration to the server.



4. Enter the installer password found on the server label.
5. Click to send the configuration.

A notification(A) indicates that the procedure was successful.

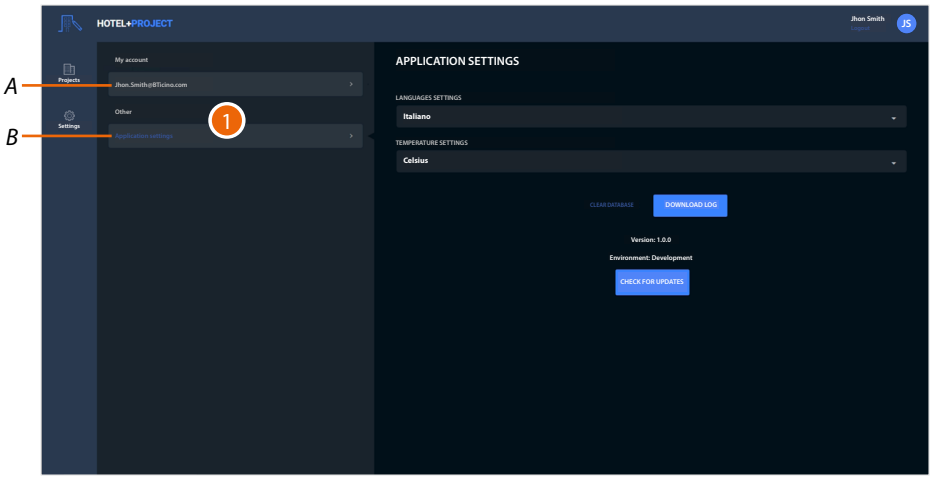


The project is now saved on the server, and the user can manage the hotel and control the rooms using the Hotel Room Supervision software.

GO TO THE NEXT STEP

Settings

In this page it is possible to view and display some functions regarding your account and the application.

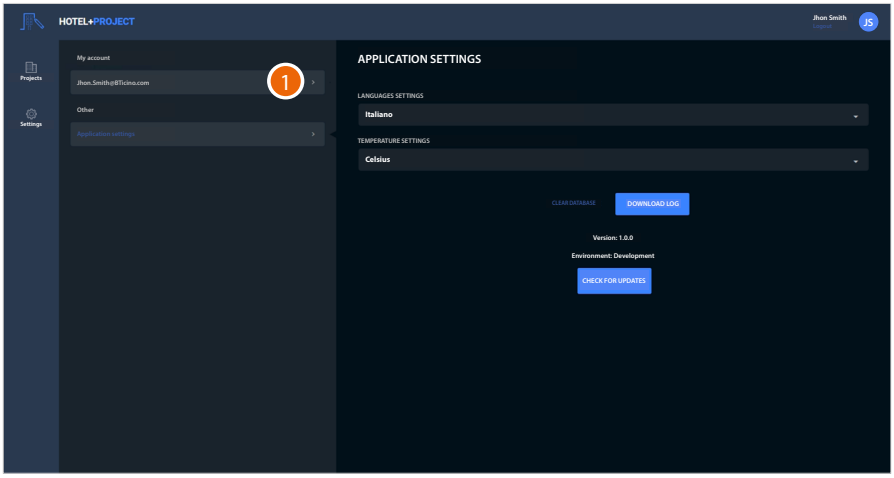


A — *Account management*

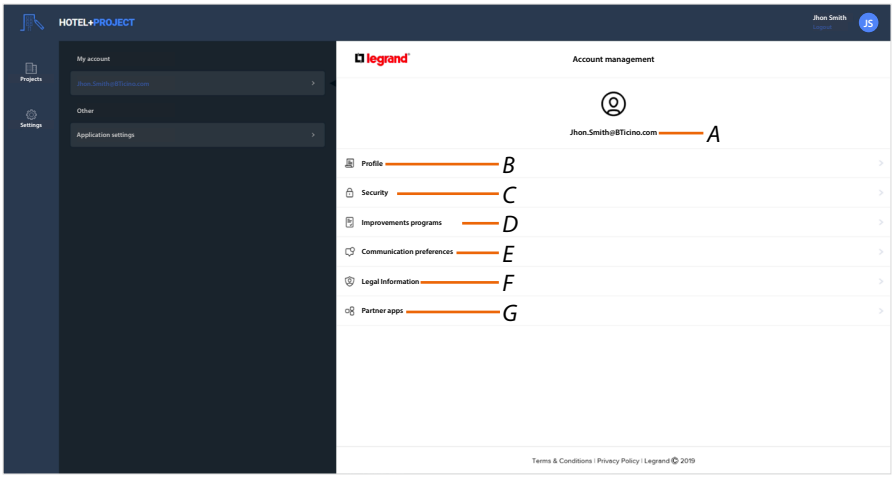
B — *Application settings*

Account management

In this page it is possible to view and display some functions regarding your account.



1. Click to enter the page



A Account Login/Email address

B Display/edit your Legrand account registration details del tuo account Legrand

C Edit some parameters related to your account security, such as password and logging out of all BTicino devices using the same account.

D It authorises the sharing of data to help improve the product.

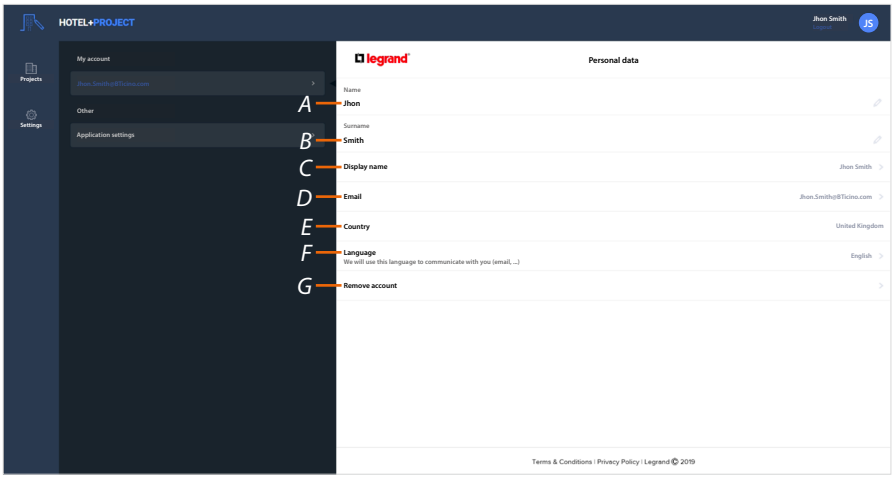
E Manage your communication authorisations and other aspects of your personal detailsi

F View the terms and conditions of contracts relating to Hotel+Project

G Manage partner apps to which your account is connected (e.g. Google Home etc.)

Profile

In this page it is possible to edit some data of the account currently managing the device, or to replace it with another registered Legrand account.



A View/edit the name used for the account

B Display/edit the surname used for the account

C Show/edit the name used for the account

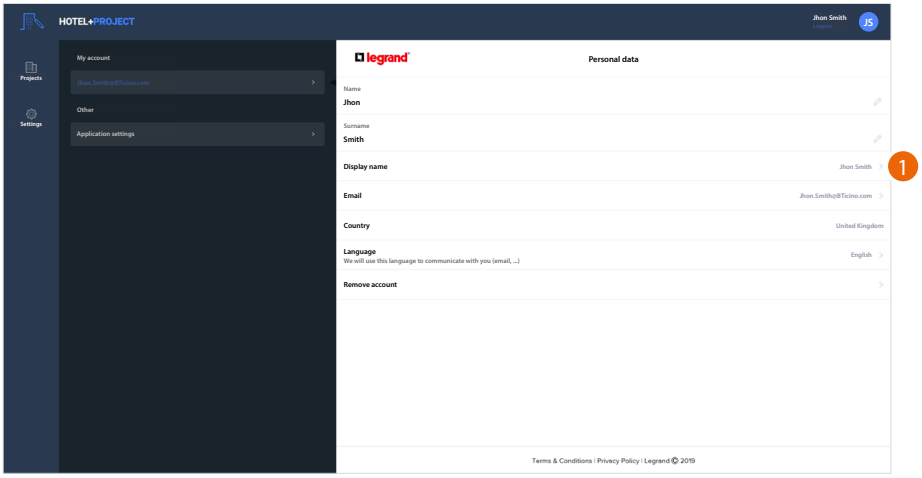
D View/edit the device management email/account

E Display the country

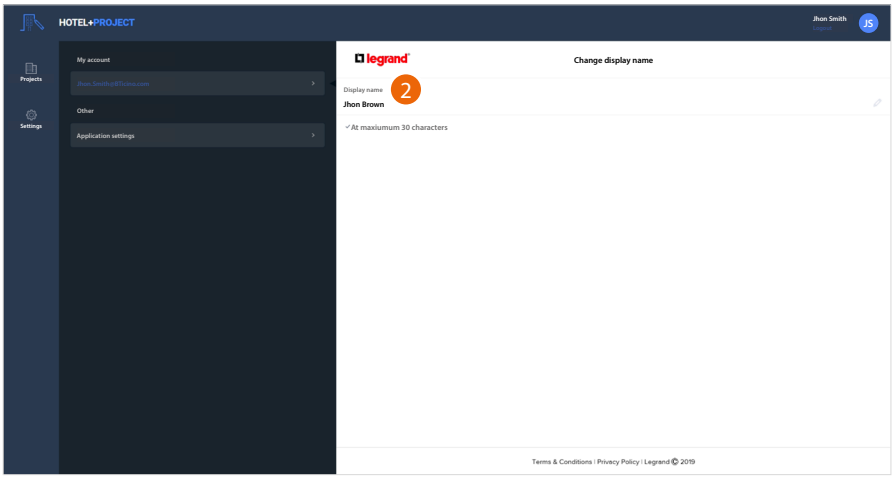
F Display/select the language in which to receive communications

G Delete the account

Show name (edit name)



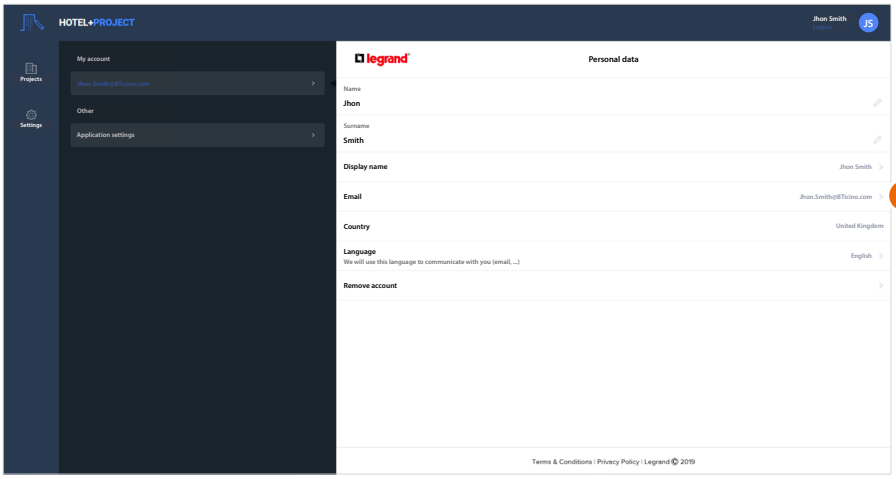
1. Click to edit the name



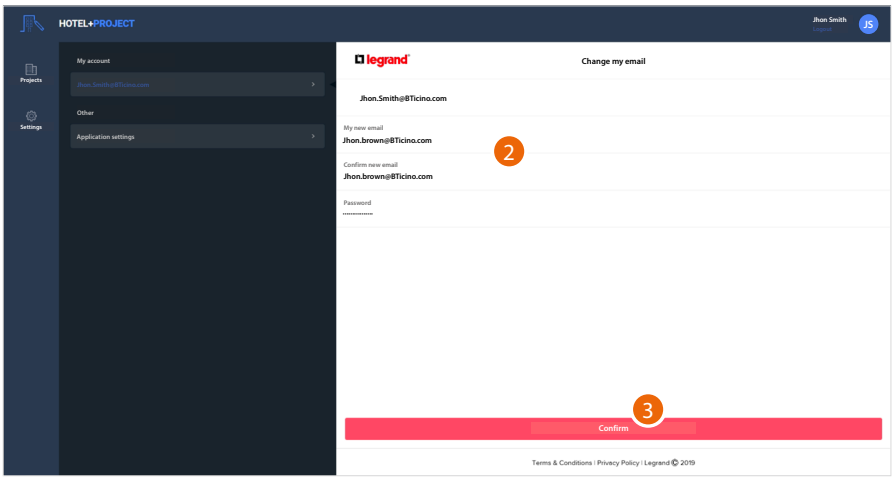
2. Enter the name that will be used in the system e-mail communications..

Email/account (change of the device management email/account)

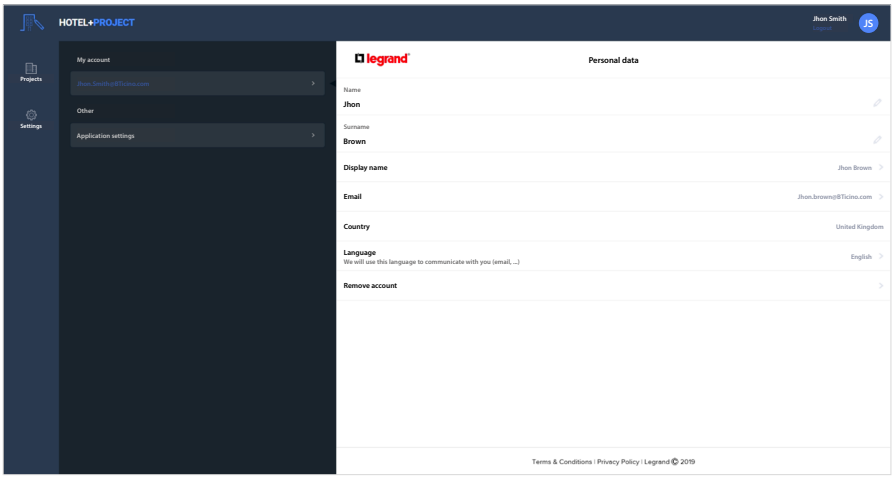
To change the access email address:



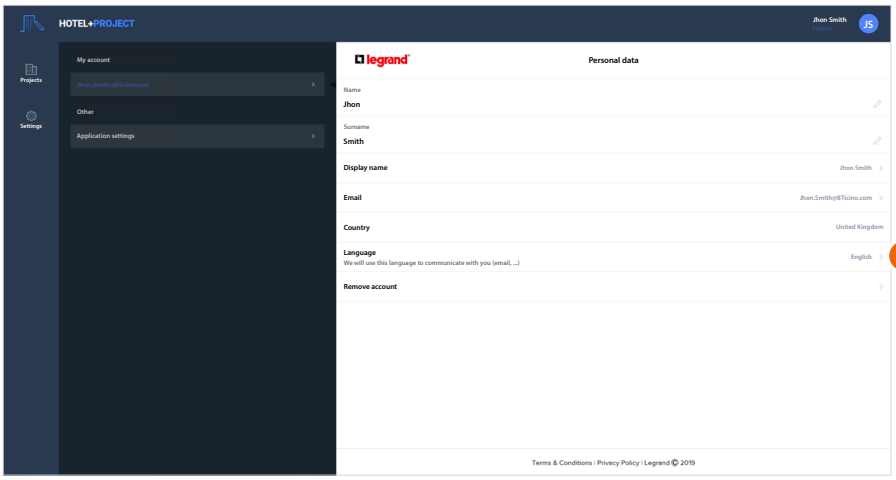
1. Click to edit the email address



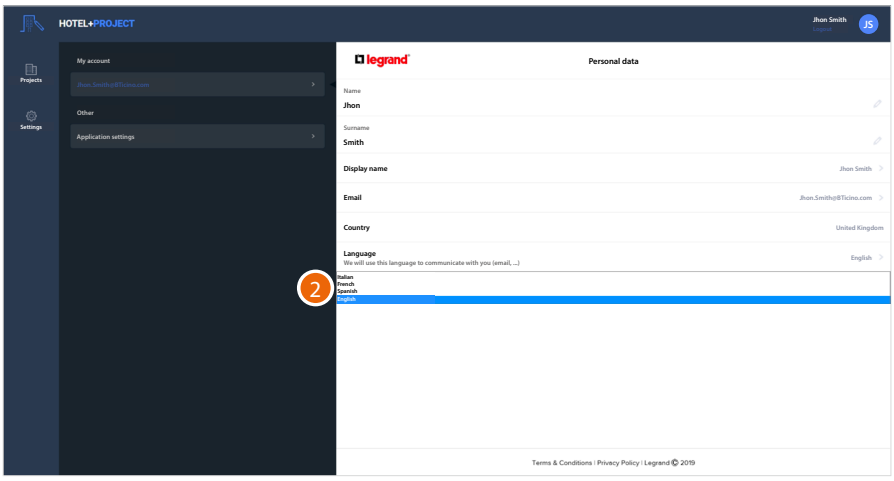
2. Enter the login details (email and password) of the new registered Legrand account to be used to manage the device
3. Click to confirm



Language



1. Click to edit the language in which to receive communications

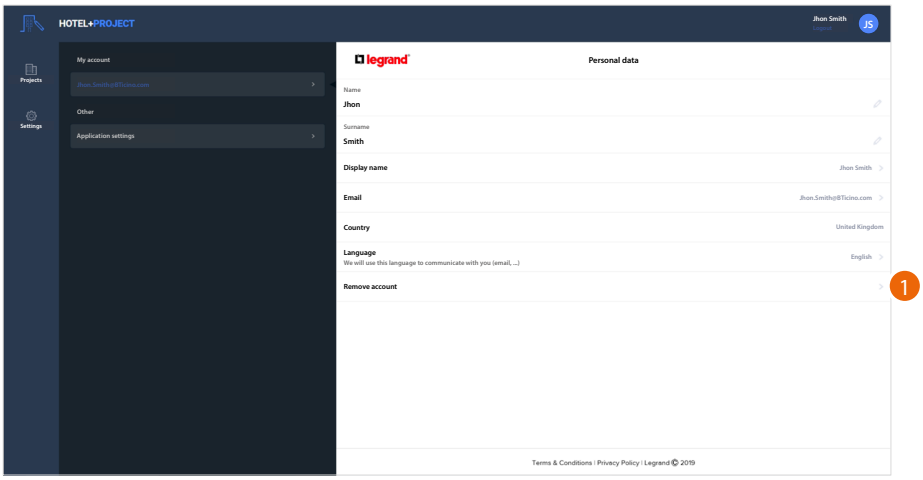


2. Select the language

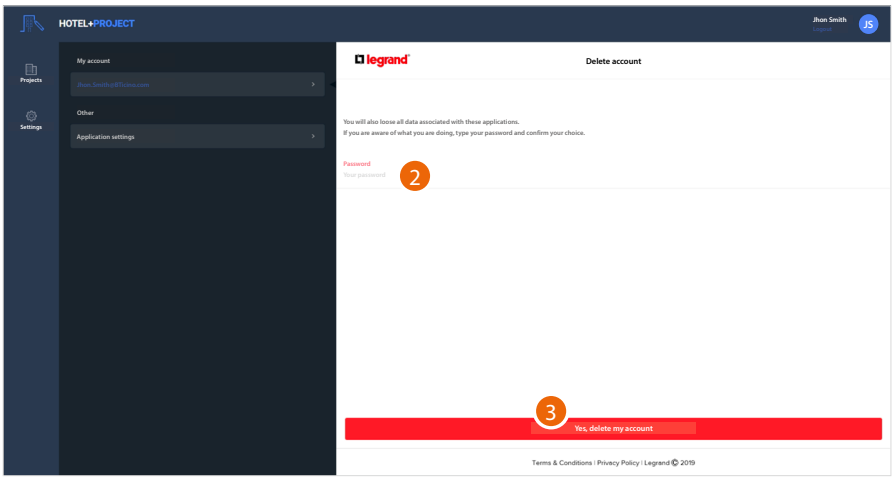
Delete the account

In this page it is possible to permanently delete your Legrand account, which can therefore no longer be used for the Applications to which it was associated.

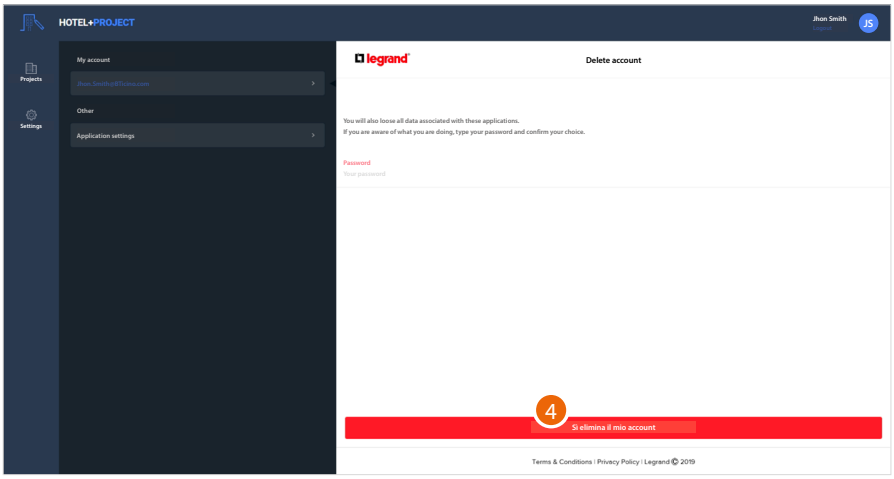
***NOTE**: When deleting the account, all the data associated with the Applications will also be lost*



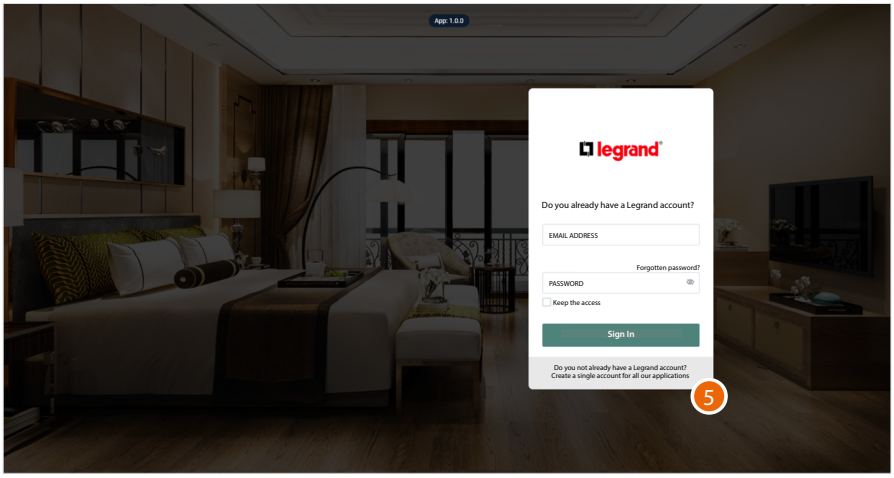
1. Click to delete your Legrand account definitively



2. Enter the password
3. Click to delete the account



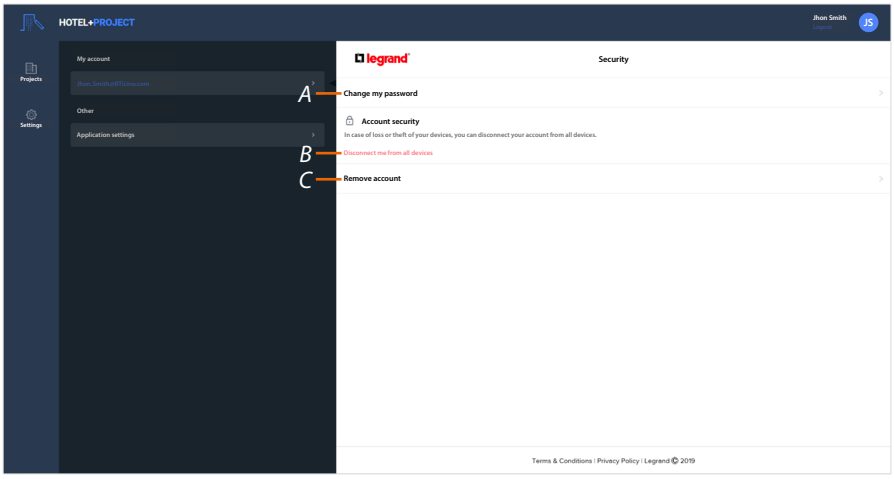
4. Click to confirm



5. At the end of the procedure, the authentication page will allow you to complete a new registration.

Safety

In this page it is possible to edit the password of your account and to disconnect it from all devices. The disconnection of your account from all devices is useful in case one of your devices is lost or stolen.

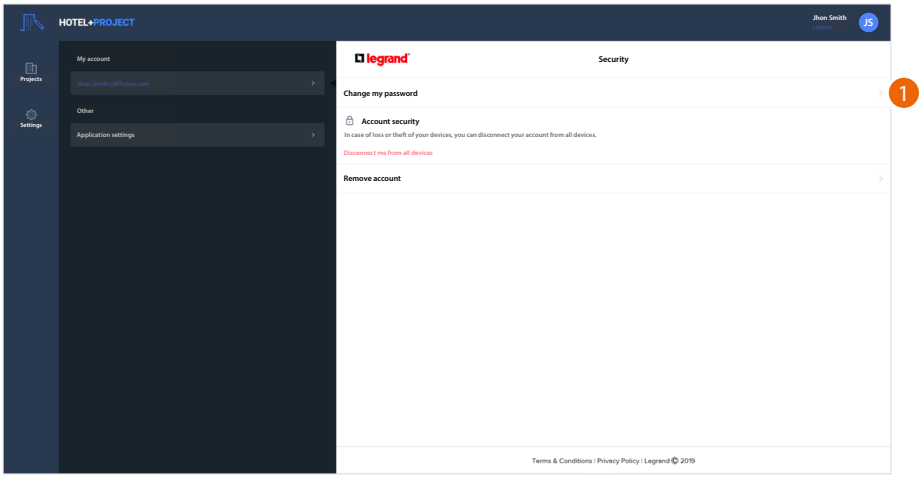


A Completes the password change procedure

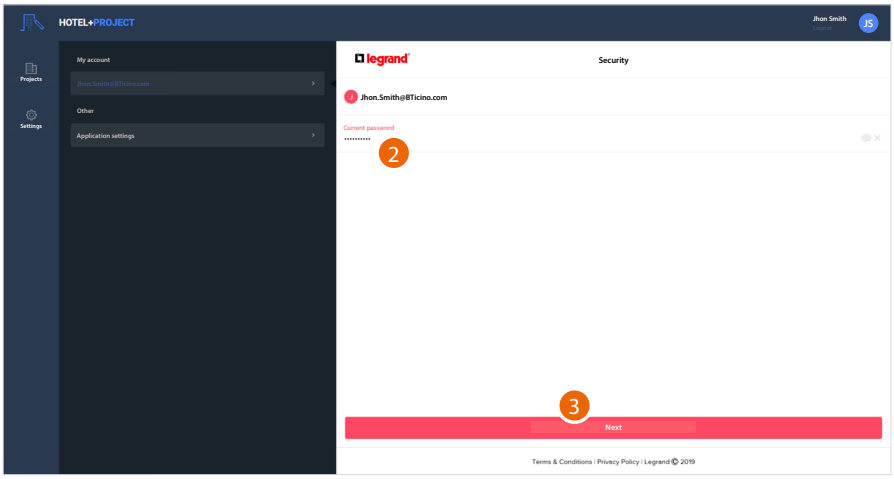
B Disconnects from all devices

C ***Delete the account***

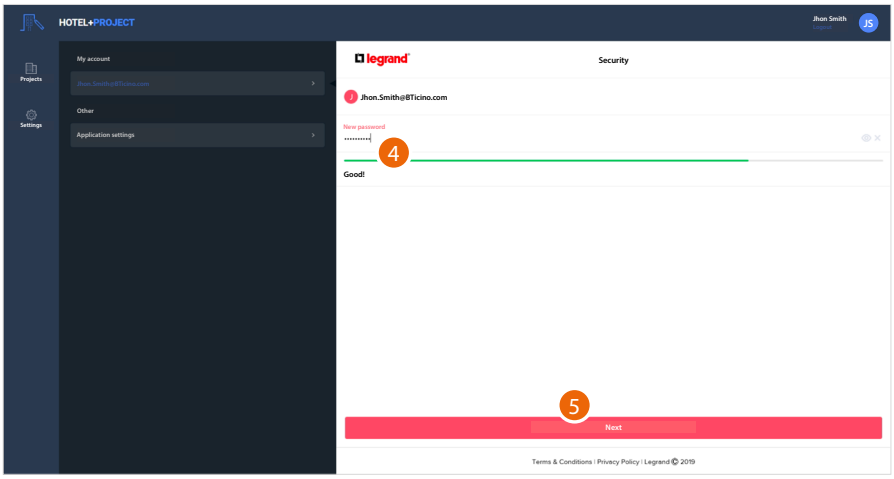
Edit password



1. Click to modify the password

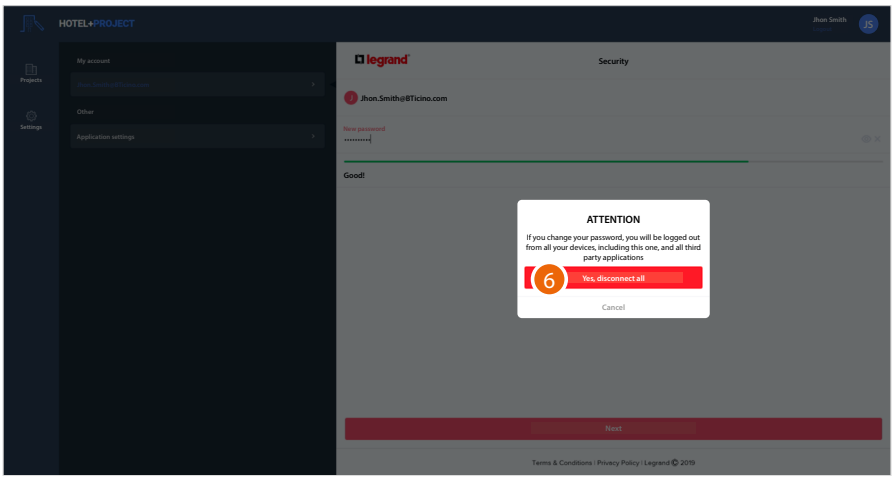


2. Enter the current password
3. Click to continue



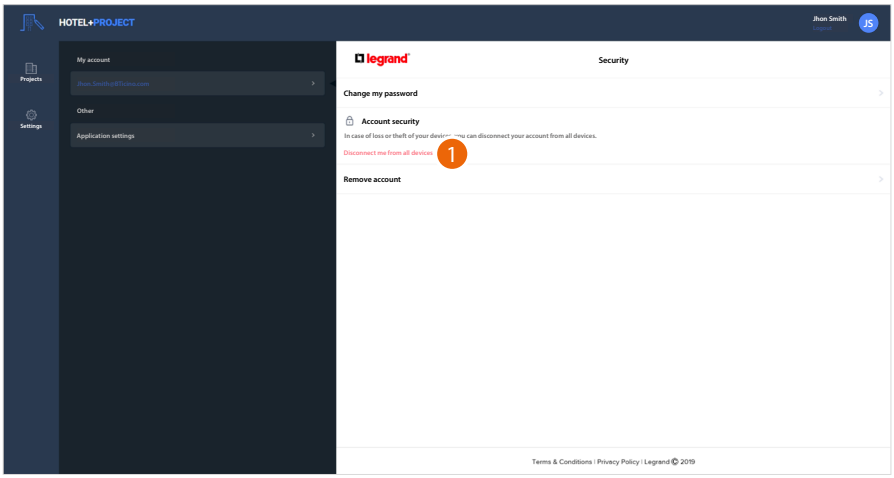
4. Enter the new password, which must meet the following requirements:
   – at least 8 characters;
   – at least one lower case letter (e.g. a);
   – at least one upper case letter (e.g. A);
   – at least one number (e.g. 1);
   – at least one special character (e.g. $);
5. Click to confirm

A message indicates that if you change the password you will be disconnected from all devices.

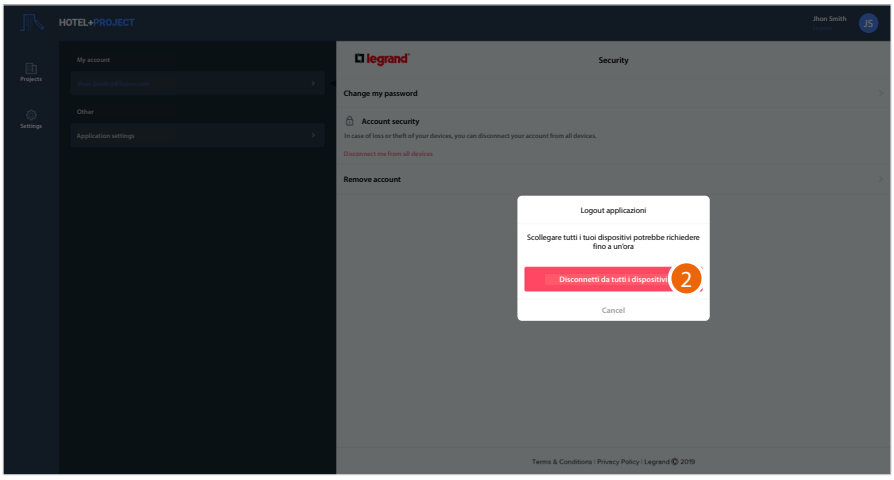


6. Click to confirm and change the password

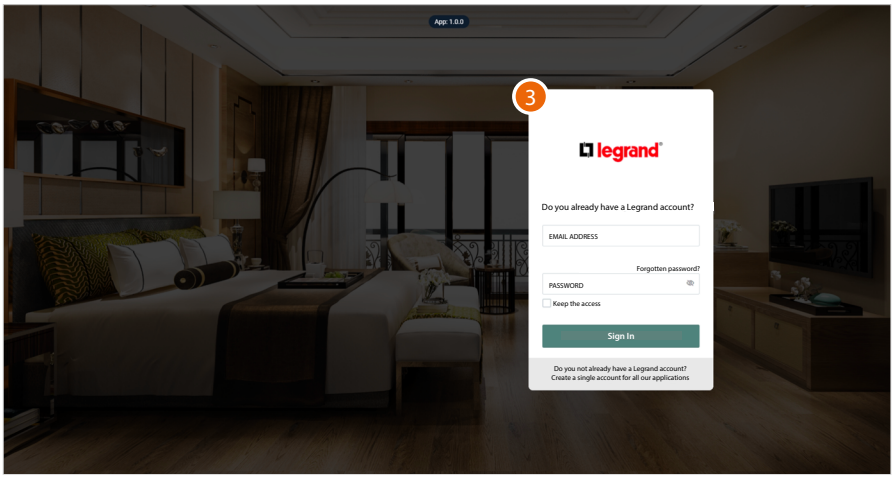
Disconnect from all devices



1. Click to activate the procedure



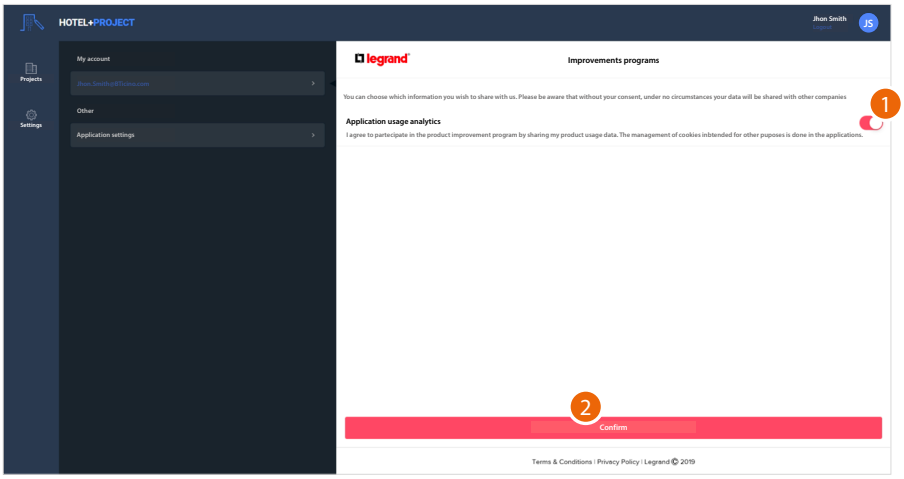
2. Click to disconnect your account from all the devices and all the third-party applications.



3. The system automatically logs out from the application and the Home Page appears.

Improvement program

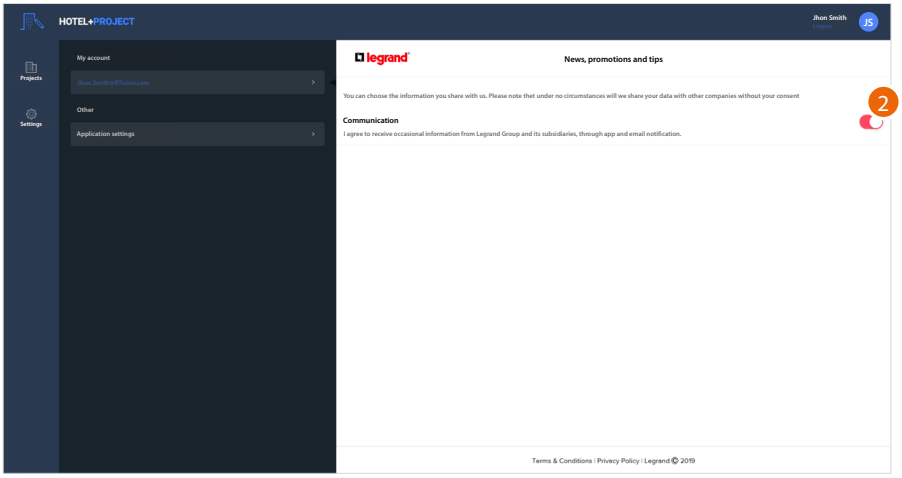
This page can be used to enable the sharing of the app usage data.



1. Click to enable the sharing of the App usage data.
2. Click to confirm.

Communication preferences

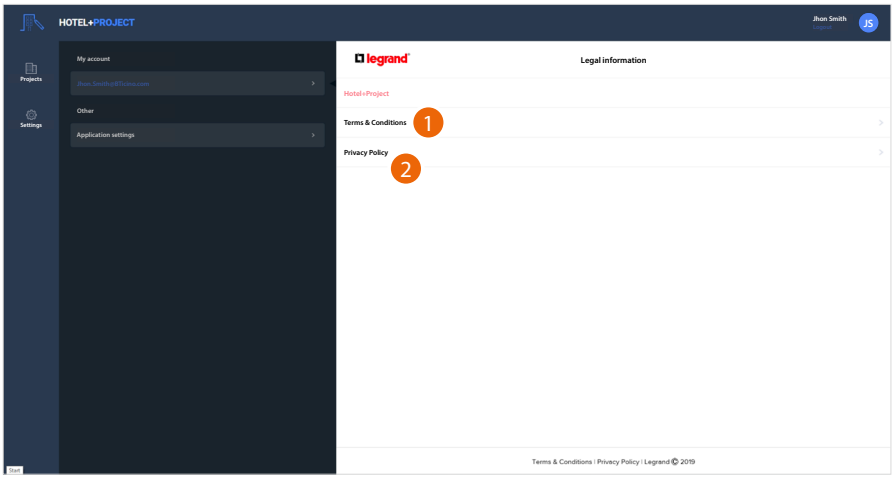
In this page it is possible to enable the reception of communications from Legrand and the sharing of the app usage data.



1. Click to accept communications from Netatmo/Legrand/BTicino

Legal information

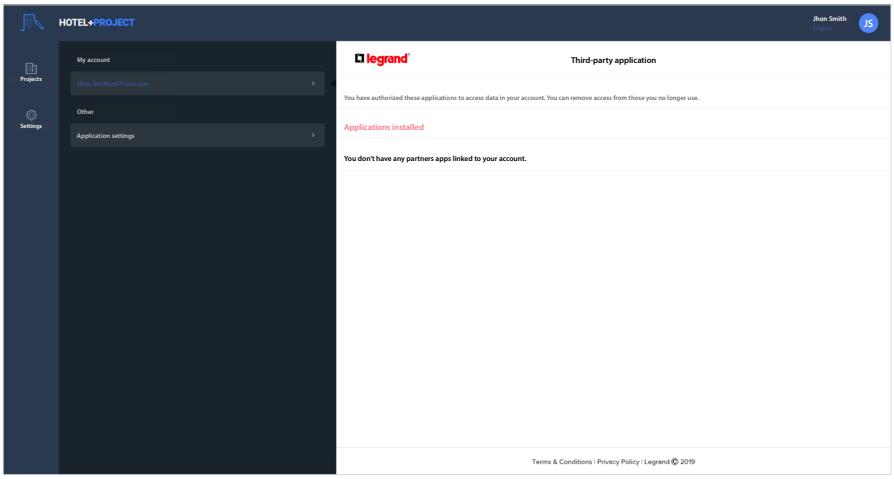
In this page it is possible to view terms and conditions of use and privacy information for each app to which your Legrand account is associated.



1. Click to display Terms and Conditions
2. Click to display Privacy information

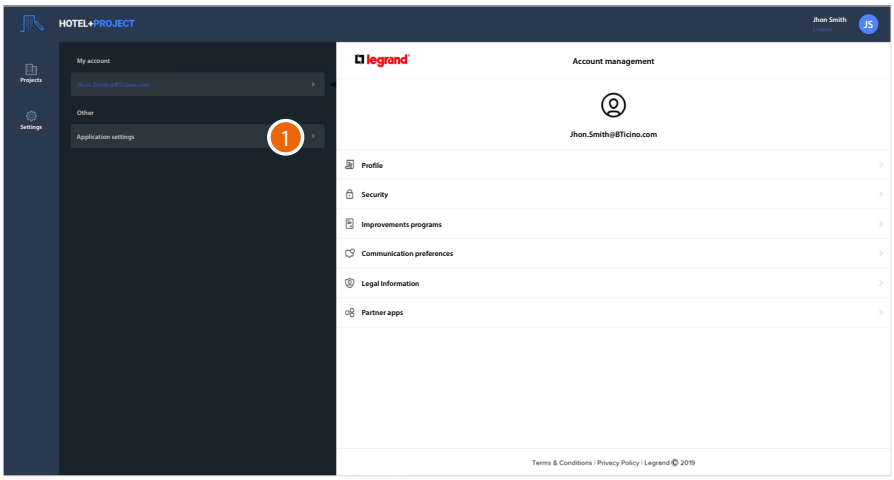
Partner apps

In this page it is possible to display all the third parties to whom you granted rights to operate on your connected devices. (e.g. Google home, etc.)



Applicazion settings

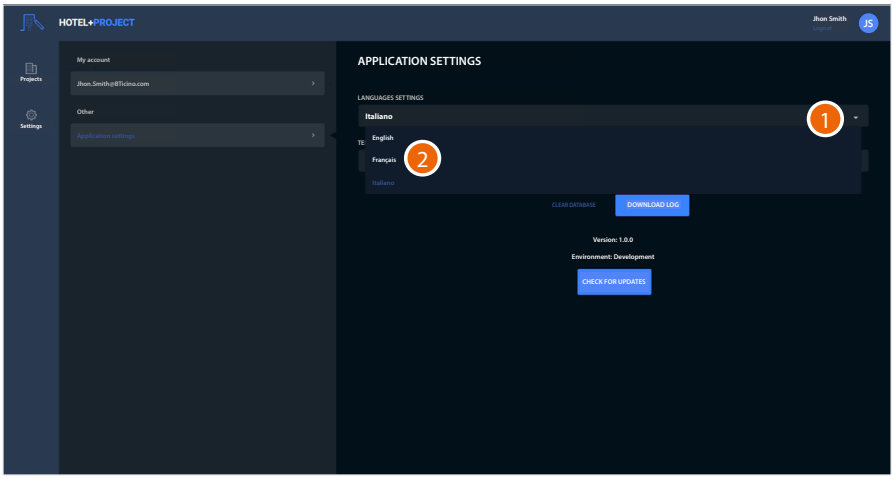
This section can be used to set the language of the software and the temperature measurement unit displayed in the software, as well as download a .log file and update Hotel+Project (when available).



1. Click to enter the page

Language

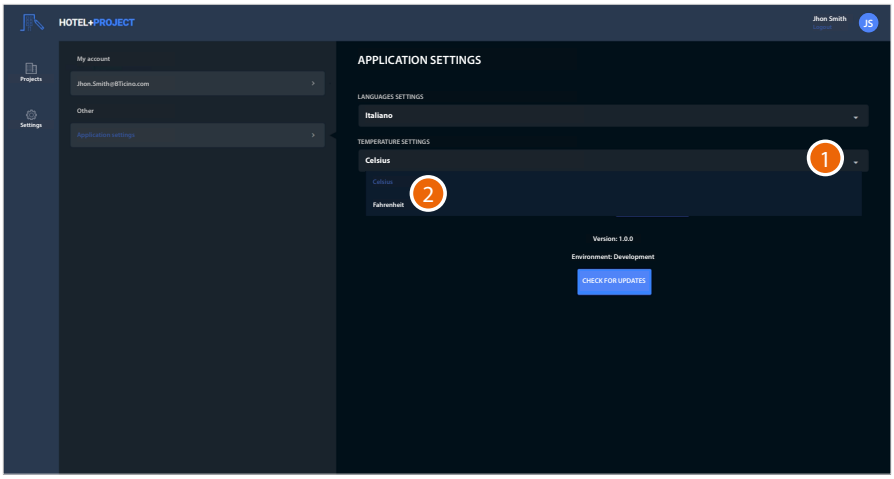
This section can be used to choose the language of the Hotel+Project software.



1. Click to open the language window
2. Click to select the language among the ones available

Temperature measurement unit

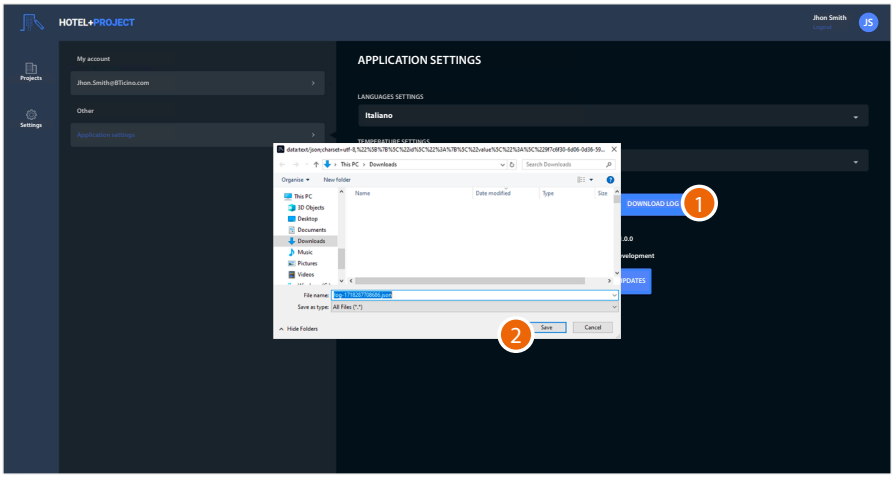
This section can be used to set how the software will display the temperature measurement unit.



1. Click to open the measurement unit selection window
2. Click to select Celsius or Fahrenheit

Download log

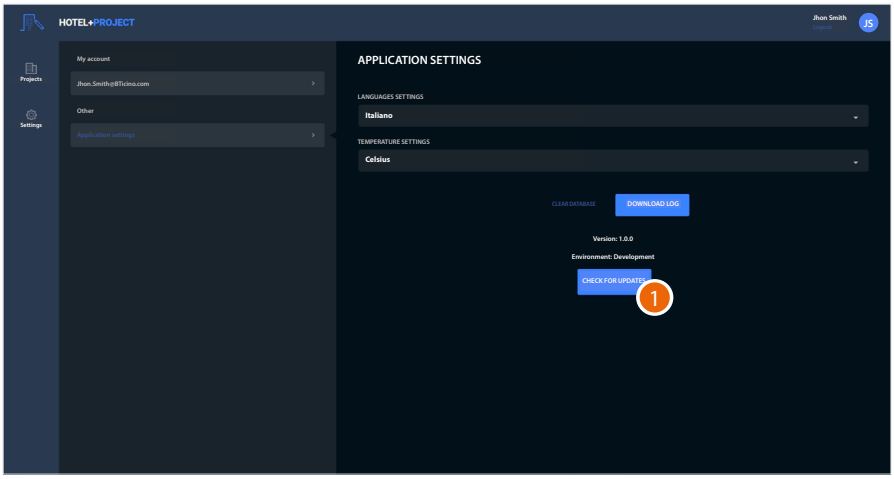
This section can be used to download a .log file containing system information.



1. Click to download the .log file
2. Click to save

Update the software

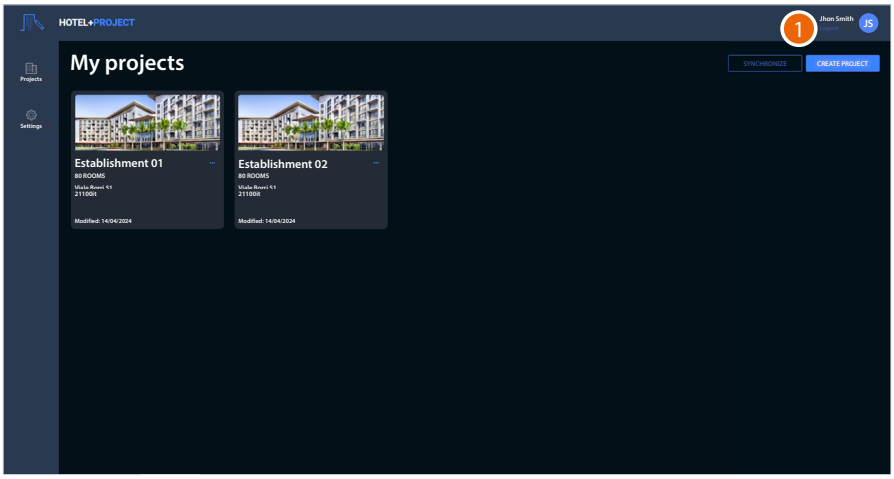
This section can be used to update Hotel+Project (when available).



1. Click to check if updates are available

Logout

The logout procedure is used to disconnect from the account



1. Click to logout, the Authentication window will be displayed

Configuration examples

Virtual Keycard, Open Window and Temperature Control basic management system

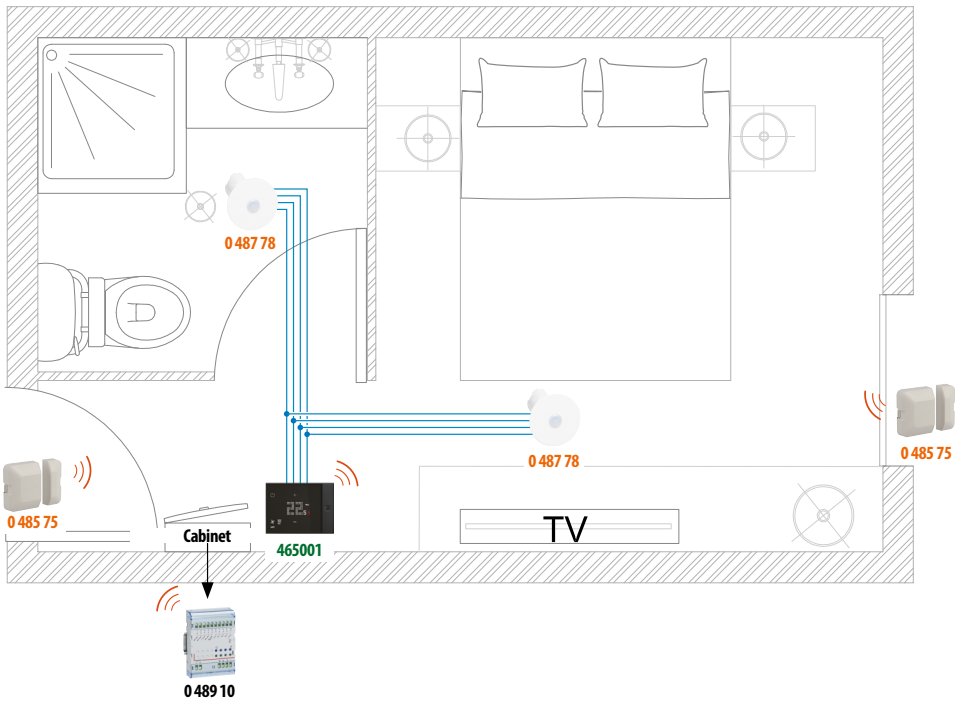
Functions available in the room:

- Management of air conditioning (hot and cold)
- Presence in the room with Virtual Keycard or traditional keycard switch
- Window contact (when window is open, thermostat goes in protection mode

Installation precautions:

- For each room only one UXOne thermostat needs to be installed
- The temperature control actuator must always be present in the room.

Diagram



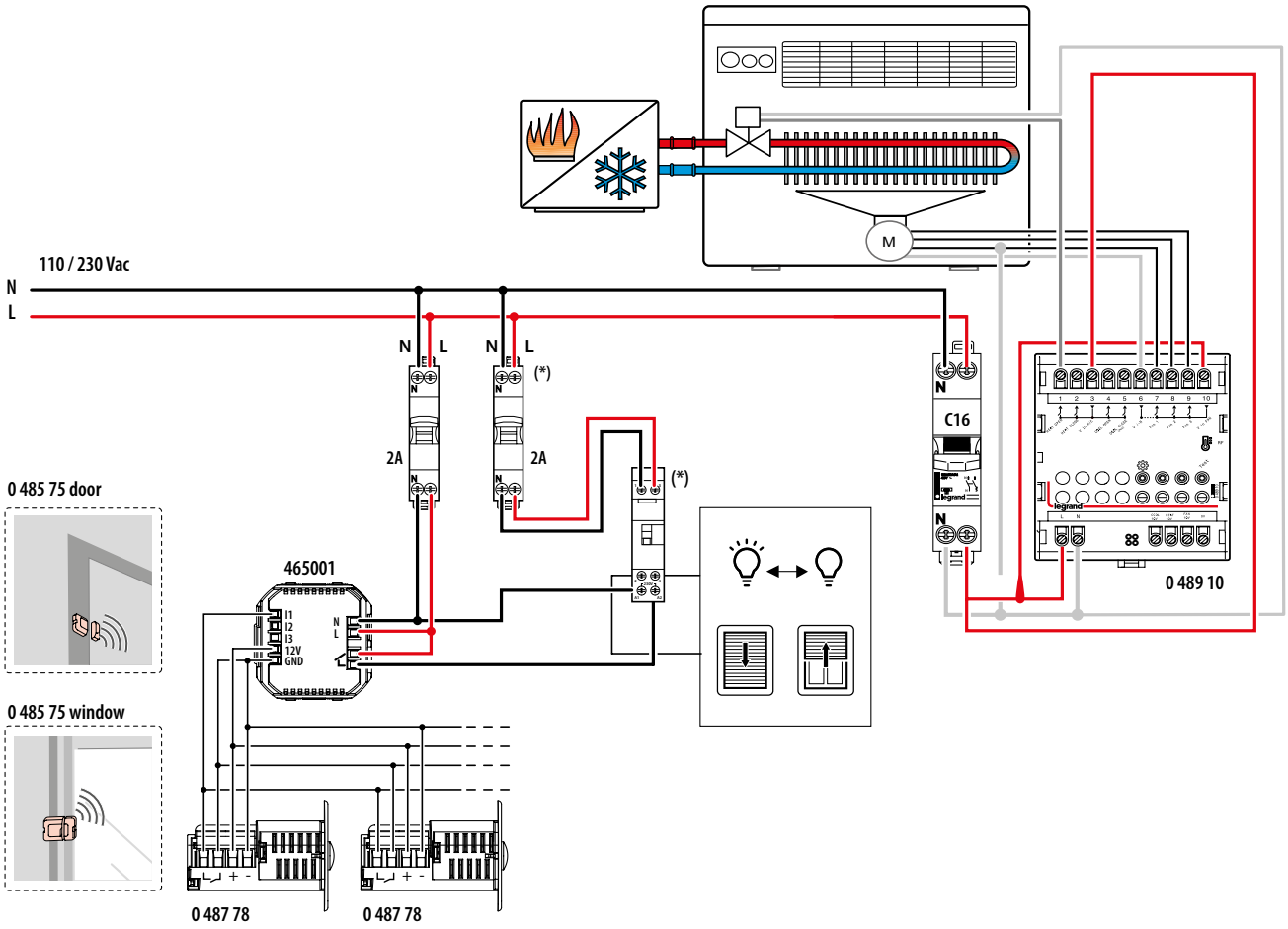
BLACK: temperature control

Orange: virtual keycard and open window

List of required devices

ITEM	QUANTITY	DESCRIPTION	FUNCTION
465001	1	Basic Uxone	Room management
0 489 10	1	Actuator for temperature controller	Temperature control
0 485 75	2	Radio magnetic sensor	Detection of window opening and closing
0 487 78	2	PIR technology sensor	Virtual keycard function activation

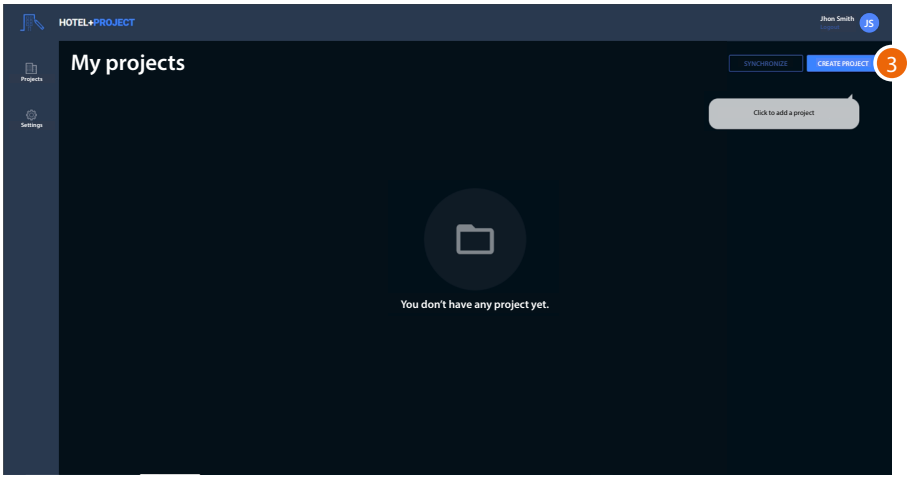
Connections



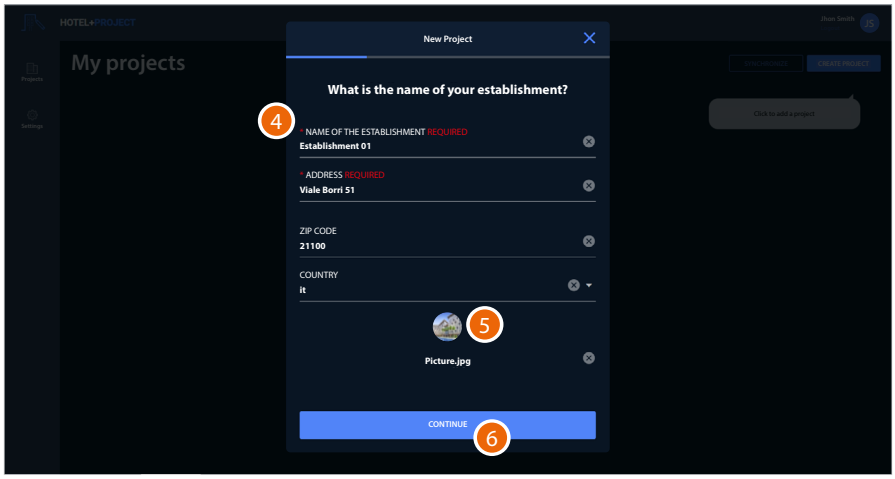
* Monostable contactor and relevant thermal magnetic automatic circuit breaker to be sized according to the features of the load to be controlled.

1. Install UXOne and the devices according to diagram
2. Create the Radio network between UXOne and the room Radio devices

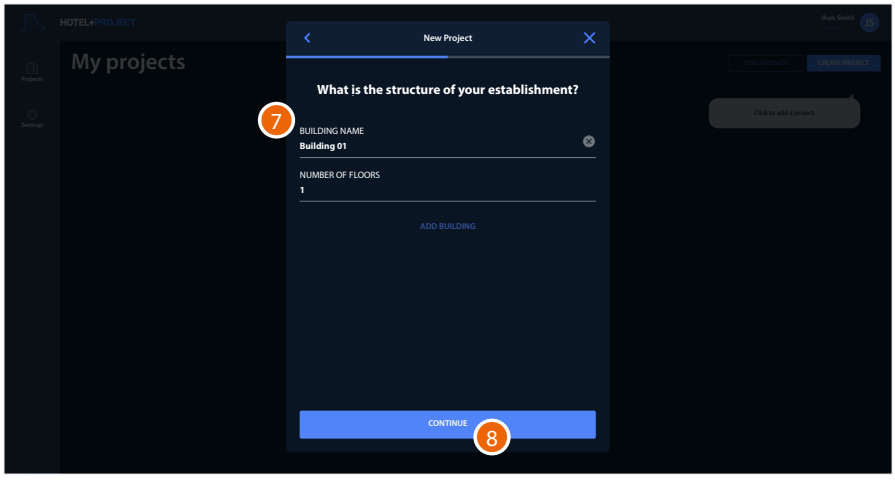
Creating a project



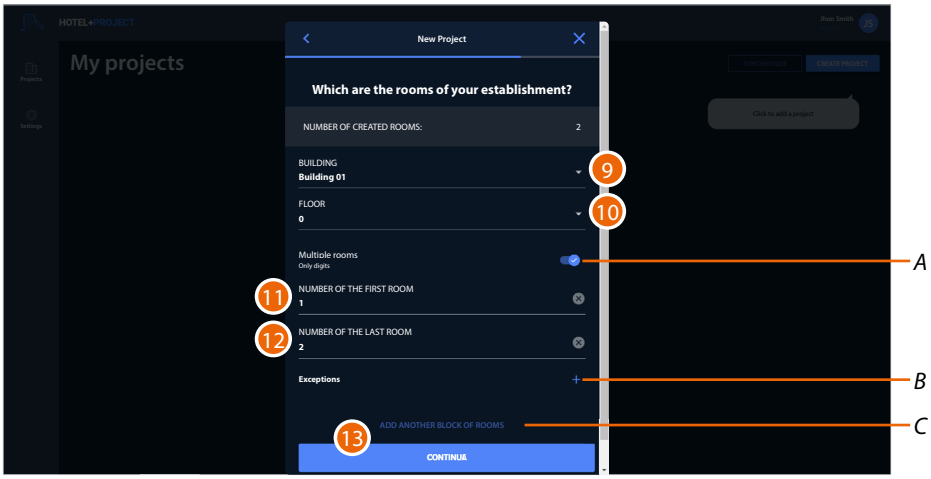
3. In the home page, click to create a new project



4. Enter the name of the facility and its address
5. Associate an image with the created structure
6. Click to continue

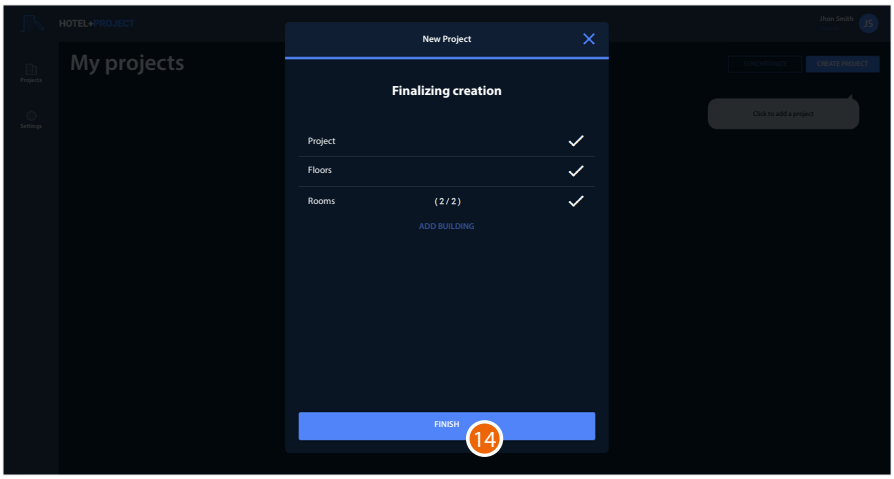


7. Indicate the name of the building and the number of floors
8. Click to continue



9. Select one of the previously created buildings
10. Select one of the previously created floors
11. Enter the number of the first room of the floor
12. Enter the number of the last room of the floor
13. Click to continue

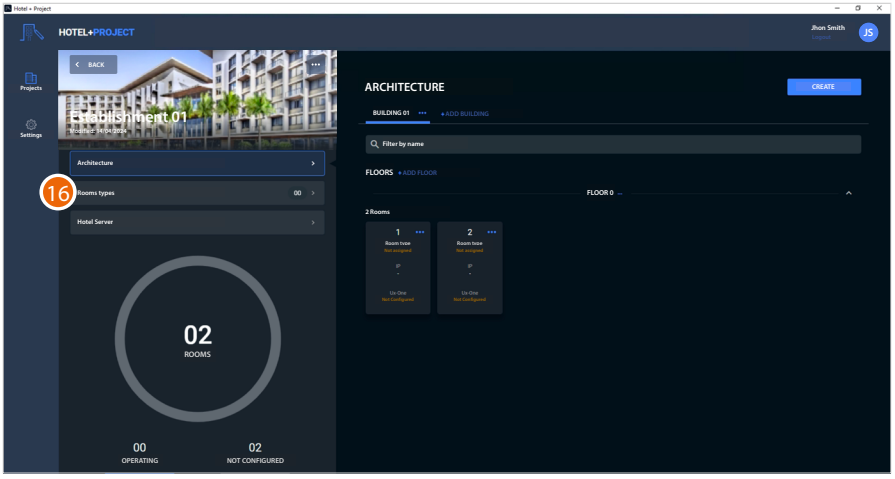
The display shows a summary of created facility



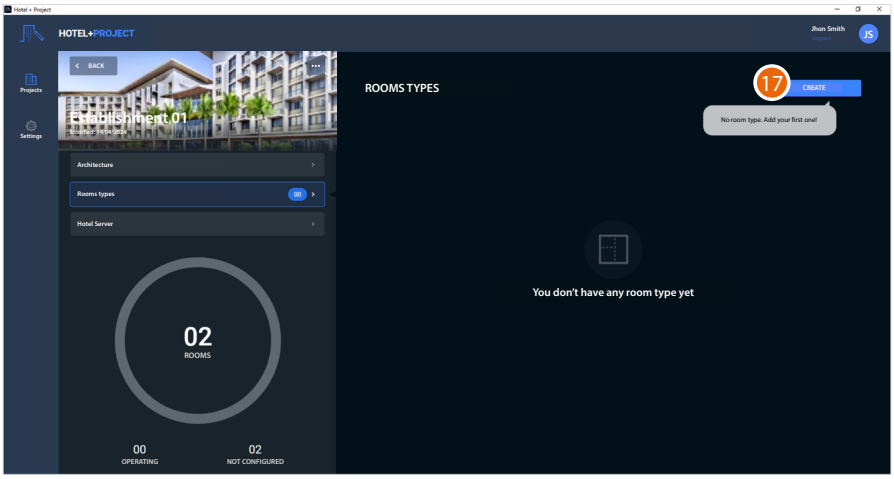
14. Click to finish

Creating the types of room

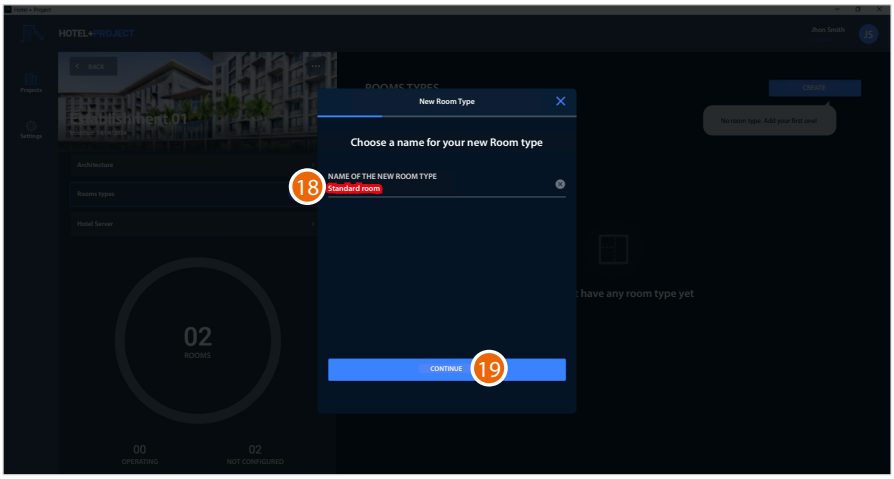
15. Click to enter the project



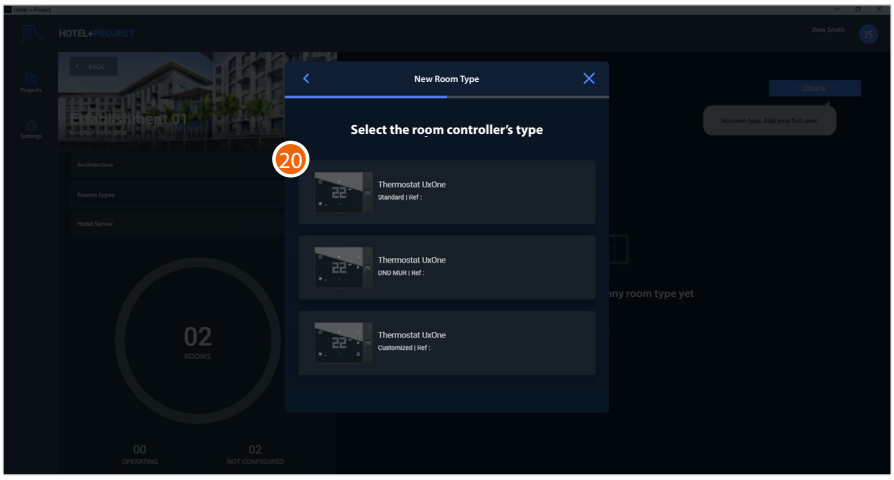
16. Click to enter the “Room Types” section



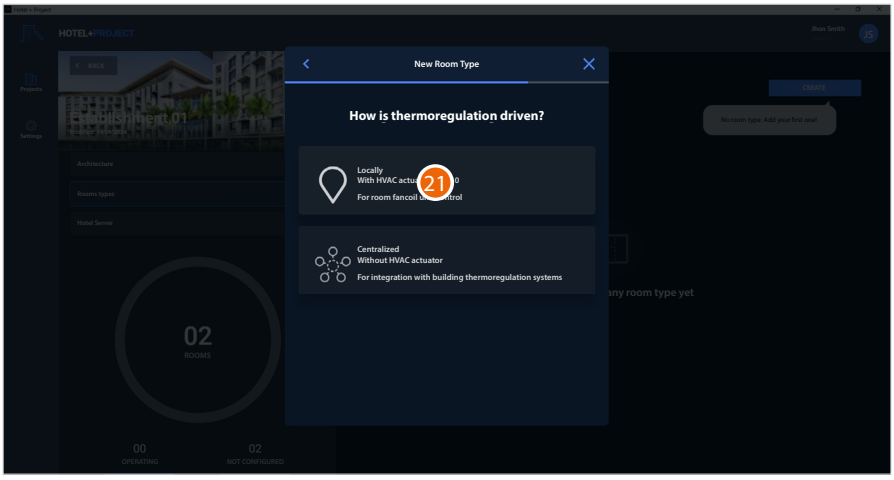
17. Click to create a type of room



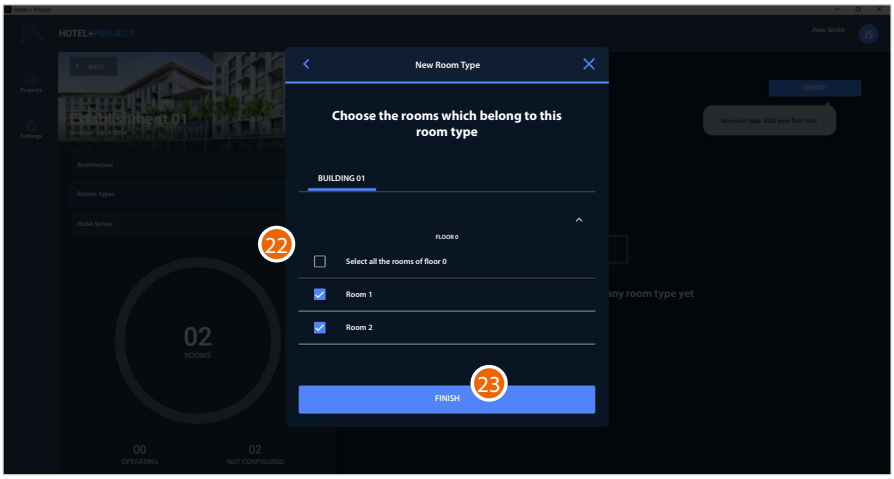
18. Define the name of the type of room
19. Click to continue



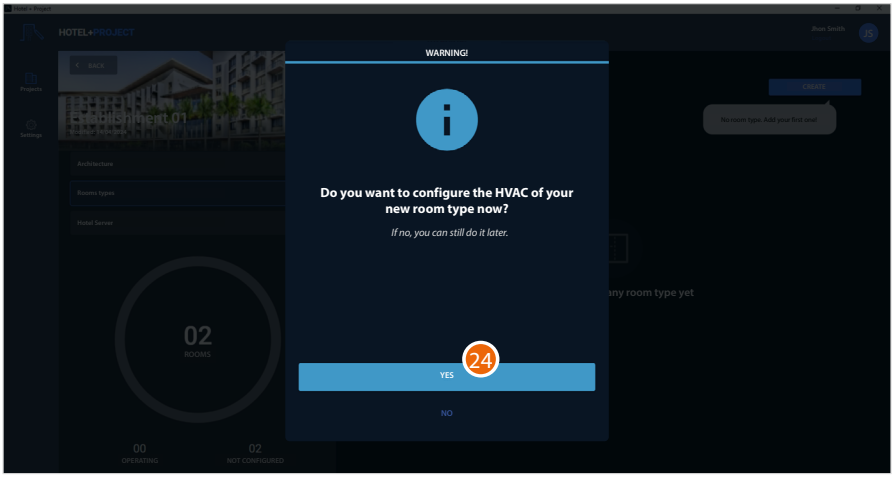
20. Select **UXOne Basic** as UXOne type



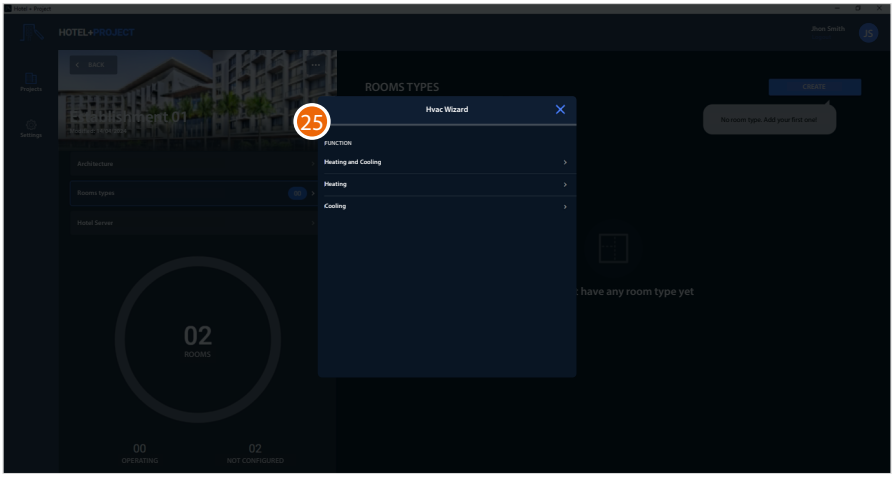
21. Select local room climate control through the fancoil actuator to manage heating/cooling and fan speed.



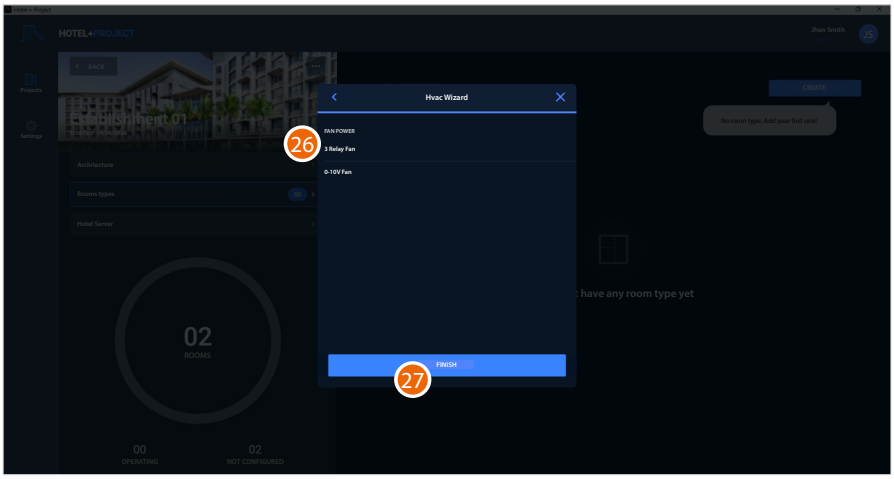
22. Select which rooms will use this room type as a base.
    It is possible to select the rooms individually, or all the rooms of a floor at once.
23. Click to finish



24. Click to configure the HVAC actuator linked to the room type being created.

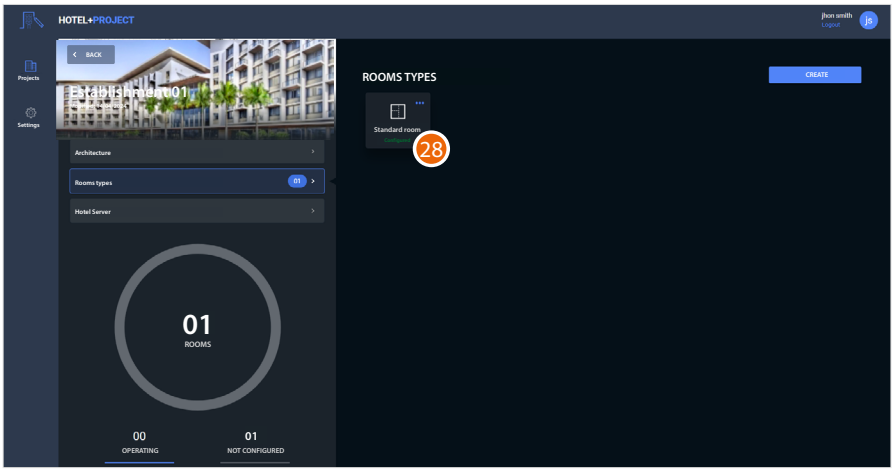


25. Click to select the heating and cooling system type



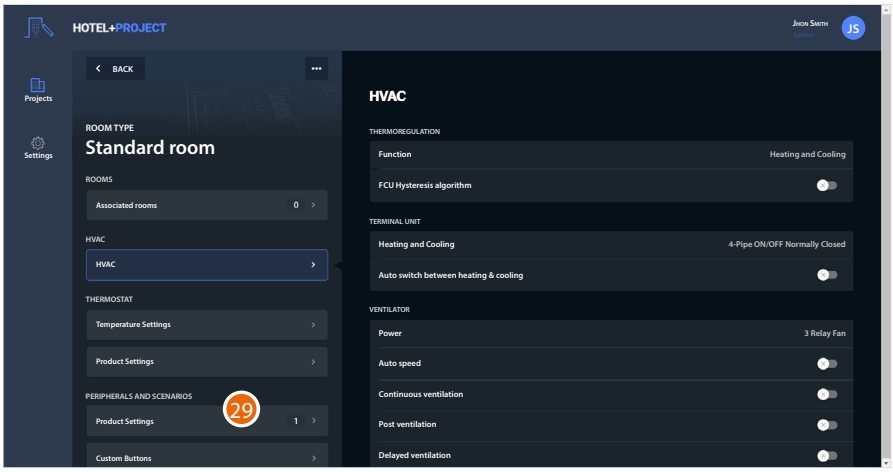
26. Select the type of fan
27. Click to finish

The type of room has been created successfully

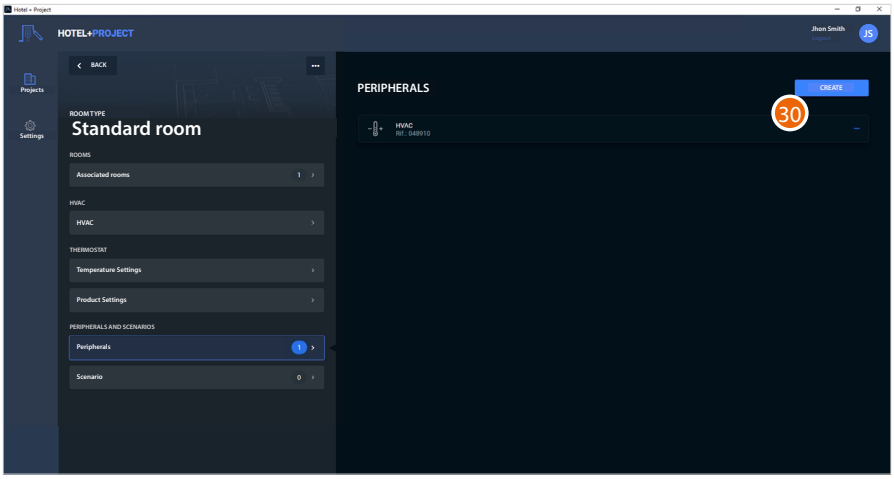


28. Click to enter the “Room Type” page

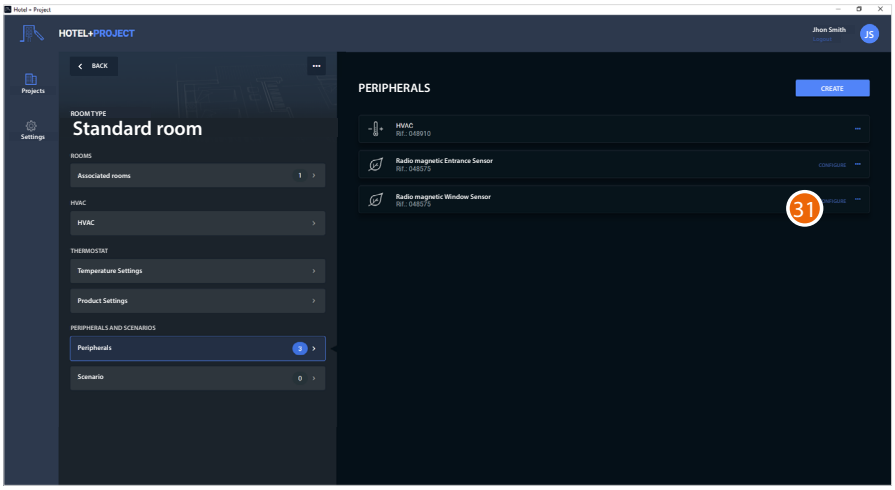
Creating the peripherals



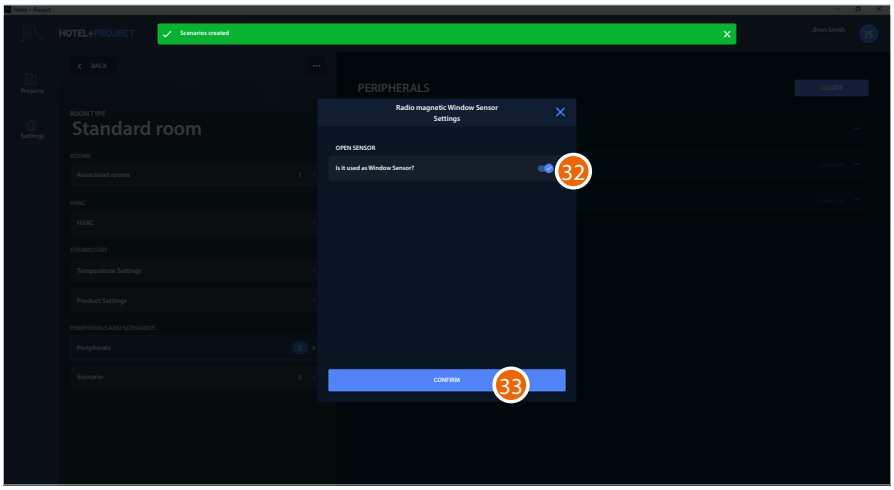
29. Touch to enter the "Peripherals" section



30. Click to insert the radio magnetic sensors (see: Create a peripheral object).
UXOne and Hvac were already included automatically during the creation of the room type.

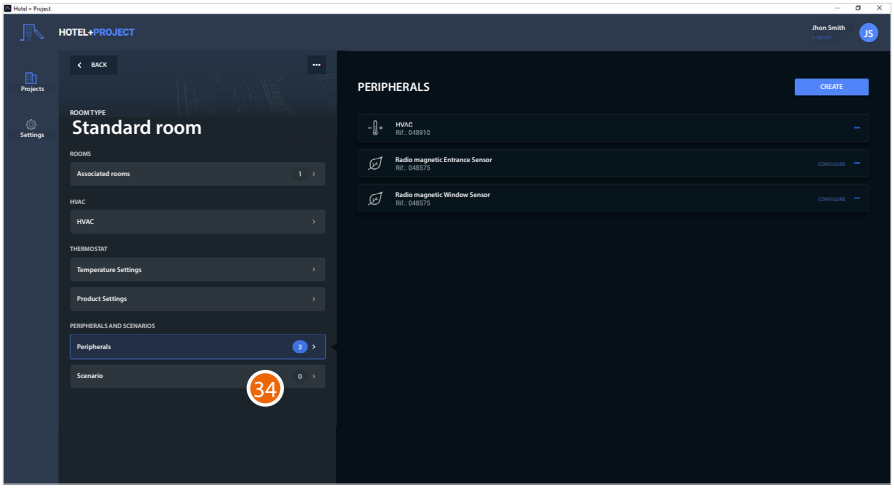


31. Click to configure the window contact for the Open Window function

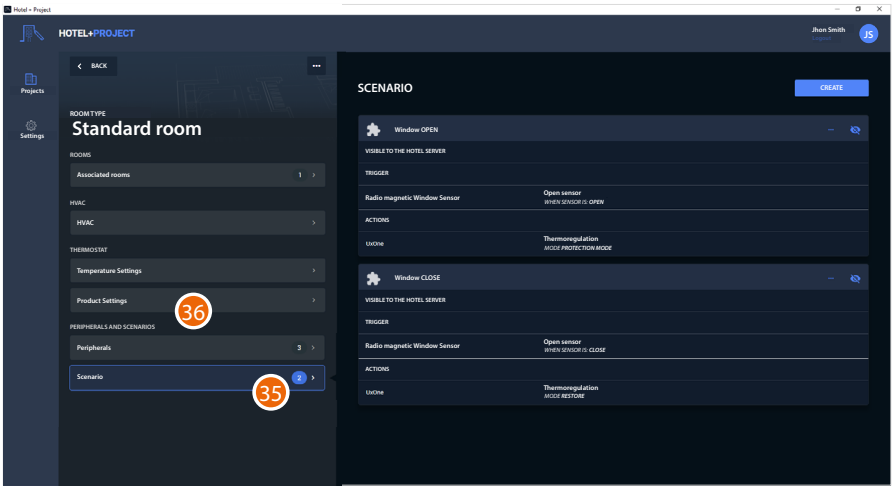


32. Click to enable the sensor as a window sensor. This will automatically create scenarios to activate the Open Window function.

33. Click to confirm



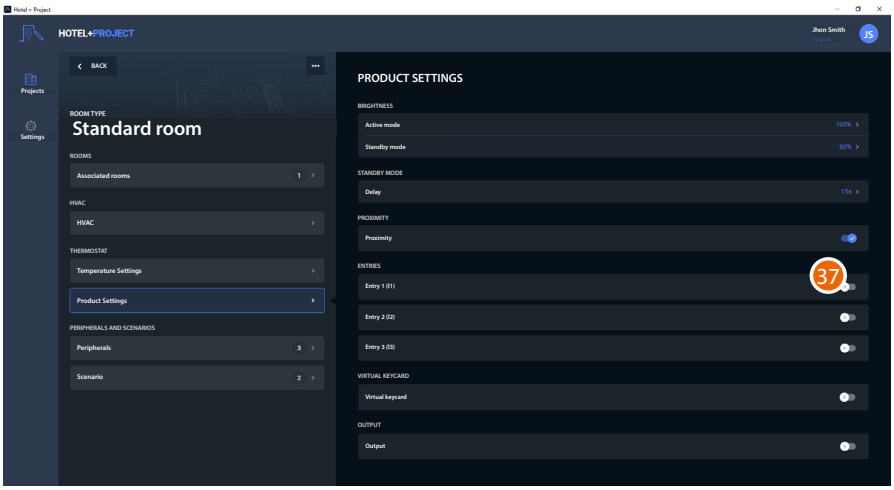
34. Click to view the created scenarios



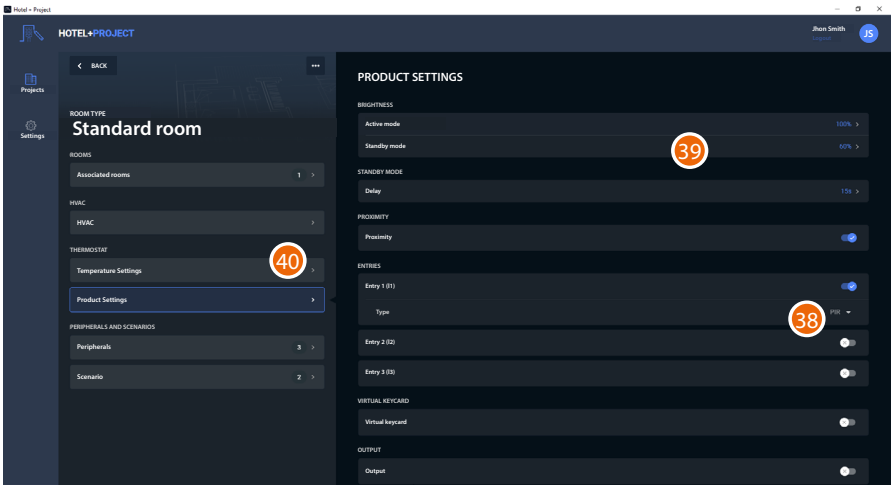
35. Two scenarios have been created, so that when the sensor is open UXOne activates “Protection” temperature control mode, and “Restore” mode when the sensor is closed.

36. Click to return to the product settings page

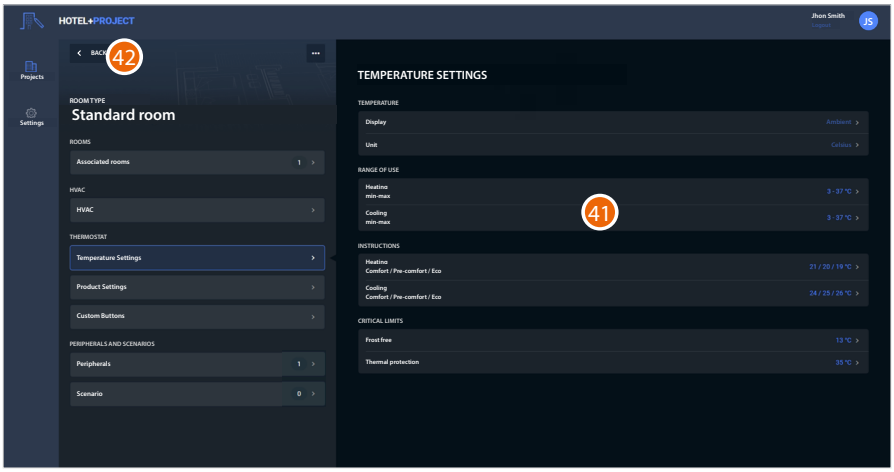
The PIR sensors wired to Entrance 1 must be enabled in the appropriate Entrance section.



37. Click to enable Entrance 1.

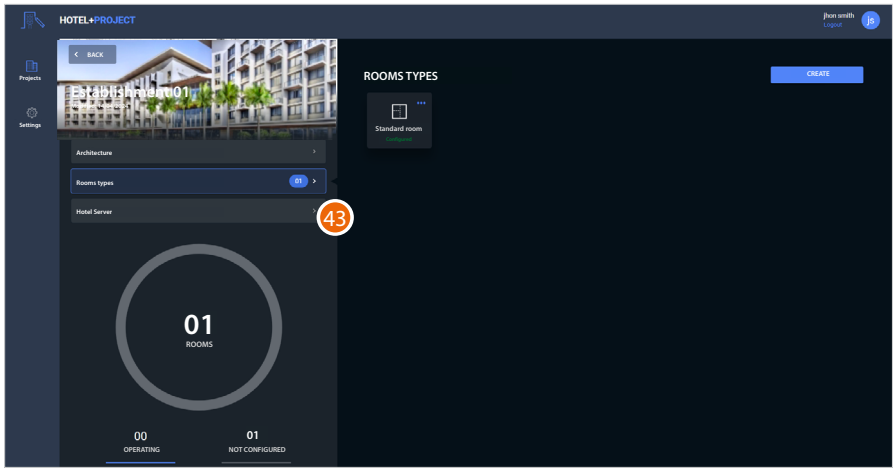


38. Click to configure Entrance 1 as PIR and then enable the PIR technology sensors in the bathroom and living room.
39. Click to set various product-related parameters
40. Click to enter the temperature setup page



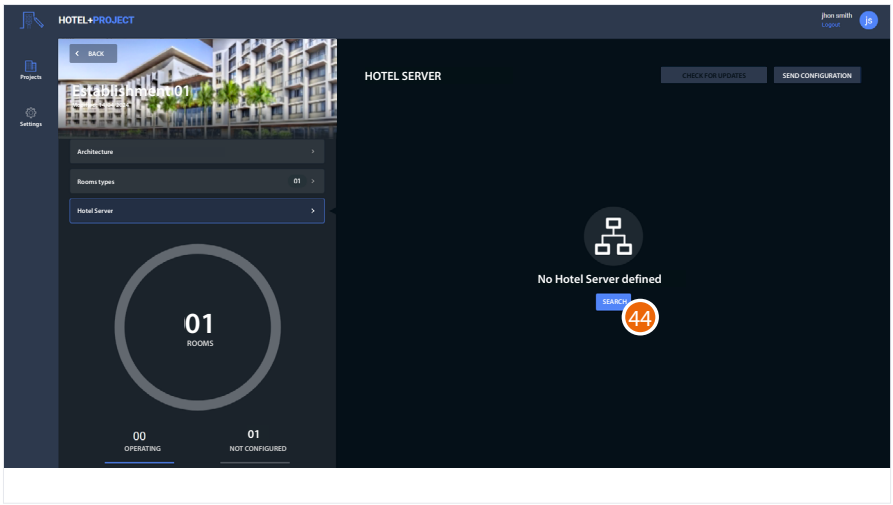
41. Click to set various temperature control parameters

42. Click to return to the home page

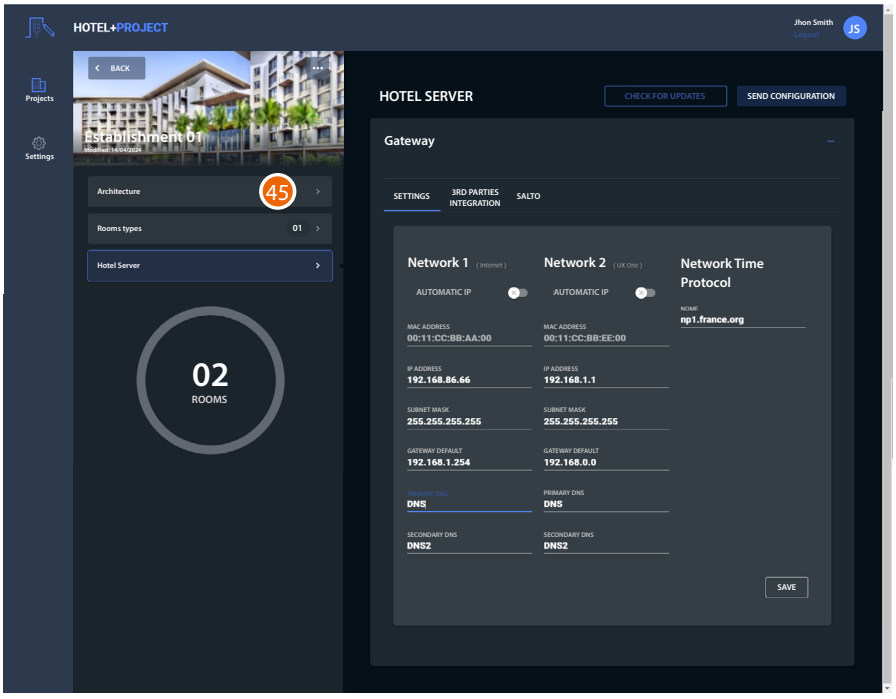


43. Click to open the configuration page of Hotel Server

Hotel Server configuration

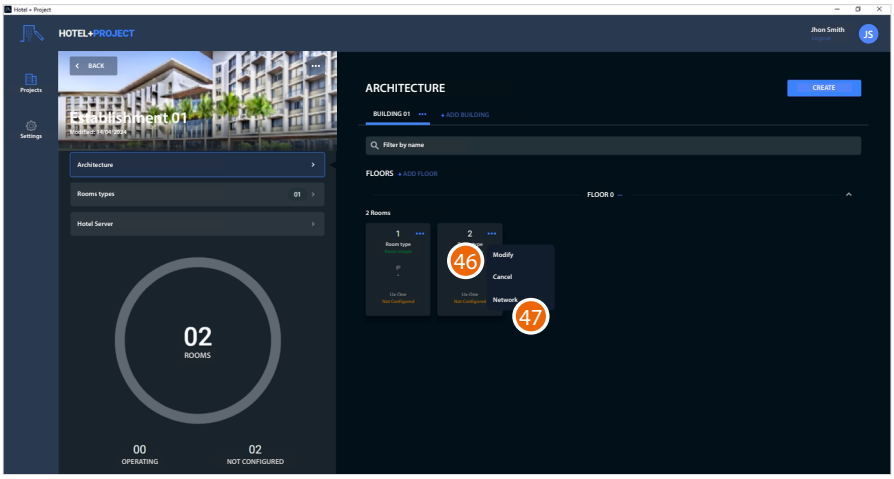


44. Click to configure the server parameters and allow the designated user (a member of the hotel staff) to manage the rooms using the Hotel Room Supervision software



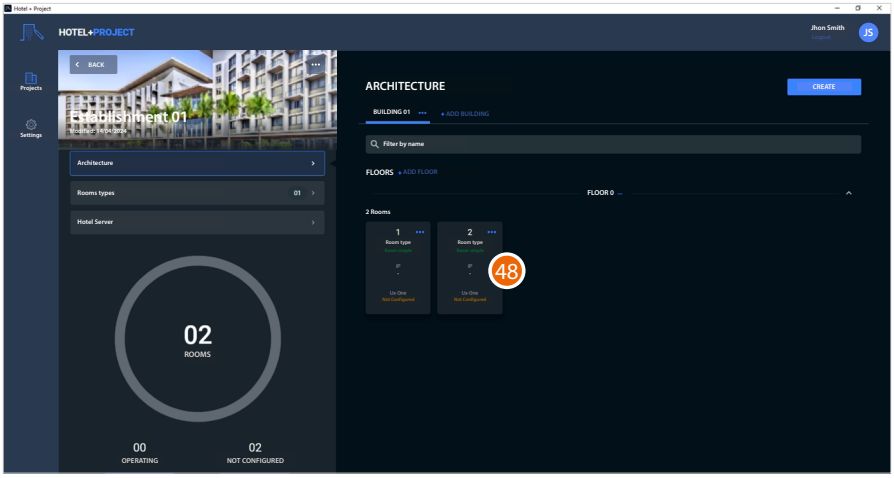
45. Now set the general network used for connecting UXOne with the local network; click to open the Architecture page

Set the room network



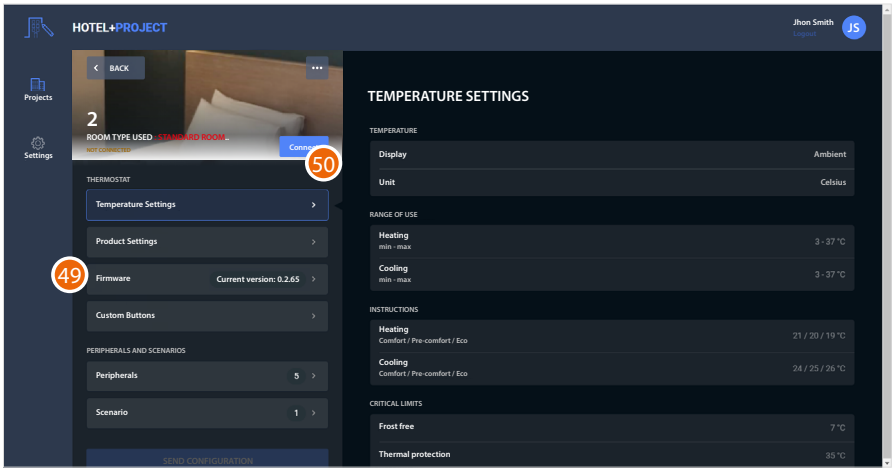
46. Click to open the room settings
47. Click to configure the network

Connect the rooms



48. Click to enter the room

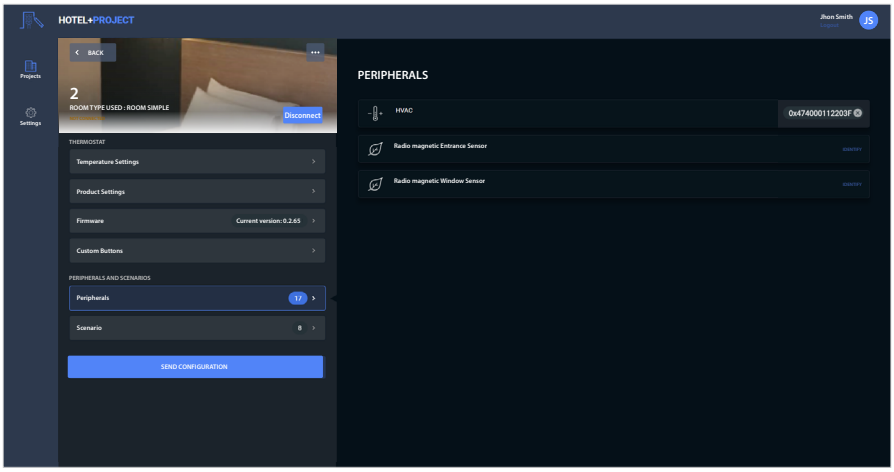
Before connecting to UXOne, it is advisable to check if firmware updates are available



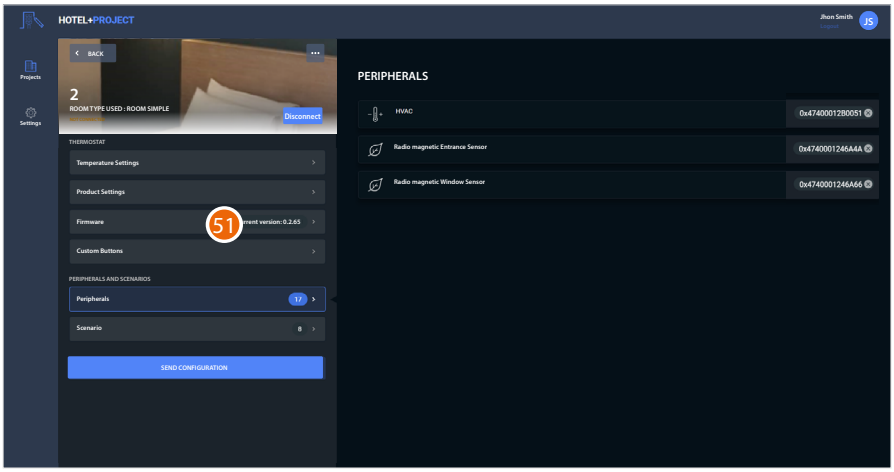
49. Click to enter the section where it is possible check if firmware updates are available
50. Click to start the connection procedure to UXOne

The HVAC actuator has been automatically identified and the mac address has been recovered. Automatic identification of the Magnetic entrance sensor and the Radio magnetic window sensor is not possible, and so specific procedures are required.

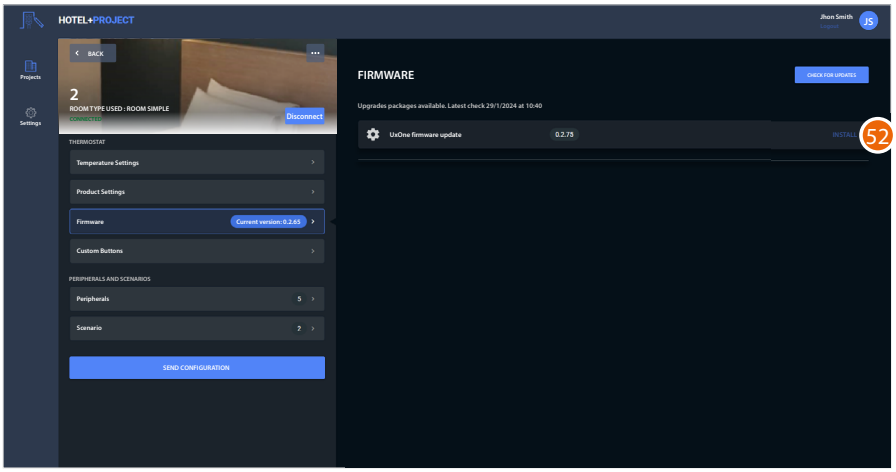
– Green power device identification procedure



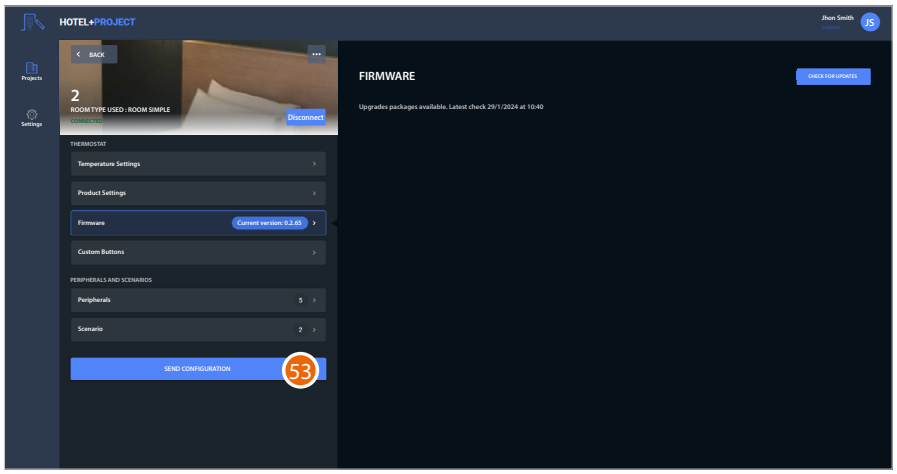
At the end of these operations, all the peripheral devices have been identified.



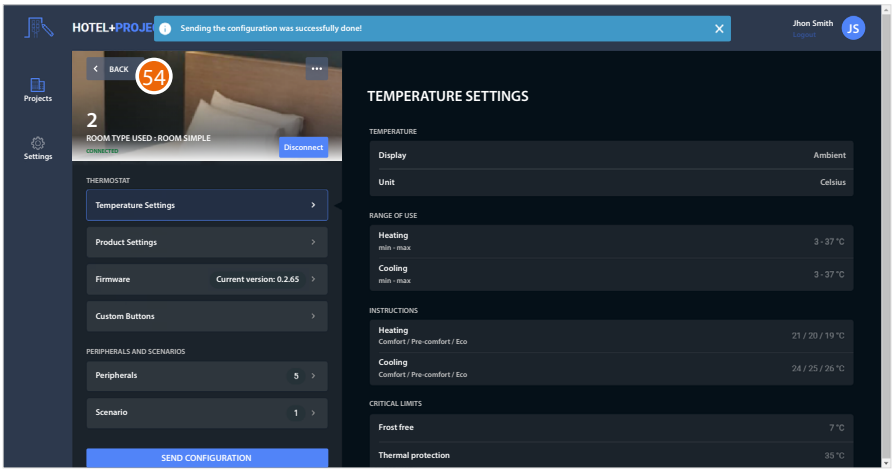
51. Click to enter the firmware update section



52. Click to install the previously downloaded firmware updates.

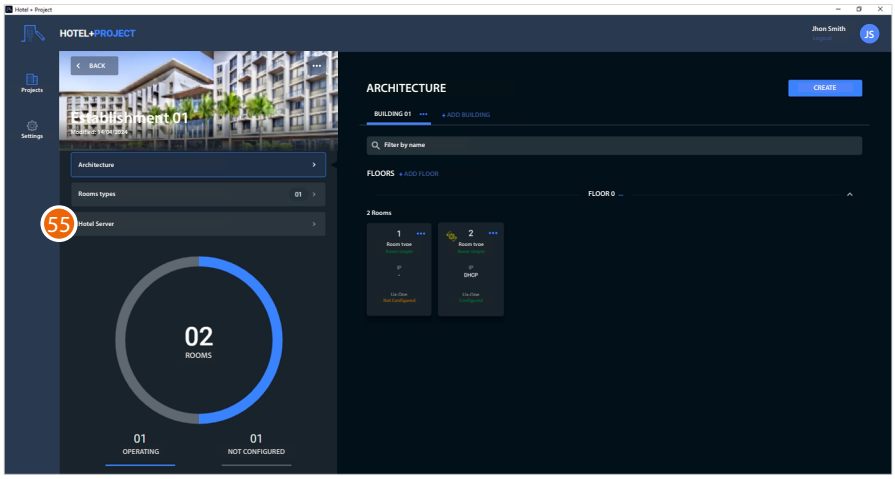


53. Click to send the configuration to the room

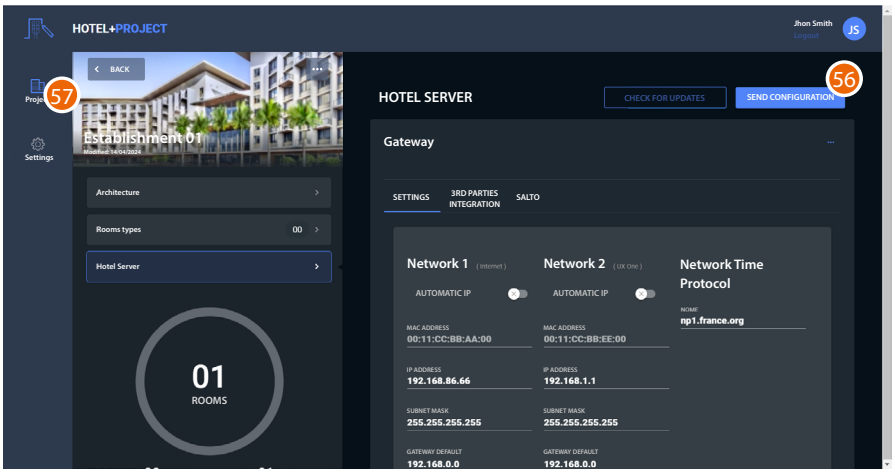


54. Click to return to the home page

Send the configuration to the Server



55. Click to enter the "Hotel Server" section



56. Click to send the configuration to the server.
57. Click to enter the Projects Home Page

Synchronise

58. Click to synchronise the project

Advanced system: Air conditioning, DND/MUR functions, Lights (ON-OFF and dimmer), Automations, Sockets and Scenarios.

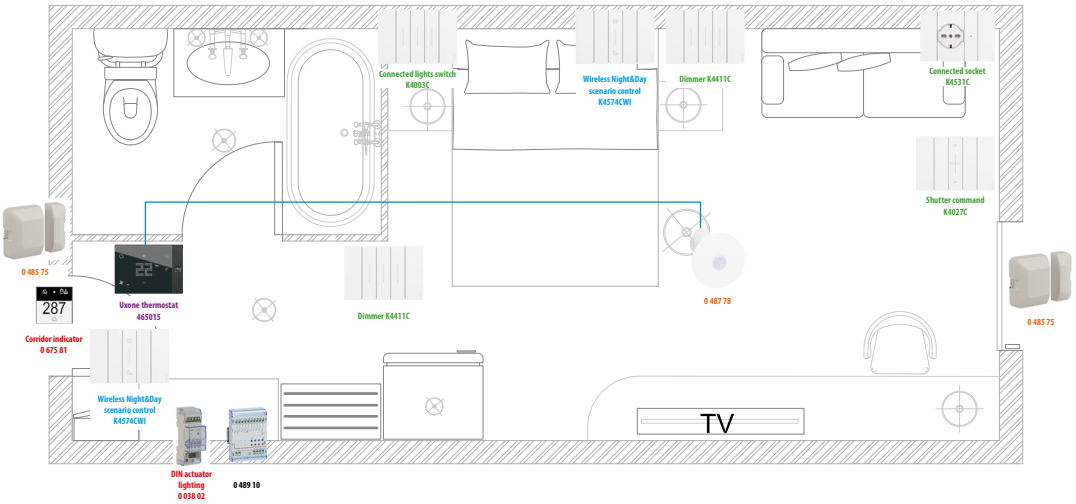
Functions available in the room:

- Management of air conditioning (hot and cold)
- Presence in the room with Virtual Keycard or traditional keycard switch
- Window contact (when window is open, thermostat goes in protection mode
- Do not disturb/Make up the room services
- Room entrance door bell
- Light management (on-off and dimmer)
- Automation management (shutters, curtains, blinds, …)
- Connected power sockets
- Scenario management

Installation precautions:

- For each room only one UXOne thermostat needs to be installed
- The temperature control actuator must always be present in the room.
- It must not be included in a A BACnet system with integrated temperature control management.

Diagram



BLACK: temperature control

Orange: virtual keycard and open window

Red= DND/MUR function

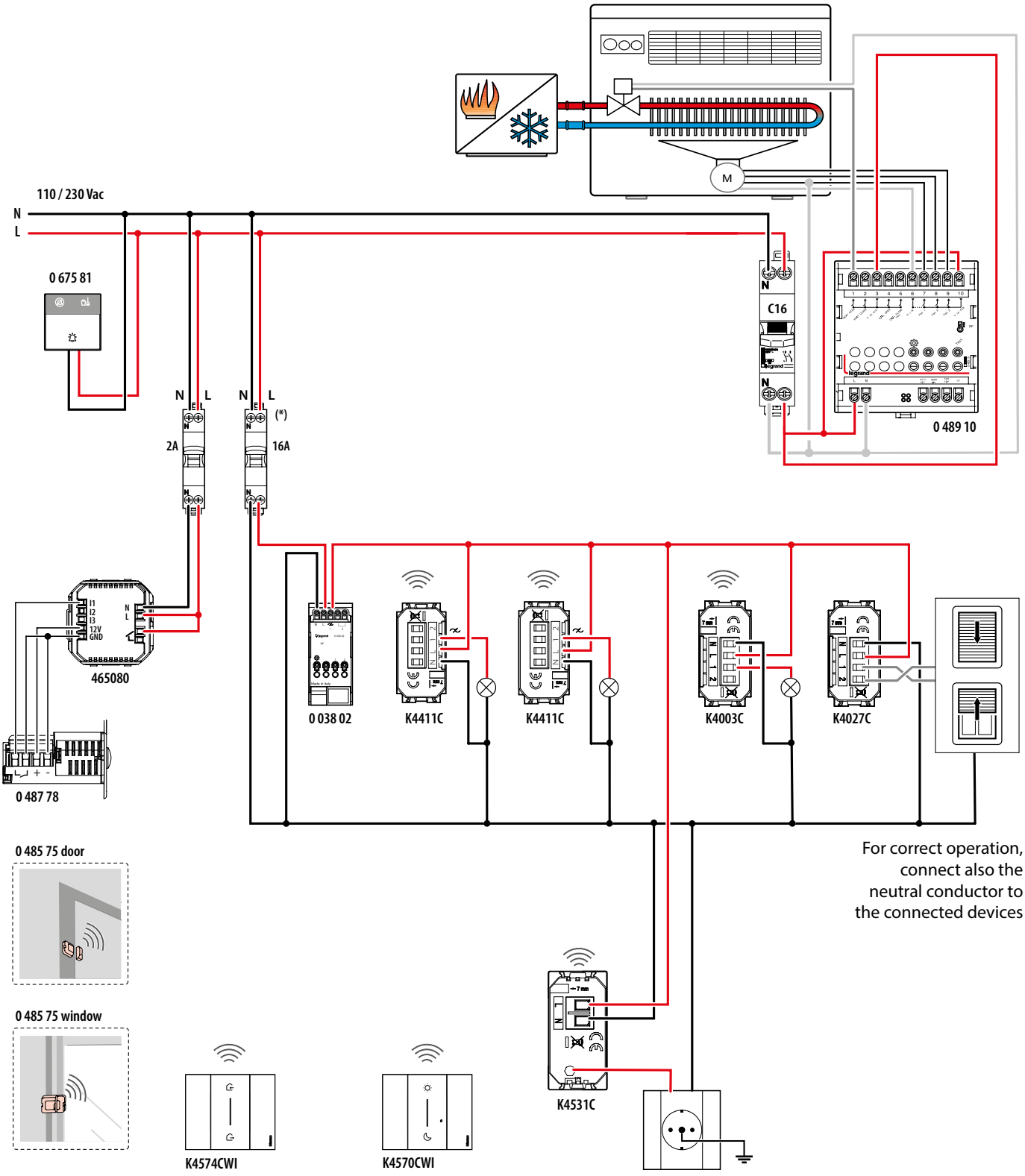
Green: Light Management (ON-OFF and dimmer), Automations and Sockets

Blue: Scenario management

List of required devices

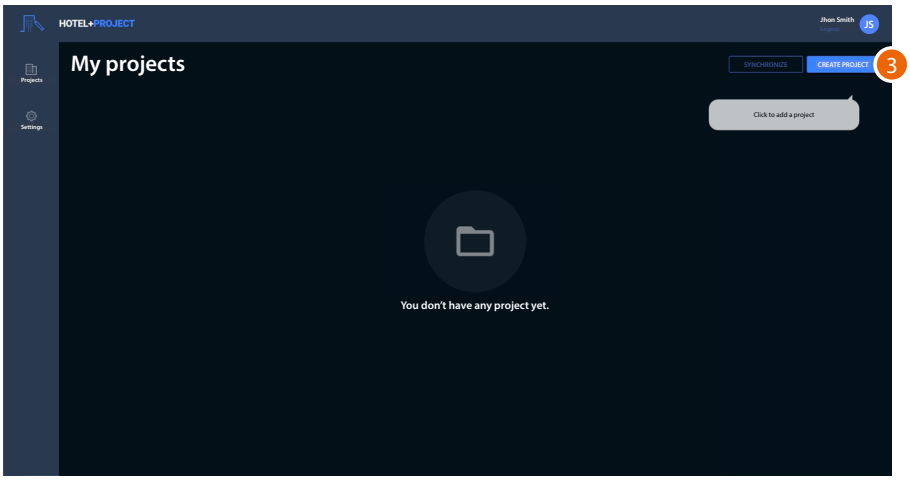
ITEM	QUANTY	DESCRIPTION	FUNCTION
465015	1	Customisable Uxone	Room management
0 489 10	1	Actuator for temperature controller	Temperature control
0 485 75	2	Radio magnetic sensor	Detection of window opening and closing
0 487 78	2	PIR technology sensor	Virtual keycard function activation
0 675 81	1	Corridor indicator	DND/MUR bell and display
NOTE: *nsert in the UXOne radio network* *see the procedure (p. 38)*			
0 038 02	1	DIN actuator lighting	Activation of lights and automations
NOTE: *Insert in the UXOne radio network* *see the procedure (p. 40)* *Association of the 0 038 02 DIN actuator with the 0 675 81 DND/MUR (Do Not Disturb/Make Up Room) indicator* *see the procedure (p. 48)*			
K4003C	1	Connected two-way switch	Light switch
K4411C	2	Connected dimmer/switch	Light adjustment
K4531C		Module for connected socket	Connected socket for load control
K4027C		Connected shutter control	Motorised shutter command
K4574CWI		Wireless Night&Day scenario control	Activate day/night scenario
K4570CWI		Wireless In&Out scenario control	Activate in/out scenario

Connections

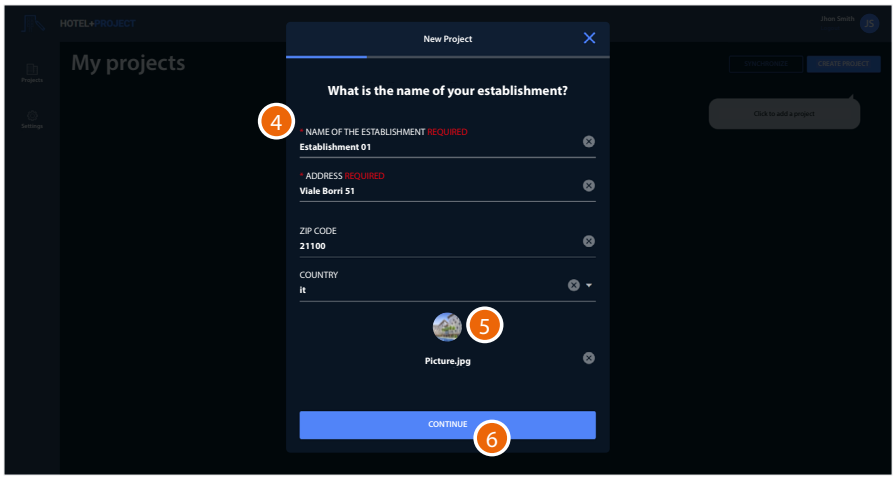


1. Install UXOne and the devices according to diagram
2. Create the Radio network between UXOne and the room Radio devices

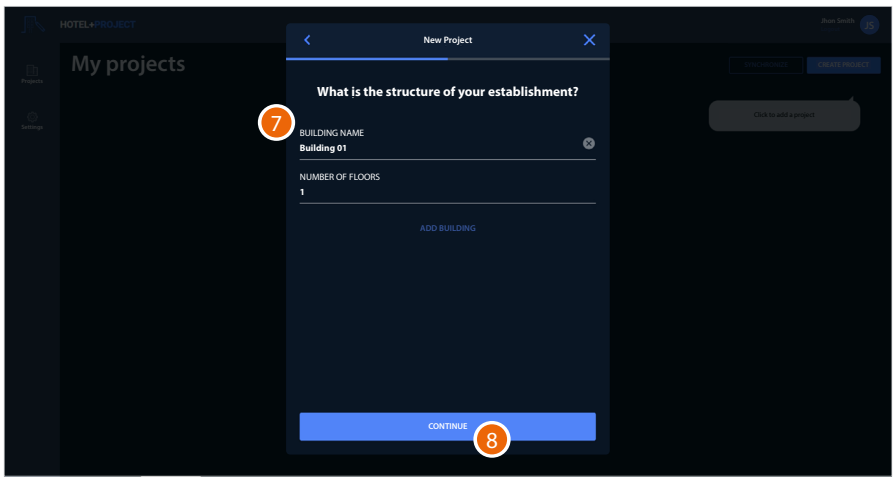
Creating a project



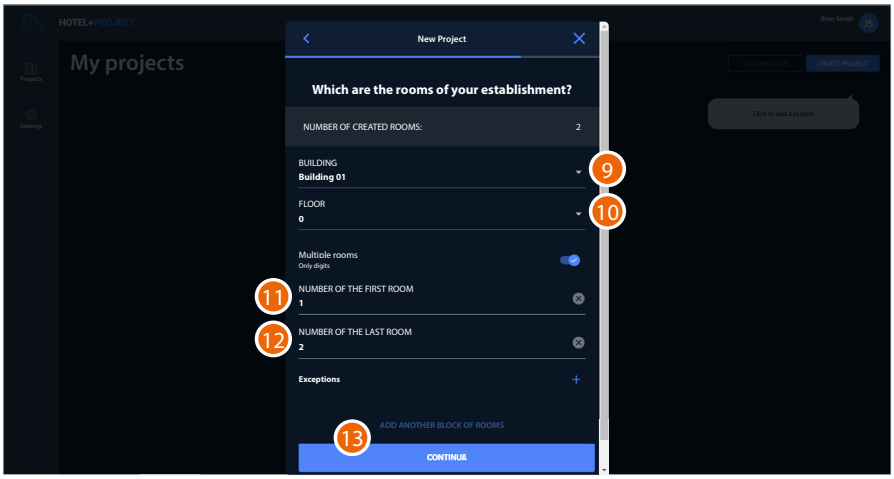
3. In the home page, click to create a new project



4. Enter the name of the facility and its address
5. Associate an image with the created structure
6. Click to continue

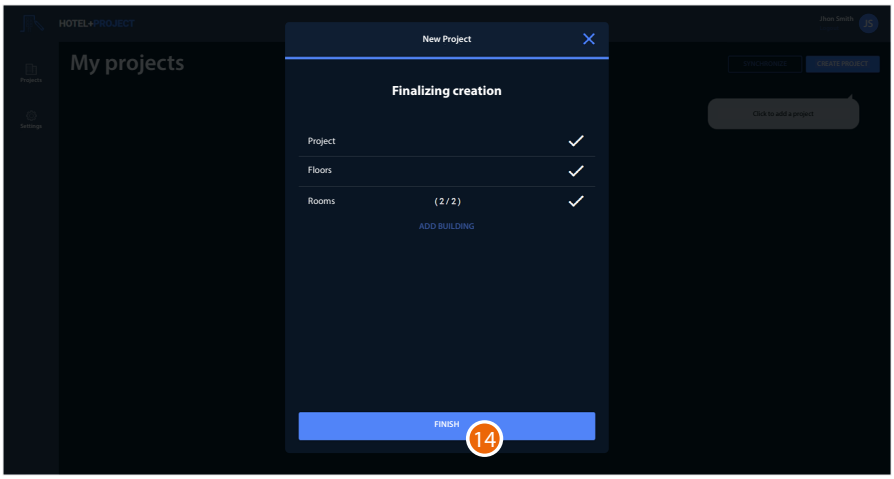


7. Indicate the name of the building and the number of floors
8. Click to continue



9. Select one of the previously created buildings
10. Select one of the previously created floors
11. Enter the number of the first room of the floor
12. Enter the number of the last room of the floor
13. Click to continue

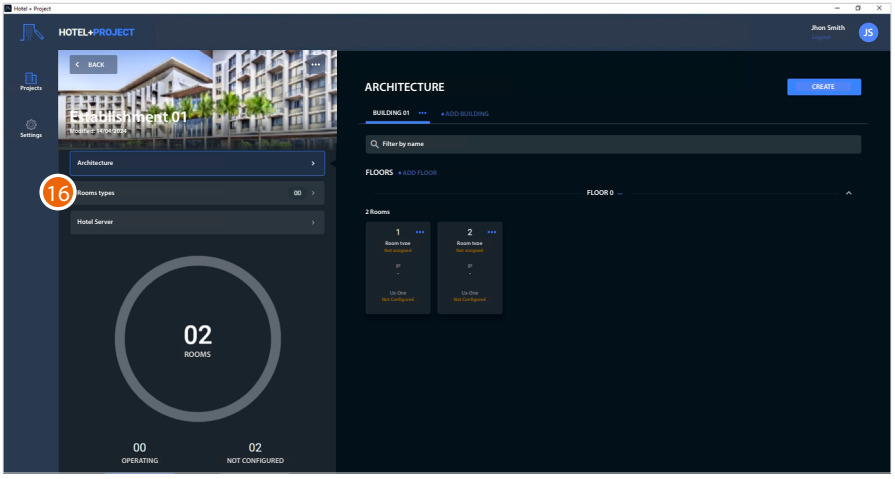
The display shows a summary of created facility



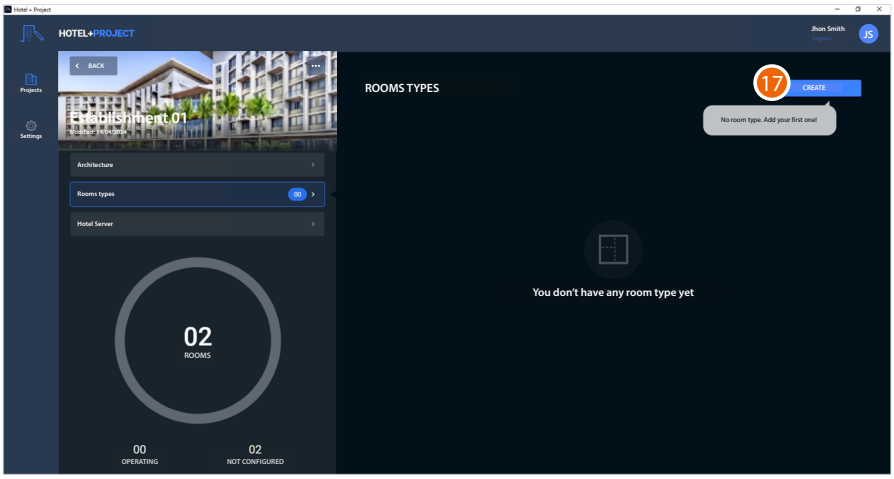
14. Click to finish

Creating the types of room

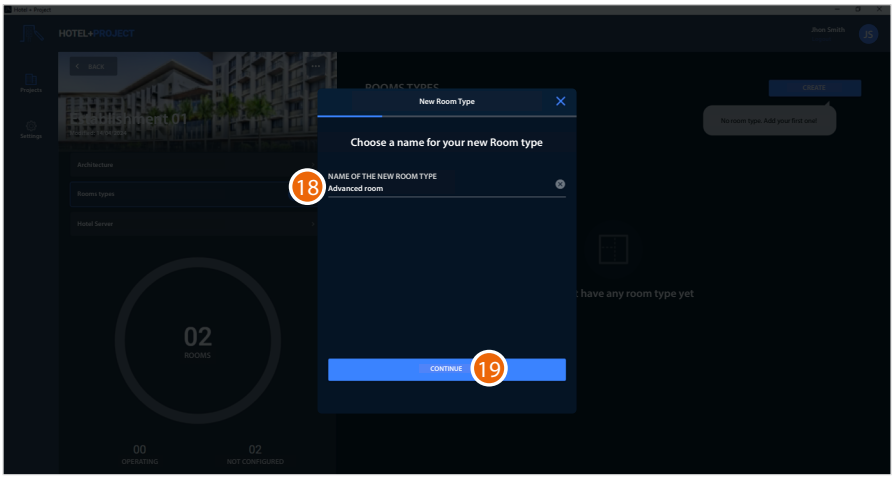
15 Click to enter the project



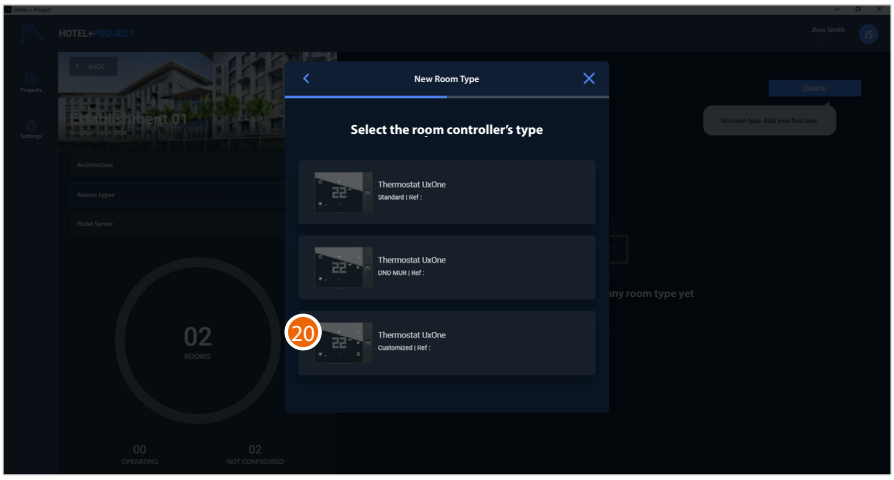
16. Click to enter the "Room Types" section



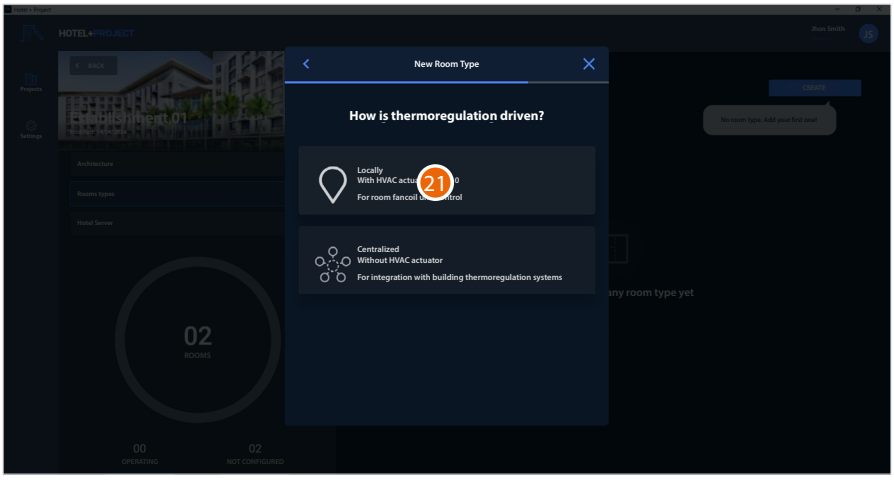
17. Click to create a type of room



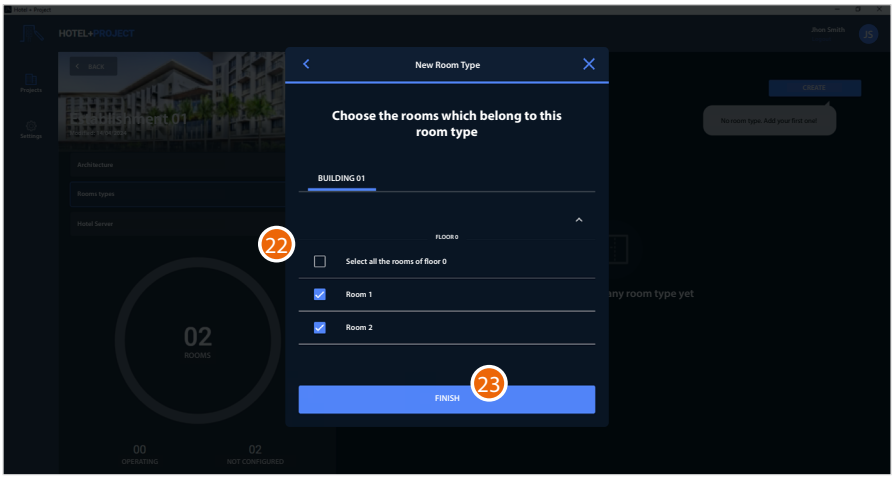
18. Define the name of the type of room
19. Click to continue



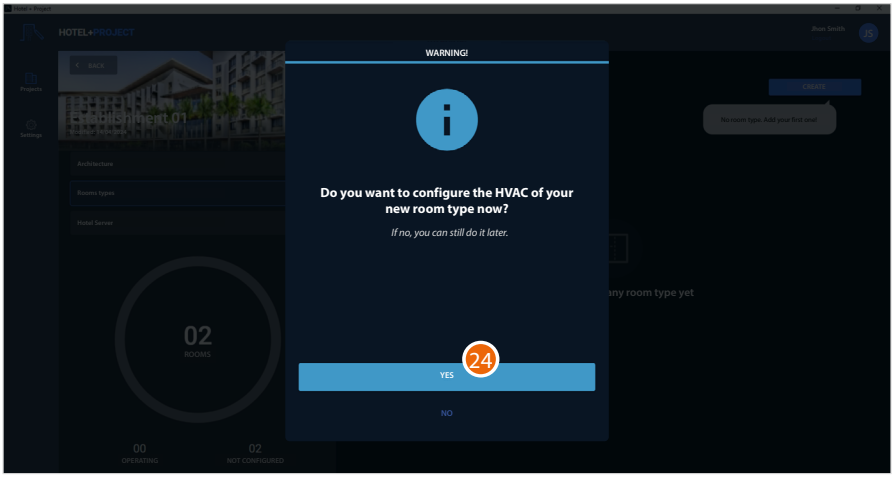
20. Select as UXOne type: **Customised UXOne**



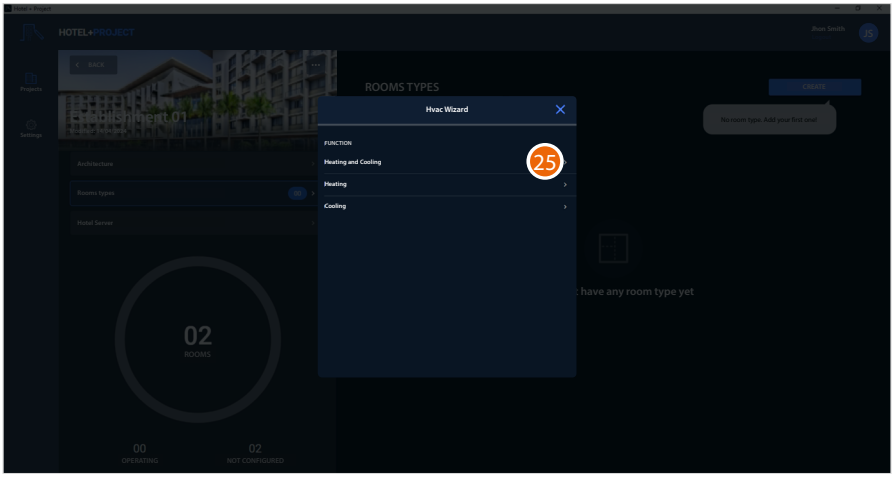
21. Select local room climate control through the fancoil actuator to manage heating/cooling and fan speed.



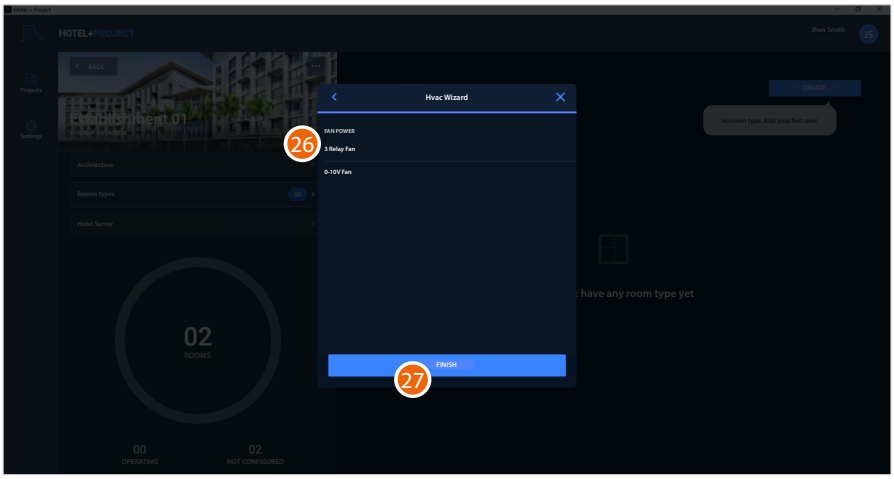
22. Select which rooms will use this room type as a base.
    It is possible to select the rooms individually, or all the rooms of a floor at once.
23. Click to finish



24. Click to configure the HVAC actuator linked to the room type being created.

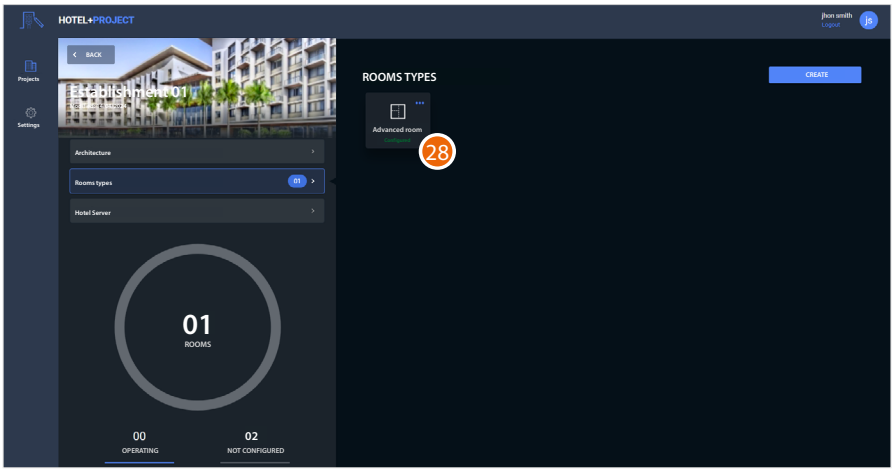


25. Click to select the heating and cooling system type



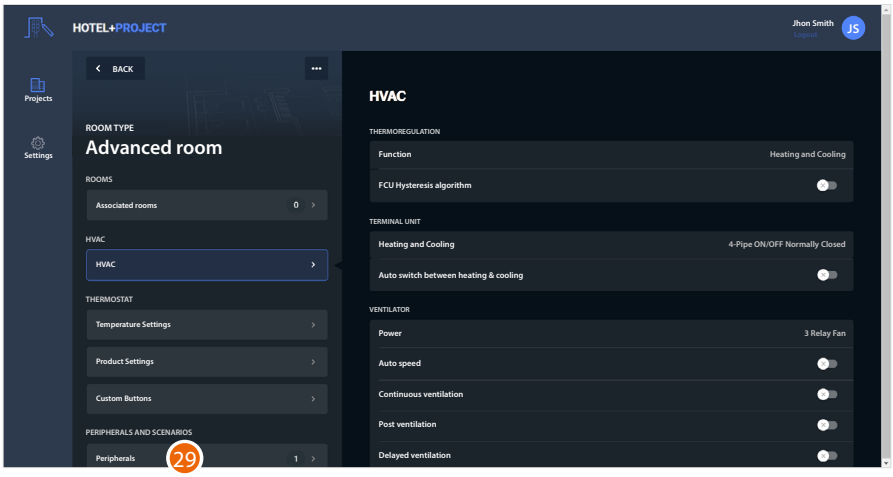
26. Select the type of fan
27. Click to finish

The type of room has been created successfully

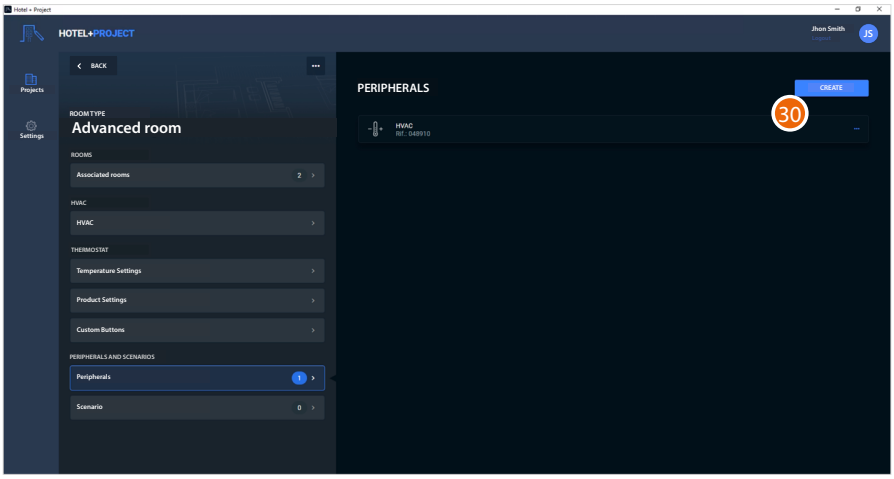


28. Click to enter the “Room Type” page

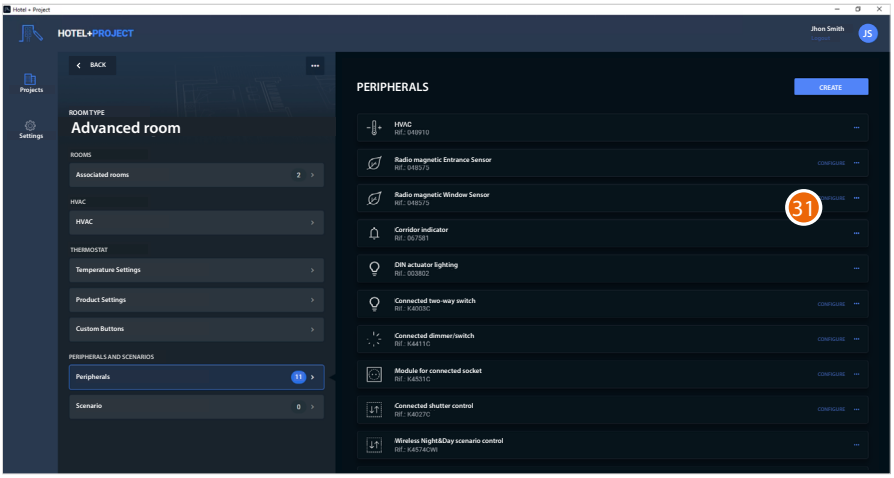
Creating the peripherals



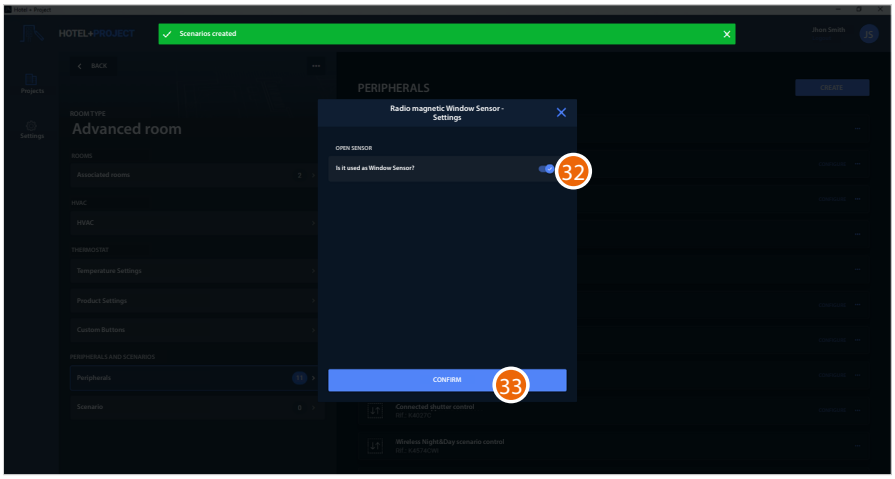
29. Touch to enter the "Peripherals" section



30. Click to insert the listed peripherals in the "peripheral list" table (see: Create a peripheral object).
    UXOne and Hvac were already included automatically during the creation of the room type.

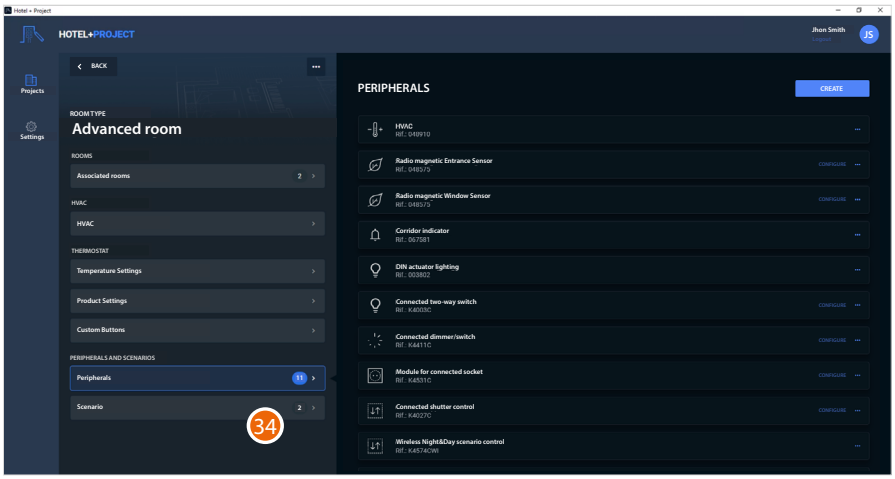


31. Click to configure the window contact for the Open Window function

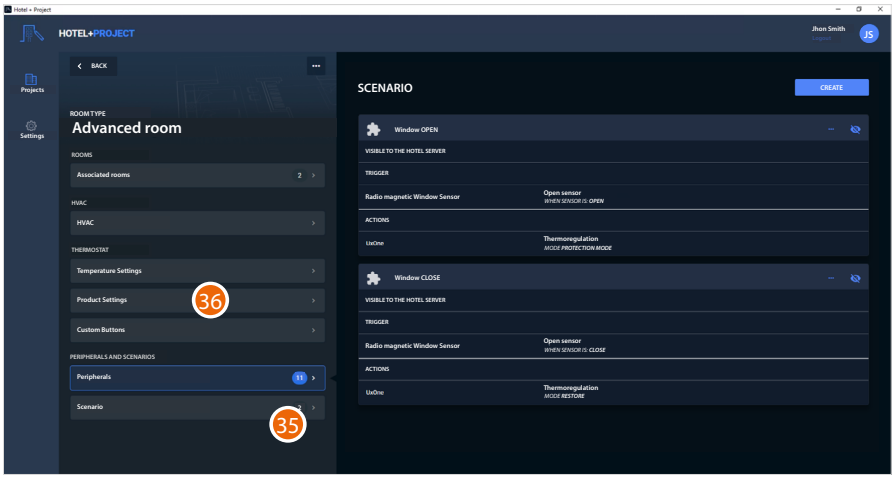


32. Click to enable the sensor as a window sensor. This will automatically create scenarios to activate the Open Window function.

33. Click to confirm



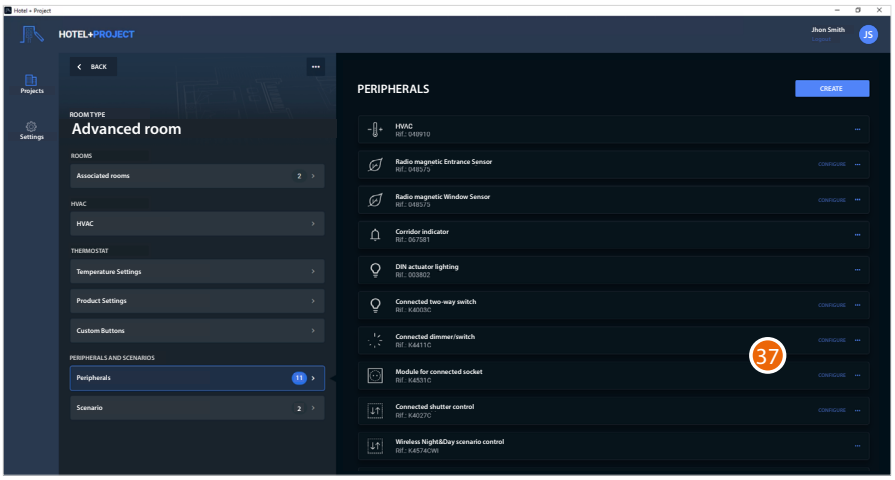
34. Click to display the created scenarios



35. Two scenarios have been created, so that when the sensor is open UXOne activates “Protection” temperature control mode, and “Restore” mode when the sensor is closed.

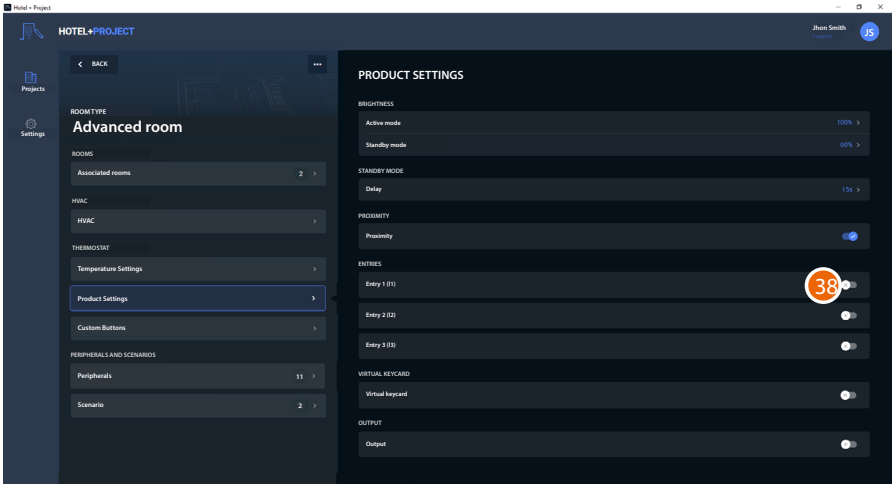
36. Click to return to the product settings page

The Corridor Indicator, Lighting DIN Actuator and Scenario Control peripherals do not require configuration.
The Diverter Connected, Dimmer Switch Connected, Socket Module Connected and Roller Shutter Control Connected peripherals require specific configuration.

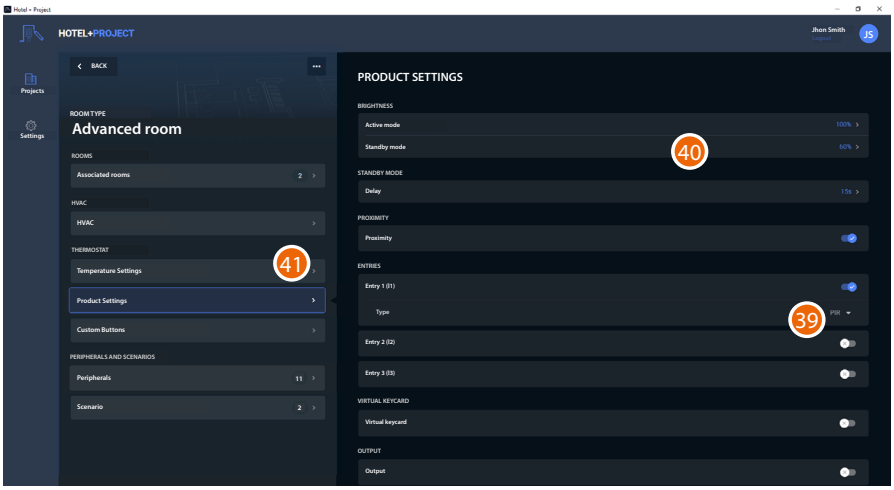


37. Click to configure the peripherals

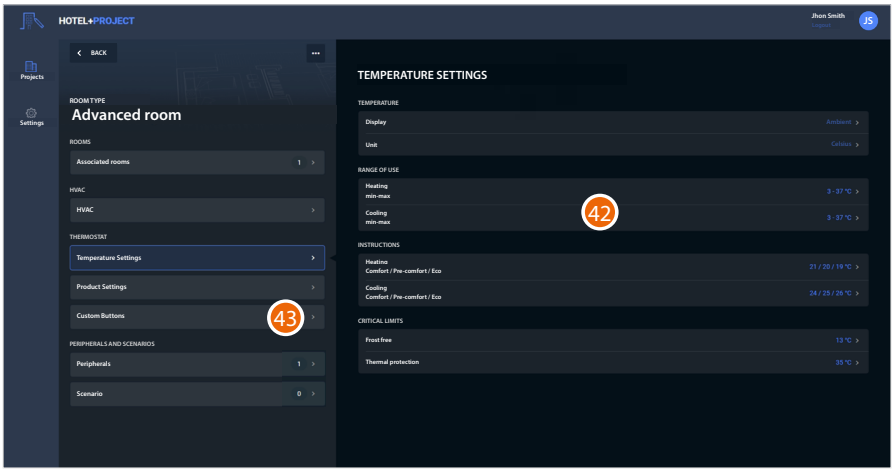
The PIR sensors wired to Entrance 1 must be enabled in the appropriate Entrance section.



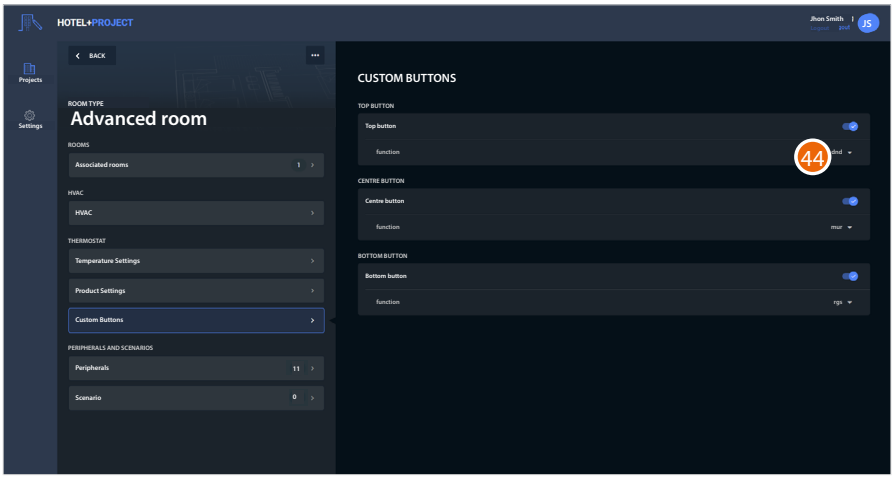
38. Click to enable Entrance 1.



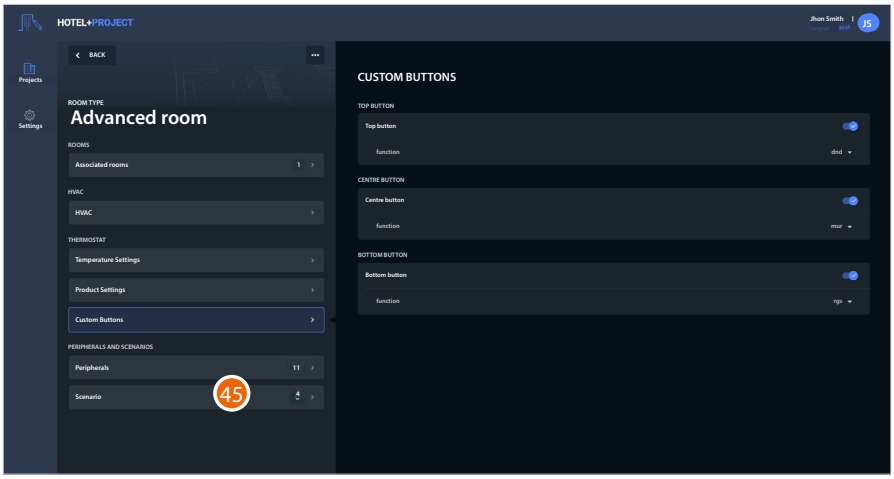
39. Click to configure Entrance 1 as PIR and then enable the PIR technology sensors in the bathroom and living room.
40. Click to set various product-related parameters
41. Click to enter the temperature setup page



42. Click to set various temperature control parameters
43. Click to customise the UXOne pushbutton, associating each one of them with a function

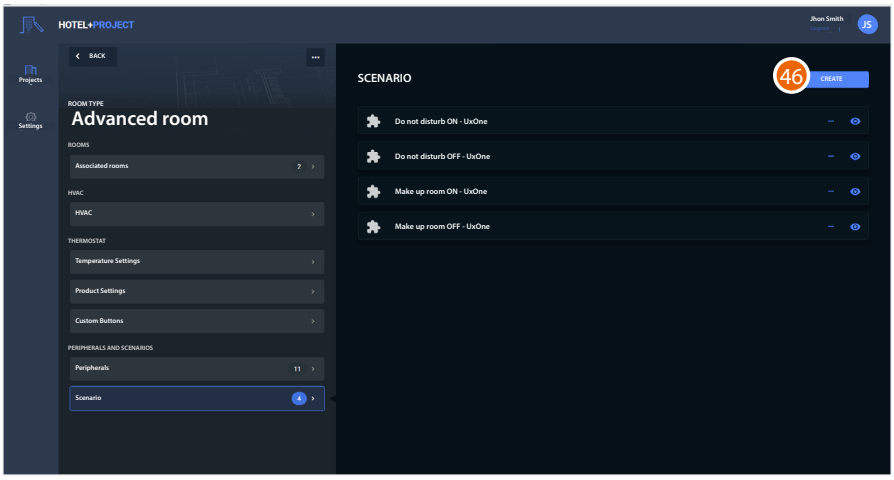


44. Click to enable the pushbuttons and configure them so that when pressed on the device they perform functions (DND, MUR, RGS or a scenario)

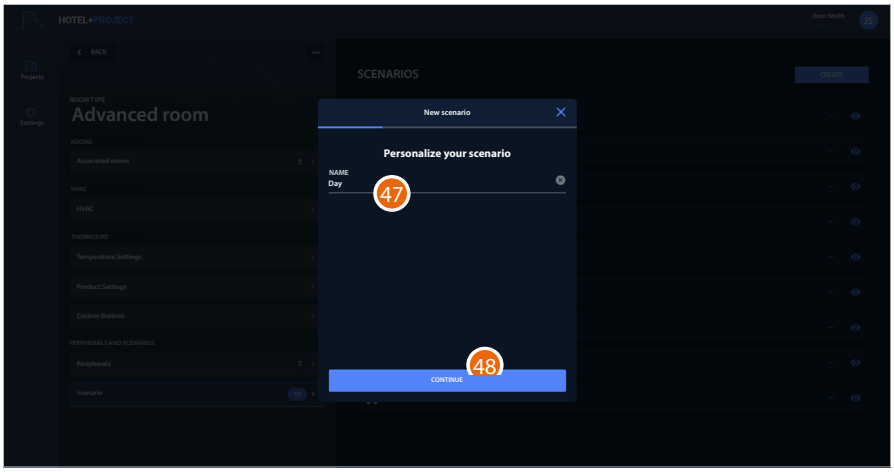


45. When selecting DND or MUR room status, the software automatically creates 4 scenarios that allow the function status to be made available on other devices installed in the room (e.g. when the DND function is activated by pressing the UXOne button, the relevant LED lights up on the controller). Conversely, when the DND or MUR functions are not selected, the software deletes the 4 created scenarios Click to open the Scenario page

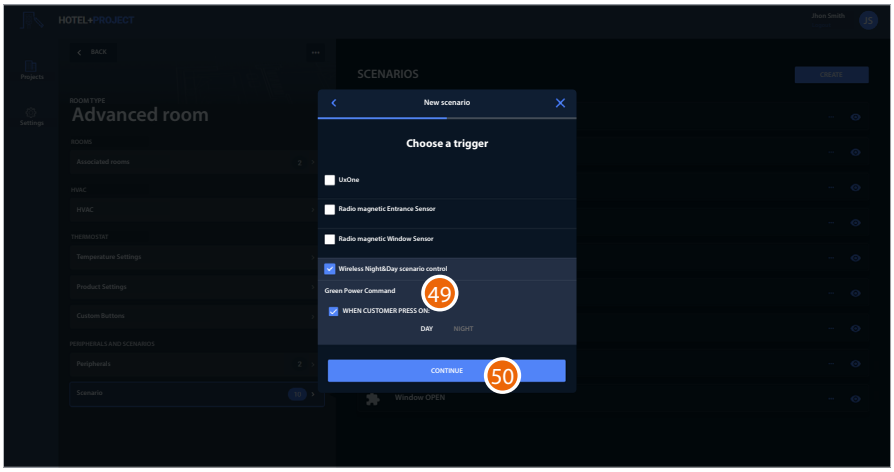
Scenario creation



46. Click to create Night, Day, In and Out scenarios, so that they can be recalled by the Night&Day and In&Out scenario commands.

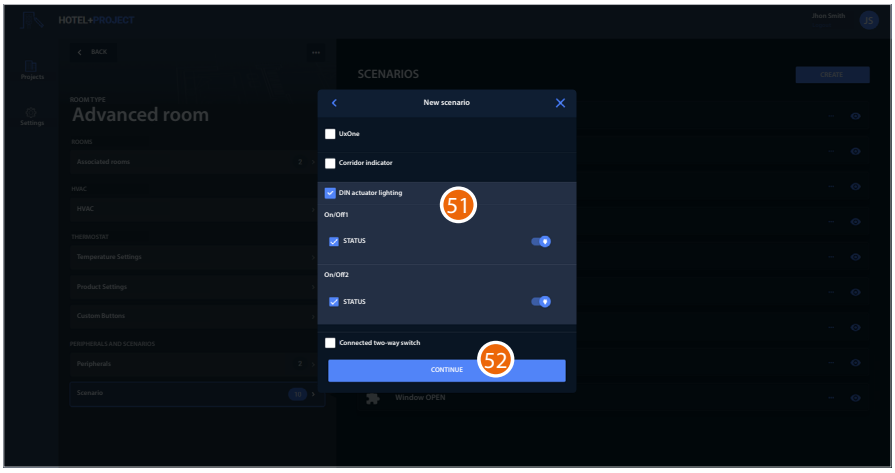


47. Customise the description of the first scenario
48. Click to continue

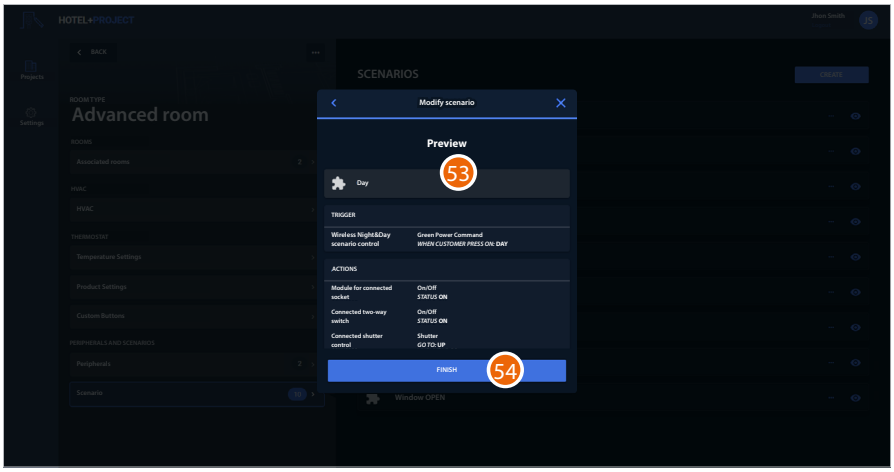


49. Select, as a scenario start condition (trigger), the moment the customer presses the Day command of the wireless Night&Day scenario control,
50. Click to continue

Now select the actions that the scenario will trigger following the start condition

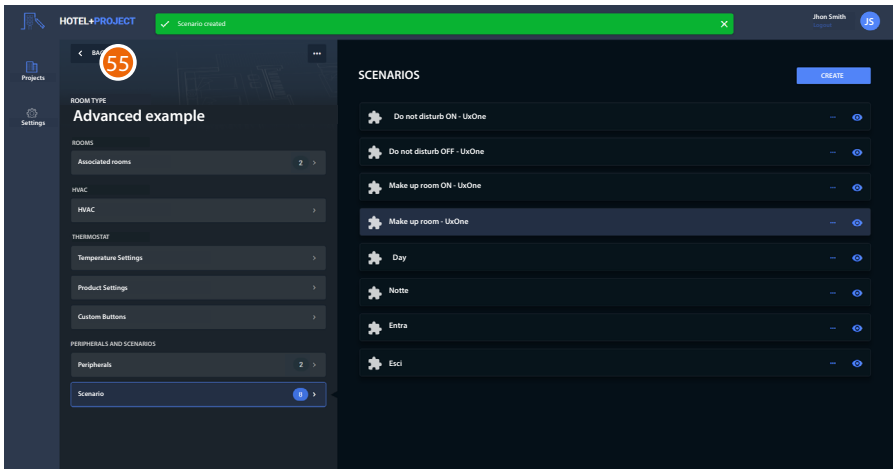


51. Select the objects involved in the Day scenario and set the status to activate (e.g. raise the room shutter, etc.)
52. Click to continue

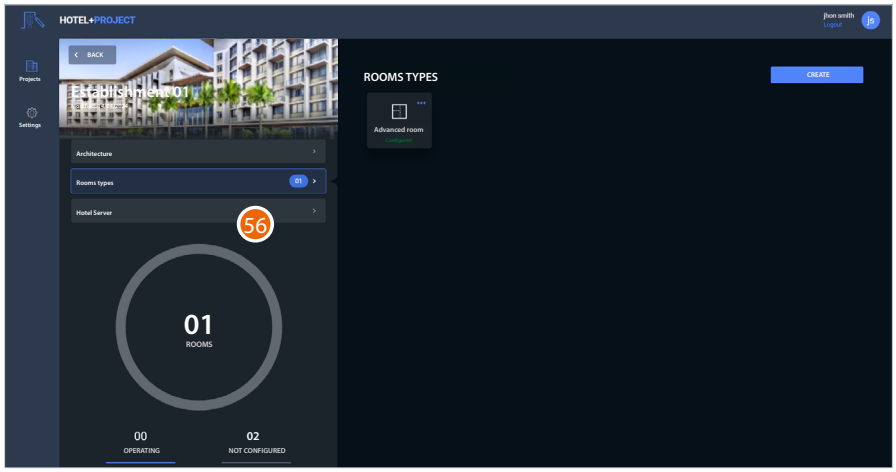


53. Check the preview of all the commands that will be activated when the Day key is pressed on the wireless scenario control
54. Click to finish

Repeat for the other scenarios (Night, In, Out)

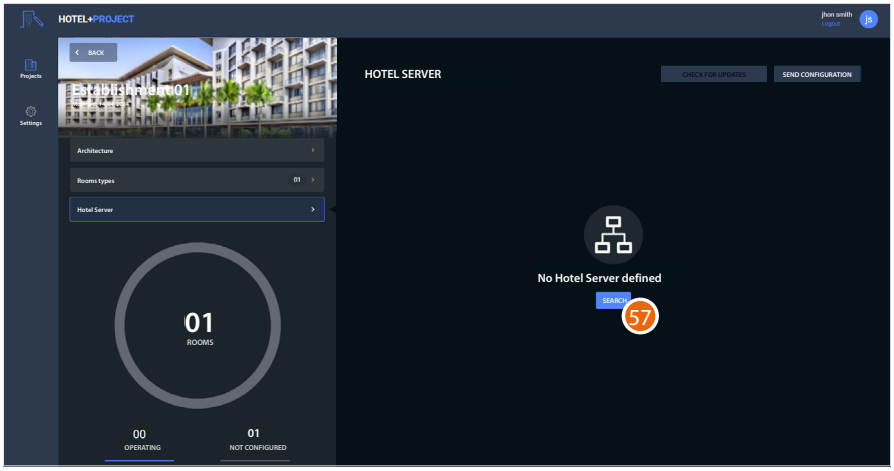


55. Click to return to the home page

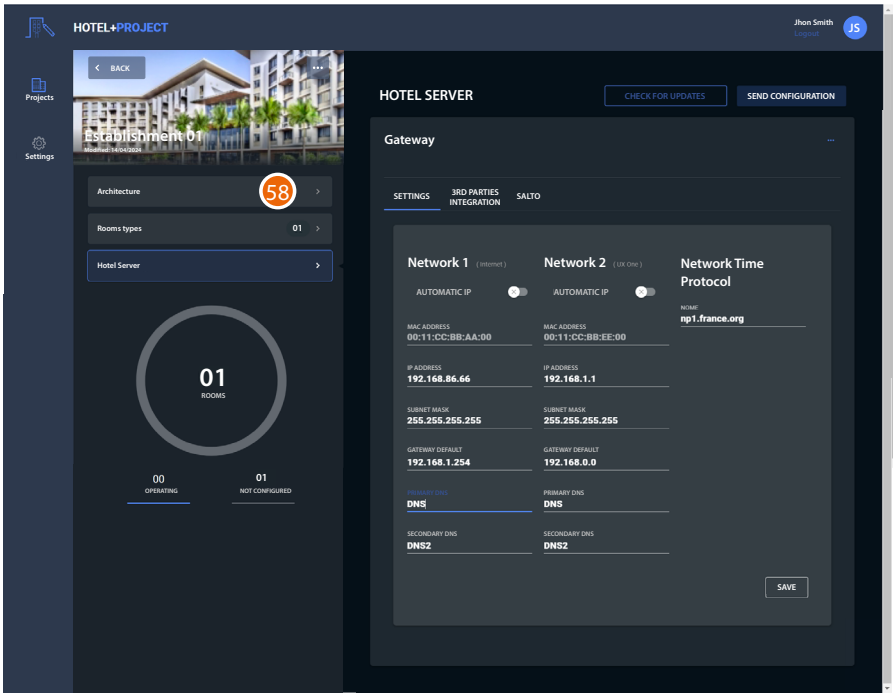


56. Click to open the configuration page of Hotel Server

Hotel Server configuration

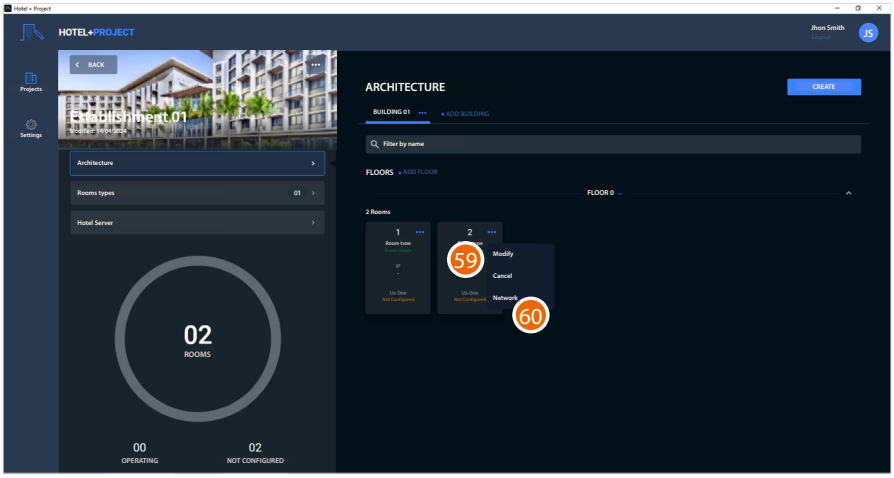


57. Click to configure the server parameters and allow the designated user (a member of the hotel staff) to manage the rooms using the Hotel Room Supervision software



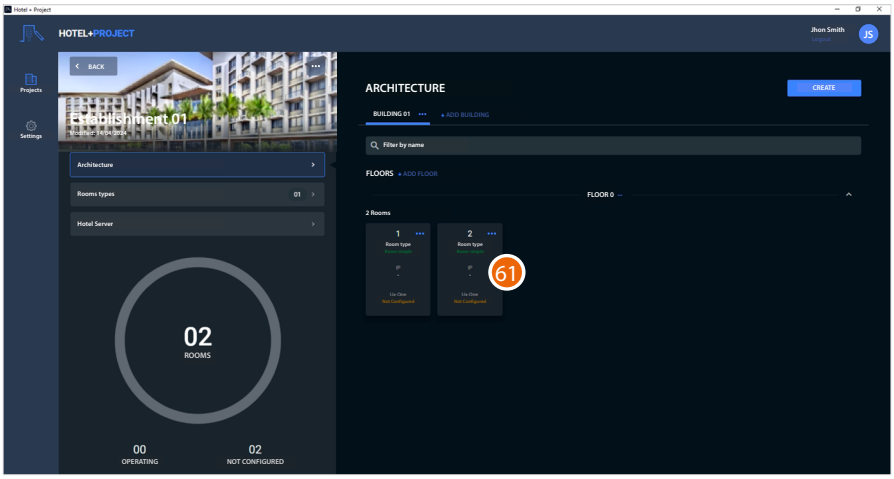
58. Now set the general network used for connecting UXOne with the local network; click to open the Architecture page

Set the room network



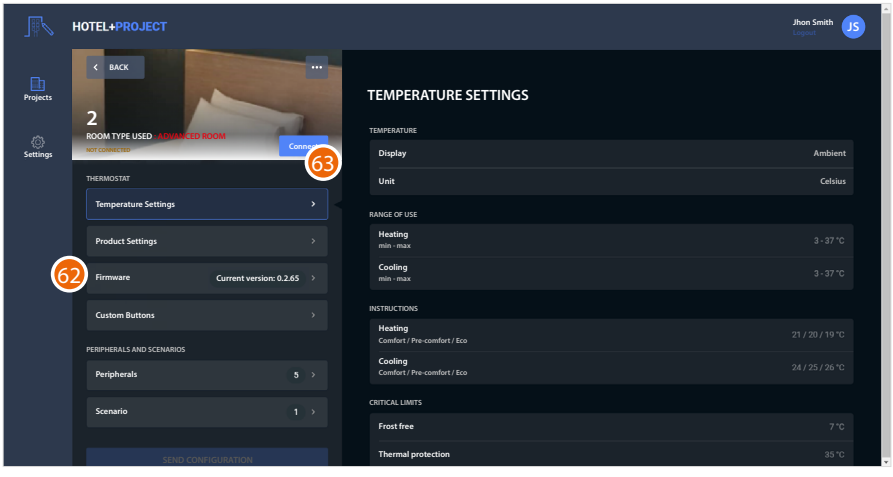
59. Click to open the room settings
60. Click to [configure the network]

Connect the rooms



61. Click to enter the room

Before connecting to UXOne, it is advisable to check if firmware updates are available

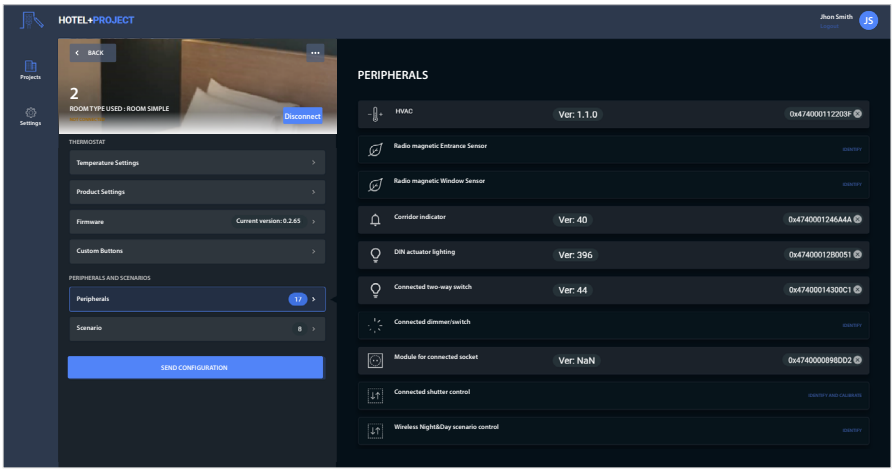


62. Click to enter the section where it is possible check if [firmware updates] are available
63. Click to start the [connection procedure to UXOne]

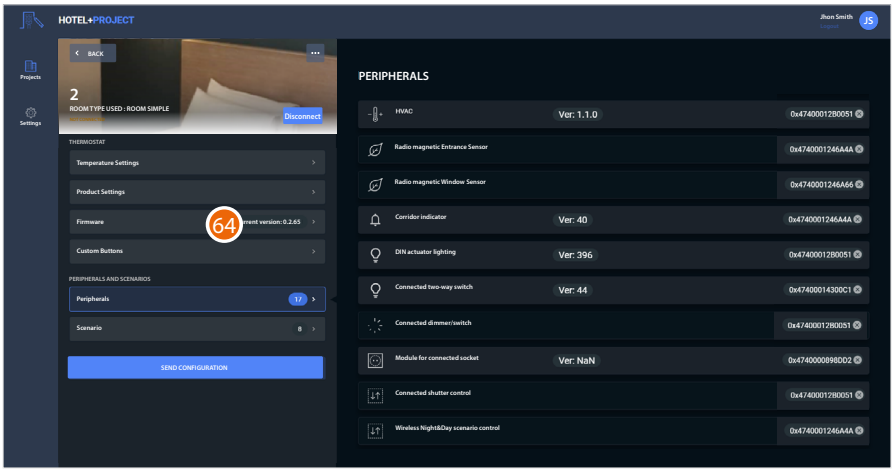
Most peripherals have been automatically identified and the mac address has been recovered. For some devices : magnetic entrance sensor, radio magnetic window sensor, connected dimmer switch, and scenario controls: automatic identification is not possible, and therefore specific procedures are required.

- Green Power device identification procedure (illustrated example: Green Power - Opening Contact)
- Radio Device identification procedure (illustrated example: Remote Master Command - EnterExit)

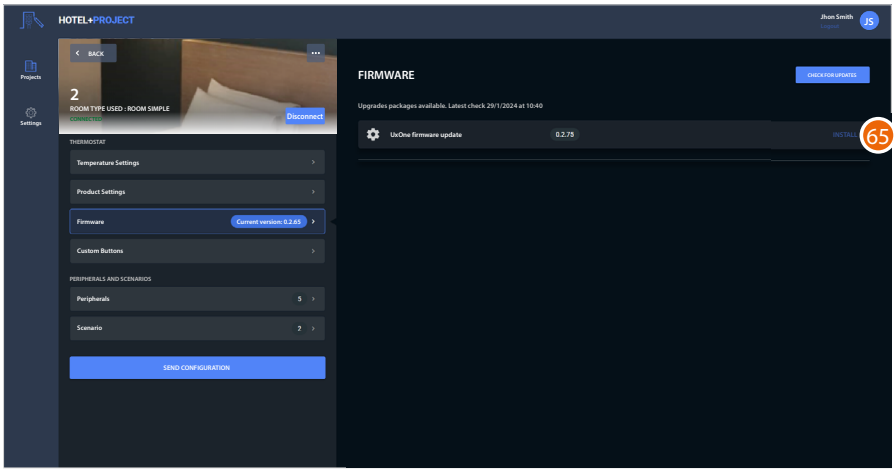
For the shutter control, "Calibration" is also required.



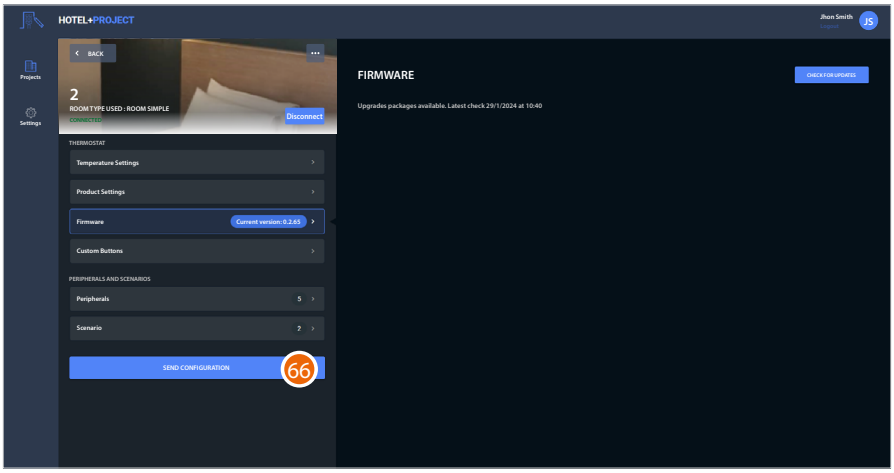
At the end of these operations, all peripherals have been identified and calibrated



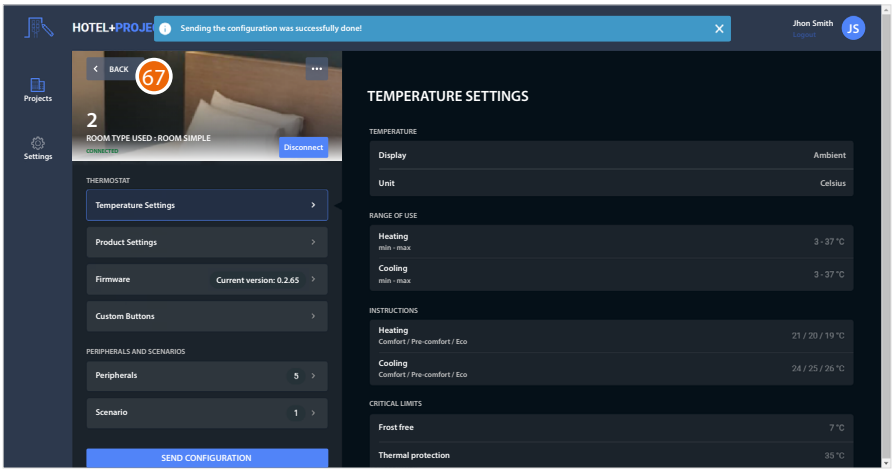
64. Click to enter the firmware update section



65. Click to install the previously downloaded [firmware updates]

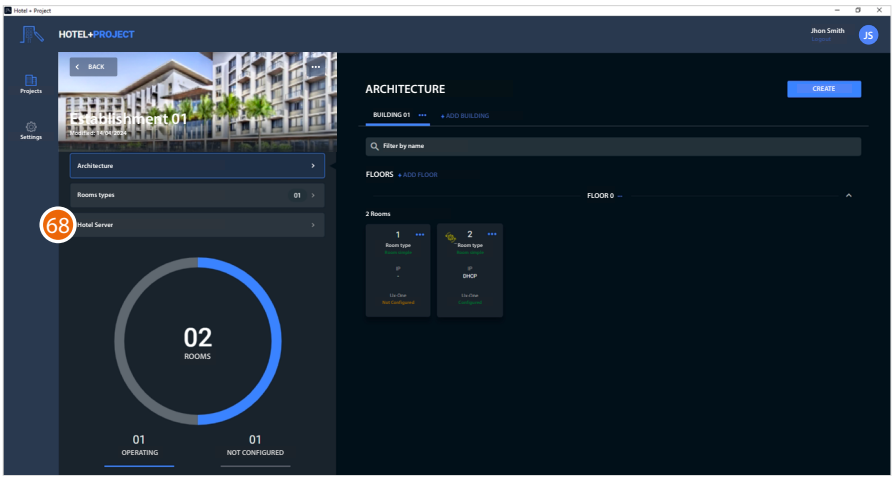


66. Click to send the configuration to the room

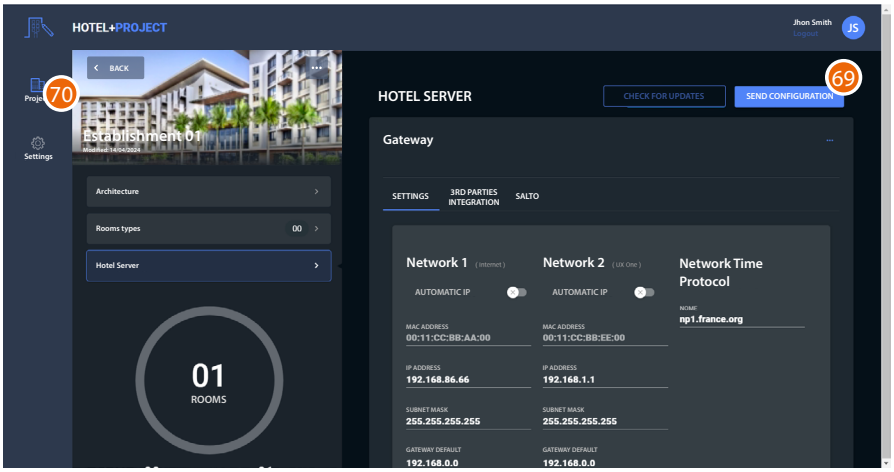


67. Click to return to the home page

Send the configuration to the Server



68. Click to enter the "Hotel Server" section



69. Click to send the configuration to the server

70. Click to enter the Projects Home Page

Synchronise

71. Click to synchronise the project

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