



F460/F461

Installation and configuration manual

bticino



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General information

Warnings and recommendations

It is important to read this manual carefully before proceeding with the installation.

The warranty becomes automatically void in case of negligence, improper use, tampering by unauthorised personnel.

NOTE: A home Wi-Fi network with internet access is needed for the connection between the device and the smartphone and, also, the smartphone and the F460/F461 must be connected to the same LAN network.

To configure the F460/F461, the MyHOME plant and the Burglar alarm system, the installer must install the Home+Project app on his smartphone.

To use the service offered the End customer must install Home+Control* and Home+Security apps and acquire the technical equipment which allows access to the Internet, on the basis of an agreement made by the Customer himself with an ISP (Internet Service Provider). BTicino plays no part in this.

In these cases, the integration and good working between F460/F461 and apps may depend on:

- a) quality of the Wi-Fi signal;
- b) type of access contract to the home internet;
- c) type of data contract on the smartphone.

When one of these 3 elements does not conform with the specifications required for product operation, BTicino accepts no responsibility for any faults.

We would like to inform you that the service provided by BTicino by means of remote use via the apps involves the use of data. The cost linked to data usage depends on the type of contract which the customer has with his ISP (Internet Service Provider) and is solely the customer's responsibility.

Although the system manages devices from third parties, the home-automation system must be BTicino.

***NOTE:** Only valid for F460.

CAUTION: Not all the functions shown in this manual are available for all countries. Check with your retailer which functions are available for your market.

CAUTION: The images of this manual are only indicative, and therefore may not exactly represent the characteristics of the product.

Function limits

POWER SUPPLIES- F422A	MANAGED ADDRESSES	FUNCTION LIMITS
1 POWER SUPPLY	175	30 Maximum number of configurable rooms 50 Maximum number of graphic objects in a room 50 Maximum number of commands which can be associated to an actuator
2 POWER SUPPLIES AND 1 F422A	350	50 Maximum number of scenarios 150 Maximum number of actions in the scenario 50 Maximum number of start conditions for each scenario
3 POWER SUPPLIES AND 2 F422A	525	15 Maximum number of installer account 1 Maximum number of simultaneously connected installer users 30 Maximum number of zones for each house

F460/F461 connections

Services	Addresses	Port	Protocols
<i>Cloud Services</i>			
Main Server	nv2-bncx.netatmo.net	25050	tcp
<i>NTP Service</i>	pool.ntp.org (by default, to be edited by the user)	123	ntp
<i>Log Service</i>	log.bs.iotleg.com	5001	syslog
<i>Update service</i>			
Download Server	n3tfw.blob.core.windows.net	443	https
<i>Email service</i>	Depending on the user configuration		

Light and Automation Devices that can be directly associated via F460/F461

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Scenario command	LG-573902	08W51	BT-L4680	09W08
	LG-573903	08W51	BT-N4680	09W08
	LG-574503	all	BT-NT4680	09W08
	LG-574504	all	BT-HC4680	09W08
	LG-067217	all	BT-HD4680	09W08
	LG-067218	all	BT-HS4680	09W08
	LG-078478 LG-079178	all all		
SCS/SCS interface	LG-003562	12W20	BT-F422	12W20
SCS/SCS interface			BT-F422A	all
Multifunction touch command	LG-067243	13W05		
	LG-067244	13W05		
	LG-067245	13W05		
BUS 8-key command	LG-067592	all	BT-LN4652	all
			BT-H4652	all
2 m basic command	LG-067552	all	AR-64360	09W40
			BT-H4652/2	09W40
			BT-L4652/2	09W40
			BT-AM5832/22	09W40
3 m basic command	LG-067554	all	BT-L4652/3	09W40
			BT-H4652/3	09W40
			BT-AM5832/3	09W40
Light actuator			BT-K8002L	all
BUS shutter actuator	LG-067557	all	BT-LN4661M2	all
			BT-H4661M2	all
			BT-AM5861M2	all
			BT-K8002S	all
BUS shutter command	LG-067558	all	BT-LN4660M2	all
			BT-H4660M2	all
			BT-AM5860M2	all
Special command	LG-067553	all	AR-64362	all
			BT-L4651M2	08W41
			BT-H4651M2	08W41
			BT-AM5831M2	08W41
1-relay DIN actuator 16A 100/240V	LG-003847	all	BT-F411U1	all
2-relay DIN actuator 16A 100/240V	LG-003848	all	BT-F411U2	all
1-relay DIN actuator 16A 100/240V	LG-003841	10W17	BT-F411/1N	09W13
2-relay DIN actuator 16A	LG-003842	10W18**	BT-F411/2	09W04**
2-relay DIN actuator 16A 100/240V	LG-002601	all	BT-BMSW1002	all
4-relay DIN actuator 16A 100/240V	LG-002602	all	BT-BMSW1003	all
4-relay DIN actuator 6A	LG-003844	10W22*	BT-F411/4	09W04*
4-relay DIN actuator 16A 100/240V	LG-002604	all	BT-BMSW1005	all
4 output DIN actuator for 0-10V ballast	LG-002612	all	BT-BMD1002	all
DIN actuator for 0-10V ballast	LG-003656	10W05	BT-F413N	09W14
Basic contact interface	LG-573996	10W04	BT-3477	10W04
DIN contact interface	LG-003553	10W13	BT-F428	09W50

* If the device is installed on the output of the F422 interface, the minimum batch is 15W25

** If the device is installed on the output of the F422 interface, it is not possible to associate it using the APP. It is recommended to replace it with the code F411U2

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
1000 VA DIN dimmer	LG-002621	all	BT-F416U1	all
DIN dimmer 1000 W	LG-003652	09W50	BT-F414	09W29
400 VA DIN dimmer	LG-003653	10W07	BT-F415	09W22
2 x 400 VA DIN dimmer	LG-002622	all	BT-F417U2	all
300 VA DIN dimmer	LG-003665	all	BT-F418	all
2 x 300 VA DIN dimmer	LG-003651	all	BT-F418U2	all
3 m touch command	LG-573912	11W27	BT-HC4657M3	11W09
	LG-573913	11W09	BT-HD4657M3	11W12
			BT-HS4657M3	11W12
4 m touch command			BT-HC4657M4	11W12
			BT-HD4657M4	11W12
			BT-HS4657M4	11W14
SCS/DALI interface	LG-002631	10W13	BT-F429	10W20
Basic actuator			BT-3475	12W31
BUS shutter DIN actuator	LG-003666	all	BT-F401	all
Command actuator	LG-067561	all	BT-AM5852M2	all
	AR-64195	all	BT-H4672M2	all
	AR-64196	all	BT-LN4672M2	all
	AR-64393	all		
Basic command actuator			BT-3476	12W39
DALI 2 Dimmer			BT-F429D	all
DALI 2 Gateway			BT-F429G	all
Command actuator	LG-067556	all	BT-LN4671M2	all
DIN dimmer for ballast 0-10 V	LG-002611	all	BT-BMDI1001	all
BUS Dual Tech Green Switch	LG-067226	all	BT-L4658N	all
	LG-078486	all	BT-N4658N	all
	LG-574048	all	BT-NT4658N	all
	LG-574098	all	BT-HC4658	all
			BT-HD4658	all
BT-HS4658	all			
PIR BUS automatic switch	LG-067225	all	BT-L4659N	all
	LG-078485	all	BT-N4659N	all
	LG-574046	all	BT-NT4659N	all
	LG-574096	all	BT-HC4659	all
			BT-HD4659	all
BT-HS4659	all			
PIR ceiling mounted sensor	LG-048820	all	BT-BMSE3001	all
PIR+US double technology ceiling mounted sensor	LG-048822	all	BT-BMSE3003	all
IP55 PIR wall mounted sensor	LG-048834	all		
Memory module			BT- F425	10W01
Command			BT-K4652M2	all
			BT-K4652M3	all
Command actuator			BT-K4672M2S	all
			BT-K4672M2L	all

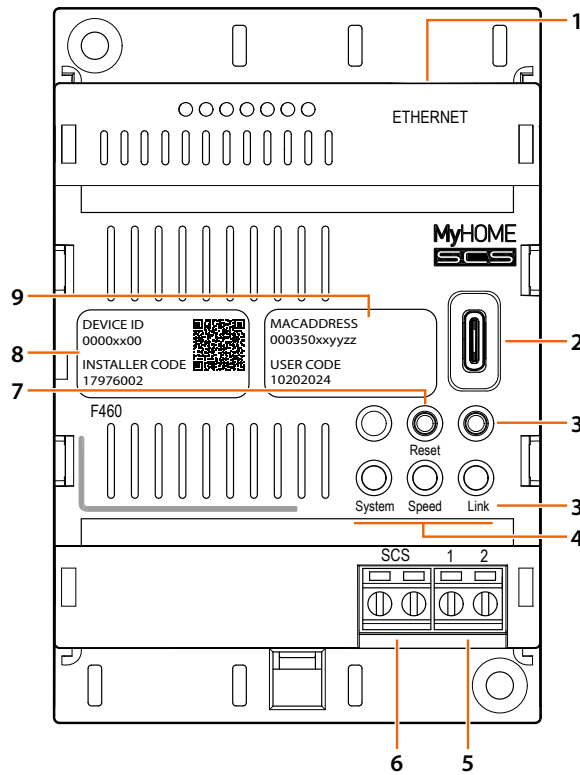
Temperature Control Devices that can be directly associated via F460/F461

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Thermostat with Display	LG-067459	all	BT-LN4691	all
	LG-064170	all	BT-H4691	all
	LG-752131	all		
	LG-752731	all		
Temperature control probe			BT-KM4691	all
			BT-KG4691	all
			BT-KW4691	all
Probe without regulation	LG-067458	13W36	BT-L4693	13W36
	LG-573924	13W36	BT-N4693	13W36
	LG-573925	13W36	BT-NT4693	13W36
			BT-HC4693	13W36
			BT-HS4693	13W36
			BT-HD4693	13W36
DIN actuator with 2 independent relays	LG-003579	13W06	BT-F430/2	13W06
DIN actuator with 4 independent relays	LG-003580	13W06	BT-F430/4	13W06
DIN actuator with 8 independent relays	LG-003517	all	BT-F430R8	all
DIN actuator with 2 outputs 0-10 V	LG-003518	all	BT-F430V10	all
DIN actuator with 3 independent relays and 2 outputs 0-10 V	LG-003519	all	BT-F430R3V10	all

Load control management Devices that can be directly associated via F460/F461

Description	Legrand code	From production batch:	Bticino code	From production batch:
Meter for the measurement of electricity			BT-F520	all
Central unit for load control system			BT-F521	all
Actuator with integrated current sensor			BT-F522	all
1-relay bistable actuator with Zero Crossing			BT-F523	all
Actuator with 1 10A relay			BT-L4672N	13W36
			BT-N4672N	13W36
			BT-NT4672N	13W36
			BT-HC4672N	13W36

Description

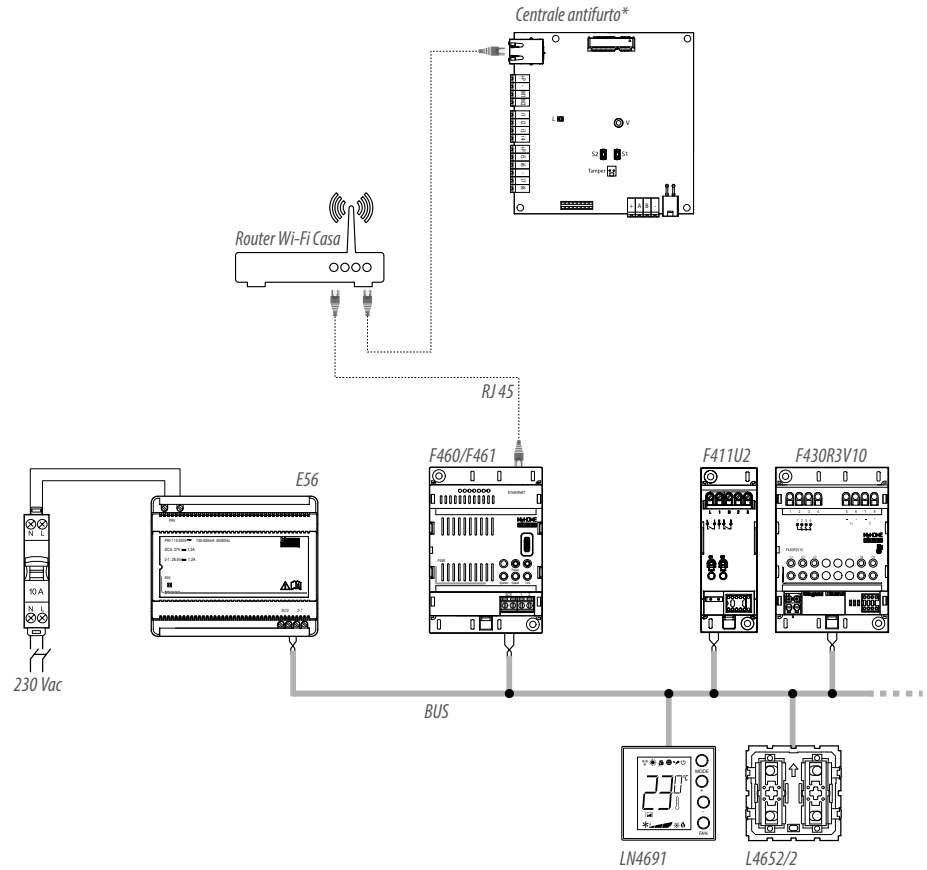


1. RJ45 for Ethernet LAN 10/100 Mbit
2. USB-C port: firmware update using the PC
3. Not used
4. User interface:
 - **System:**
on connecting the power supply it switches on orange, then off and the next time it switches on it indicates that the device is operative..
 - **Speed:**
off = not connected to the data network
yellow steady ON = connected to the data network
 - **Link:**
off = not connected to the data network
green steady ON = connected to the data network
green flashing = data transfer in progress
5. Additional power supply (27 Vdc)
6. 2 WIRES BUS for automation connection
7. Restart pushbutton, briefly press
8. **INSTALLER CODE:** installer code which allows the creation of a connection to the system and configuring it with Home+Project app.
9. **DEVICE ID:** device identification unique code.

NOTE: Using Home + Project, it is possible to download the latest available firmware version and use it for the configuration.

Wiring diagrams

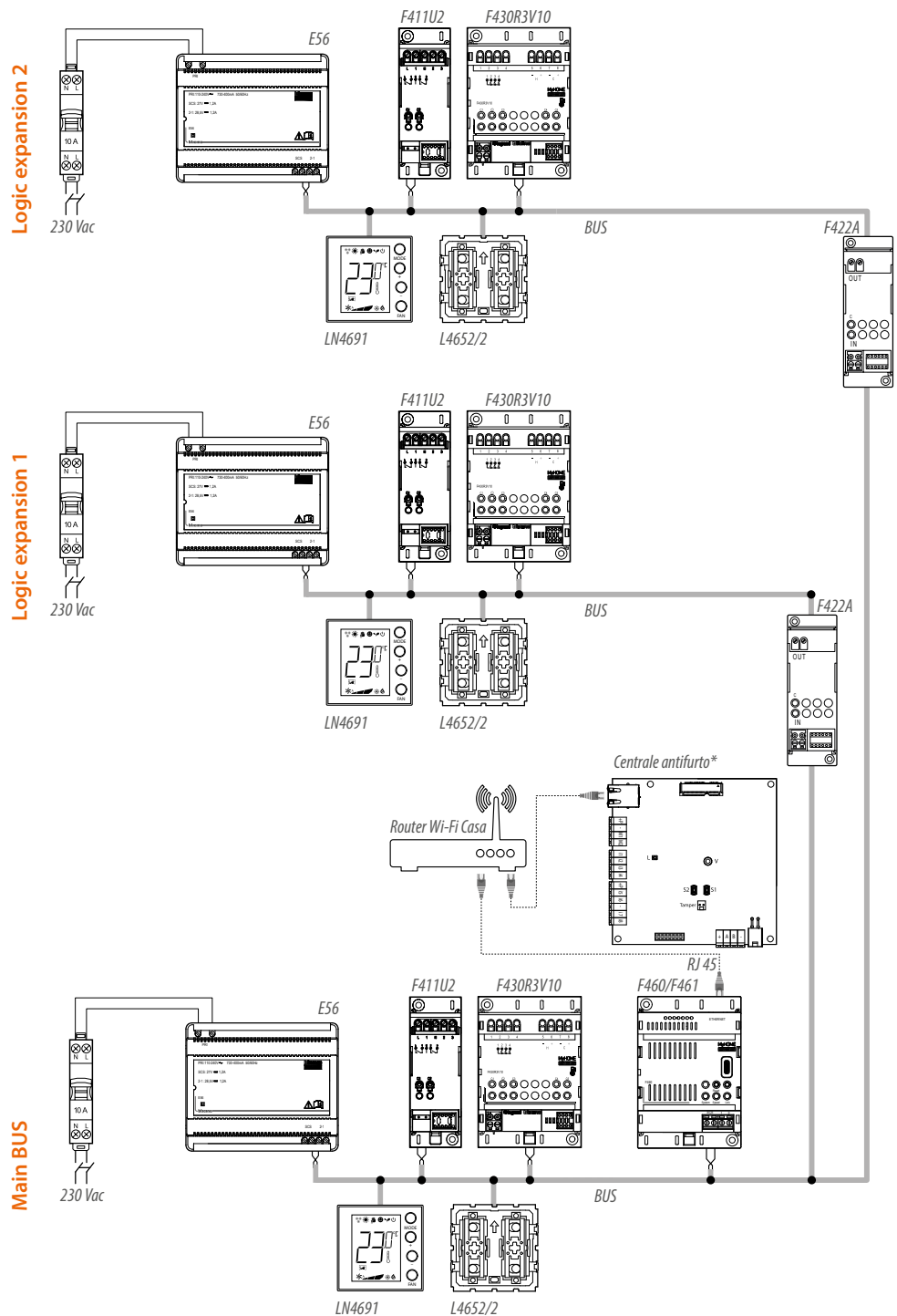
Single power supply



NOTE: The maximum number of manageable addresses in this configuration is 175 (see [table](#))

***NOTE:** it can be used only with F460

Maximum Expansion



NOTE: The maximum number of manageable addresses in this configuration is 525 (see [table](#))

NOTE: Some commands can drive actuators that are not on the same route (see the [table](#)). This limitation does not apply to devices in the Living Now series (from batch: see [table](#))

***NOTE:** it can be used only with F460

Control compatibility on different lines

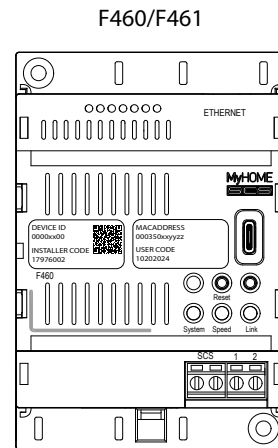
Not all controls can operate actuators located on a different line from their own. Please refer to the table with the exclusively compatible devices for details.

Description	Code	Possibility of controlling actuators on all lines	Possibility of only controlling the actuators on the own line
BUS 8-key command	LG-067592	YES	YES
	BT-LN4652		
BUS shutter command	LG-067558	YES	YES
	BT-LN4660M2		
Special command	LG-067553	YES	YES
	BT-L4651M2		
	BT-H4651M2		
Basic contact interface	BT-3477	YES	YES
DIN contact interface	BT-F428	YES	YES
3 m touch command	LG-573912	YES	YES
	LG-573913		
	BT-HC4657M3		
	BT-HD4657M3		
	BT-HS4657M3		
4 m touch command	T-HC4657M4	YES	YES
	BT-HD4657M4		
	BT-HS4657M4		
2 m command	BT-K4652M2	≥ 24W04	YES
3 m command	BT-K4652M3	≥ 24W06	YES
Actuator/control for shutter	BT-K4672M2S	≥ 24W07	YES
Actuator/control for lights and loads	BT-K4672M2L	≥ 24W03	YES
Light control	KW8010	≥ 24W03	YES
	KM8010	≥ 24W09	YES
	KG8010	≥ 24W09	YES
Full control	KW8011	≥ 24W04	YES
	KM8011	≥ 24W09	YES
	KG8011	≥ 24W09	YES
2 m basic command	LG-067552	NO	YES
	BT-H4652/2		
	BT-L4652/2		
	BT-AM5832/2		
3 m basic command	LG-067554	NO	YES
	BT-L4652/3		
	BT-H4652/3		
	BT-AM5832/3		
Command actuator	LG-067561	NO	YES
	BT-AM5852M2		
	BT-H4672M2		
	BT-LN4672M2		
BUS Dual Tech Green Switch	LG-067226	NO	YES
	BT-L4658N		
	BT-N4658N		
	BT-NT4658N		
PIR BUS circuit breaker	BT-L4659N	NO	YES
	BT-N4659N		
	BT-NT4659N		
PIR ceiling mounted sensor	BT-BMSE3001	NO	YES
PIR+US double technology ceiling mounted sensor	BT-BMSE3003	NO	YES
Voice control	KW8013	NO	YES
	KM8013		
	KG8013		

Connections

For correct operation it is fundamental that the connection of the F460/F461 is made on the main BUS, in the case of systems in logic expansion.

Fundamental concepts



Once F460/F461 has been installed and configured, with the Home+Project App it is possible to create the system of the user.

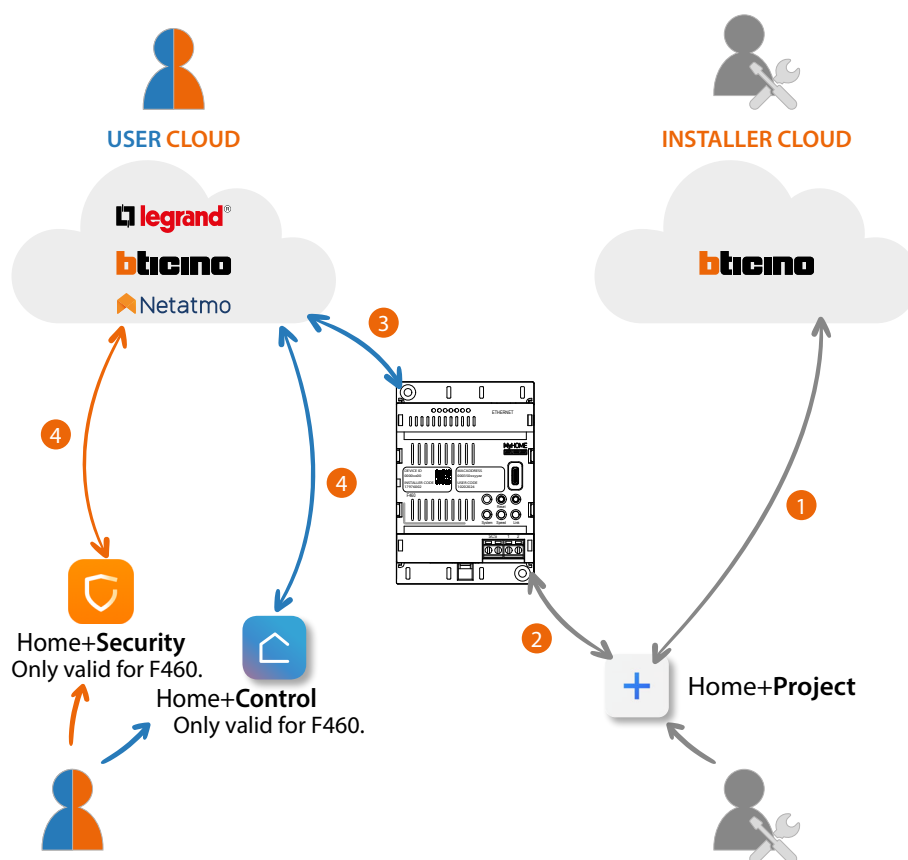
The Home+Project app allows to:

1. Update your device firmware.
2. Configure the home automation system, so that the user can use all its functions through the Home+Control* app.
3. Associate a burglar alarm Control unit so that the user can control the burglar alarm system using the Home+Security* app.
4. Associate a load central unit to manage the load control system

To **create and manage the systems** of the users, you need to register on the installer cloud using the account [Account registration on the installer cloud](#)

This can be done using the Home+Project App, and will create an account on the installer cloud.

***NOTE:** Only valid for F460.



1. To create a plant on the cloud, your smartphone must be connected to the data network
2. To configure the plant, the Smartphone (with the Home+Project app installed) and F460/F461 must be connected to the same LAN network. The INSTALLER CODE is also required
3. Once F460/F461 is correctly and definitively connected to the data network, the Cloud, the Smartphone and F460/F461 will share information with each other, keeping the plant constantly updated.
4. The user app always requires an internet connection

The functions available for configuration using the Home+Project App are:

- control the lights;
- control the shutters;
- adjust the temperature;
- manage amplifiers to play music using Customised scenarios (only valid for F460);
- control the controlled socket;
- display the instantaneous consumptions of the loads (washing machine, cooker etc.); as well as energy consumption and production graphs
- manage loads (manual reactivation of a load automatically switched off due to excessive consumption)
- control devices of other brands*;
- open the locks;
- create and manage scenarios.
- create general commands and group commands.
- associate a burglar alarm Control unit (only valid for F460)

***NOTE:** The device may not be compatible with some models or their firmware versions. BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.

First access

After connecting and installing F460/F461, this must be configured by creating a system.
To do this:

- Download the Home+Project App
- Register an account
- Complete the authentication in the App home page

Download the Home+Project App

To be able to configure the system so that the user can use all the functions that the MyHOME system puts at your disposal, first of all download the app from the Stores.

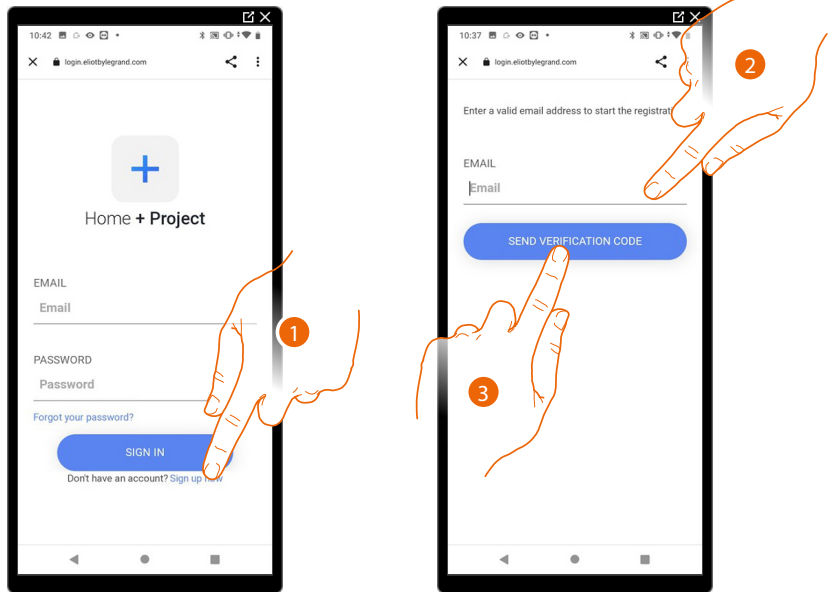
(for iOS® smartphone and tablet from app Store, for Android® smartphone and tablet from Play Store)



1. On your Smartphone run the App to read the QR codes and then frame the QR Code, or search for the Home+Project App in the stores.

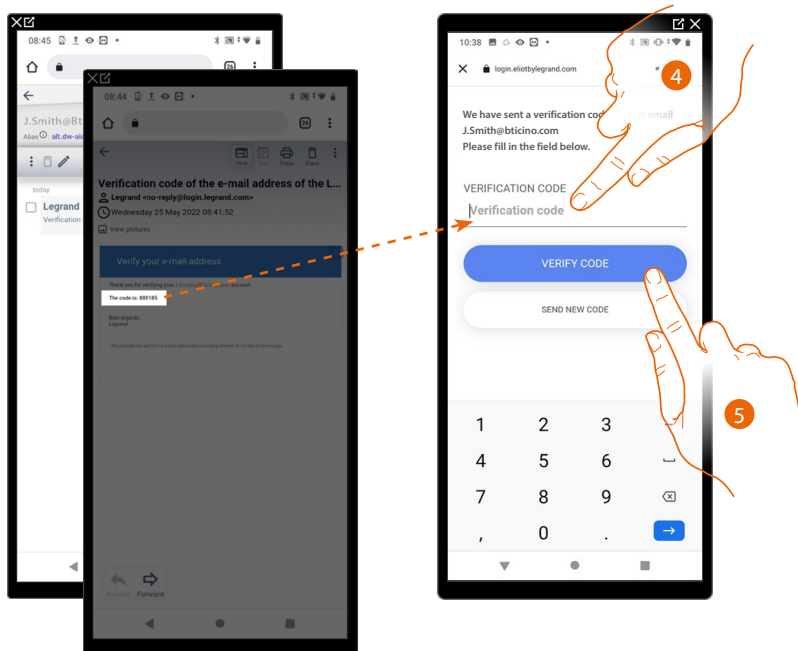
Account registration on the installer cloud

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

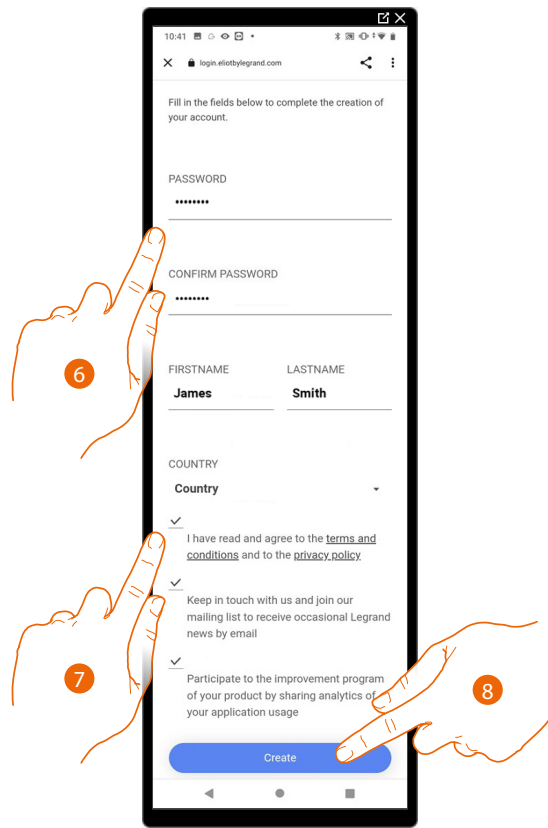


1. Touch to register and create an account
2. Enter the email address where the system can send a verification code
3. Touch to confirm the forwarding of the verification code

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.

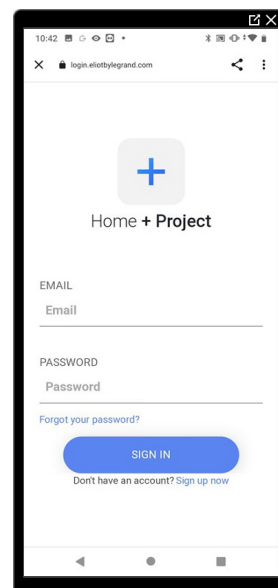


4. Enter the verification code received by e-mail
5. Touch to confirm



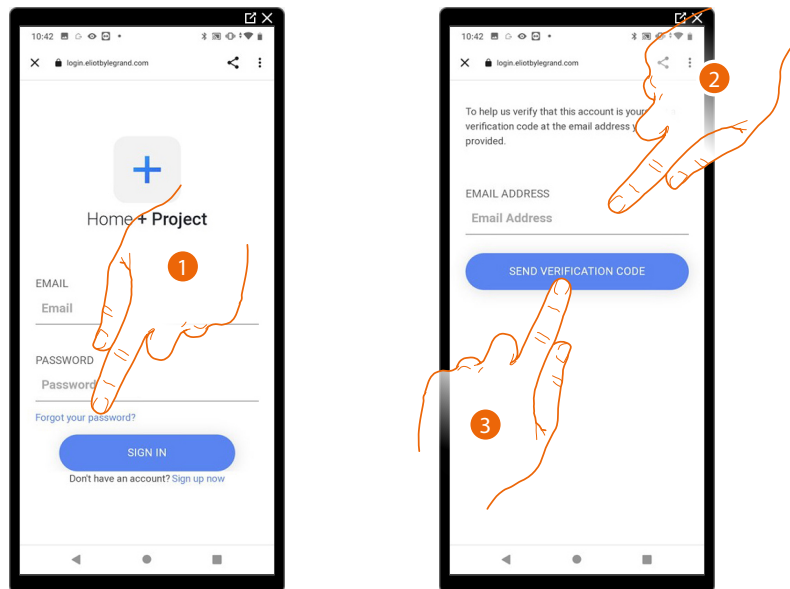
6. Enter a password and fill the fields with your details.
7. Tick to accept the terms and conditions of use laid down in the associated text (obligatory).
8. Touch to continue.

The account has been created successfully. Authentication is now **possible**

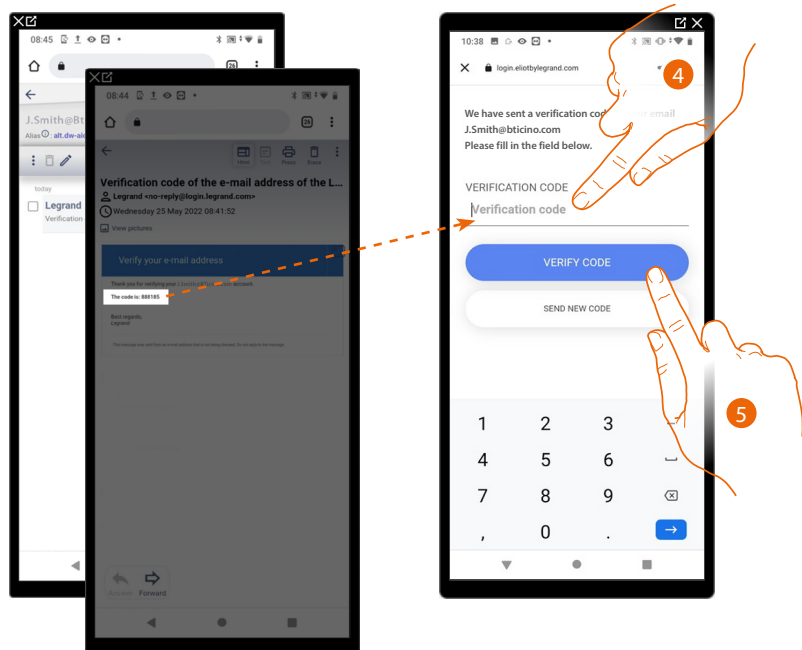


Forgotten password

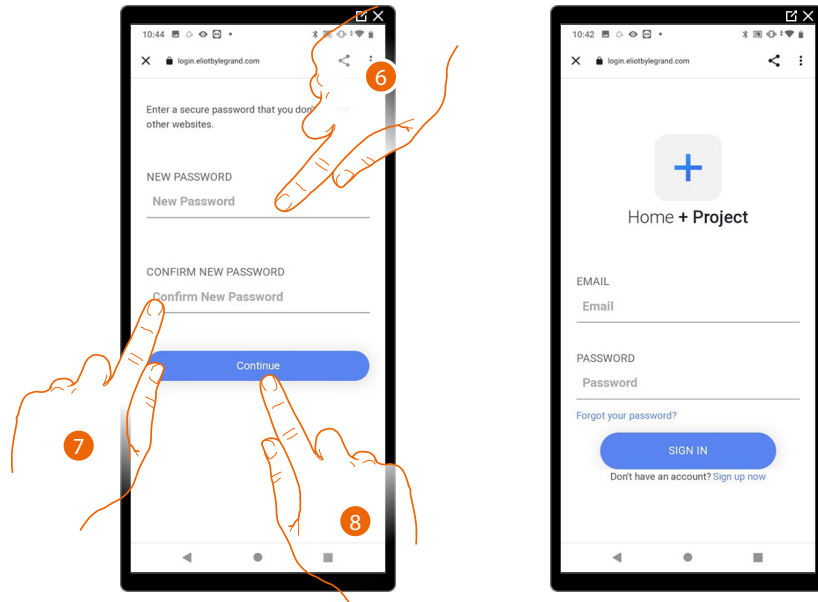
When you have forgotten the password:



1. Touch to activate the password recovery procedure.
2. Enter the email address where the system can send a verification code.
3. Touch to confirm the forwarding of the verification code.



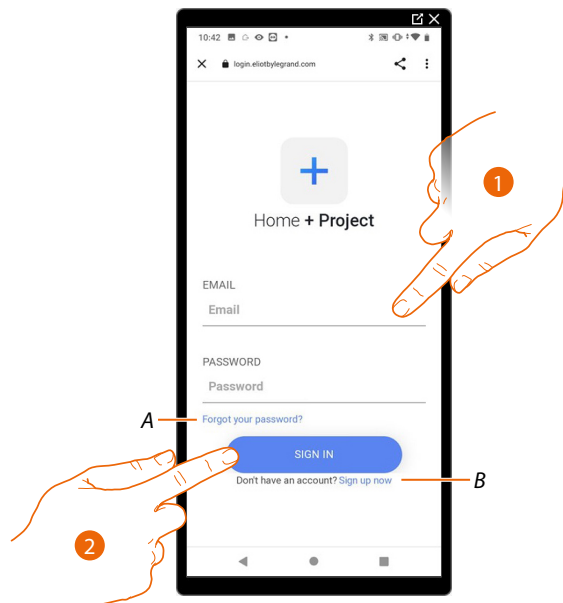
4. Enter the verification code received by e-mail.
5. Touch to verify the code.



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. Touch 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.

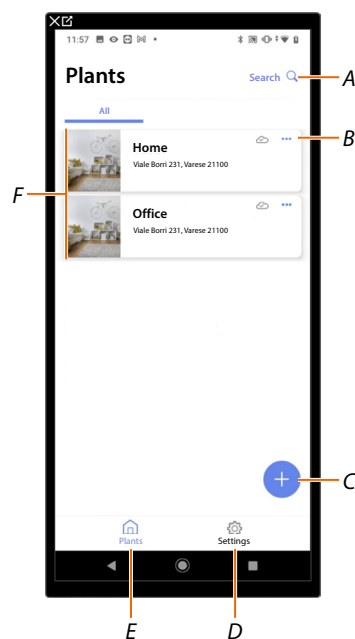


- A Touch to start the **password recovery** procedure
 - B Touch to **create a new account**
1. Enter email and password.
 2. Touch to access, the **App Home Page** appears

App Home page

In this page, it is possible to search, view and manage all the available systems, as well as create new ones.

You can also access some settings related to the Home+Project app and update the firmware of F460/F461 devices.

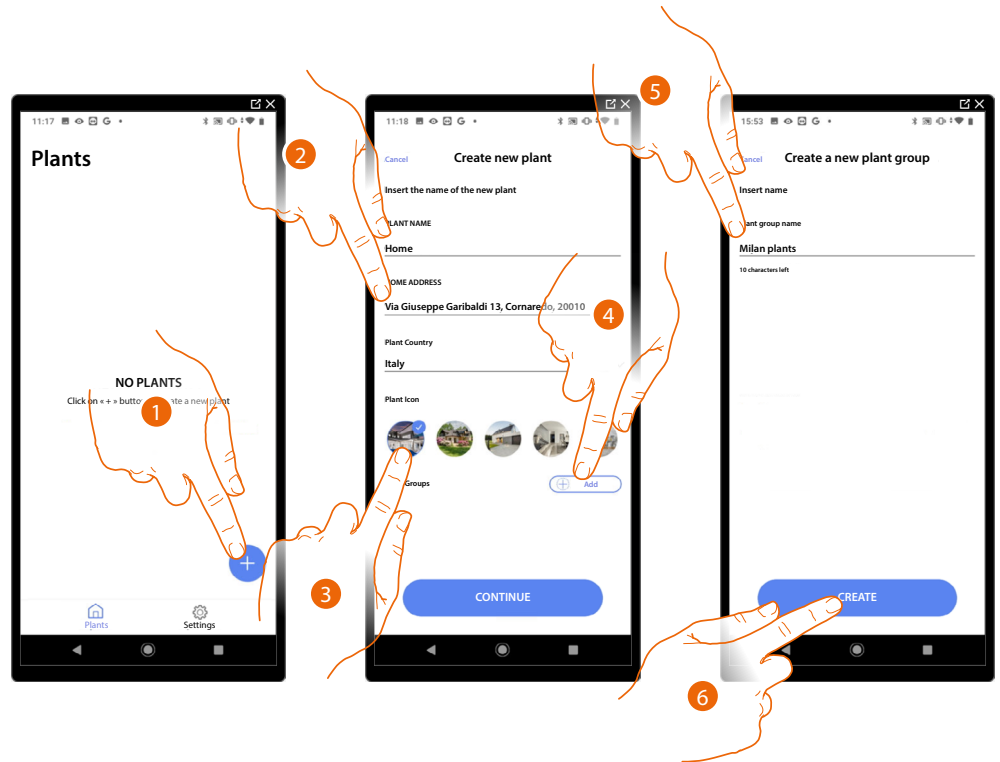


- A Opens the page that allows to search for systems by name
- B Opens the [system management page](#) (management of guests and users, system duplication and deletion)
- C Starts the procedure for [the creation of a new system](#)
- D Opens the [App settings](#)
- E Opens the [App Home Page](#)
- F Managed systems. Touch the system to open the [system configuration page](#)

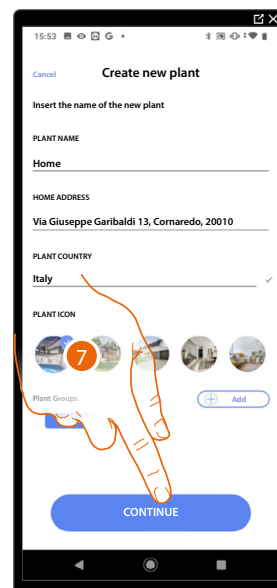
System creation and first configuration

The creation and initial configuration of the system can be completed even if the smartphone is not connected to the internet.

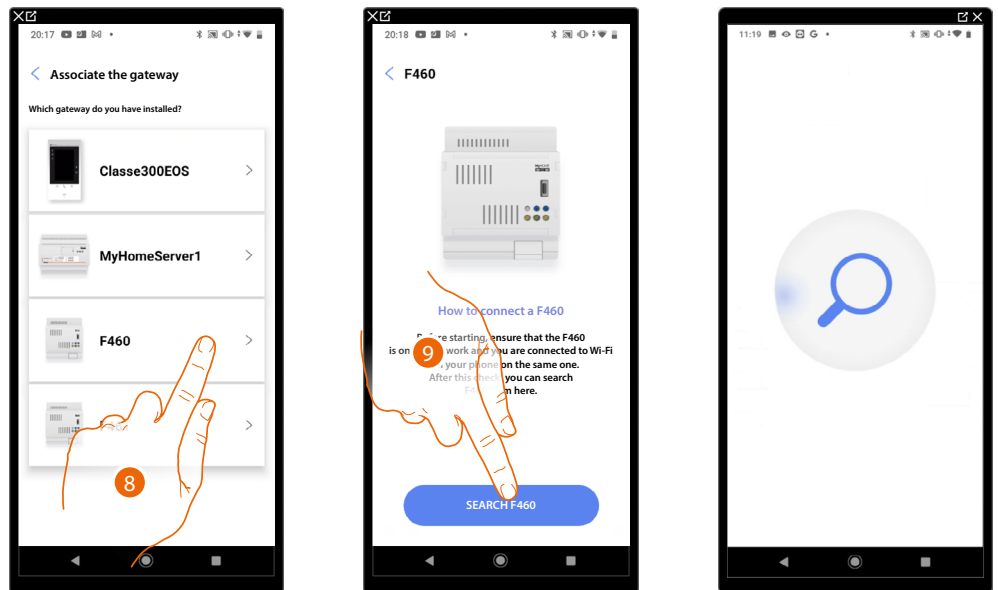
The procedure will be explained below with an active internet connection. To configure the system without internet connection, see [System creation and management with local connection](#)



1. Touch to add and create a system configuration*
2. Enter the system details
3. Select an icon for the system
4. Touch to assign to a system group or create a new one
5. Enter a name for the system group
6. Touch to create the group

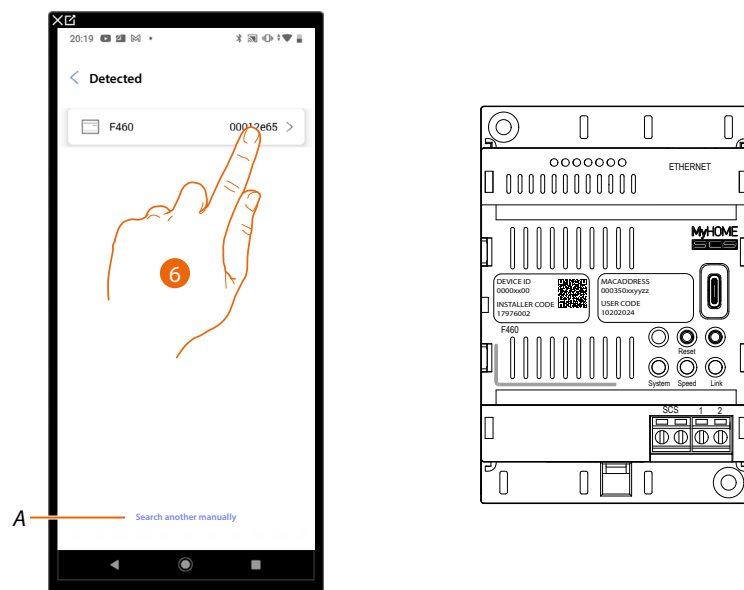


7. Touch to continue.

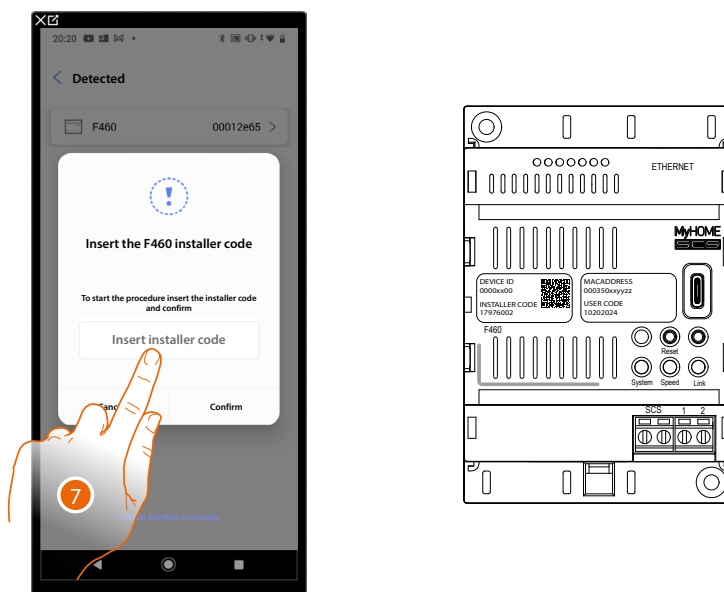


8. Select the gateway on the system
9. Touch to connect to your F460/F461. If this is not found, see [Enter the IP address manually](#).

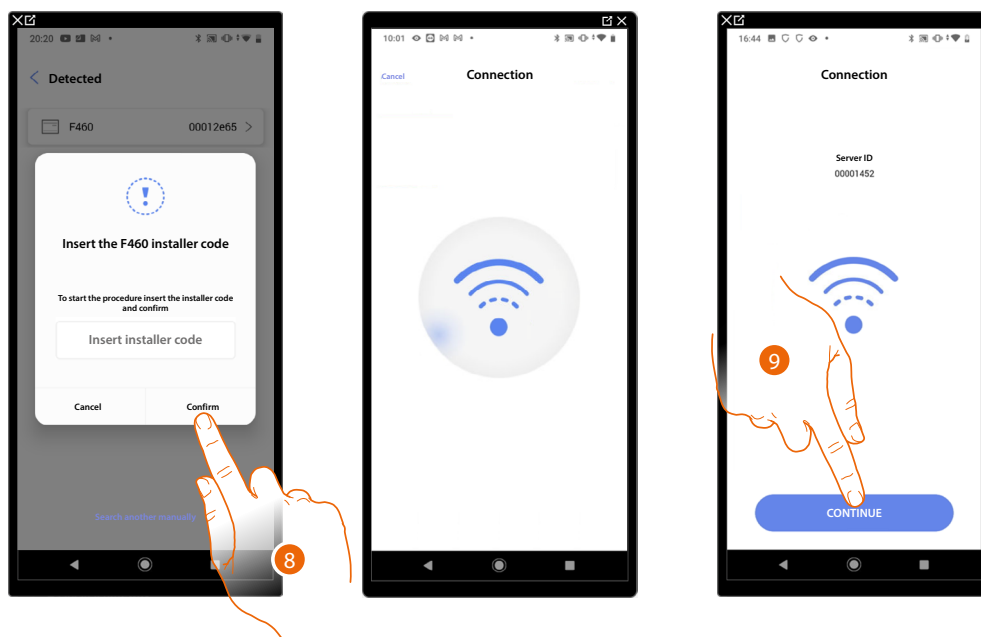
The list of detected F460/F461 appears. If not found, enter the address manually (A)



6. Select your F460/F461 identifying it by means of the ID DEVICE on the front of the device
- A To enter the IP address manually see [Enter the IP address manually](#)



7. Enter the INSTALLER CODE found on the front side of the device

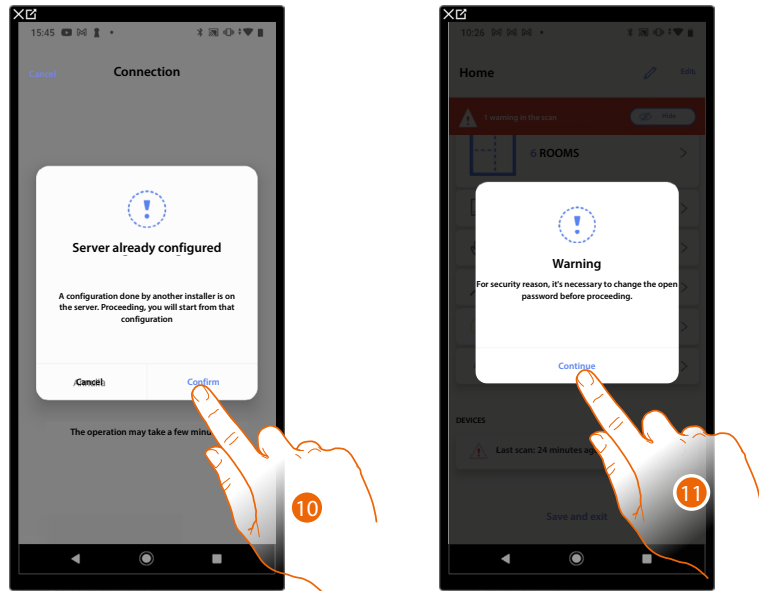


8. Touch to confirm

9. The system is now connected, touch to continue.

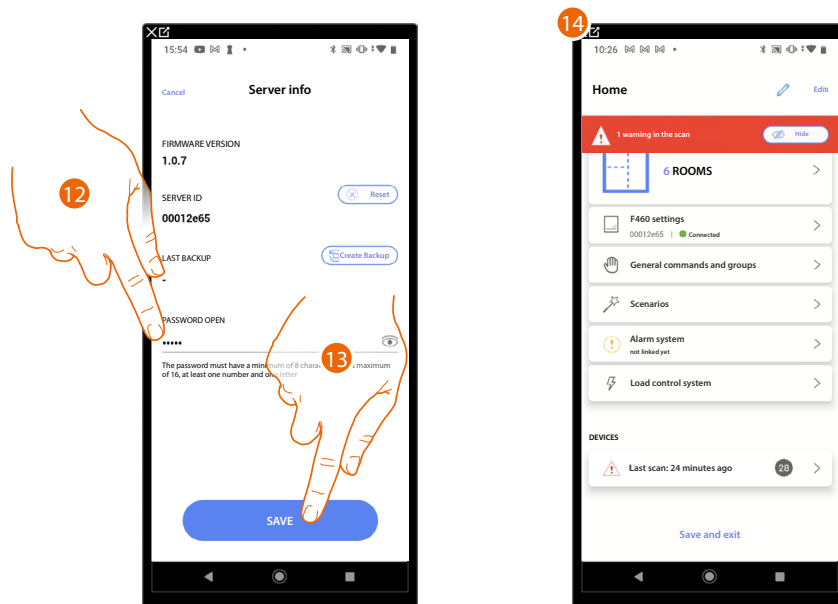
If the system had already been configured, the information contained therein (excluding icon and tags) will be available again.

The following screen appears:



10. Touch to configure the system

11. For safety reasons you will be asked to change the open password, touch to continue

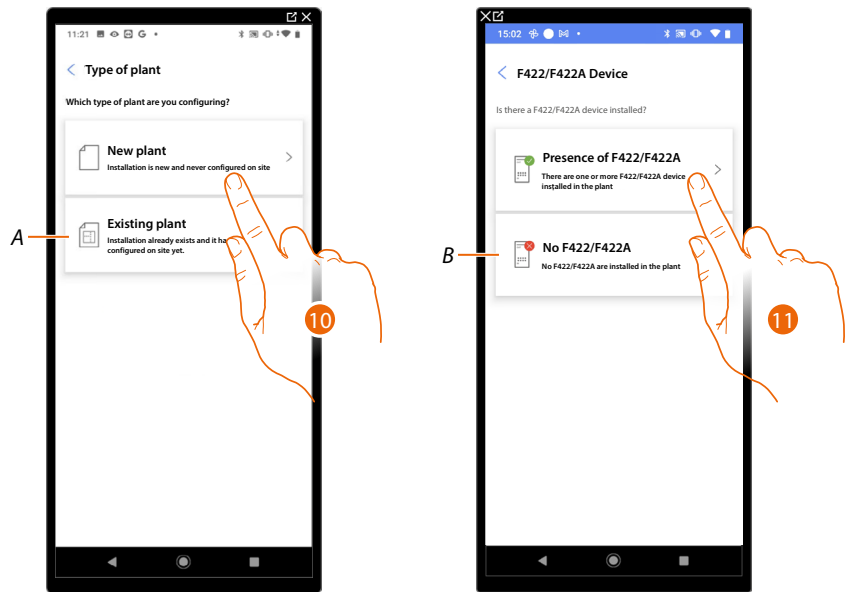


12. Enter the new password (minimum of 8, maximum of 16 characters, at least one number and one letter)

13. Touch to save

14. The system has been successfully reset, the **system configuration** page appears

Otherwise



10. Touch if you need to configure a new system, no object has been configured yet

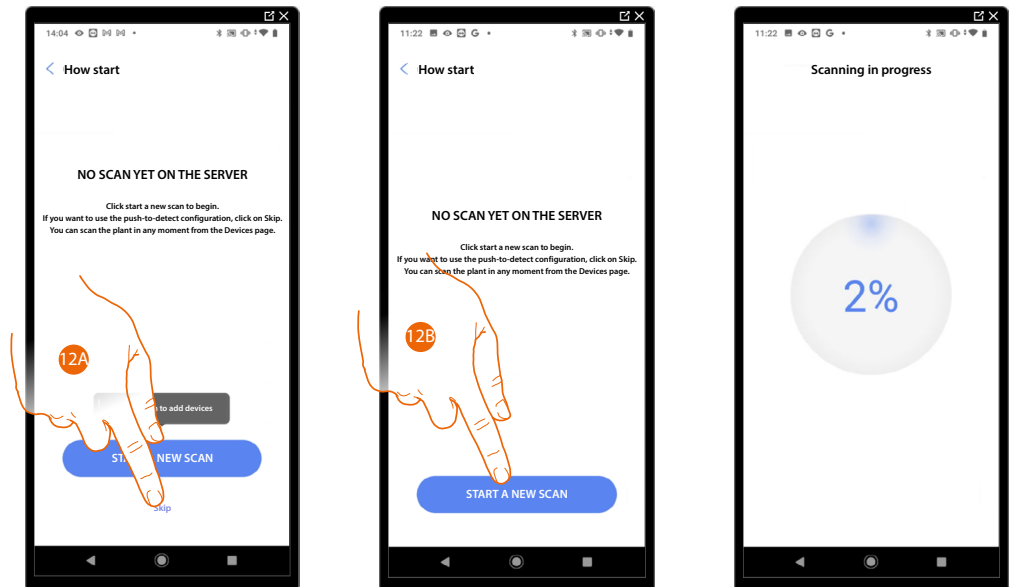
A Select if you need to edit an existing system (e.g. configured using MyHOME_Suite or physical configurators)

NOTE: If you do not know in what condition you are, always select "Existing plant".

11. Touch if your system has an F422/F422A interface

B Select if your system has no F422/F422A interface

NOTE: Following the selections made, the App will suggest to scan the system or to skip the scanning process.



12A. Touch to skip the scan and go to step 14

Or

12B. Touch to start a new scan to detect the devices connected to the system.

NOTE: It is not possible to have more than 175 addresses per power supply unit. However, expanding the system with F422A interfaces (up to two expansions) will allow to have up to 525 addresses.

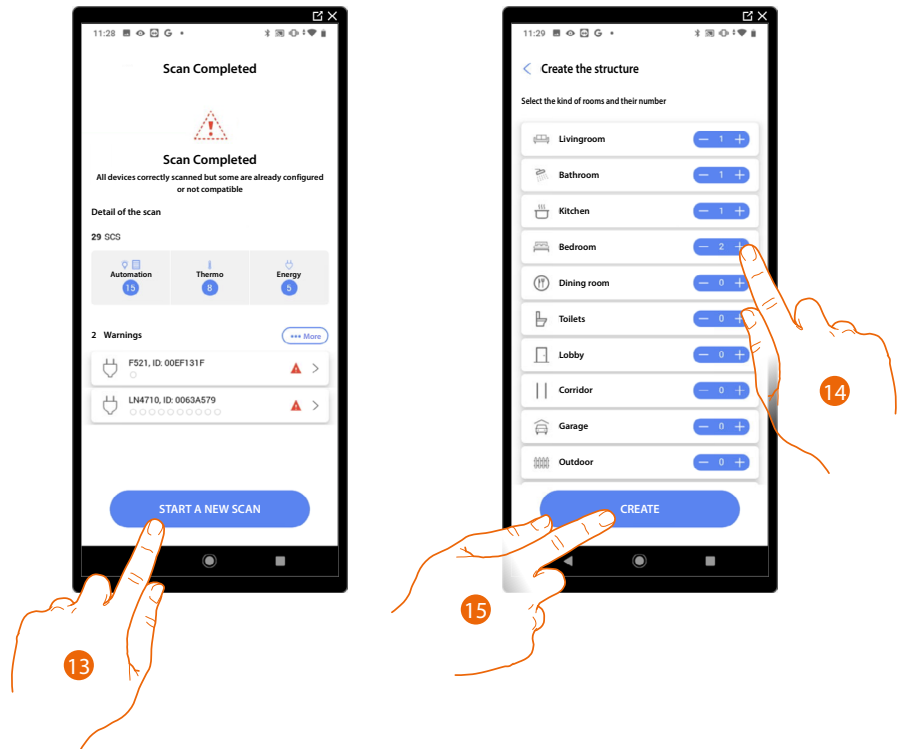
1. power supply= 175 addresses

2. power supplies and 1 F422A = 350 addresses

3. power supplies and 2 F422A = 525 addresses

A warning message will appear if the limits are exceeded.

Once the scan is complete, the detail page is displayed: any warnings can be resolved now or later, see [Device management](#).

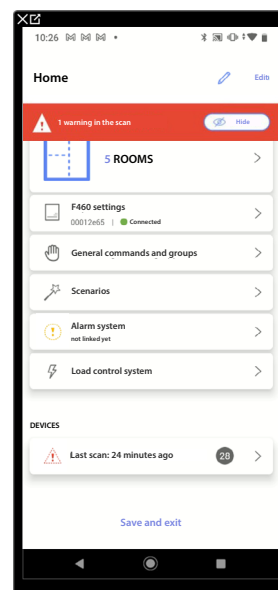


13. Touch to start the configuration of your home

14. The system automatically adds some rooms. If necessary, touch to edit the configuration.

15. Touch to create the structure of the home.

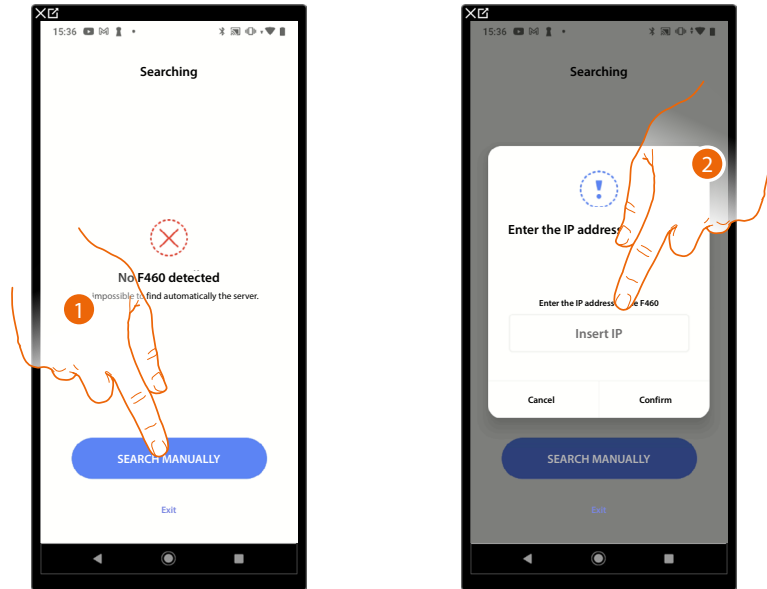
At the end of the procedure the [system configuration](#) page appears.



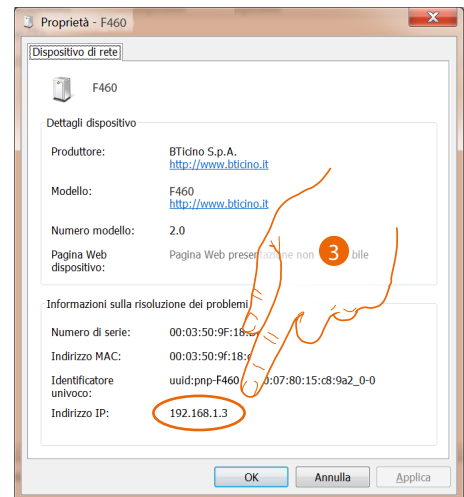
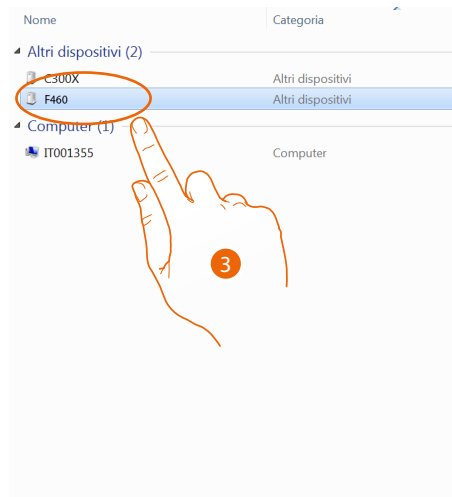
Enter IP address manually

When, while creating a system, your F460/F461 is not found automatically, you must enter the address manually

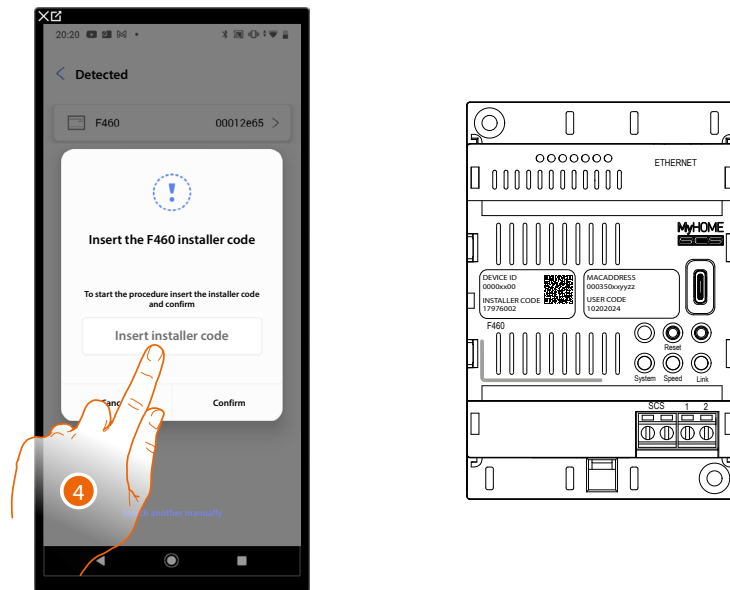
NOTE: Check the connections and/or the Wi-Fi connection. The smartphone and F460/F461 must be connected to the same LAN network.



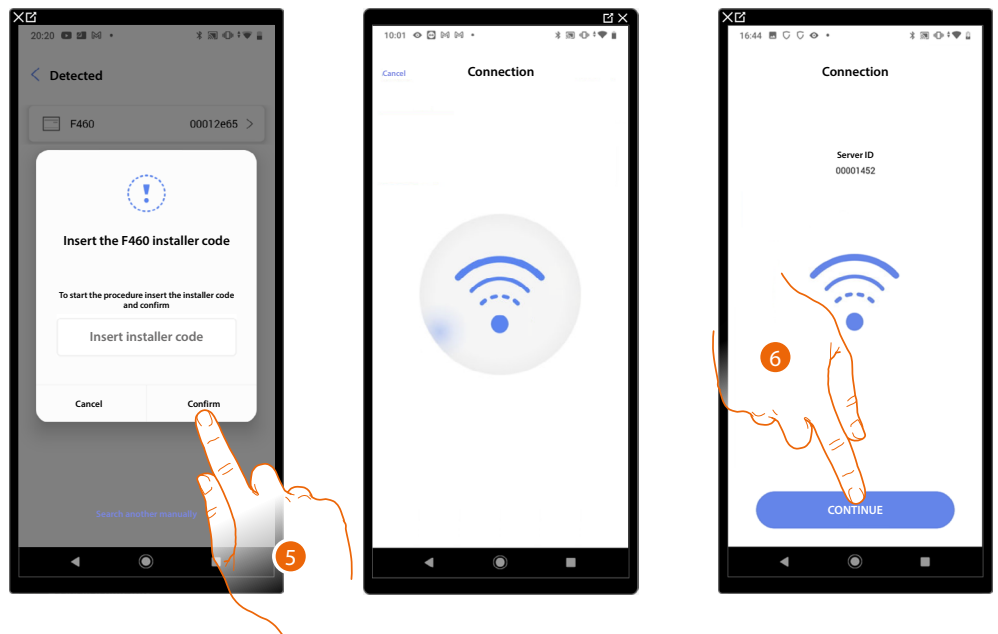
1. Touch to enter the IP address manually
2. Enter the IP address of your F460/F461



3. If you do not know it, connect the PC to the same network as the F460/F461, look for it in the network connections centre and open the properties mask.
If it does not appear in the network connections centre, you can press the F460/F461 reset button for 10 seconds and set it in DHCP



4. Enter the INSTALLER CODE found on the front side of the device

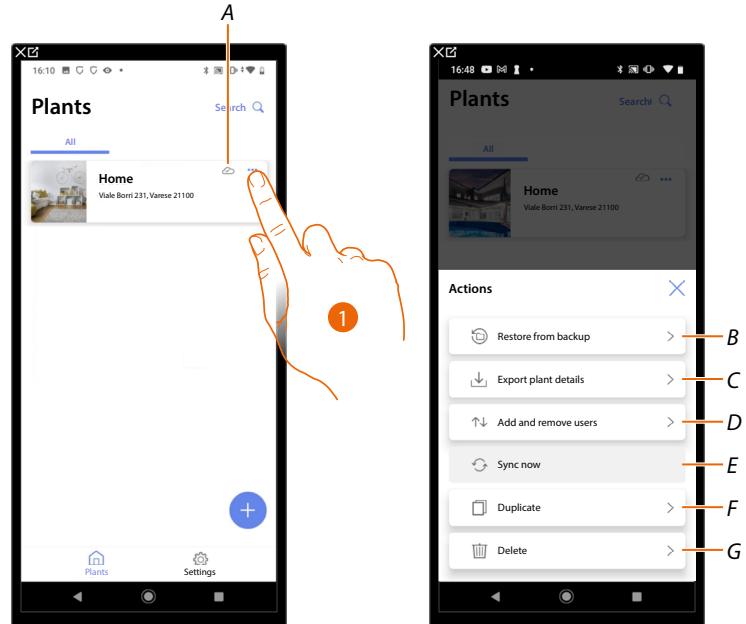


5. Touch to confirm

6. The system is now connected, touch to continue.

System management

This menu allows to manage your system and its connected users.



A Indicates if the system is synchronised with the cloud

1. Touch to open the system management menu

*B Restore from a backup**

C Export the system details

D Opens the page for managing the users with whom you have shared the management of the system

E Performs the synchronisation with the cloud

F Duplicate the system

G Delete the system

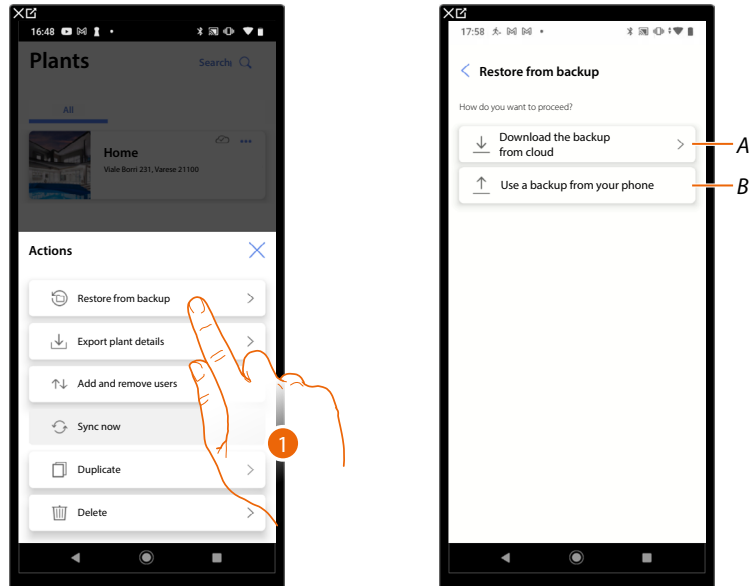
*When replacing the F460/F461 item with a new one, complete the following steps:

1. Delete the F460/F461 item from the Home + Control and Home + Security apps;
2. Perform a **restore backup** on the new F460/F461 from the Home + Project app
3. Associate in a new system in the cloud from the Home + Control and Home + Security apps
4. Customise again the functions in Home + Control and Home + Security (action programming, automation, push...)

NOTE: If the gateway is not new and it is associated with Home + Control and Home + Security, it will be necessary to first delete it from Home + Control and Home + Security and then restore the backup.

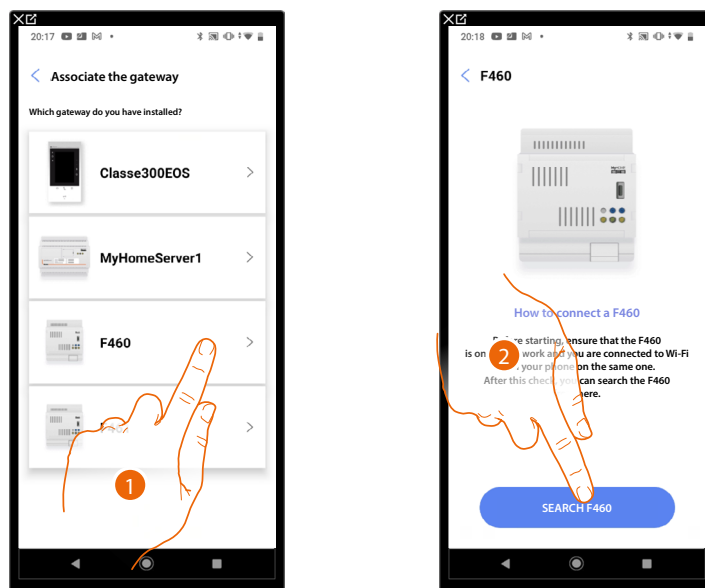
Restore from backup

This page can be used to restore the backup of your system (**only if a backup was previously performed**) either from the cloud or directly from your phone. This function is not retroactive.

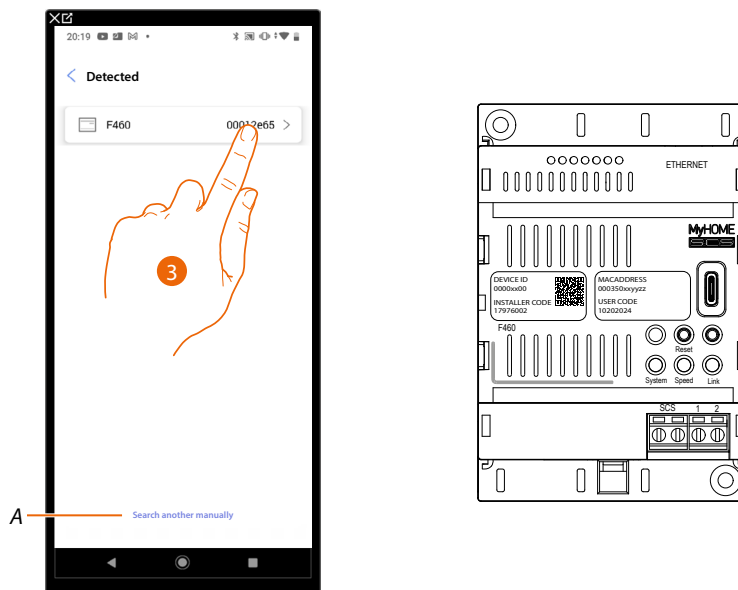


1. Touch to restore the backup
- A **Download the backup from cloud**
- B **Use the backup saved on your phone**

Download the backup from cloud

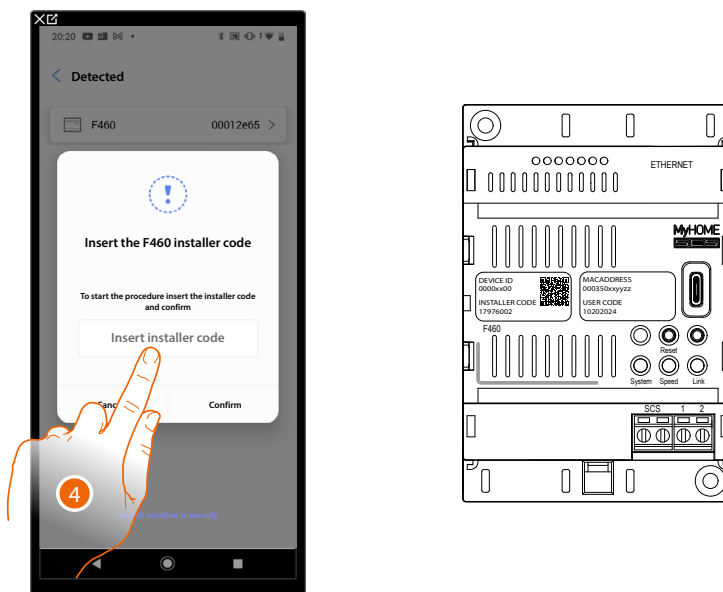


1. Select the gateway on the system
2. Touch to connect to your F460/F461. If this is not found, see **Enter the IP address manually**.

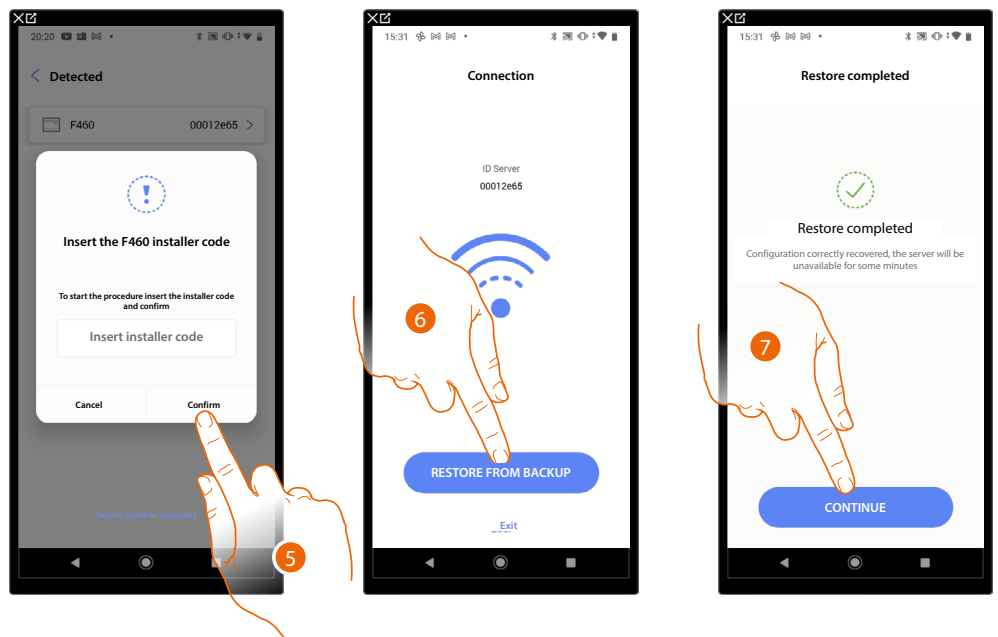


3. Select your F460/F461 identifying it by means of the ID DEVICE on the front of the device

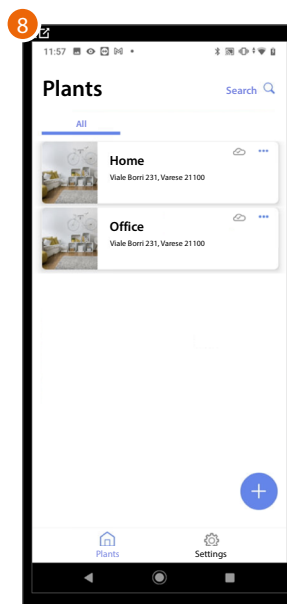
A To enter the IP address manually see [Enter the IP address manually](#)



4. Enter the INSTALLER CODE found on the front side of the device

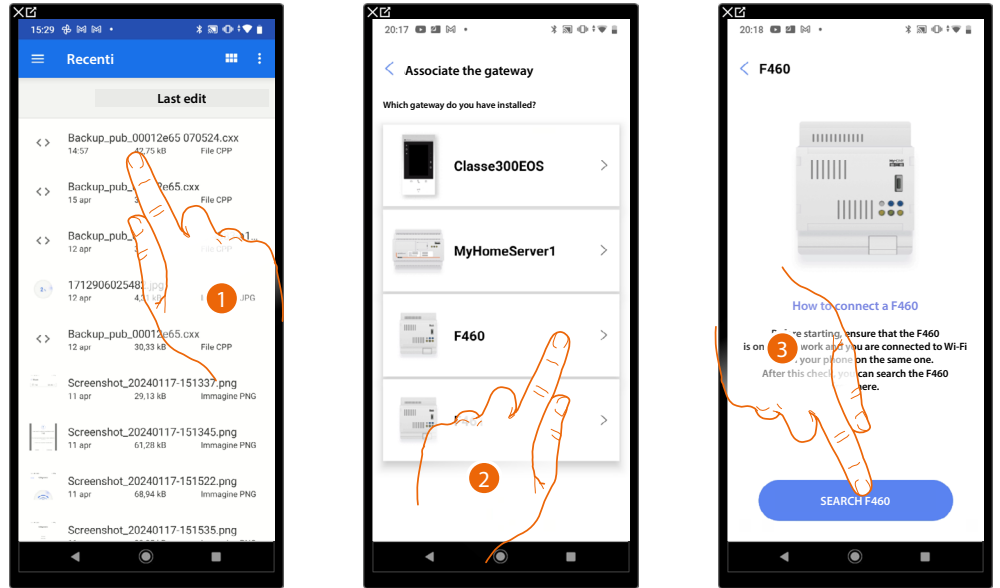


5. Touch to confirm
6. The system is now connected, touch to restore from backup
7. The restore was successful, touch to continue

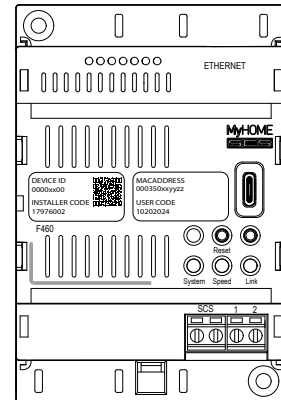
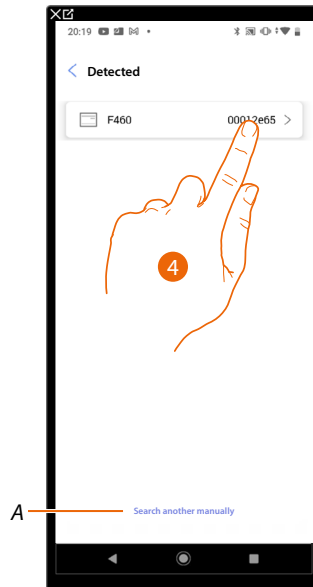


8. At the end of the restore from backup, the screen shows the System Management Home Page.

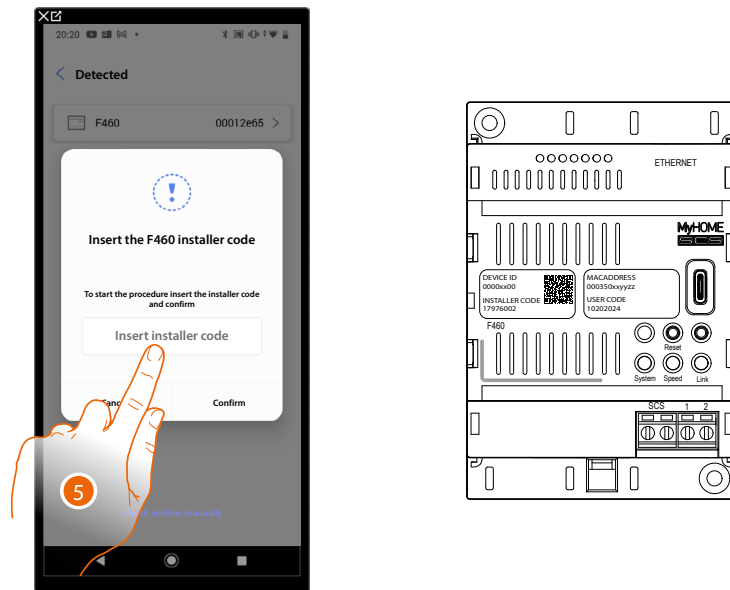
Use a backup from your phone



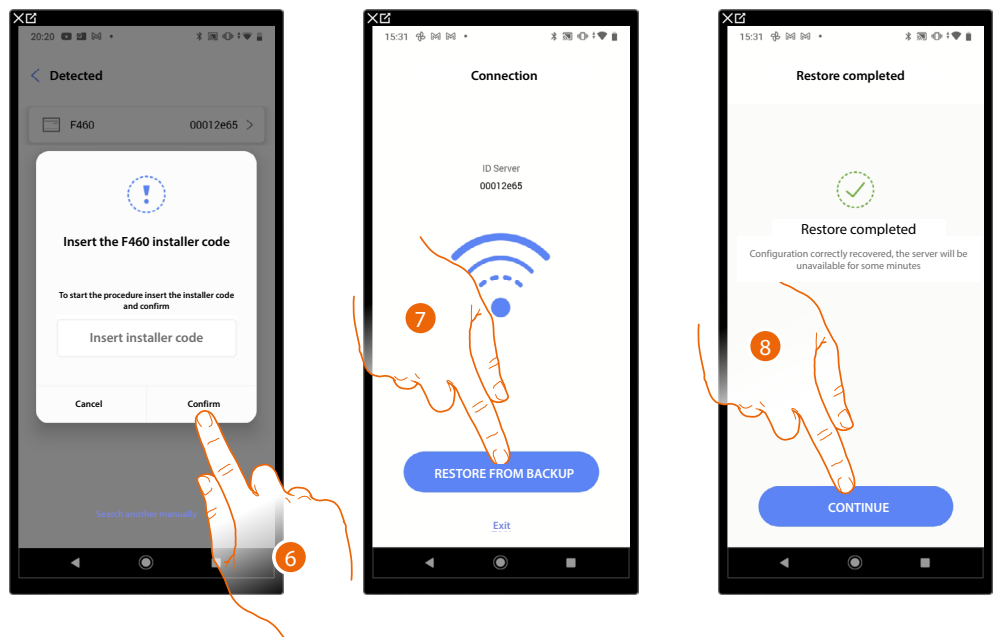
1. Select the backup from those saved and available
- NOTE:** The chances of recovering the file depend on the type and model of mobile device.
2. Select the gateway on the system
 3. Touch to connect to your F460/F461. If this is not found, see [Enter the IP address manually](#).



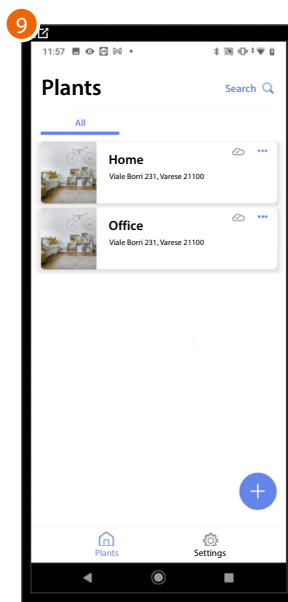
4. Select your F460/F461 identifying it by means of the ID DEVICE on the front of the device
- A** To enter the IP address manually see [Enter the IP address manually](#)



5. Enter the INSTALLER CODE found on the front side of the device



6. Touch to confirm
7. The system is now connected, touch to restore from backup
8. The restore was successful, touch to continue

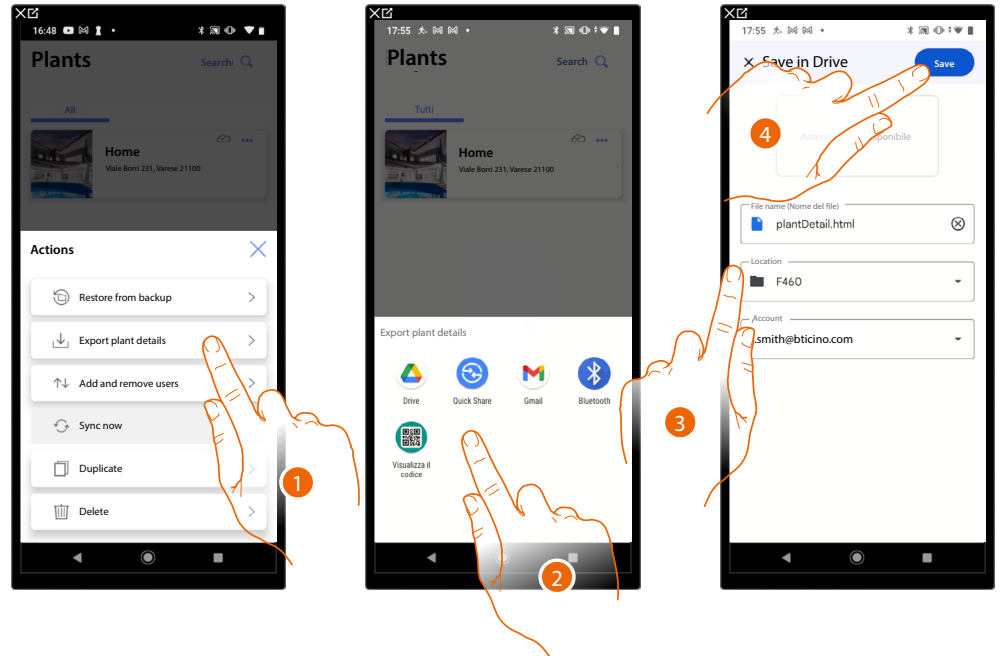


9. At the end of the restore from backup, the screen shows the System Management Home Page.

Export plant details

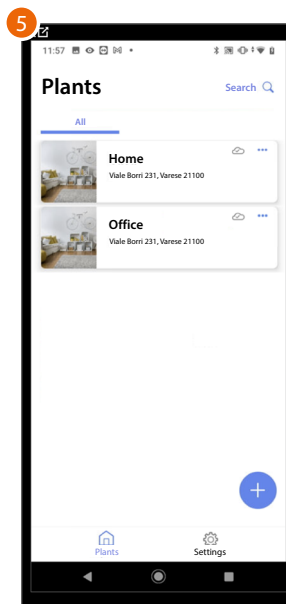
This page can be used to export a file containing system information and details.

NOTE: The generated file will contain data updated the last time the system was connected



1. Touch to export the files
2. Select where to save the file
3. Choose the location where to save the file
4. Touch to save the exported file containing system information and details

NOTE: the possibilities for saving the file depend on the type and model of mobile device used.



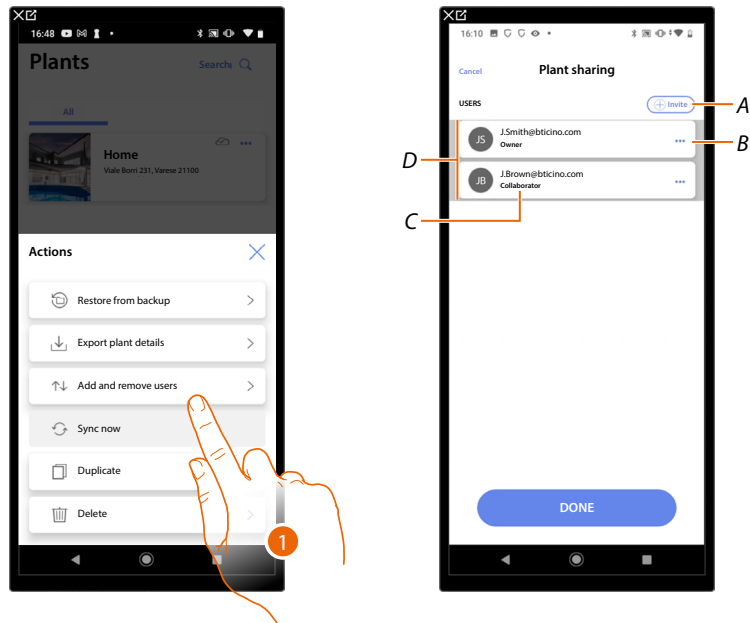
5. At the end of the restore from backup, the screen shows the System Management Home Page.

System sharing

In this page, it is possible to display and manage certain settings relating to the users with whom you have shared the management of the system.

It is also possible to invite more users or delete them (this will not delete the users themselves, but their possibility to manage the system).

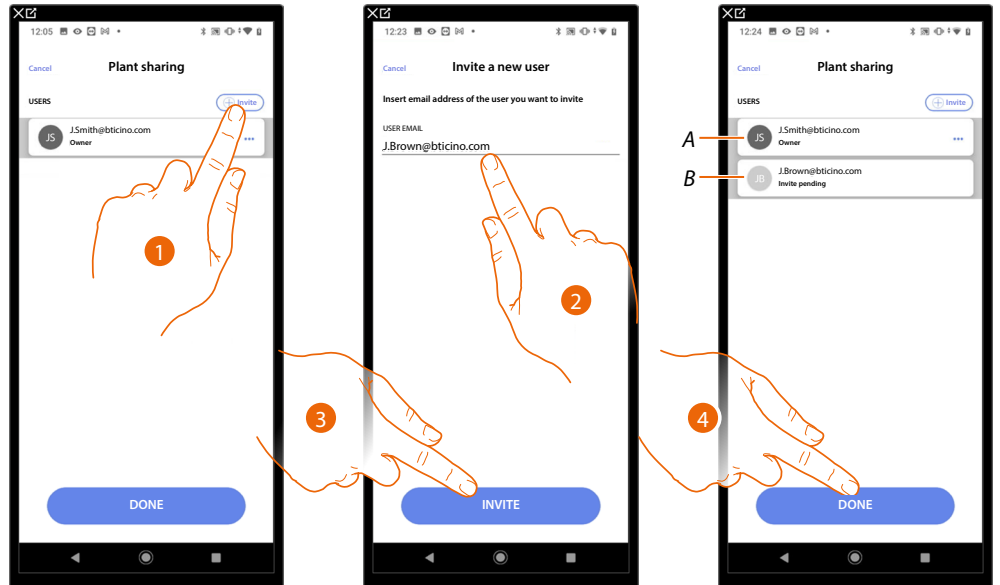
NOTE: When sharing the system, the backup file saved in the cloud is also shared



1. Touch to enter the page
- A Activates the procedure for **inviting another user** to allow them to manage and configure your system
- B Opens the page where it is possible to **edit the role of the user** (primary or secondary). It is also possible to **disassociate the account**.
- C User role
- D Users who can manage the system

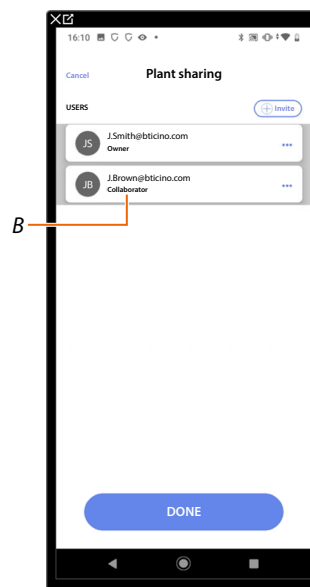
Invite another user

With this procedure, you can allow other users to manage the system.



1. Touch to invite another user.
2. Enter the user email
3. Touch to confirm the invitation.
 - A. The dark grey icon indicates that the user has logged in after receiving the invitation.
 - B. The light grey icon indicates that the user has never logged in after receiving the invitation.
4. Invite sent; touch to close.

The invited user will receive an e-mail with the invitation to check the system. Invited users who already have a BTicino installer account will automatically be authorised to access the system after completing the authentication process. Those who don't already have a BTicino installer account must create an account and will be added automatically after completing the authentication process.

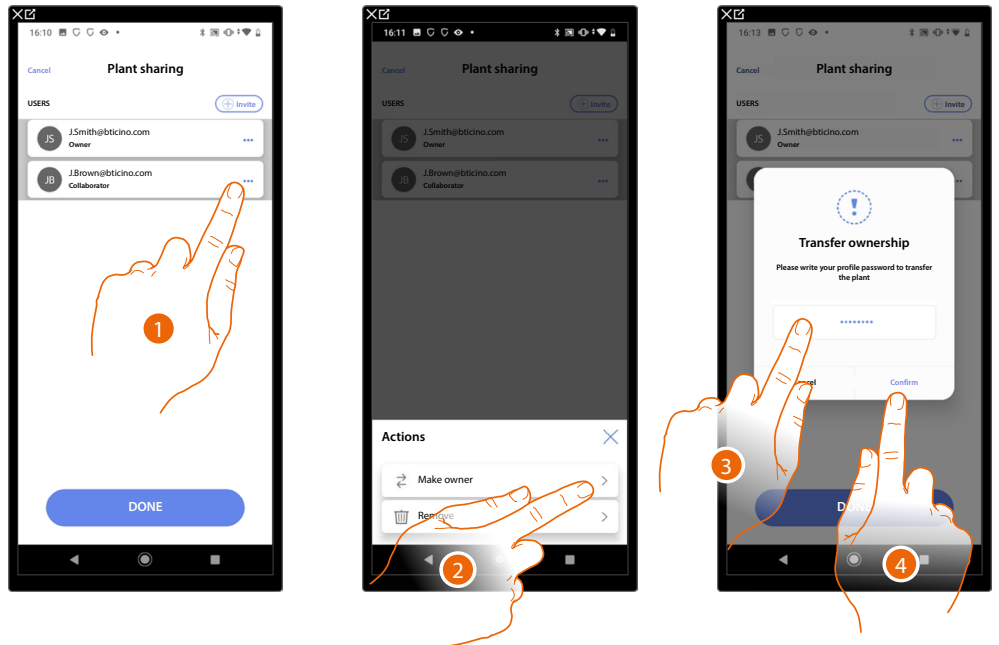


After completing the registration and the authentication process, the user will be associated with the system and will appear in the list as a secondary user (B).

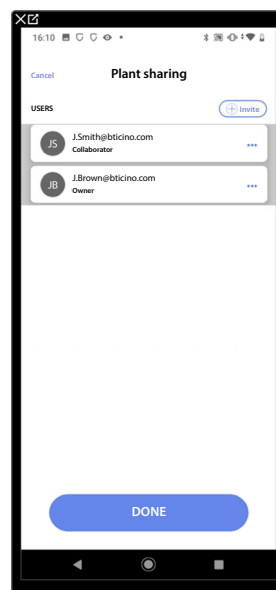
Edit the owner user role

The owner user is the controller of sensitive data (privacy).

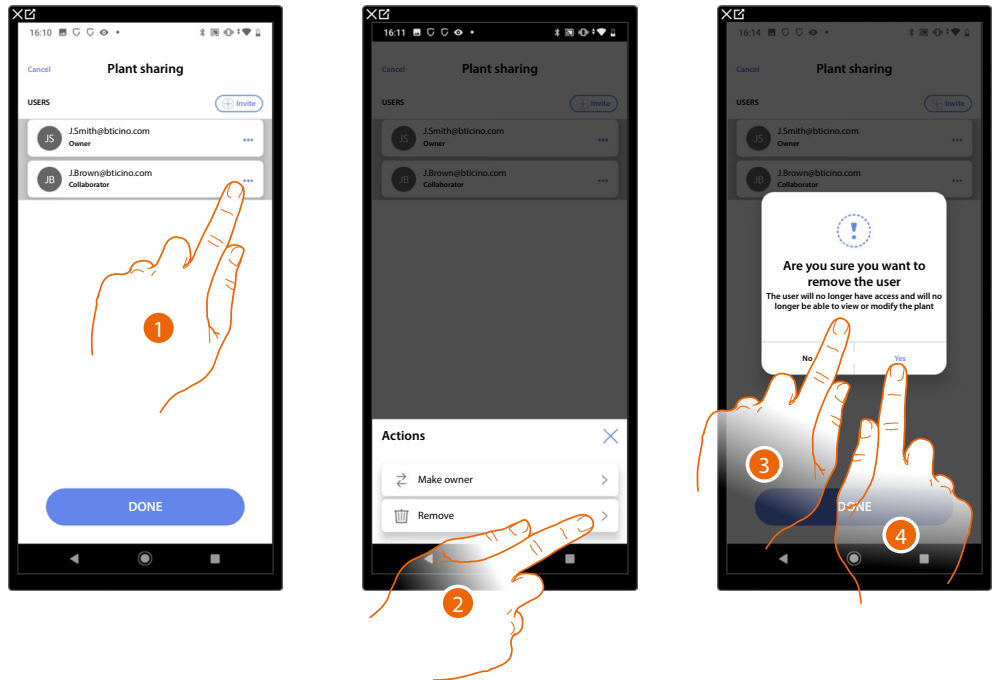
For this reason, when it leaves the system, control must be transferred to another user.



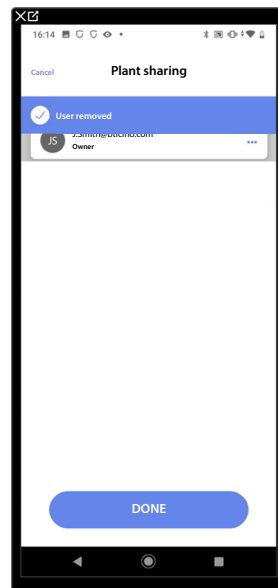
1. Touch to manage the user
2. Touch to edit the role
3. Enter the password of your account.
4. Touch to confirm



Dissociate the User



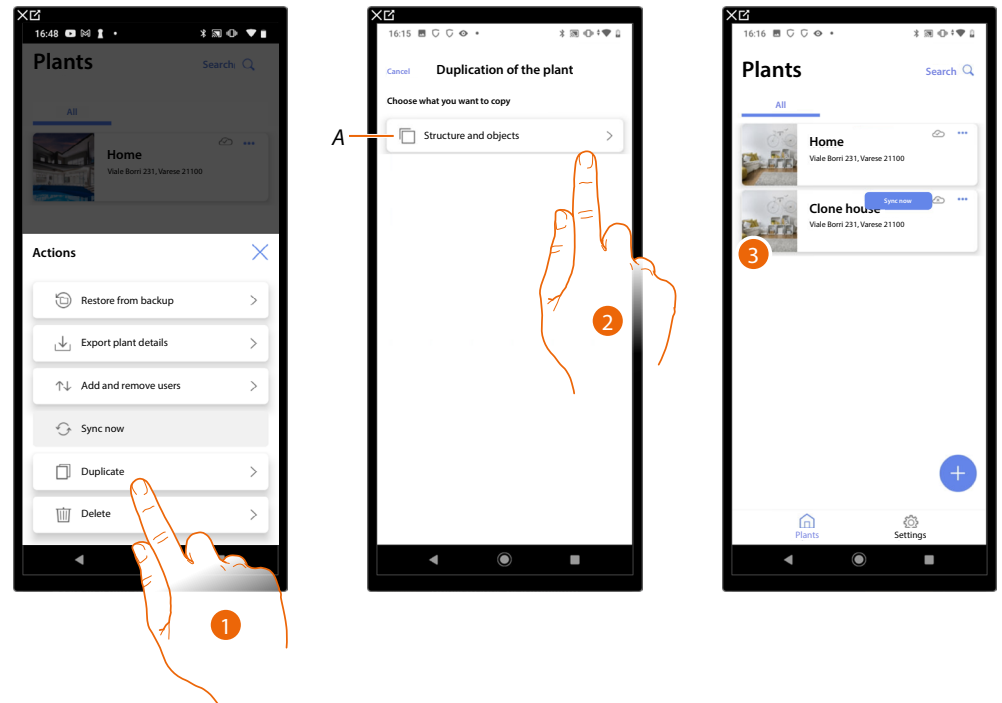
1. Touch to manage an user
 2. Touch to dissociate it
- NOTE:** It is not possible to disassociate a main user
3. Enter the password of your account.
 4. Touch to confirm



Now the user no longer appears in the list. **To allow them to manage the system again, they must be invited** back by the main user.

Duplicate the system

With this procedure, you can duplicate an existing system, copying its structure and objects.

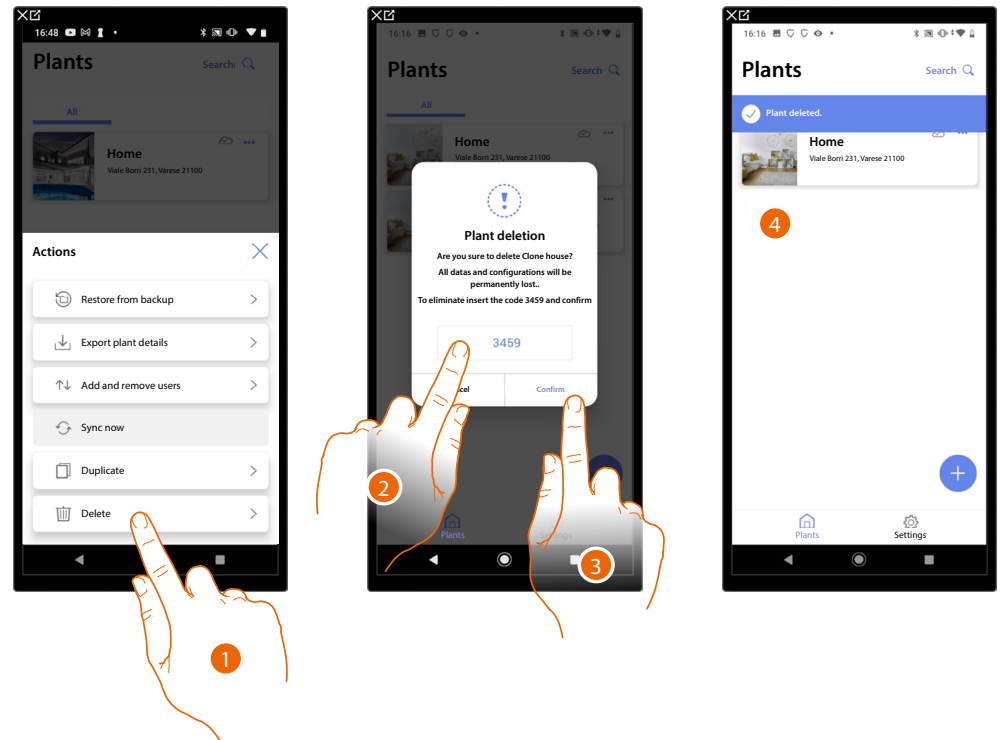


1. Touch to enter the page
- A *Duplicates the structure and the objects of the system*
2. Touch to duplicate the system
3. The structure and the objects of the system have been duplicated

NOTE: To complete the putting into operation of a duplicated system, the devices must be associated with the objects in the project (see [Associate objects with devices](#))

Delete the system

With this procedure, you can delete an existing system.



1. Touch to delete the system
2. Enter the confirmation code that appears on the screen
3. Touch to confirm

CAUTION: When the operation is confirmed, all system data and configurations will be lost

4. The system has been deleted

NOTE: the deleted system disappears from the owner's Home+Project App and from the Home+Project App of collaborators (if any).

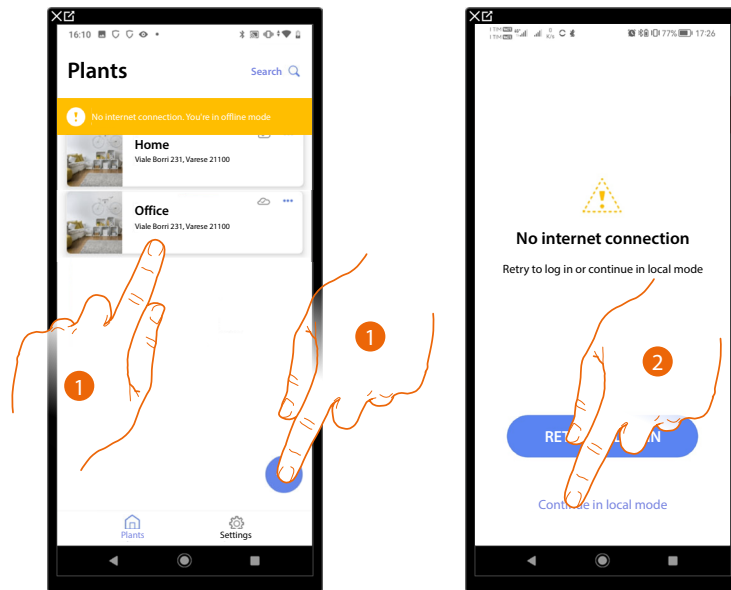
The system information will be available again if a new system is created using the same installer code, (the previous icon and tags are permanently deleted and will no longer be available)

Creation and management of a plant by local connection

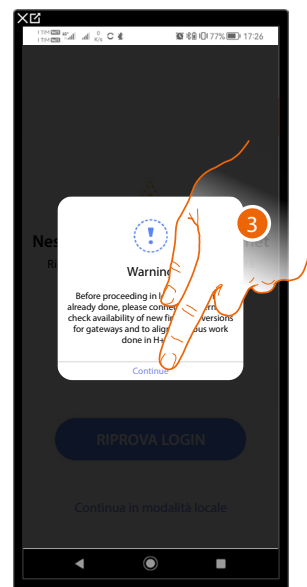
If the app is connected to the device but there is no internet connection, the plant can still be configured.

The data will be saved temporarily on the device and later saved on the Cloud, when the internet connection is restored.

If there is no internet connection, a warning is displayed



1. Touch to create a new plant or to manage an existing one
2. Touch to connect in local mode

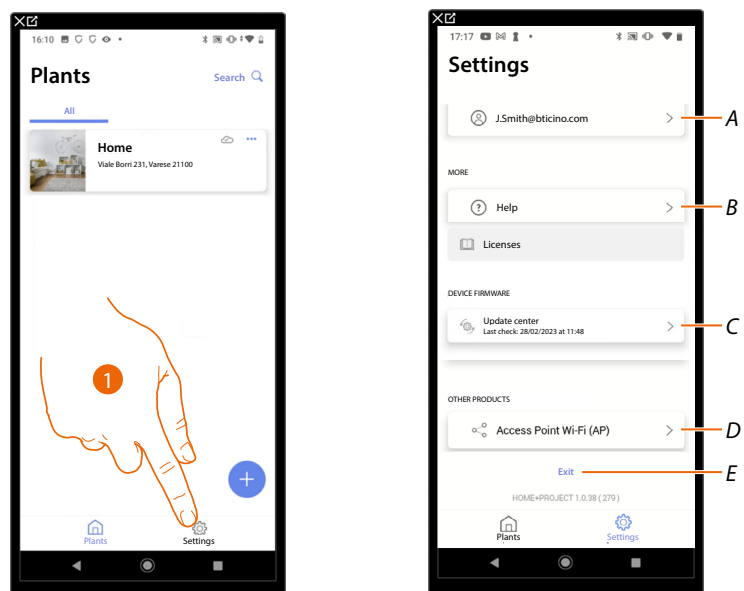


3. Touch to continue and configure the plant in local mode. After the configuration, save the plant. The data will be saved locally and synchronised on the Cloud when the internet connection is restored.

App settings

In this page, it is possible to access some settings of your account and update the F460/F461 firmware.

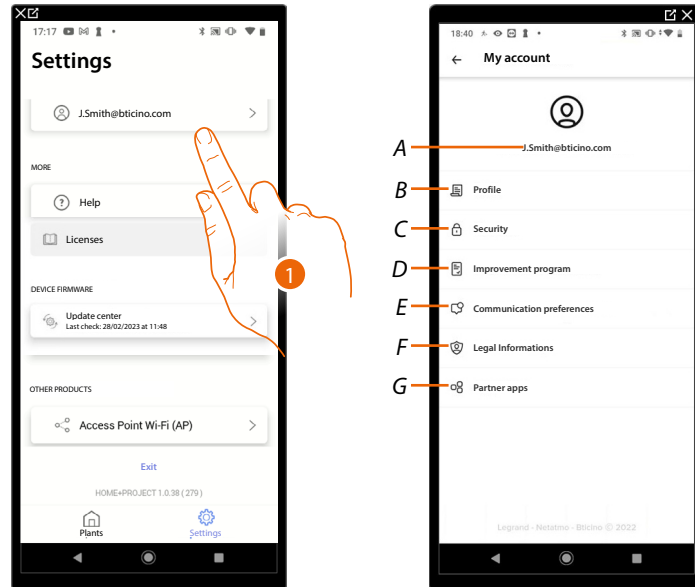
It is also possible to log out from the Home+Project App.



1. Touch to enter the page
- A Opens the [account management](#) page
 - B Opens the [Help](#) page
 - C Opens the page with the F460/F461 [updates](#)
 - D Function not available
 - E Log out

Account management

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



1. Touch to enter the page

A Account Login/Email address

B Display/edit your Legrand account **registration details**

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.

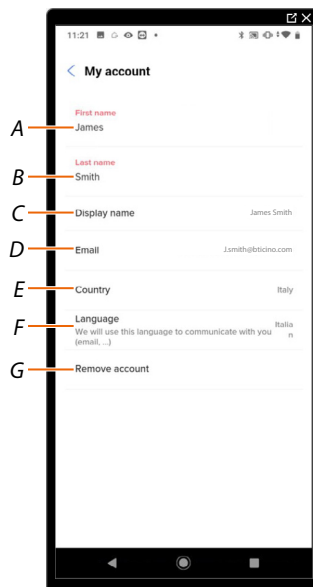
E Manage your communication **authorisations** and other aspects of your personal details

F View **the terms and conditions of contracts** relating to the Legrand Apps that you are using

G Manage the **Partner Apps** to which your account is linked (e.g. Google Home etc.)

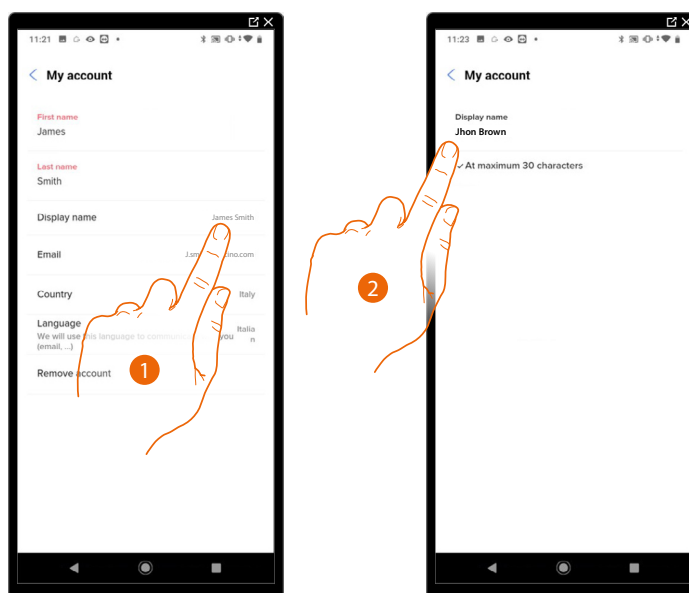
Profile

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 View/edit the surname used for the account
- C View/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

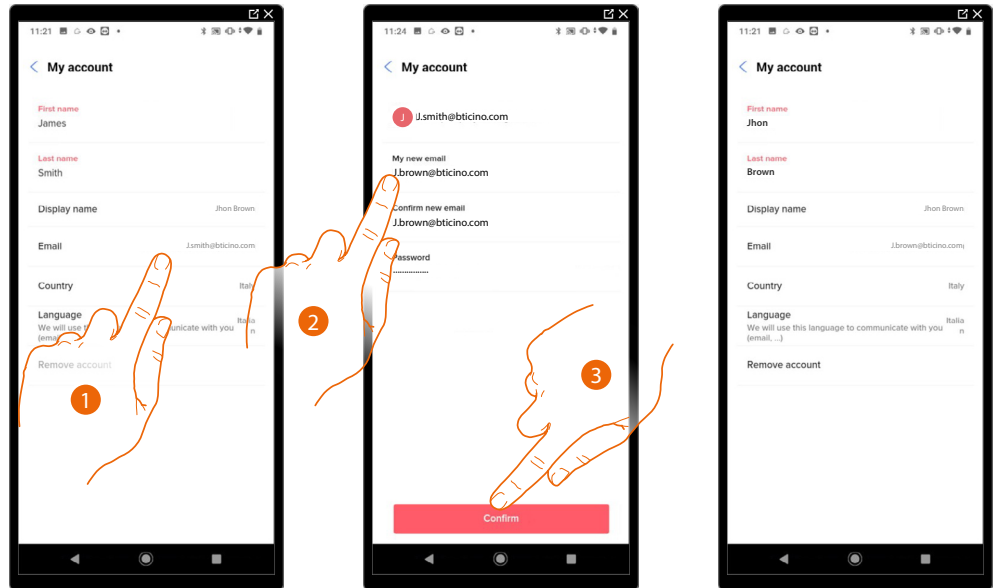
Show name (edit name)



1. Touch to edit the name
2. Enter the name that will be used in the system e-mail communications.

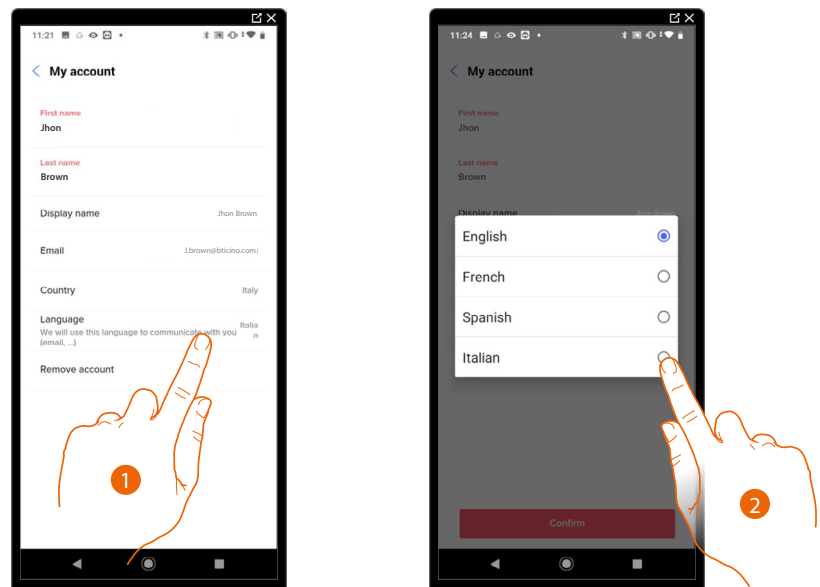
Email/account (change of the device management email/account)

To change the access email address:



1. Touch 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. Touch to confirm

Language

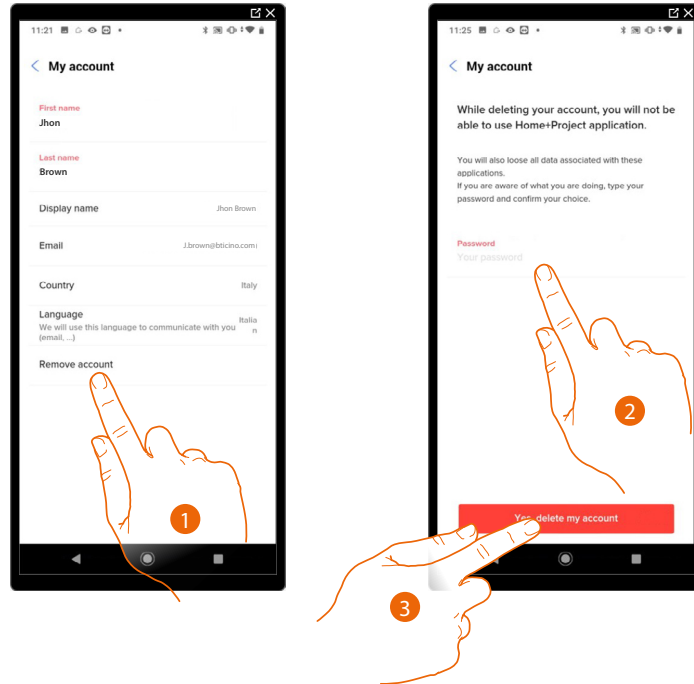


1. Touch to edit the language in which to receive communications
2. Select the language

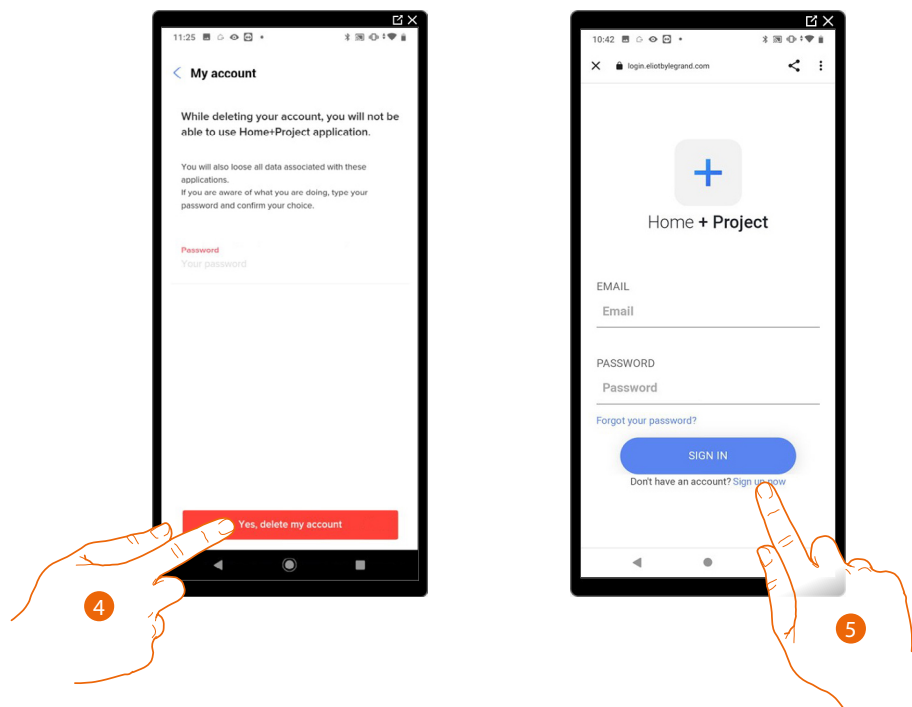
Delete the account

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



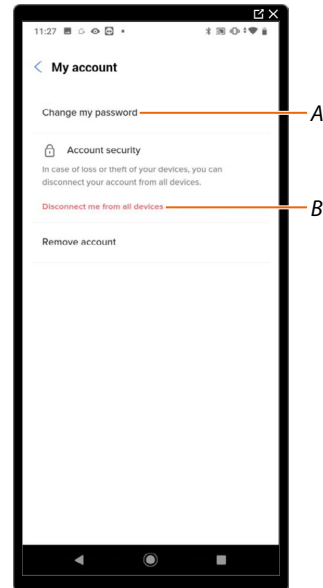
1. Touch to delete your Legrand account definitively
2. Enter the password
3. Touch to delete the account



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

Safety

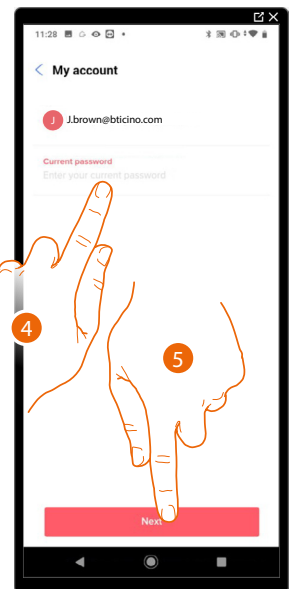
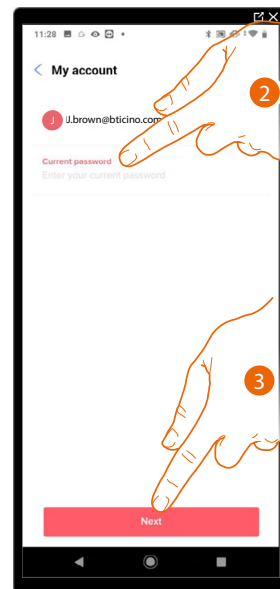
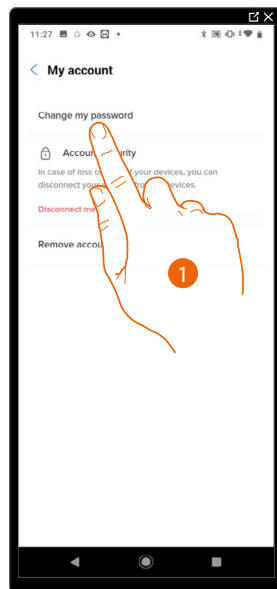
In this page it is possible to edit the password of your account and to disconnect it from all devices. The disconnection of your account from all devices is useful in case one of your devices is lost or stolen.



A Completes the password edit procedure

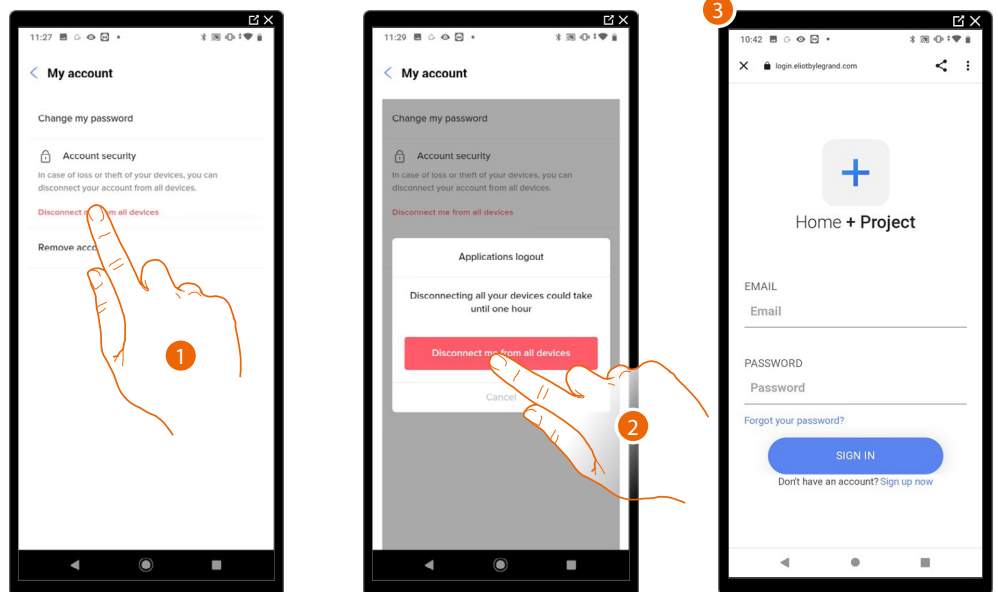
B Disconnects from all devices

Edit password



1. Touch to edit the password
2. Enter the current password
3. Touch 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. Touch to confirm

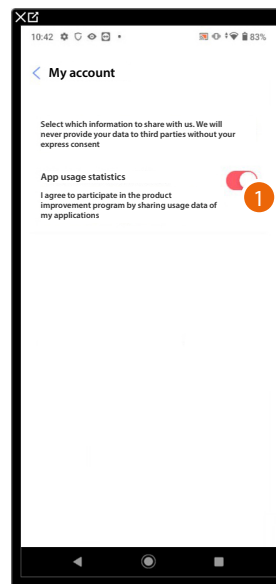
Disconnect from all devices



1. Touch to activate the procedure
2. Touch 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

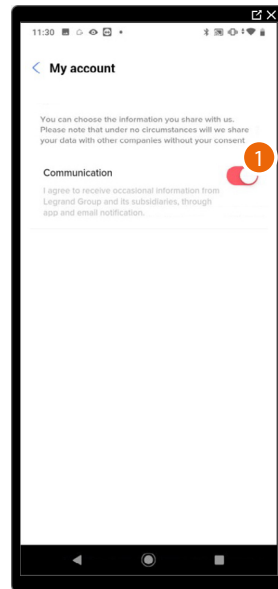
This section can be used to enable the sharing of the app usage data



1. Touch to enable the sharing of the app usage data.

Communication preferences

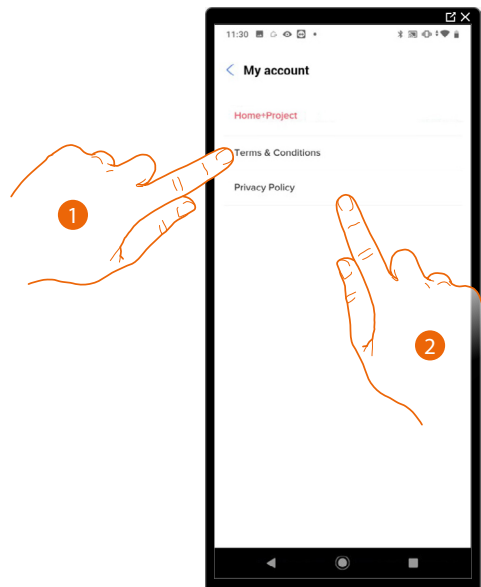
In this page it is possible to enable the reception of communications from Legrand and the sharing of the App usage data.



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

Legal information

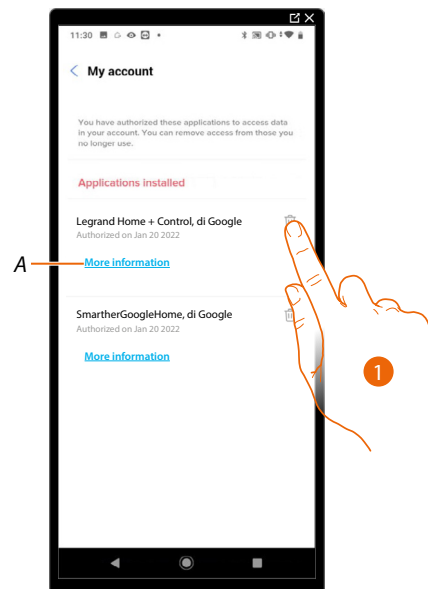
In this page it is possible to view terms and conditions of use and privacy information for each App to which your Legrand account is associated.



1. Touch to display Terms and Conditions
2. Touch to view 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.)

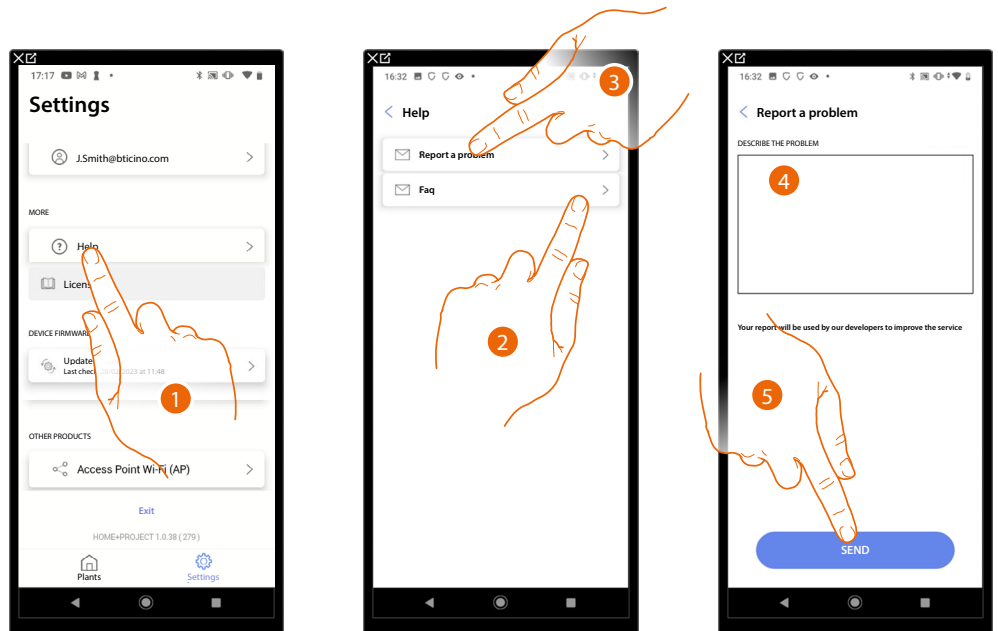


1. Touch to remove the access of sites or Apps to some of your account data
- A Displays more information regarding the access to your system by partner Apps.

Help

In this page, it is possible to view and search for answers to frequently asked questions (FAQs) on the use of the Home+Project App, as well as submit a notification for a problem encountered

NOTE: You will not receive a direct answer, but your signal will be used by developers to improve the service.



1. Touch to enter the Help page
2. Touch to enter FAQ section and select the topic on which you require clarifications
or
3. Touch to enter the page to point out a problem
4. Describe the problem you want to point out in the correct field.
5. Touch to send the message to the after-sales service*.

***NOTE:** Your notifications will be used by the developers to improve the products. You will not receive an answer

Update Center

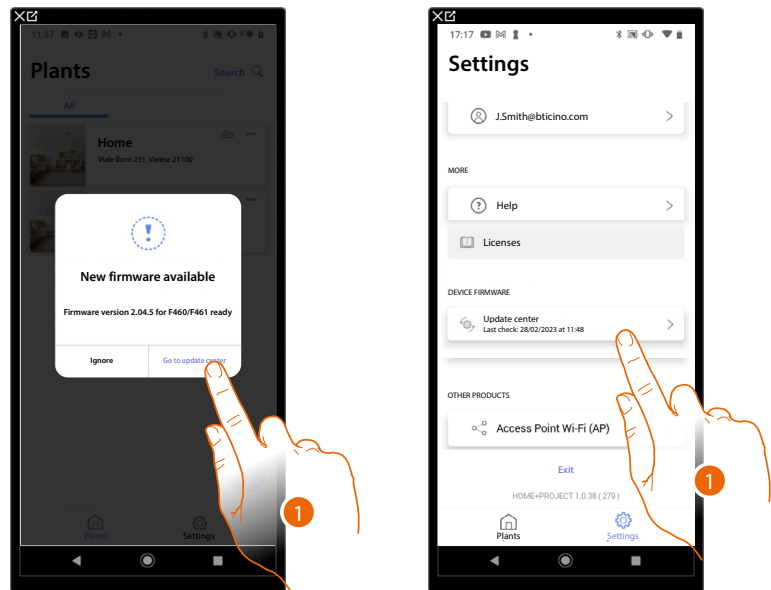
In this page it is possible to manage F460/F461 updates.

The update includes 2 steps.

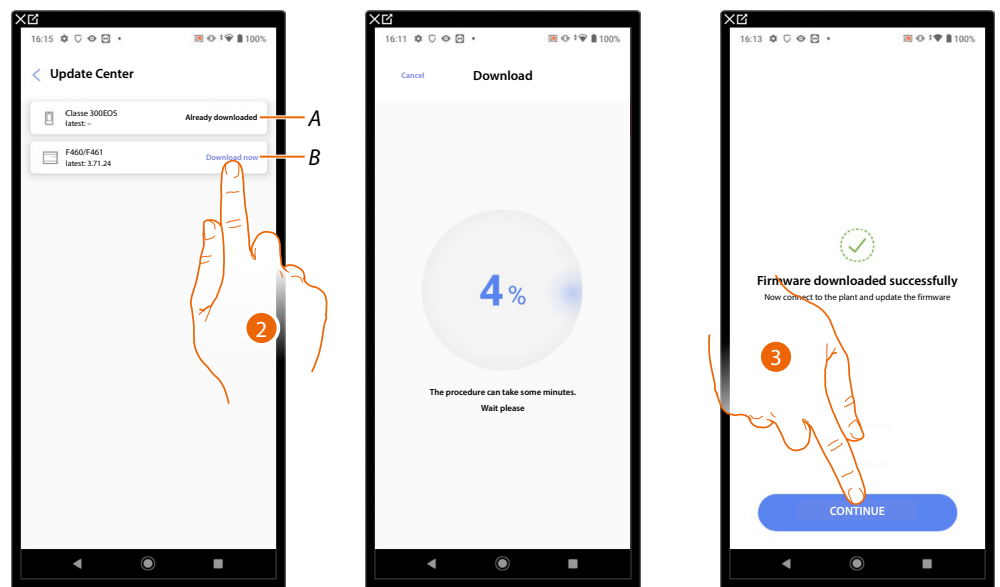
In the first step, following a warning, it will be necessary to download the proposed update. This step requires internet connection on the smartphone.

In the second step, it will be necessary to install the update package. This does not require an internet connection but rather only access to the plant.

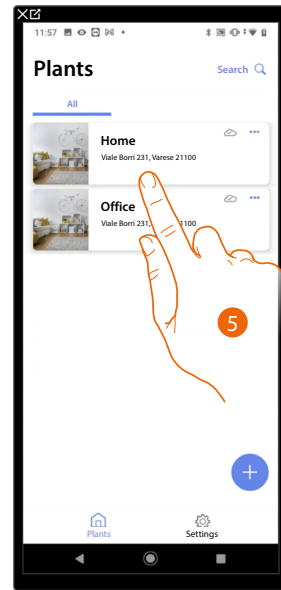
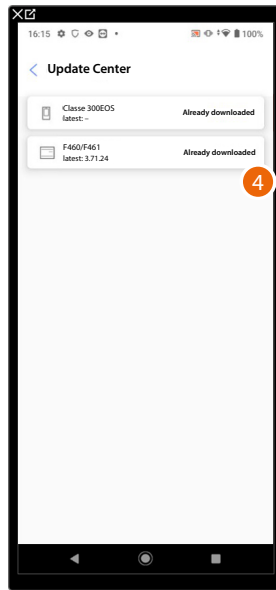
NOTE: for native F460/F461 installations prior to version 3.71.11, the first update must be performed using the MyHOMESuite software



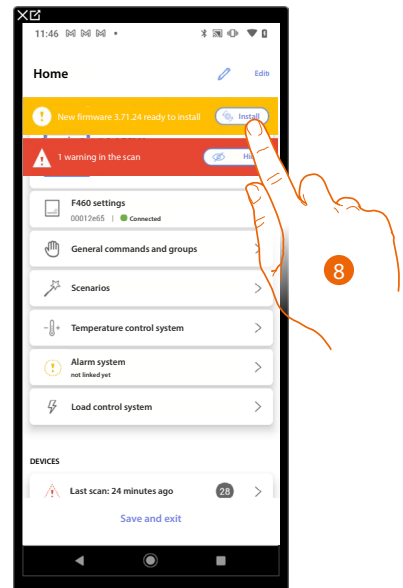
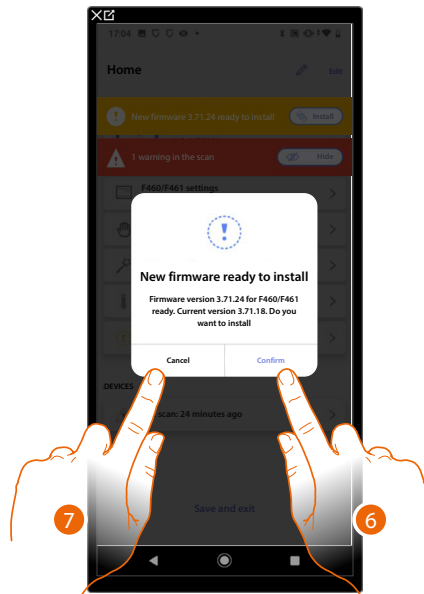
1. When new firmware is present, a notification appears on the plant management Home Page. Alternatively, you can open the update center and check for new firmware.



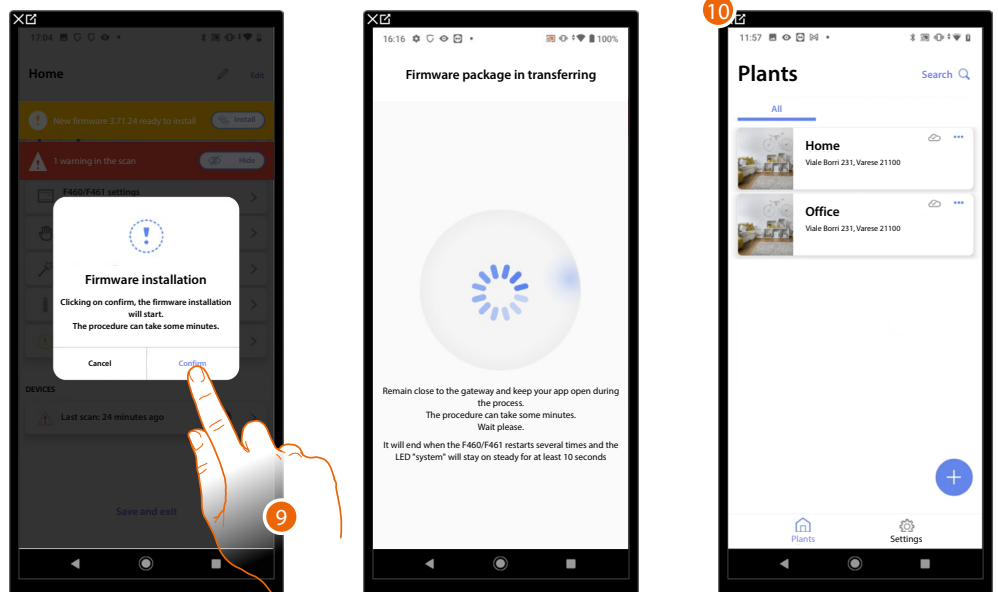
- A Update downloaded
 - B Update available for download
2. Touch to download the update
 3. Touch to continue



4. The update has now been downloaded
5. The next time that you connect to a plant, Home+Project will automatically check the update status and, if necessary, propose the installation of the new firmware. Touch to access.



6. A message appears indicating that the update needs to be installed: touch to install it or
7. Touch to delay the procedure
The update can be postponed by accessing the Update Centre.
If the update is not performed, the installation can still be accessed, but the latest functionalities will not be available.
8. In the second case, an indication appears on the Home Page inviting to complete the installation: touch to proceed



9. Touch to confirm

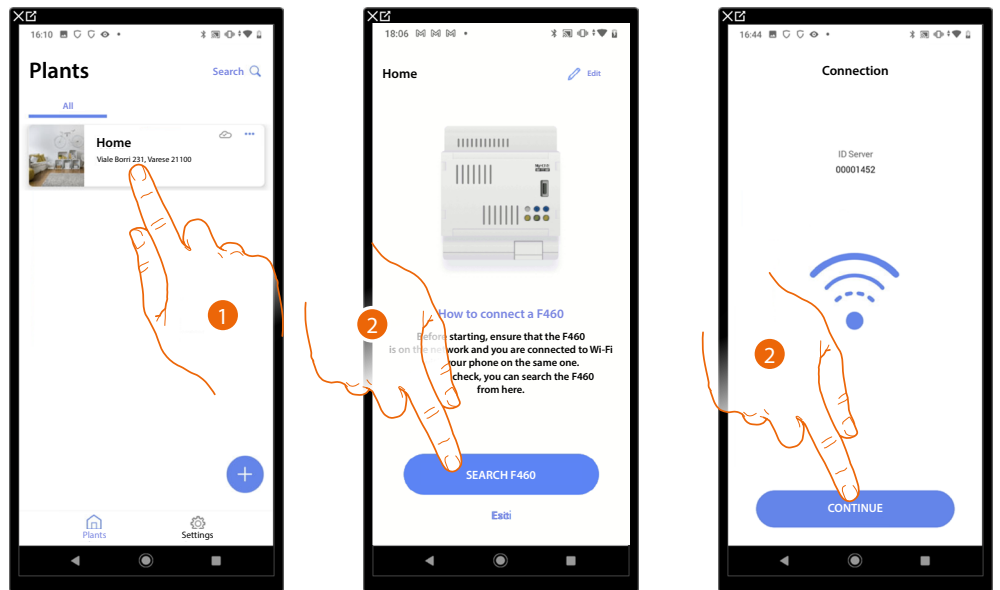
10. After a few minutes, the update is completed and the plant management Home Page appears.

System Configuration

After creating the plant, you must now configure it by connecting to the server and, through the plant home page, perform various configurations, such as associating devices with objects and associating with a burglar alarm Control unit. You can also manage the structure of the house and create general, group and scenario commands.

NOTE: To configure the plant using the Home+Project app, you must be connected to the same LAN network as F460/F461.

NOTE: Before configuring the plant, it is recommended to complete [the firmware update](#) of the device.

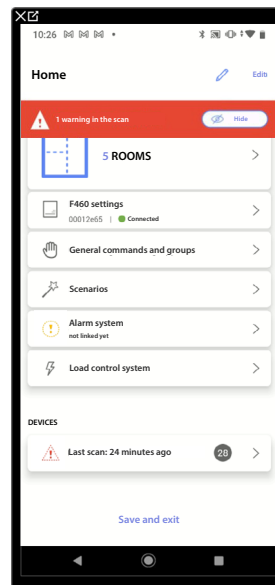


1. Touch to enter the system home page and manage its components

***NOTE:** In order to create the plant, the Smartphone must be connected to the Internet.

If F460/F461 is not connected to the internet, you can perform the configuration **by connecting locally**.

2. Touch to search the server in the network
3. The system has connected to the server; touch to continue

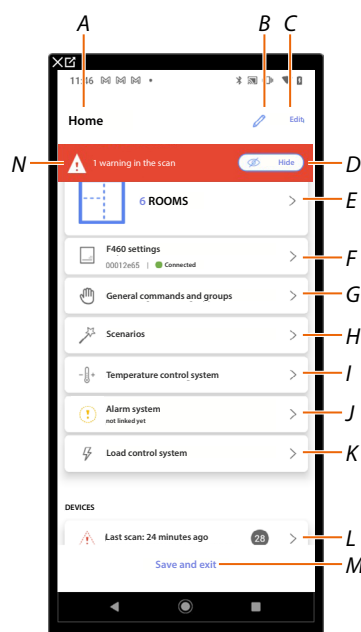


The **system Home Page** appears

System Home Page

In this page are all the functions for managing the system.
You can manage the entire structure and:

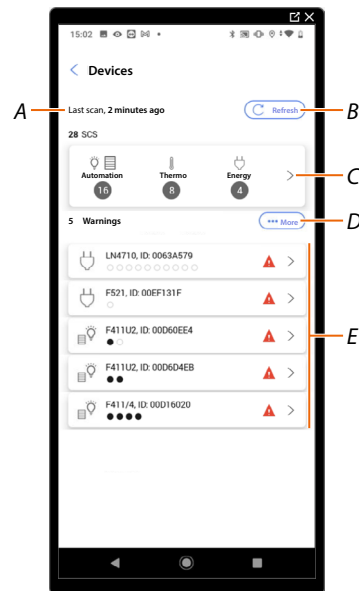
- add or remove rooms and objects
- create general commands and groups
- create scenarios
- set temperature setpoints for day and night
- associate a burglar alarm Control unit
- manage all plant devices and the settings of F460/F461



- A System name
- B Edit the system name
- C Opens the system information management page (name, address, icon and group)
- D Hides device warning notifications
- E Opens the page for the [management of the structure](#) and the [objects](#)
- F Opens the [system settings](#)
- G Opens the page for the [management of general commands](#) and [groups](#)
- H Opens the [scenario management](#) page
- I Opens the [Temperature control system](#) page
- NOTE:** This item only appears if a thermostat object has been inserted
- J Opens the [burglar alarm system association and management](#) page
- NOTE:** This item only appears if a burglar alarm Control unit is connected to the same LAN network as F460/F461.
In case it is not connected to the same LAN network, see [Burglar alarm system](#)
- K Opens the [Load control system](#) page
- L Opens the page for the [management of system devices](#)
- M Saves the system and returns to the [App Home Page](#)
- N Displays a notification that warnings have been detected for some system devices

Device management

In this page, it is possible to scan or update the devices on your system and then view and manage their configuration and any warnings.



A Last system scan date

B Performs/updates **the system scan**

Scan This button indicates that a full system scan has never been performed

Update This button indicates that a scan has already been performed, touch to update the scan, for example when a new device is added to the system

C Opens the page where **it is possible to view and manage scanned SCS devices**

D It simultaneously manages all the devices with **warnings**

E It individually manages devices with **warnings**

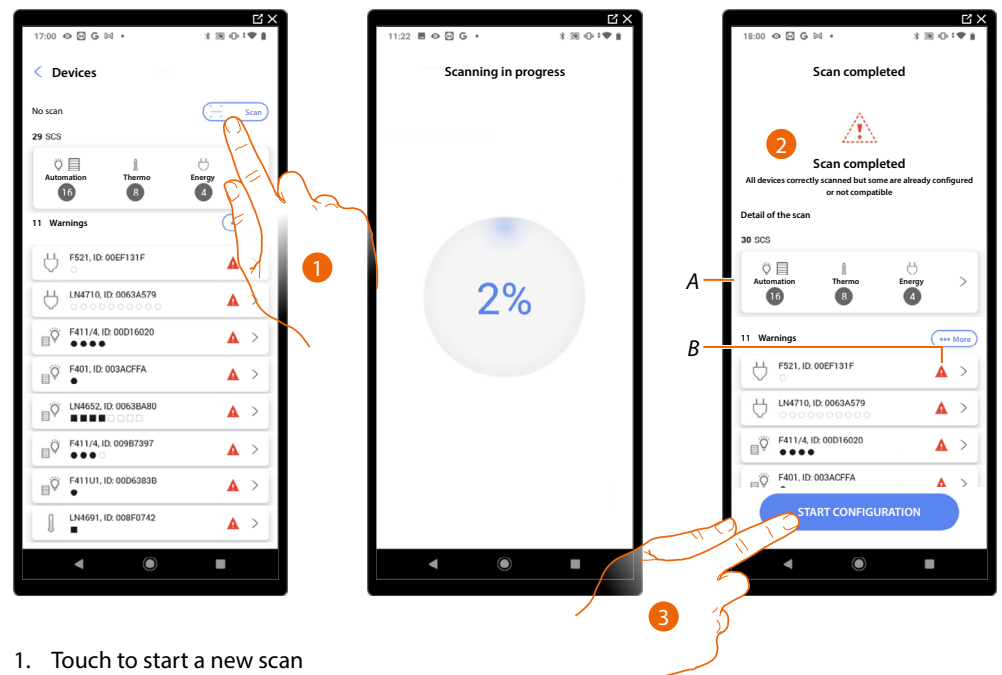
Scan system

This function automatically scans and detects connected devices.
To check the number of engaged addresses, refer to the compatibility table.

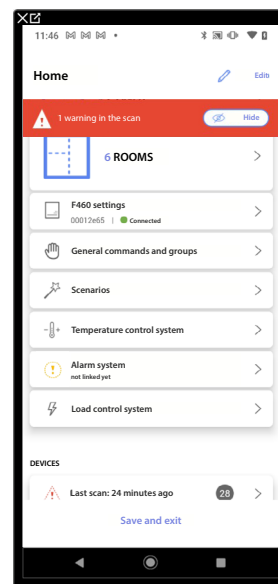
NOTE: It is not possible to have more than 175 addresses per system. If this limit is exceeded, Home+Control* will ask to remove any excess devices from the system.
Scanning is required when there is an F422/F422A device in the system (the App will indicate scanning the system as a necessary step).
Whereas, if the installation is new and there is no F422/F422A device, scanning is optional.

***NOTE:** Only valid for F460.

NOTE: If the system includes an F429G actuator, make sure to associate the ballast loads before scanning the system.

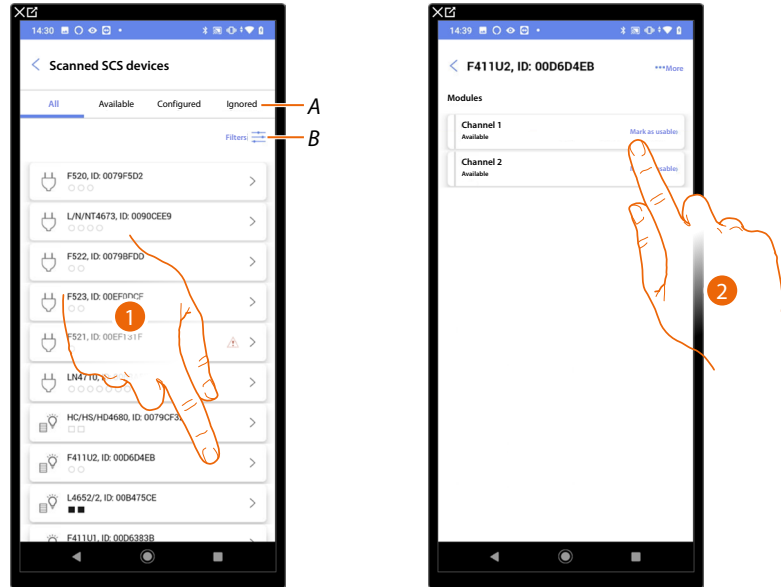


1. Touch to start a new scan
2. A message indicates that the scan has been performed.
The devices detected can be viewed split by system (A), and a filter is also available for those with issues (B).
3. Touch to open the Device Home Page and start the configuration



Display and manage the devices

In these pages, you can view the scanned devices split by status and manage them.



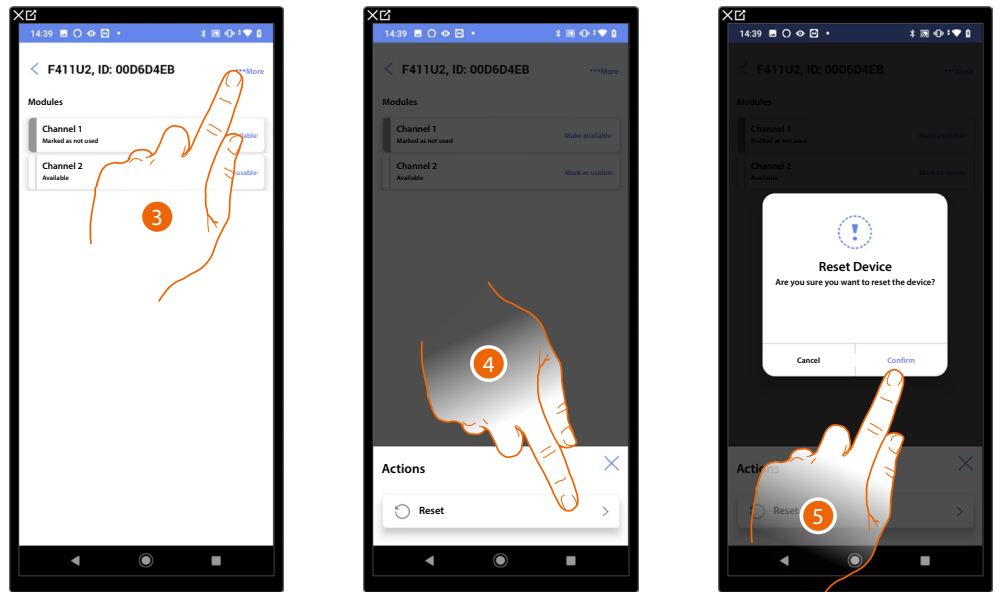
A Device Status Filter

- Available: devices with all the addresses free
- Configured: devices with at least one configured channel (see [Associate objects with devices](#))
- Ignored: devices with warnings and subsequently ignored with [appropriate command](#)

B System, function and component type filter

1. Touch to manage the device
2. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

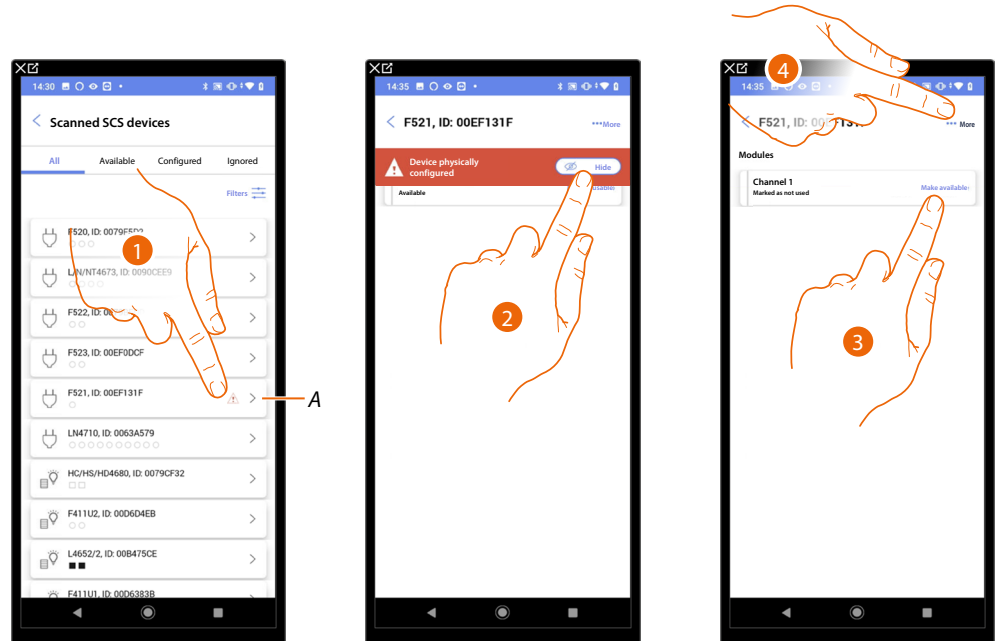
Reset the devices




3. Touch to open the device actions page
4. Touch to reset the device
5. Touch to confirm, all the configurations will be lost

Devices with warnings

Any device warnings detected by the scan are notified by means of specific icons



A Indication that there is a device warning:

 The red warnings indicate that these devices cannot be used as objects.

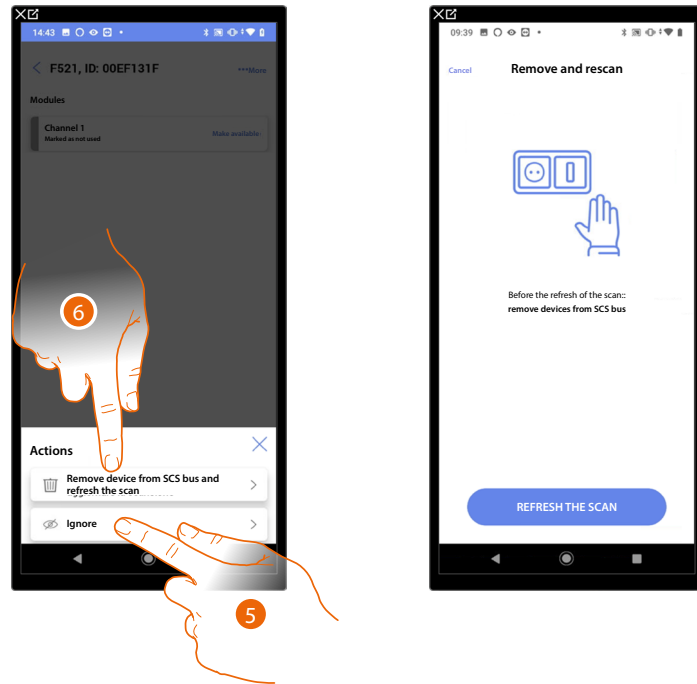
Possible causes are:

- Device initially scanned but at present not connected or not working
- Device physically configured
- Not compatible device
- **Replaced device**

1. Touch to manage the device with warning
2. A message indicates the type of warning; touch to hide it
3. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

Or

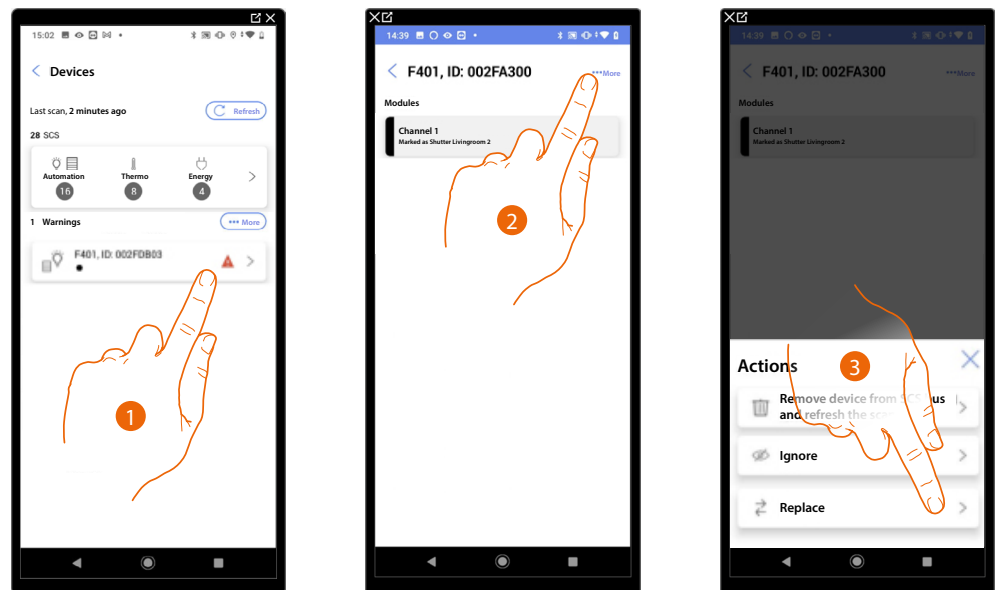
4. Touch to remove the device from the system or ignore it



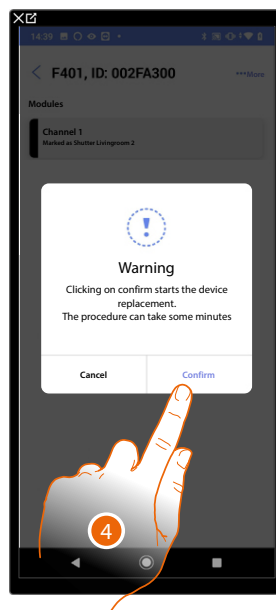
5. Touch to ignore the device.
The device will be moved to the 'ignored' page and will not be considered for configuration.
6. Touch to remove the device from the system; for example, if it needs to be replaced.
You will then have to update the scan.

Replace the SCS device keeping the configuration

If a device has been disconnected in order to be replaced, it is necessary to indicate which device inherits its configuration.

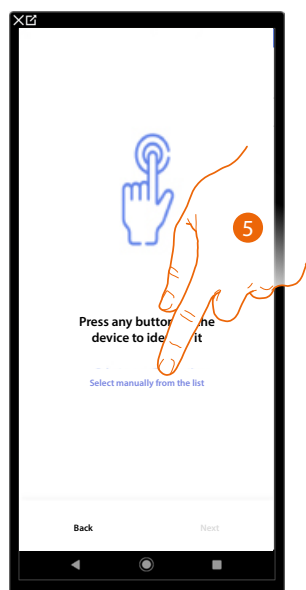


1. Touch to manage the device to replace
2. Touch to replace the device in the system
3. Touch to start the device replacement procedure.



4. Touch to confirm the replacement

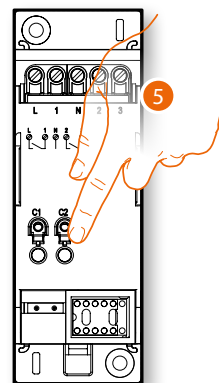
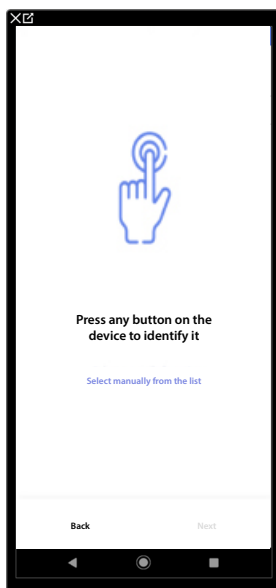
Not accessible device (e.g. wired in the false ceiling)



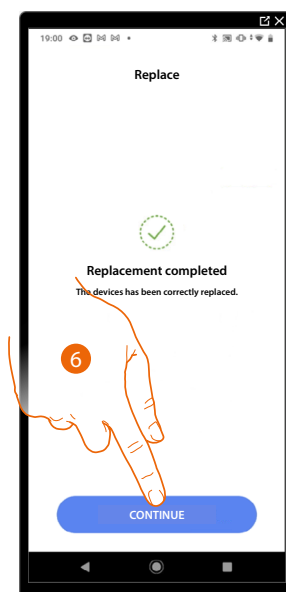
5. Touch if you cannot access the device

You will be proposed the list the devices which you can associate to the object. You can identify the devices by their ID number.

Accessible device (e.g. wired in the electrical panel)



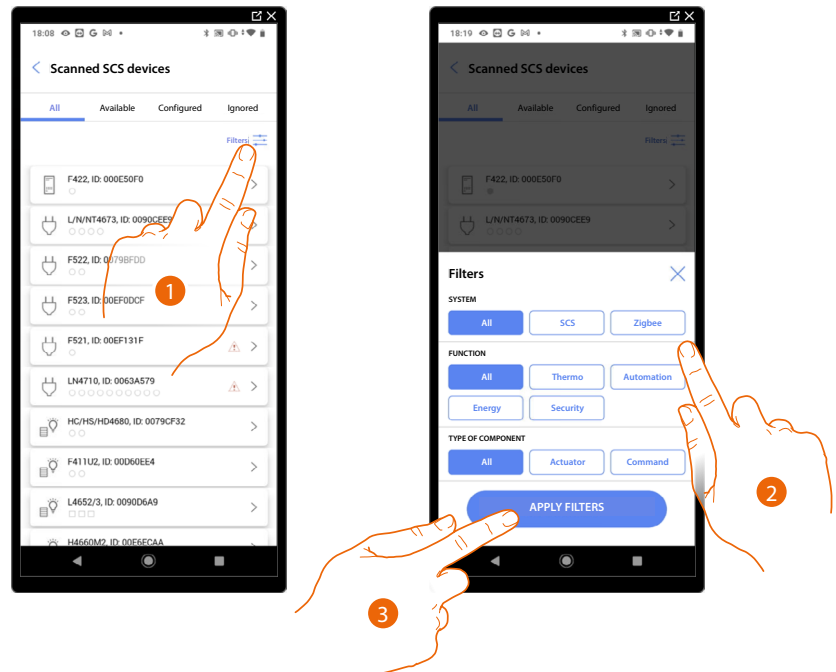
- 5. Touch any one of the pushbuttons on the device on the system
The device is correctly replaced



- 6. Touch to confirm

Filters

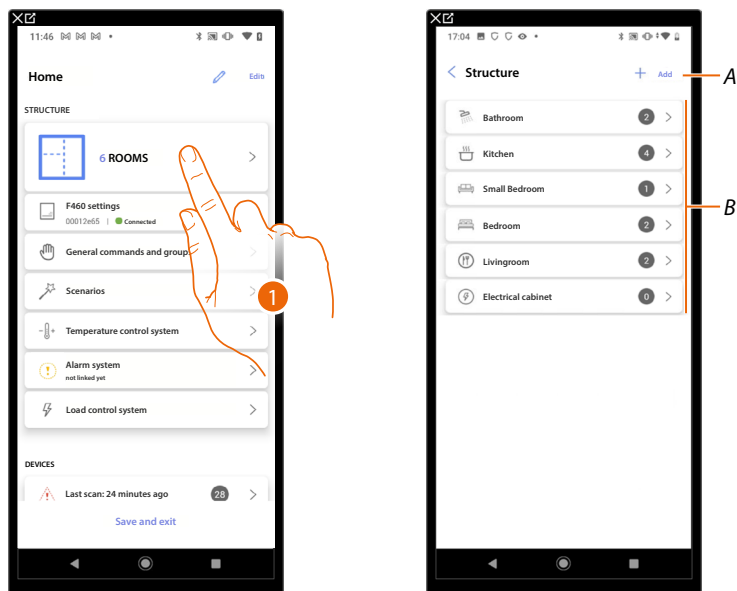
With this function, you can perform a search using the system/function/component type filters



1. Touch to open the filter panel.
2. Select the desired filter.
3. Touch to put on the filter

Room management

You can edit the structure of the system by intervening on its rooms **adding**, **editing** or **deleting** them.

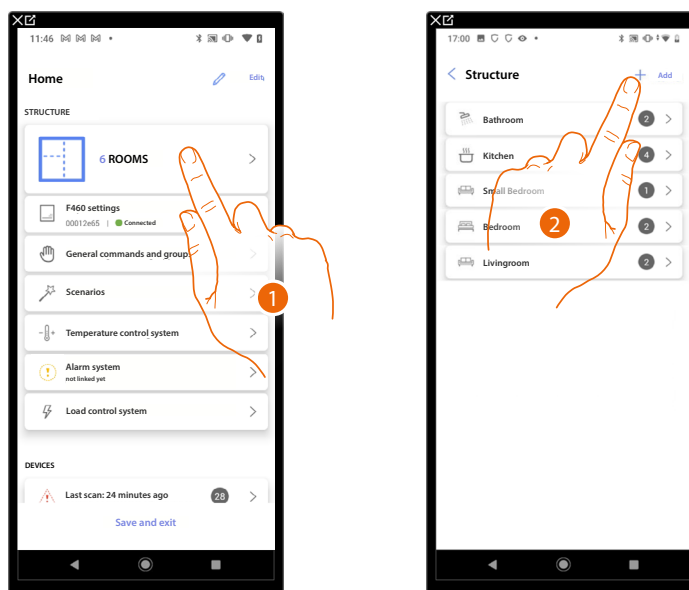


1. Touch to display and manage the rooms

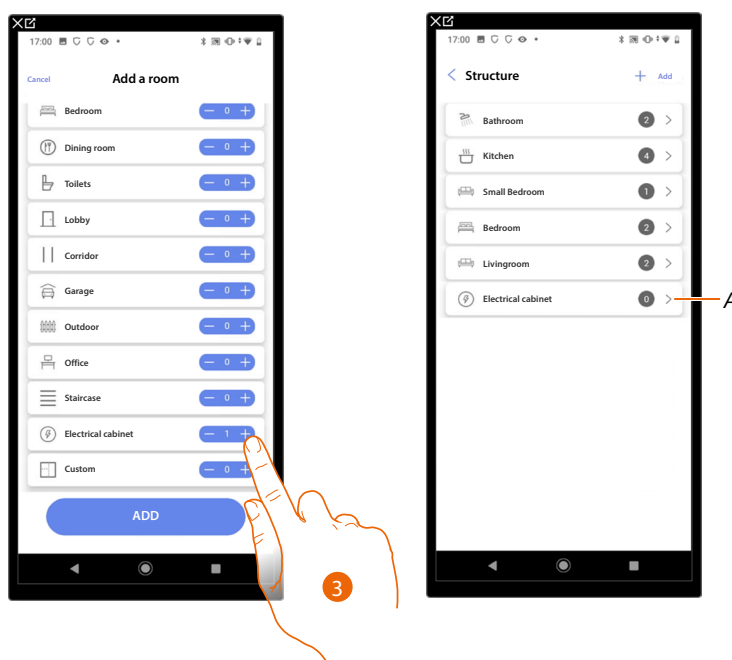
A Adds a new room

B Enter a room to view its objects or to add new ones, or to edit it

Add a new room



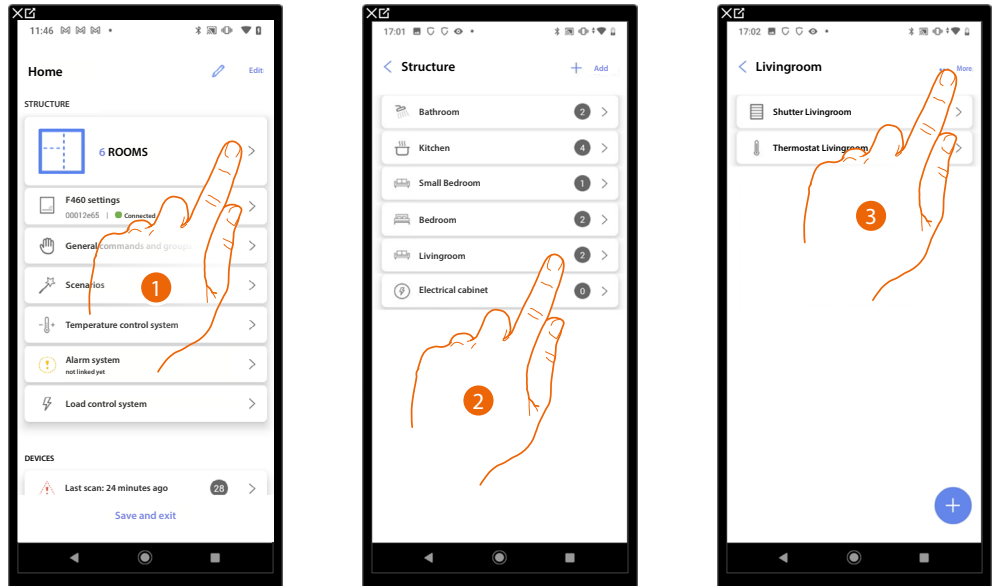
1. Touch to display and manage the rooms.
2. Touch to add a new room.



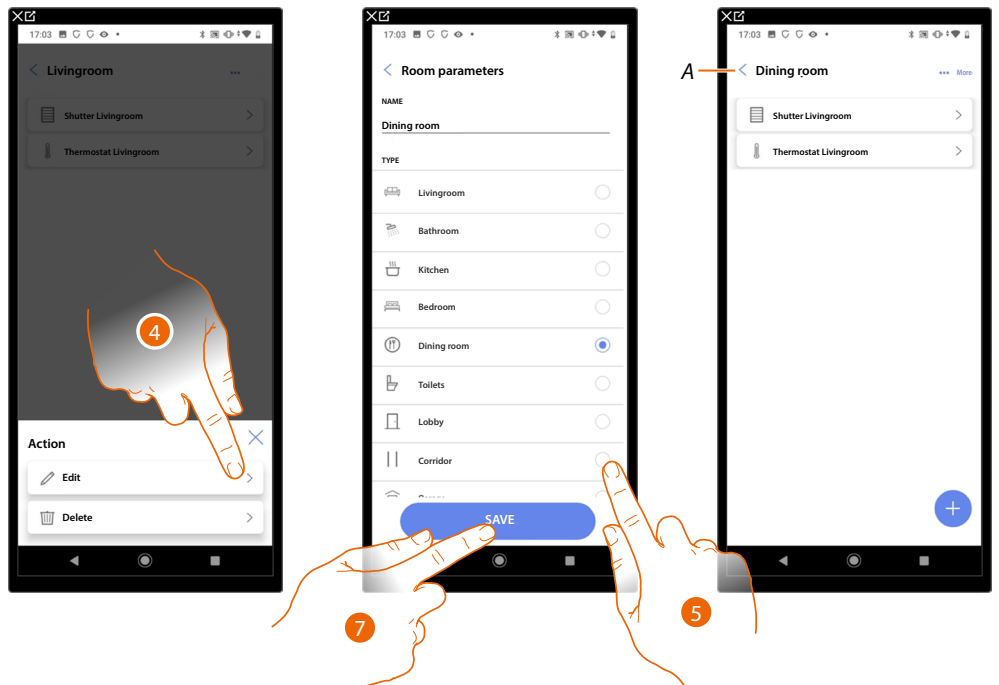
3. Select the room and the quantity.
- A It is possible to display the added room.

Edit a room

In this page it is possible to edit the room type and name



1. Touch to display and manage the rooms.
2. Touch to select the room to edit
3. Touch to open the edit panel.



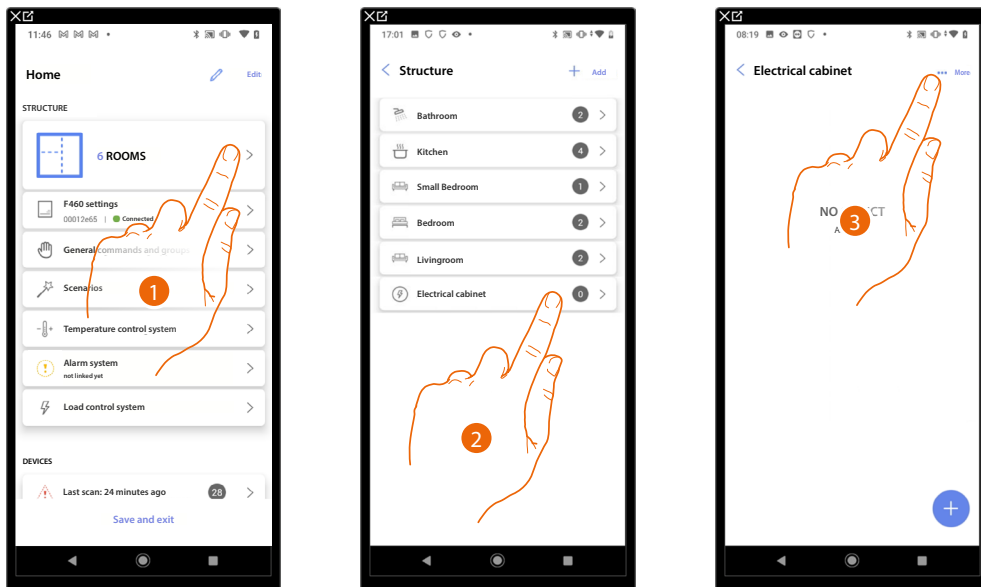
4. Touch to edit the room.
5. Select another room.
6. If necessary, edit the room name.
7. Touch to save the room edit.

A The room has been edited successfully

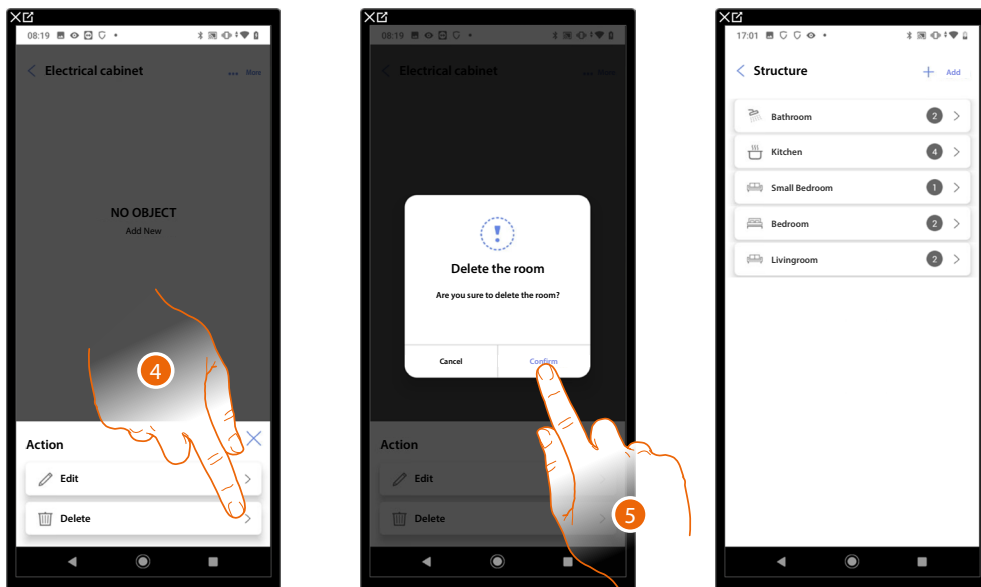
Delete the room

In this page, it is possible to delete a room definitively

NOTE: Only rooms without objects may be deleted



1. Touch to display and manage the rooms.
2. Touch to select the room to delete
3. Touch to open the edit panel.



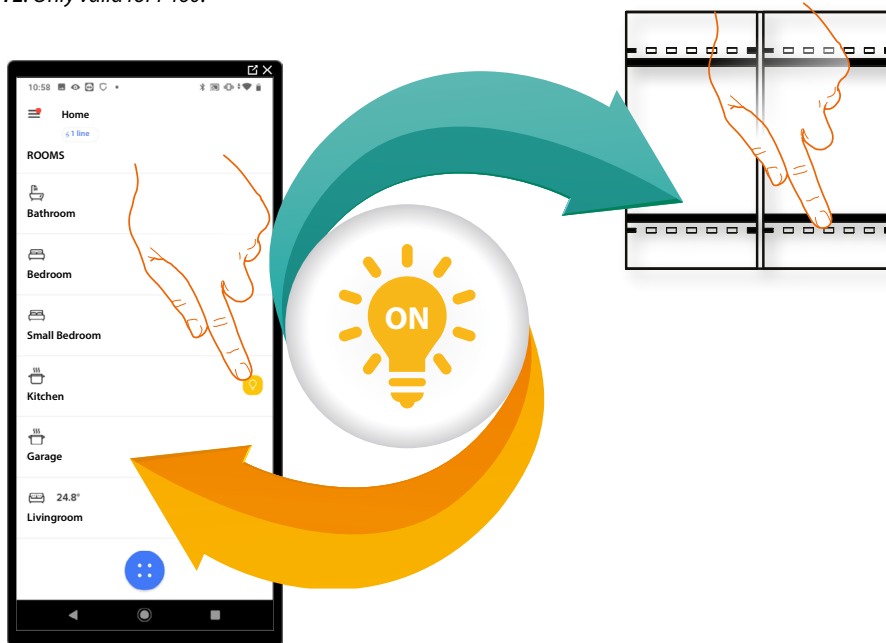
4. Touch to delete the room.
5. Touch to confirm the room deletion.

Associate the objects to the devices

How to associate the graphic objects to the actuators and the physical commands on the system is shown below.

In this mode the user can control his home from both the physical commands and the Home+Control* App

***NOTE:** Only valid for F460.



**Floor call**

On configuring the devices on the system and associating them to the "Floor call" object, the user will be able to create the "Floor call" function. by connecting a pushbutton to the relevant clamps, it is possible to use the internal ringtone of the devices for calls from outside the apartment entrance door.

**Dali dimmer**

By configuring the devices on the system and associating them with the Dali Dimmer object, the user can switch on/off, adjust the intensity, change the colour and the warmth and shade of white of a Dali light.

**Dimmer dmx**

On configuring the devices on the plant and associating them to the light object, the user can switch a dmx dimmer light on/off and adjust it.

**Fancoil**

By configuring the devices on the system and associating them to the Fancoil object, the user can switch them on or off directly or through a program, and adjust their speed (proportional Fancoil only).

**Light**

On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.

**Colored light**

By configuring the devices on the system and associating them with the coloured light object, the user can switch on/off and dim Philips Hue, Lixf Enttec ODE coloured LED bulbs.

**Staircase Lights**

By configuring the devices on the system and associating them with the Staircase Lights object, the user can set up the "Staircase Lights" function of the video door entry system.

**Energy meter**

On configuring the devices on the system (meter F520) and associating them to the Energy object, the user can display the instantaneous power consumption of a load.

**Blind**

On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of the blinds.

**Player**

On associating a NuVo or Sonos* music reader to the player object, the user can play music or listen to radio stations.

**Socket**

On configuring the devices on the system and associating them to the Controlled socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).

**Towel warmer**

By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.

**Lock**

On configuring the devices on the system and associating them to the Lock object, the user can control a system lock.

**Shutter**

On configuring the devices on the system and associating them to the shutter object, the user can adjust the opening and closing of shutters, blinds and garage. On enabling the function you can allow the user to adjust the opening level (only shutters with preset function).

**Thermostat**

On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature

**Burglar alarm System zone**

By associating a burglar alarm Control unit **through the appropriate procedure**, the user will be able to rename and move burglar alarm system zone objects as well as include the burglar alarm system in the default scenarios.

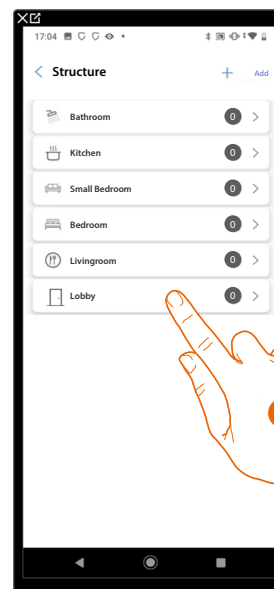
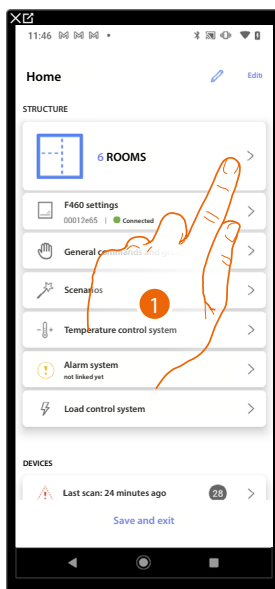
**Load control system**

By associating a central unit for the management and control of the actuators of the Load Control System, the user can manage the power used, with automatic disconnection, in the event of an overload, of the appliances with the lowest priority.

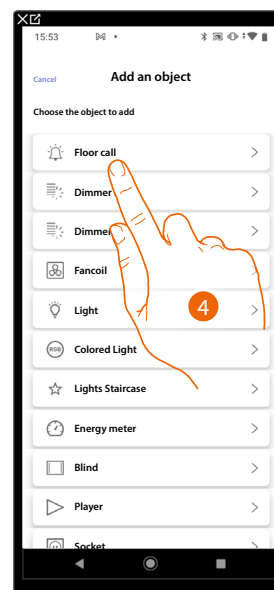
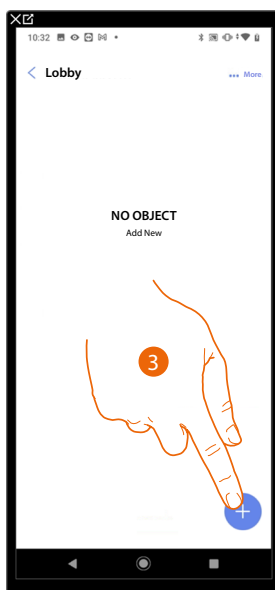
***NOTE:** The device may not be compatible with some models or their firmware versions.
BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices



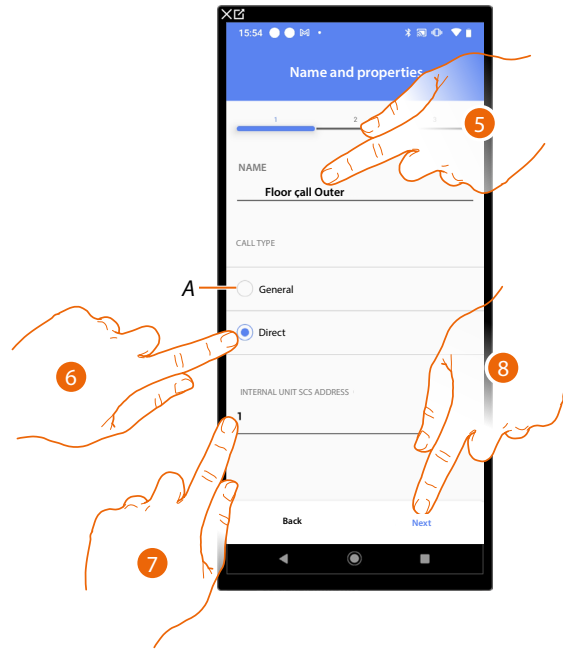
Floor call Object



1. Touch to select the room where you want to add a Floor call object
2. Touch to enter the room where you want to add a Floor call object

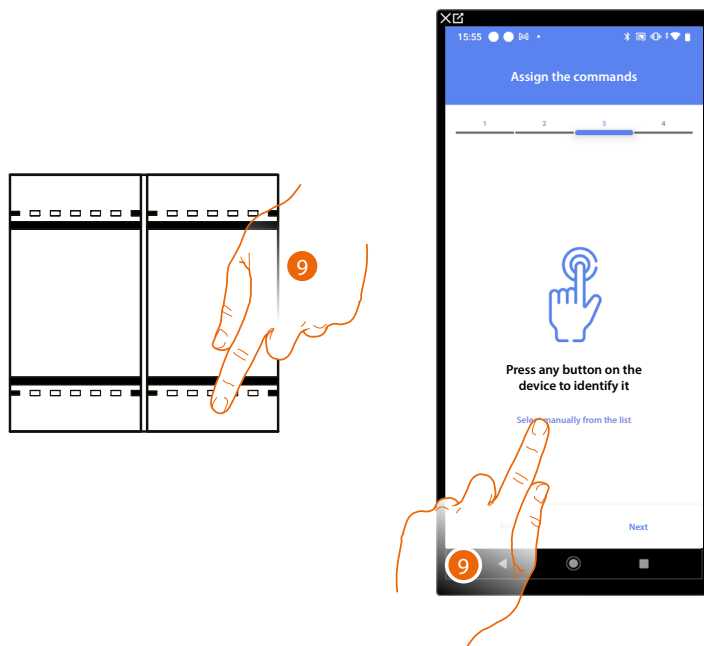


3. Touch to add an object to the entrance hall
4. Touch to select the Floor call object



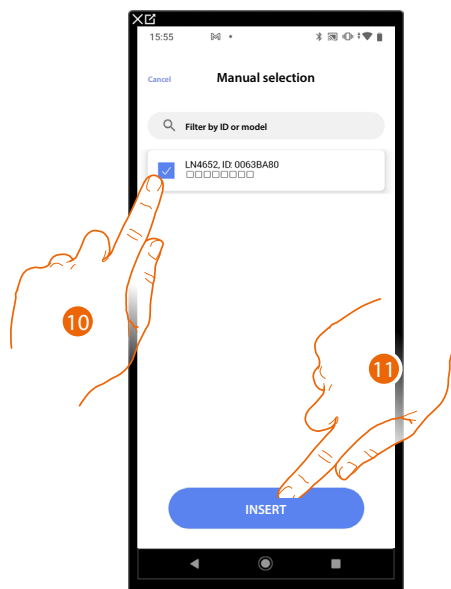
5. Touch to modify the object name.
- A The call will be routed to all the internal units on the system, which will activate the ringtone.
6. Select whether the call should be routed to one of the internal units of the system
7. Select the address of the internal unit that will activate the ringtone
8. Touch to confirm

After selecting the internal unit that will activate the ringtone, it will be necessary to associate the command that will activate it.

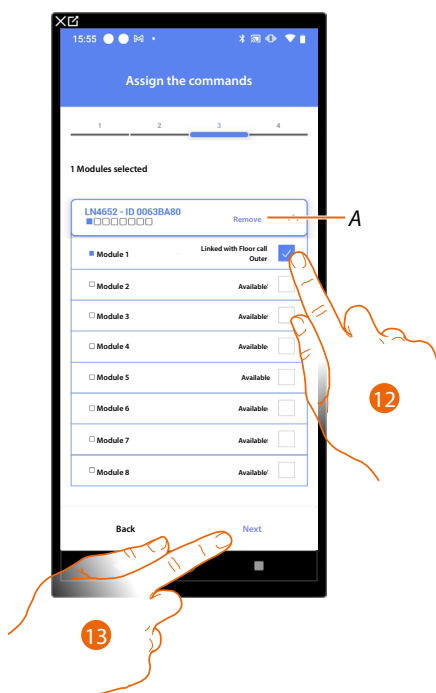


9. Press any one of the pushbuttons on the control on the system
- OR
9. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.

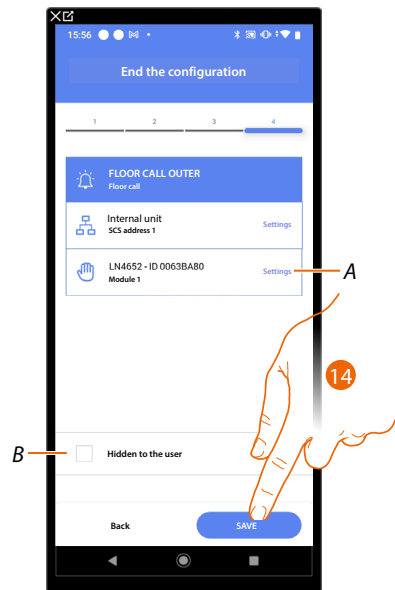


- 10. Touch to select the device
- 11. Touch to add the selected command



A *Delete association*

- 12. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 13. Touch to confirm



The Floor call object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control app. The object is configured and working, but the user is unable to view it.*

14. Touch to save the object

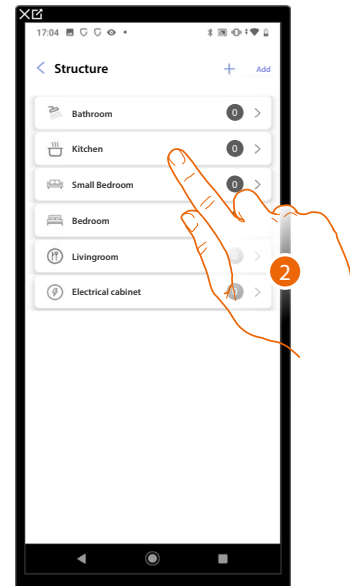
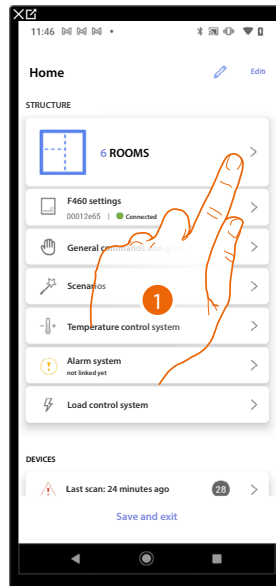
The user can now control a Floor call object in the entrance hall via the physical command or via the Home+Control app graphic object.

***NOTE:** Only valid for F460.

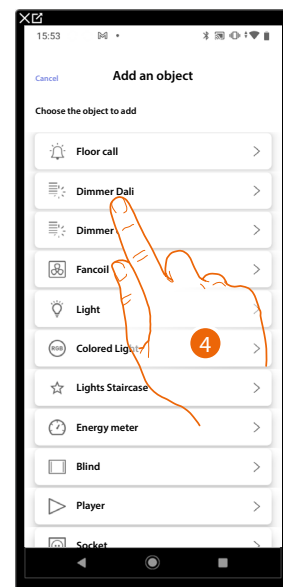
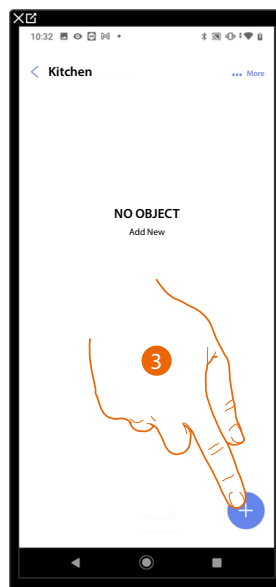


Dali Dimmer Object

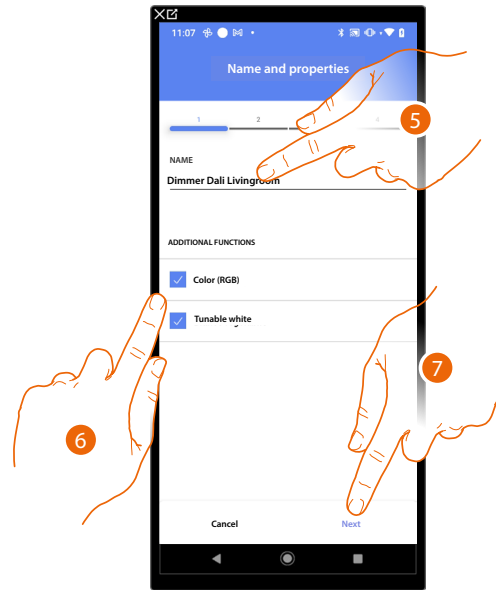
Insertion of the Dali Dimmer object with F429D actuator (Dimmer)



1. Touch to select the room where you want to add a Dali Dimmer object
2. Touch to enter the room where you want to add a Dali Dimmer object



3. Touch to add an object to the kitchen
4. Touch to select the Dali Dimmer object

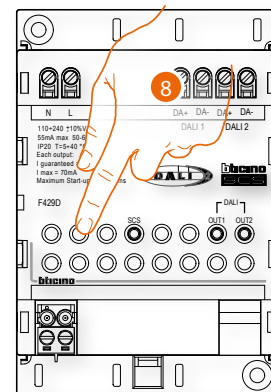
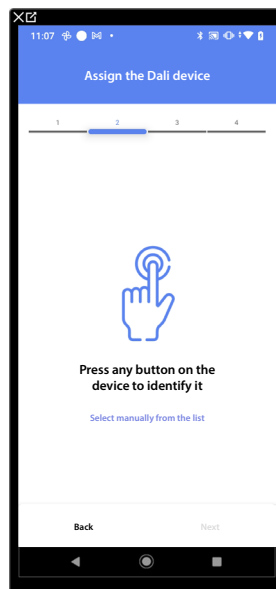


5. Touch to modify the object name.
6. Select whether the lamp handles RGB colour and/or adjustable white

NOTE: Before adding the Colour (RGB) and Adjustable White functions, please check that the lamp can handle them.

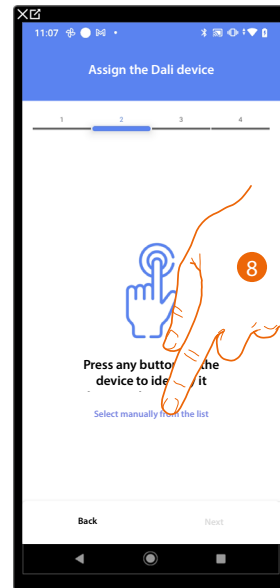
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



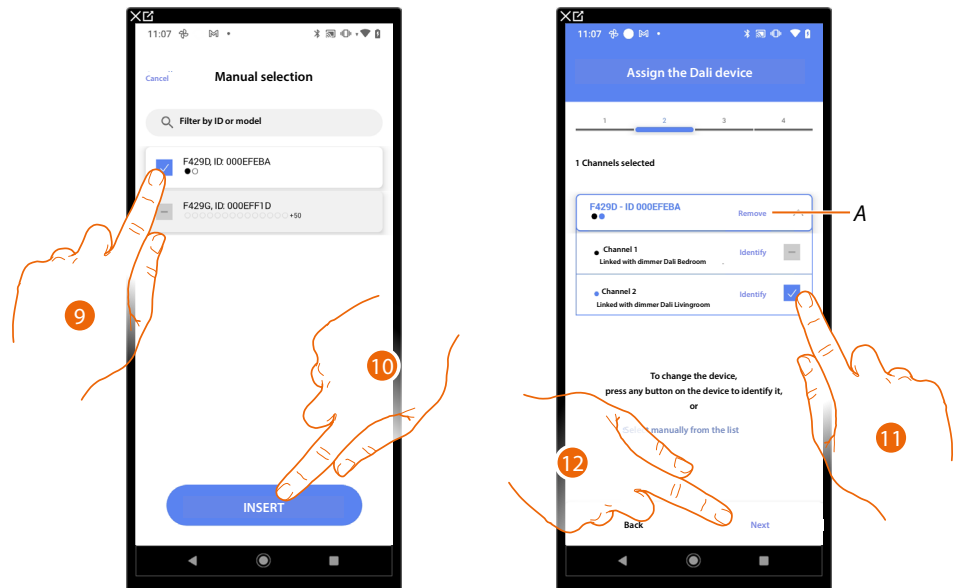
8. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object



9. Touch to select the actuator

10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available

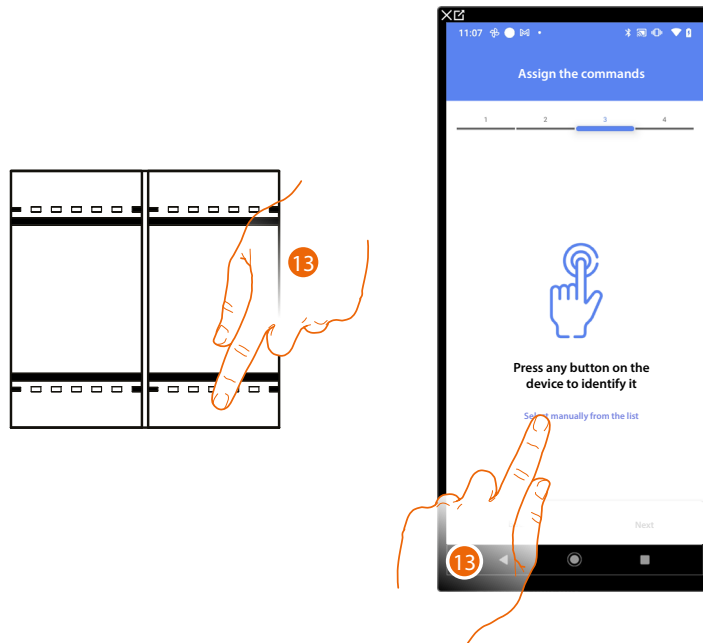
A Delete association

11. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

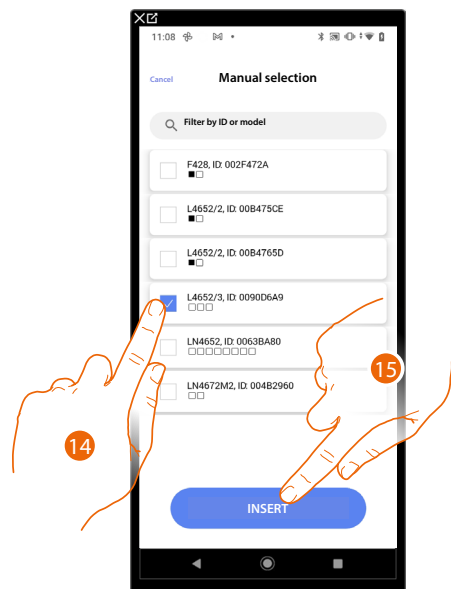


13. Press any one of the pushbuttons on the control on the system

OR

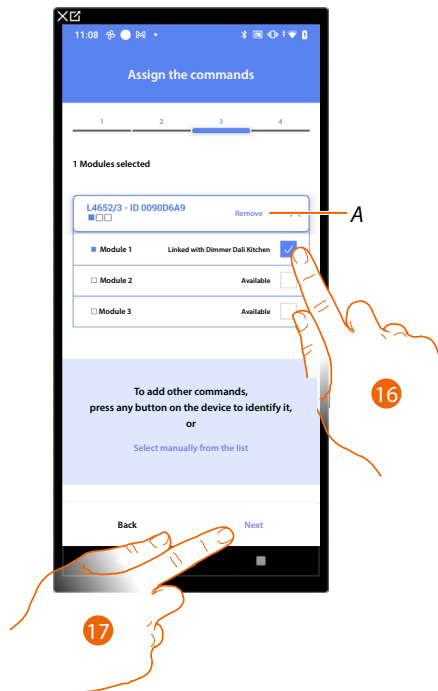
13. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.



14. Touch to select the device

15. Touch to add the selected command



A Delete association

16. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

17. Touch to confirm



The Dali Dimmer object association is complete

A Edit the settings

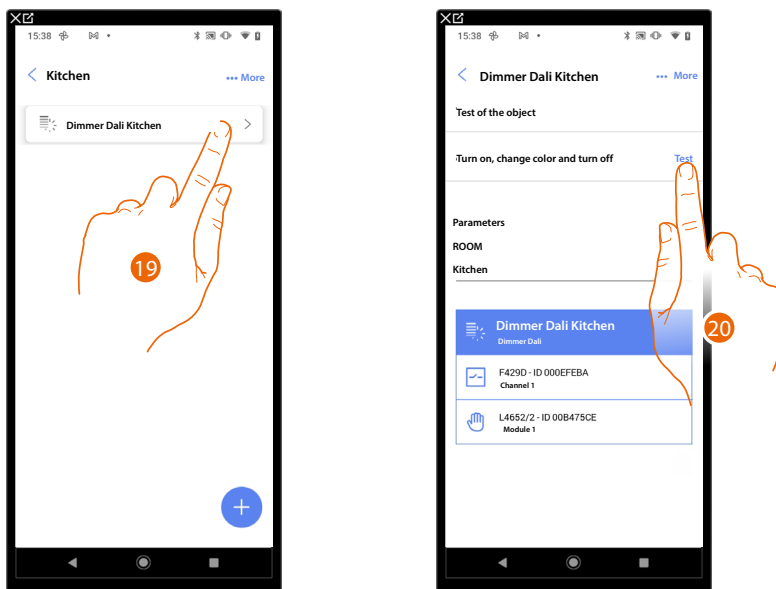
B. Select when you don't want to make the object available to the user in the Home + Control* app. The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now control a Dali Dimmer object in the kitchen via the physical command or via the Home+Control* app graphic object.

*NOTE: Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



19. Touch the inserted object to check that it is working correctly.

20. Touch to start the test, the device will automatically perform the described actions.

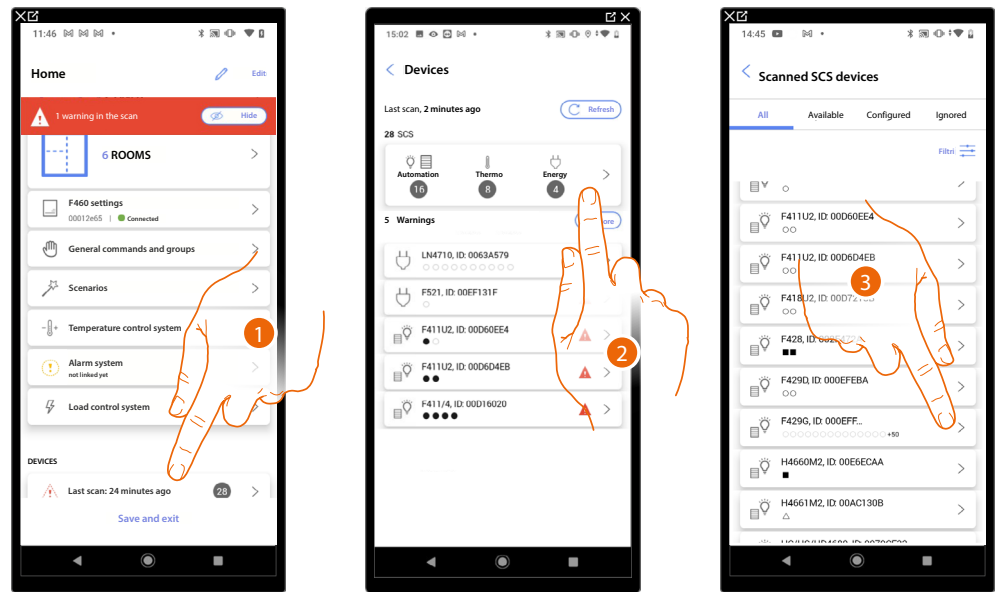
Insertion of the Dali Dimmer object with F429G actuator (Gateway function)

If before the **system scan** the ballast loads had already been connected to the SCS actuator, proceed from step 7.

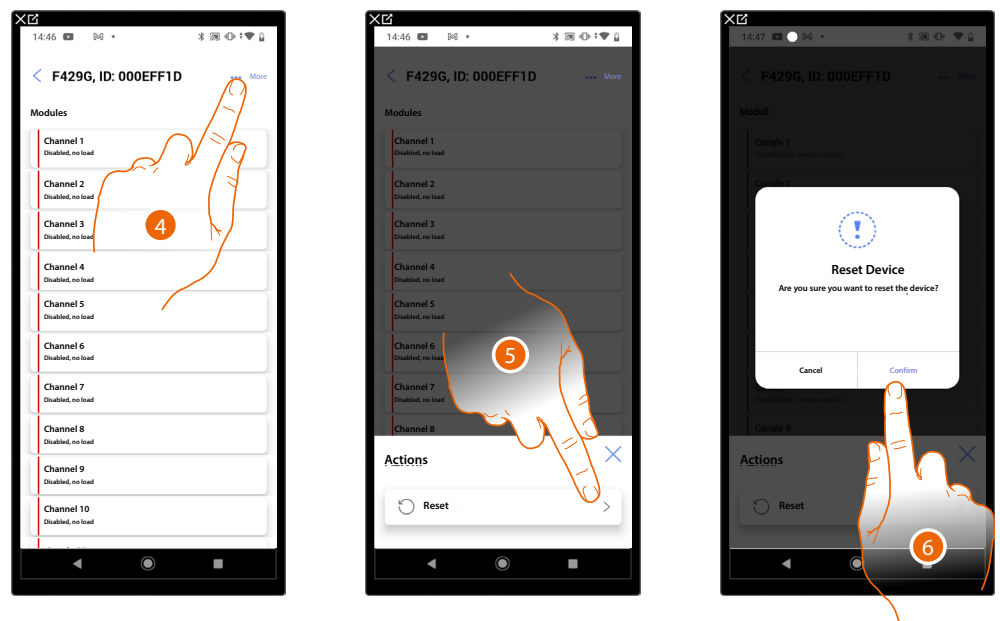
If not, or if you do not know the status of the dimmer, proceed as follows:

Association of the ballast loads with the actuator

Delete the SCS configuration by resetting the F429G actuator

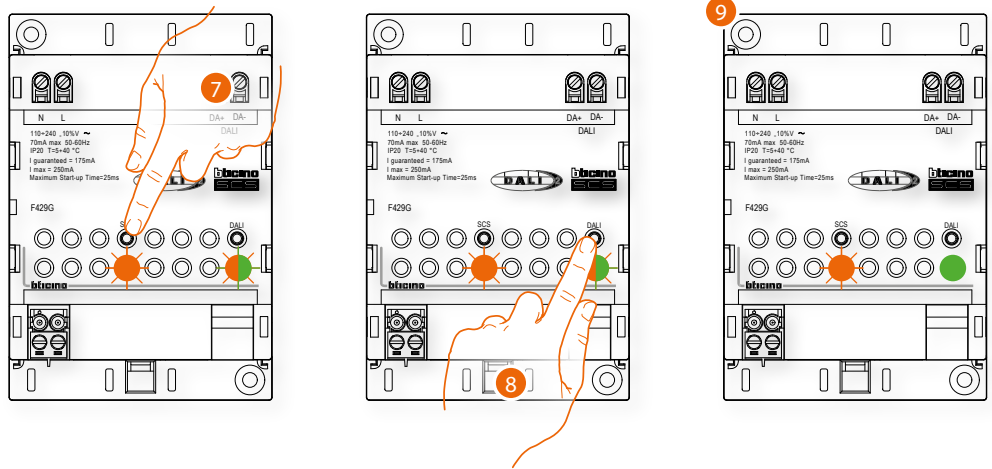


1. Touch to open the page for the management of system devices
2. Touch to manage the devices individually
3. Touch to manage the device



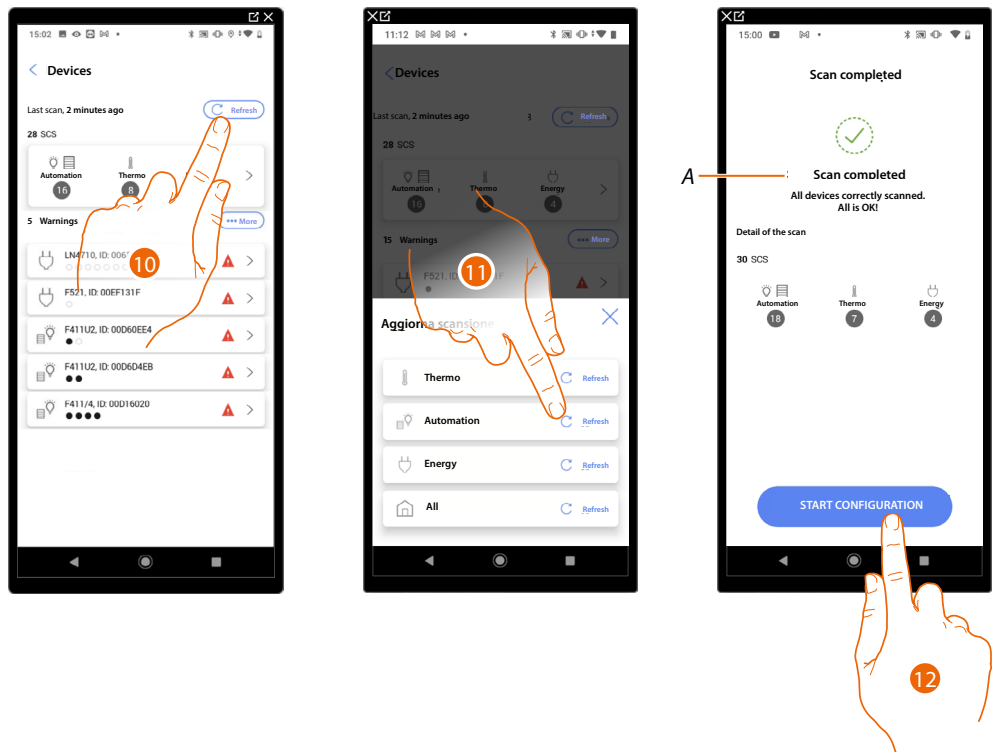
4. Touch to open the device actions page
5. Touch to reset the device
6. Touch to confirm, all the configurations will be lost

Association of the ballast loads with the F429G actuator



7. Press the SCS pushbutton for 10 seconds
8. Press the DALI pushbutton for 0.5 seconds
9. The DALI button LED flashes faster, green and orange. When it turns green steady, the association is complete.

Update the scan from the app

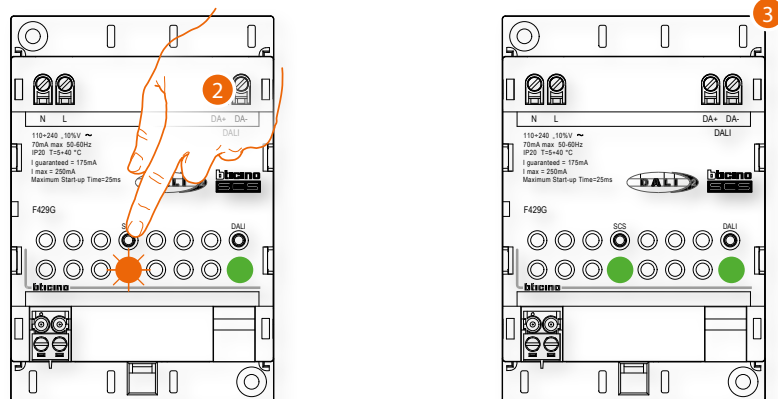
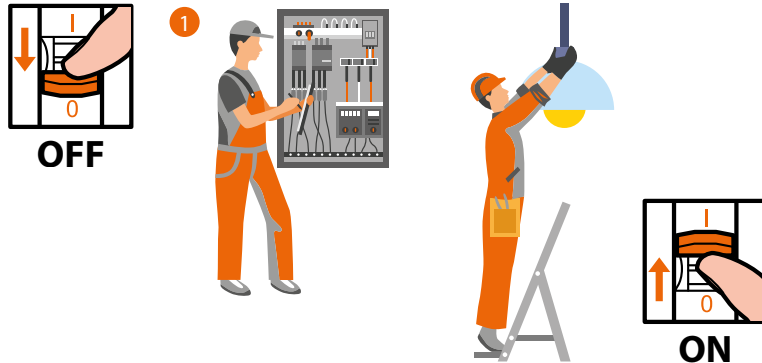


10. Touch to update the scan
11. Touch the system to update
- A A message indicates that the scan has been carried out
12. Touch to open the Device Home Page and start the configuration

Now it is possible to **add a Dali Dimmer graphic object with F429G actuator**

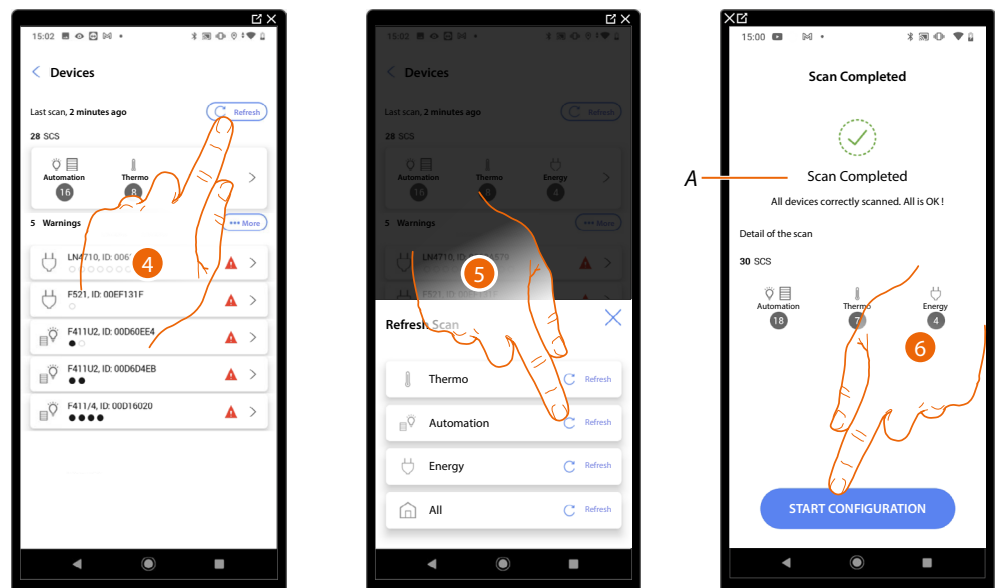
Add a ballast load to the F429G actuator

Connect the ballast loads with the SCS actuator



2. Press the SCS pushbutton for 3 seconds
3. The SCS pushbutton LED turns green steady.

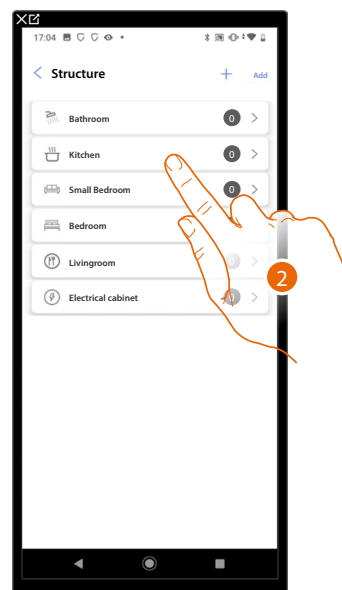
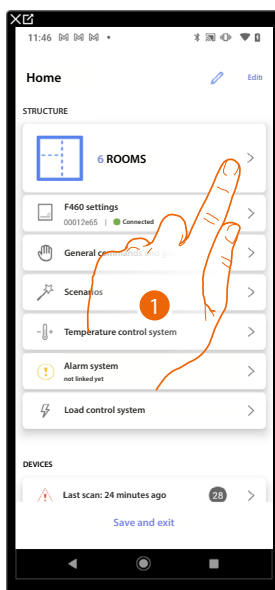
Update the scan from the app



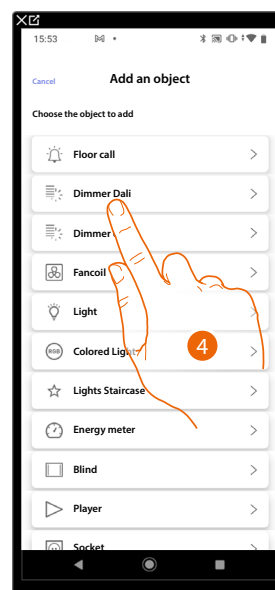
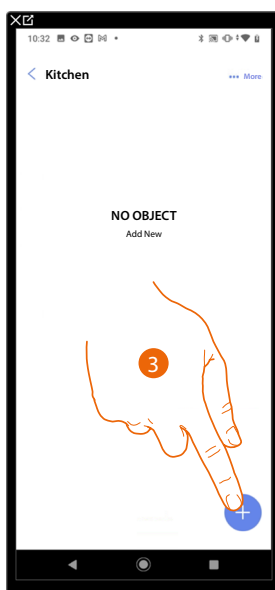
11. Touch to update the scan
12. Touch the system to update
- A A message indicates that the scan has been carried out
13. Touch to open the Device Home Page and start the configuration

Now it is possible to **add a Dali Dimmer graphic object with F429G actuator**

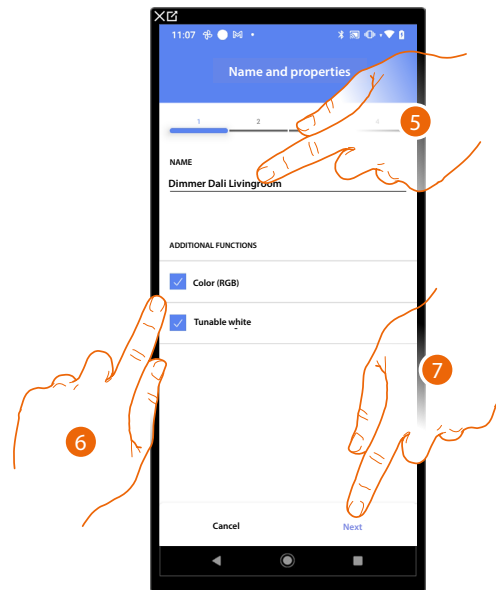
Add a Dali Dimmer graphic object with F429G actuator



1. Touch to select the room where you want to add a Dali Dimmer object
2. Touch to enter the room where you want to add a Dali Dimmer object



3. Touch to add an object to the kitchen
4. Touch to select the Dali Dimmer object

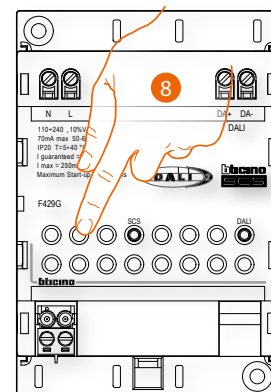
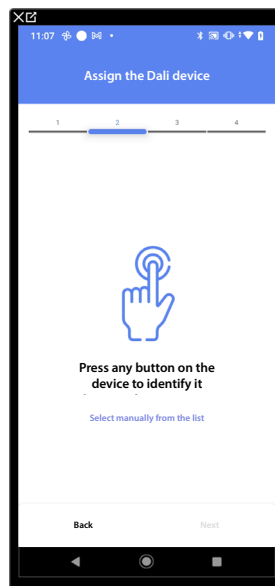


5. Touch to modify the object name.
6. Select whether the lamp also handles RGB colour or adjustable white, or both

NOTE: Before adding the Colour (RGB) and Adjustable White functions, make sure that the lamp can handle them, otherwise it will not be usable.

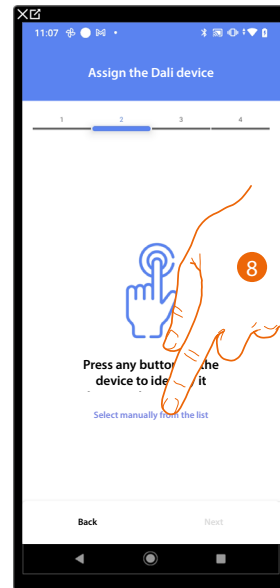
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



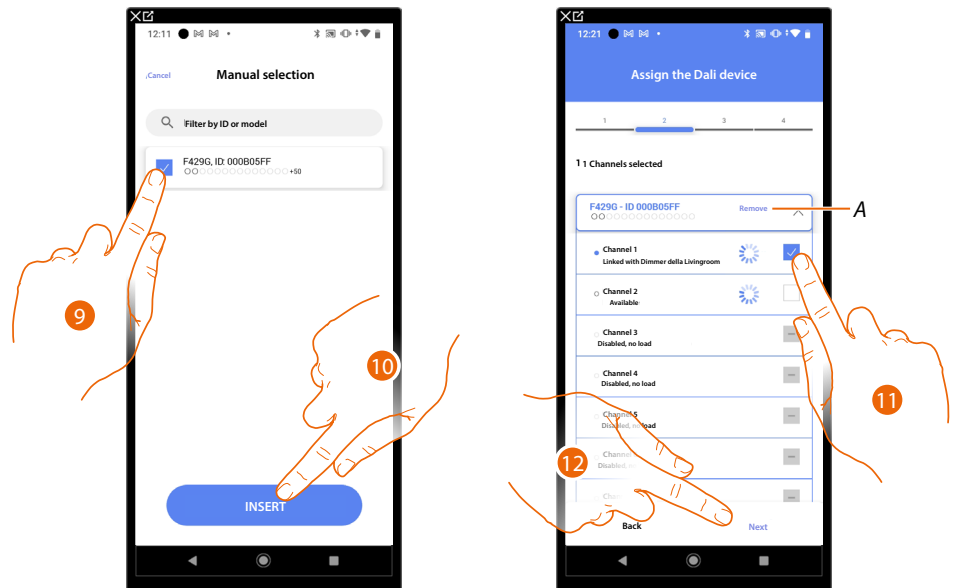
8. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object



9. Touch to select the actuator

10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available

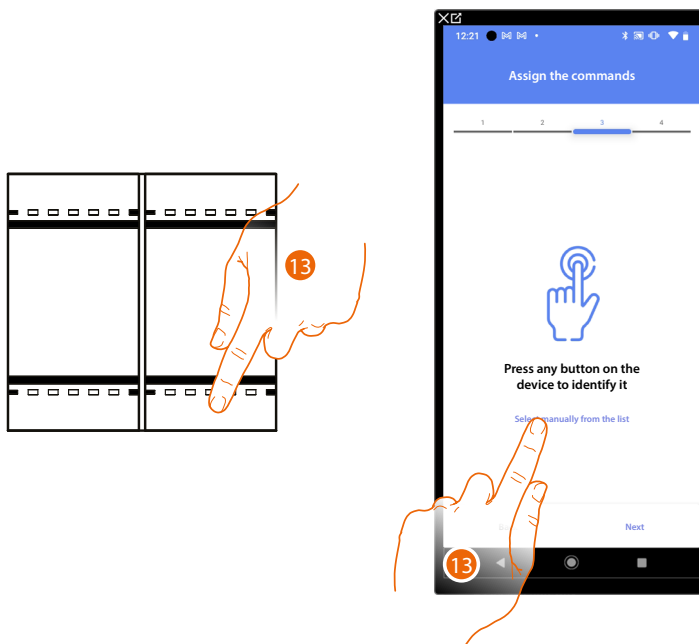
A Delete association

11. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

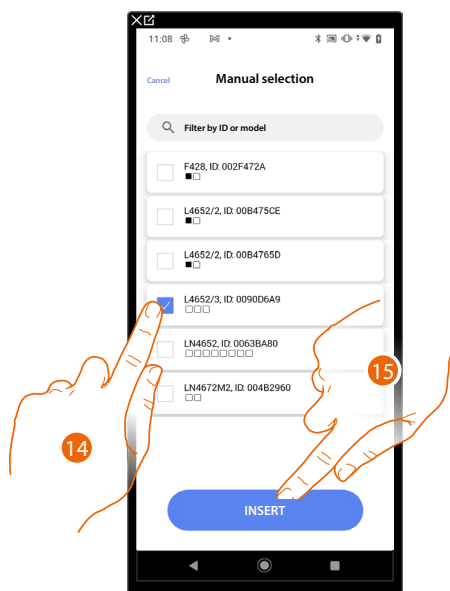


13. Press any one of the pushbuttons on the control on the system

OR

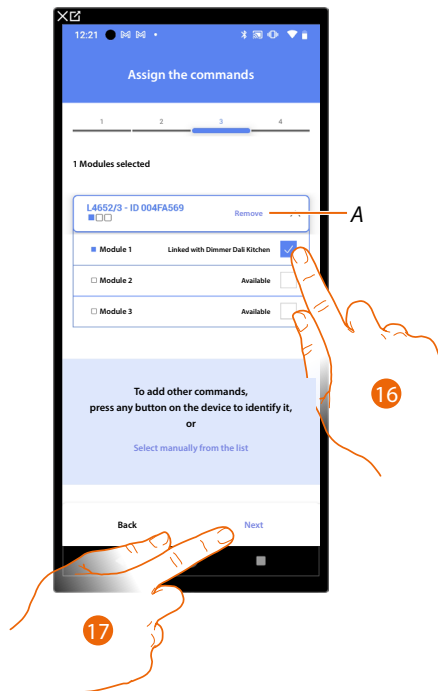
13. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.



14. Touch to select the device

15. Touch to add the selected command



A Delete association

16. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

17. Touch to confirm



The Dali Dimmer object association is complete

A Edit the settings

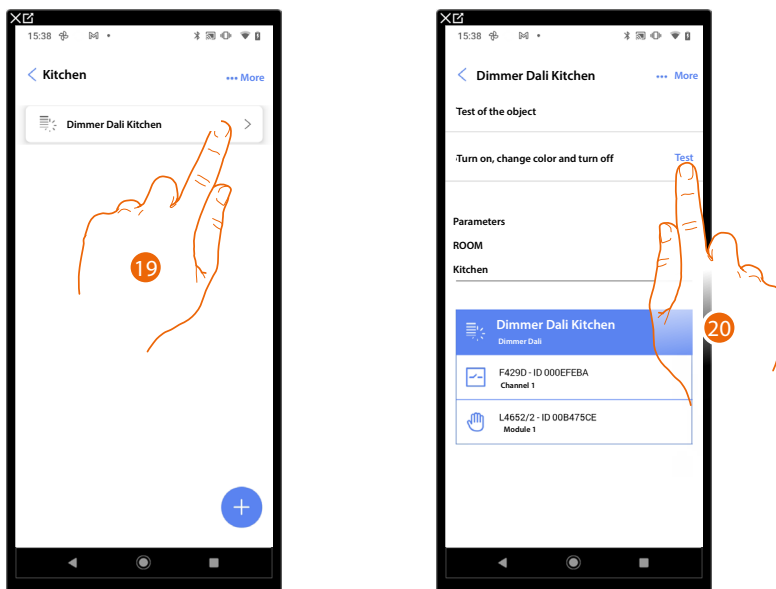
B Select when you don't want to make the object available to the user in the Home + Control* app. The object is configured and working, but the user is unable to view it.

18. Tocca per salvare l'oggetto

The user can now control a Dali Dimmer object in the kitchen via the physical command or via the Home+Control* app graphic object.

*NOTE: Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



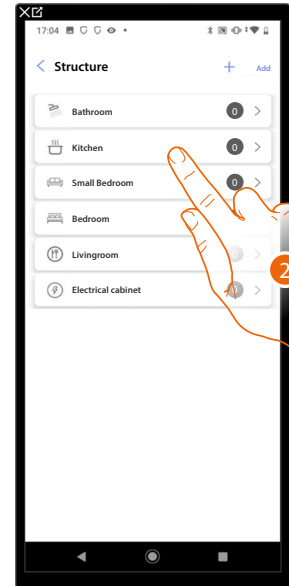
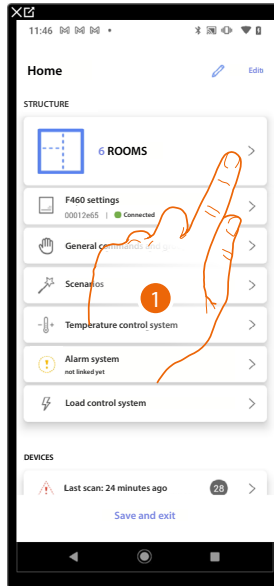
19. Touch the inserted object to check that it is working correctly.

20. Touch to start the test, the device will automatically perform the described actions.

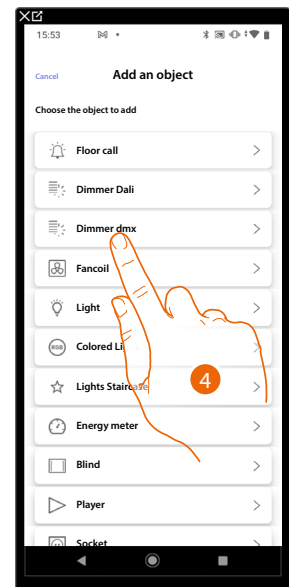
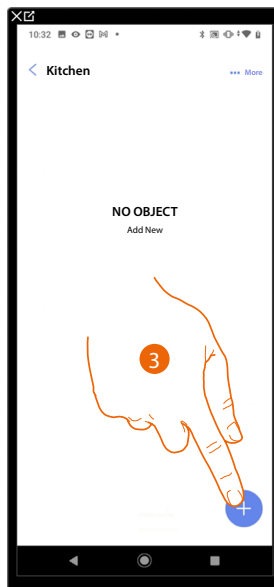


Dmx dimmer object

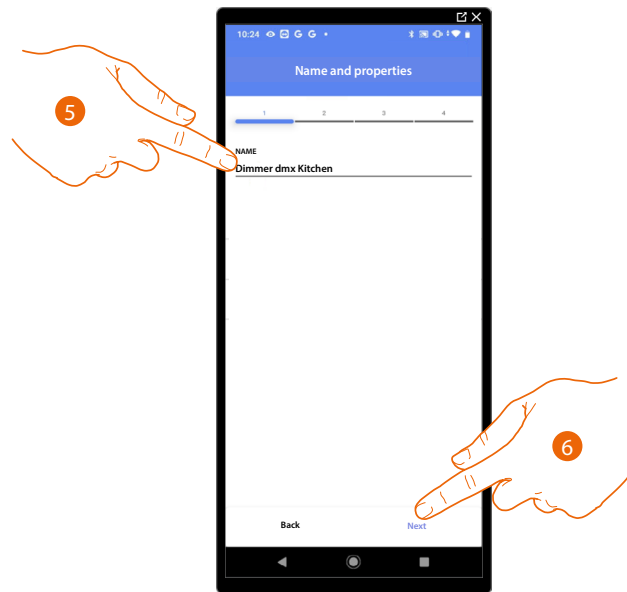
NOTE: Function only available for F460



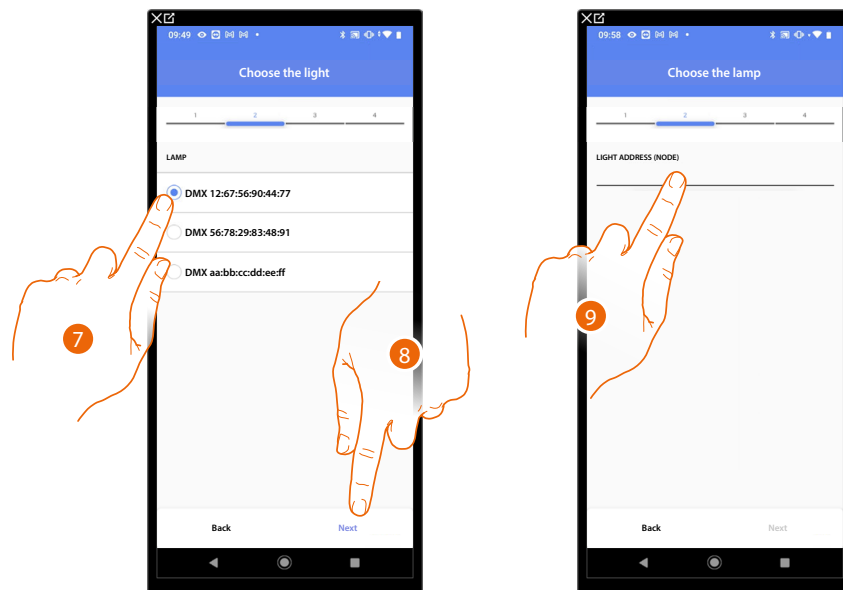
1. Touch to select the room where you want to add a dmx dimmer object
2. Touch to enter the room where you want to add a dmx dimmer object



3. Touch to add an object to the kitchen
4. Touch to select the dmx dimmer object



5. Touch to modify the object name.
6. Touch to confirm



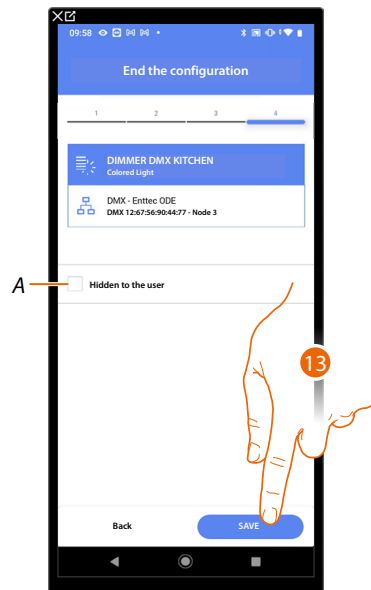
7. Touch to select the lamp among the ones suggested
8. Touch to confirm
9. Touch to set the node



- 10. Select the node to define the RGB colour of the device.
When one node is selected, a single colour is also selected.

NOTE: The colour/node association is defined in the programming of the Enttec ODE device.

- 11. Touch to confirm
- 12. Touch to confirm



The dmx dimmer object association is complete

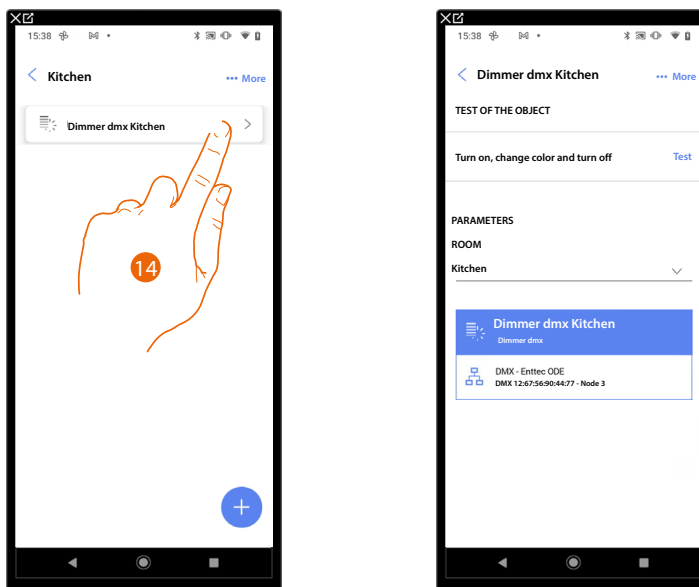
A Select when you don't want to make the object available to the user in the Home+Control* app.
The object is configured and working, but the user is unable to view it.

- 13. Touch to save the object

The user can now control a DMX Dimmer light object in the kitchen via the physical command or via the Home+Control* app graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.

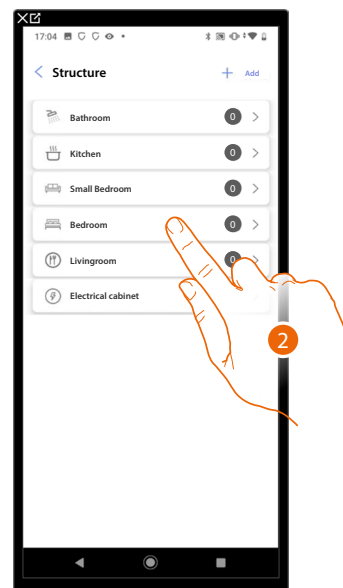
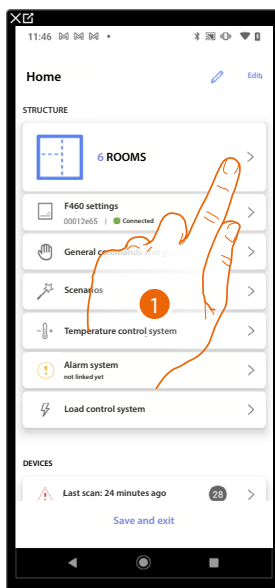


14. Touch the inserted object to check that it is working correctly.

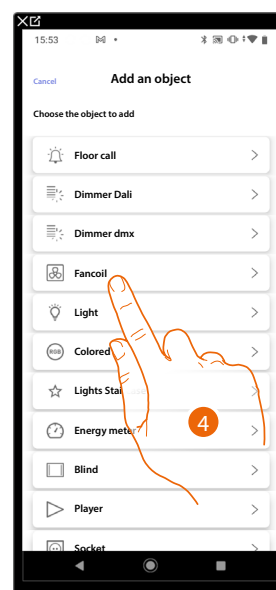
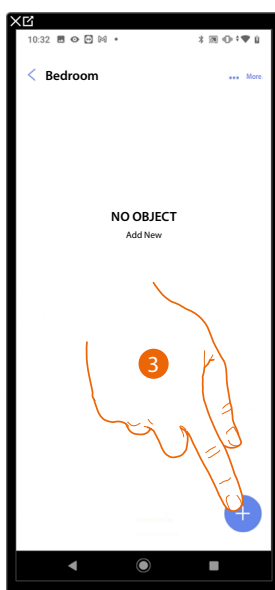
15. Touch to start the test, the device will automatically perform the described actions.



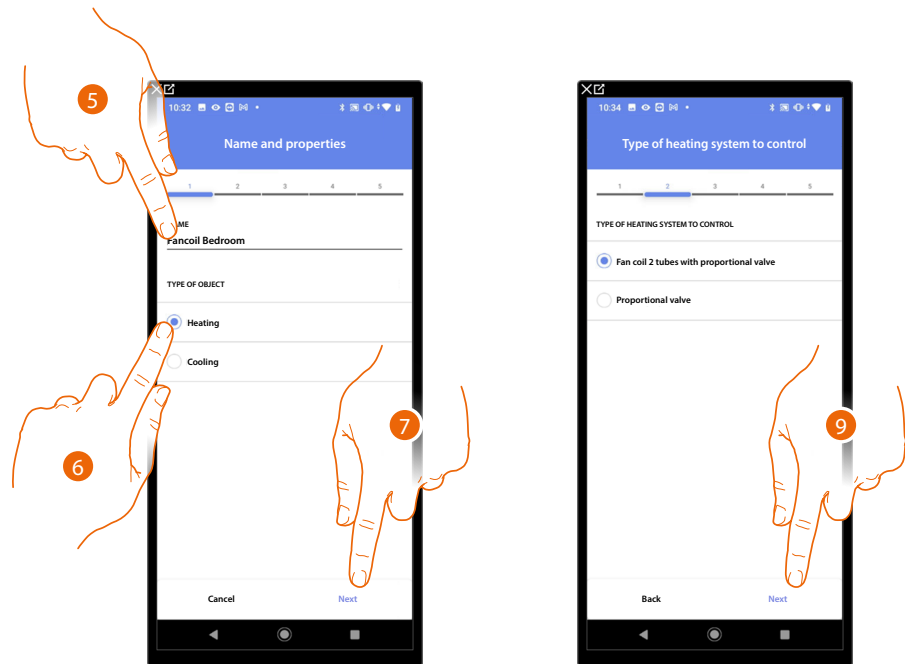
Fancoil object



1. Touch to select the room where you want to add a fancoil object
2. Touch to enter the room where you want to add a fancoil object

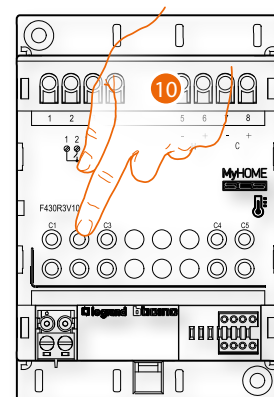
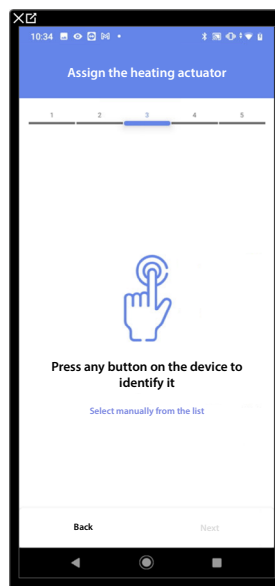


3. Touch to add an object to the bedroom
4. Touch to select the fancoil object



5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Touch to confirm
8. Touch to select the type of system
9. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



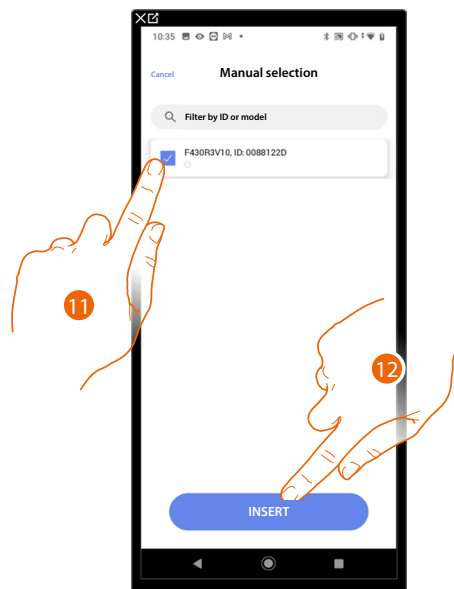
10. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



10. Touch if you cannot access the device

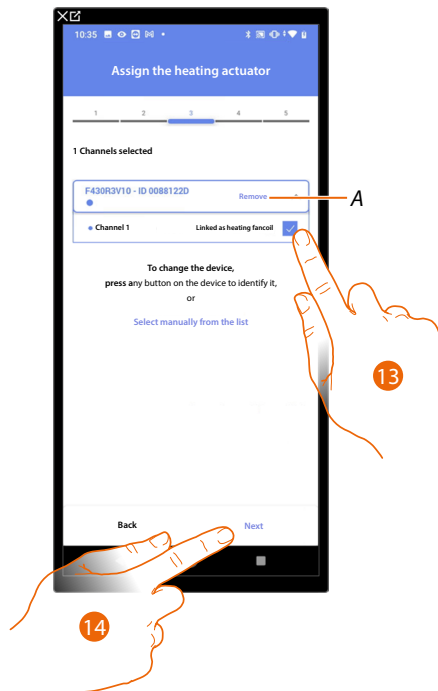
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



11. Touch to select the device

12. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

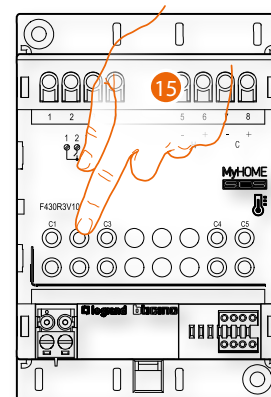
13. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm

After associating the Towel warmer object and the actuator to the object, you can associate a pump.

Accessible pump (e.g. wired in the electrical panel)



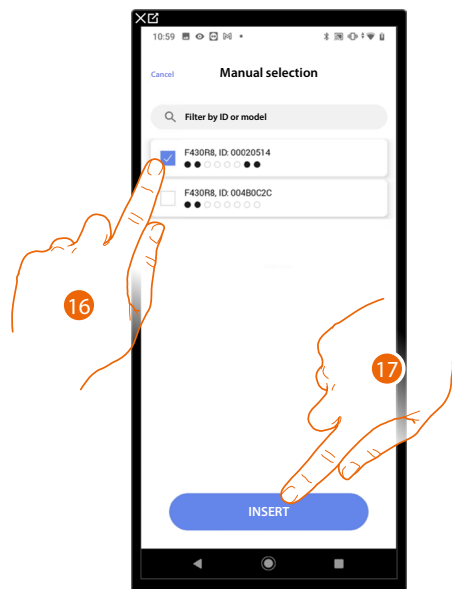
15. Touch any one of the buttons on the pump on the system

Not accessible pump (e.g. wired in the false ceiling)



15. Touch if you cannot access the device

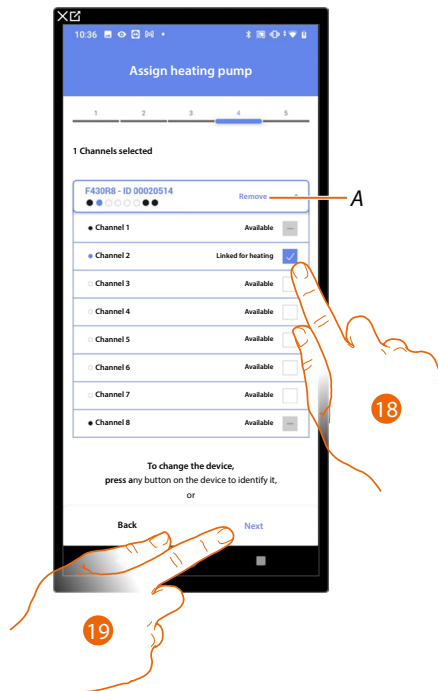
You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



16. Touch to select the actuator/pump

17. Touch to add the selected device

Whether the actuator is accessible or not, you must select the address to use from those available



A Delete association

18. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

19. Touch to confirm



The fancoil object association is complete

A Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

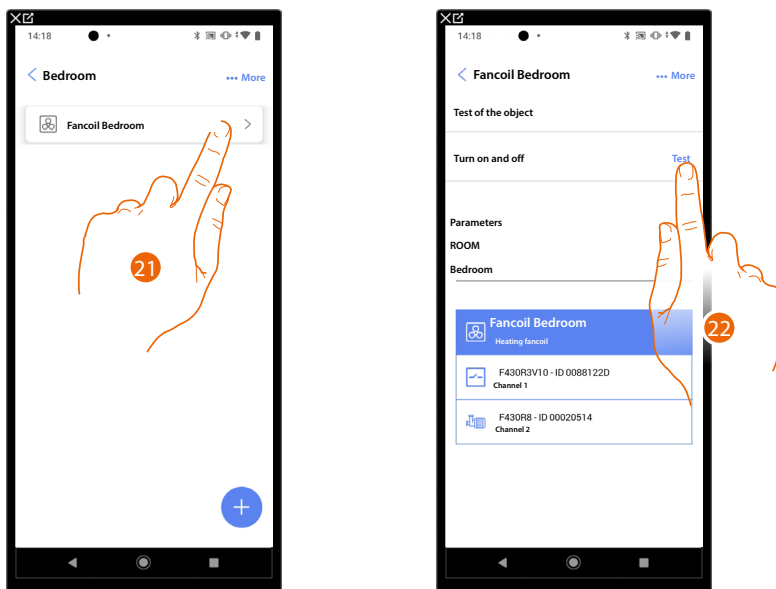
B Edit the settings

20. Touch to save the object

The user can now control a fancoil in the bedroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



21. Touch the inserted object to check that it is working correctly.

22. Touch to start the test, the device will automatically perform the described actions.

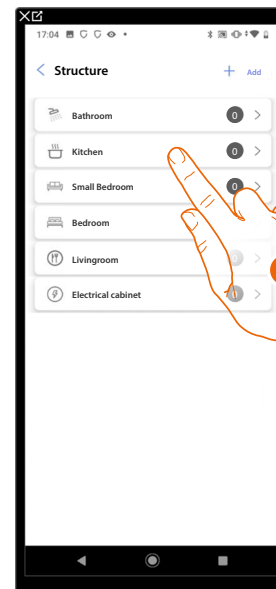
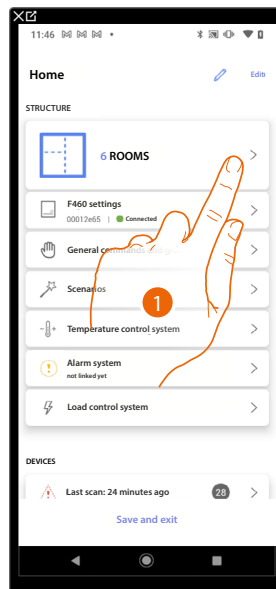


Light object

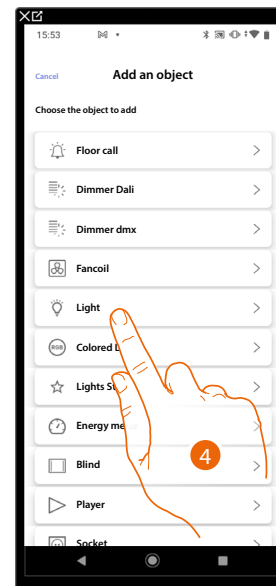
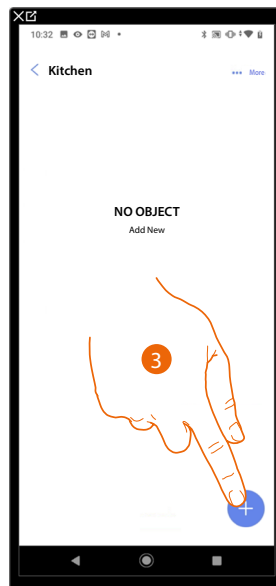
On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.

In the case of the colored light object you can manage Philips Hue, Lixf and Enttec ODE colored LED lamps.

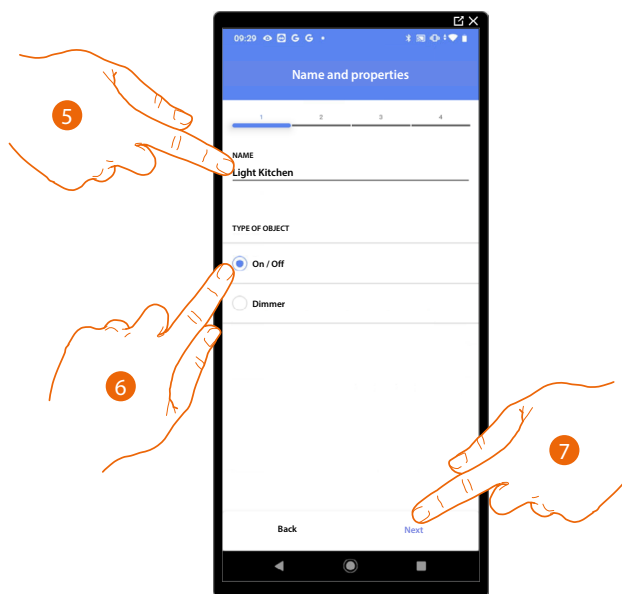
On/Off Light



1. Touch to select the room where you want to add an On/Off light object
2. Touch to enter the room where you want to add an On/Off light object

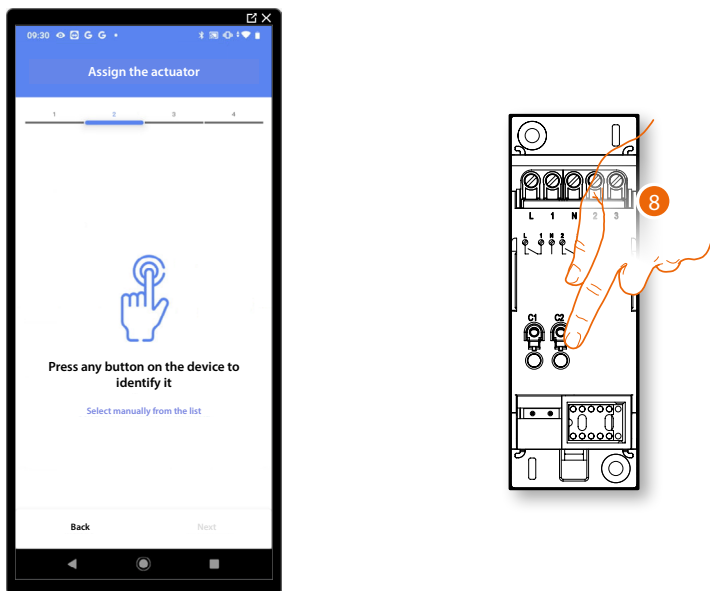


3. Touch to add an object to the kitchen
4. Touch to select the On/Off light object



5. Touch to edit the object name
6. Touch to select the type of On/Off light
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



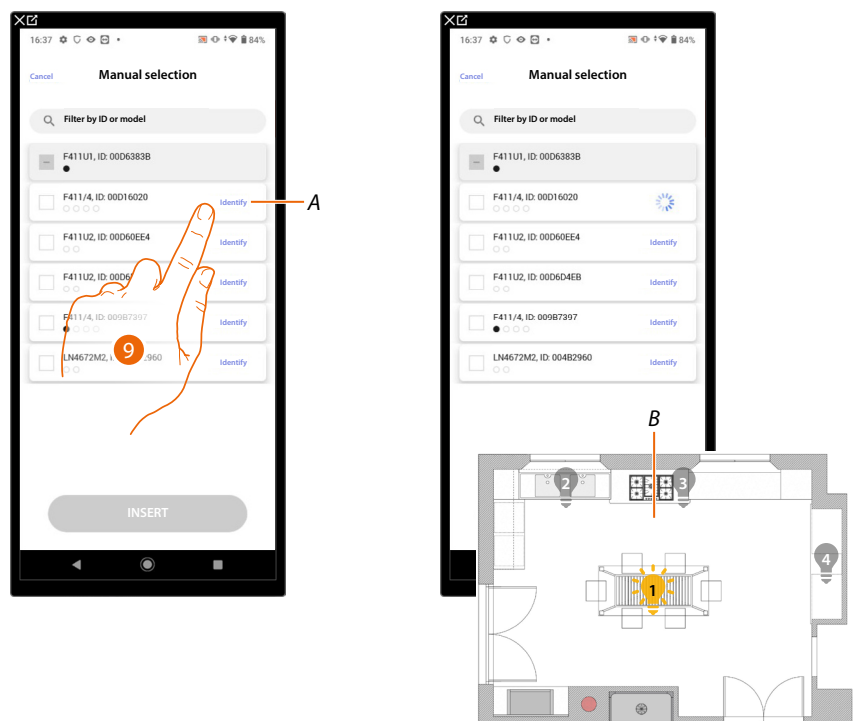
8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

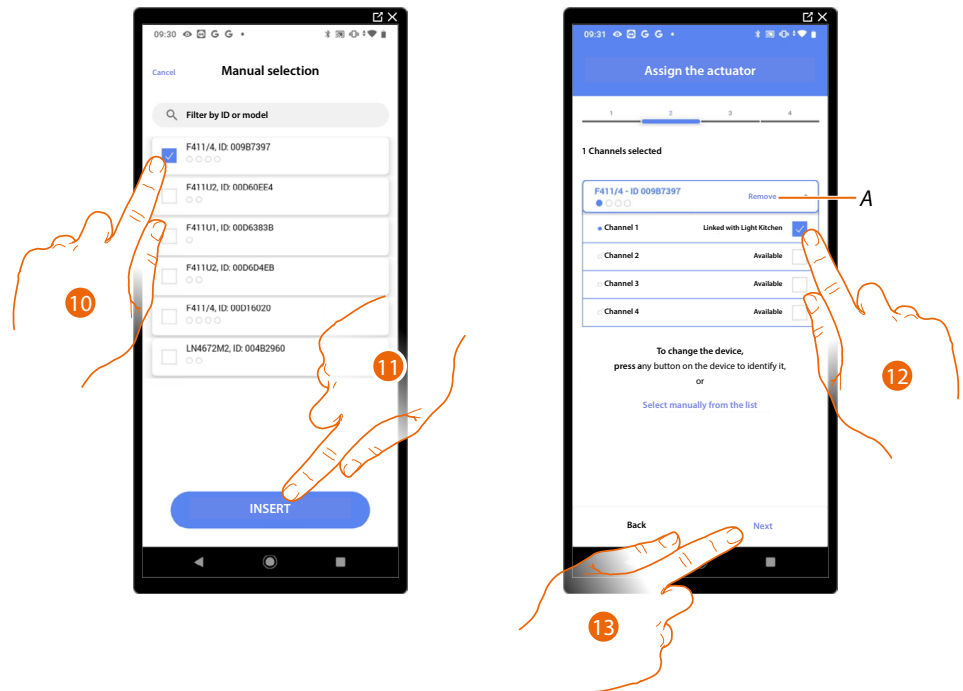
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



A Identify the load connected to the actuator

9. Touch to start the identification

B In the plant the loads connected to the actuator are activated in sequence for one second. This allows you to visually identify the load to be associated to the graphic object and the channel number.



10. Touch to select the device

11. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available

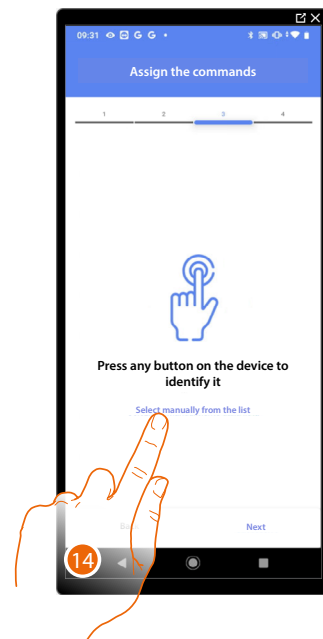
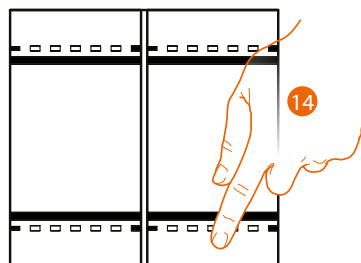
A *Delete association*

12. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

13. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

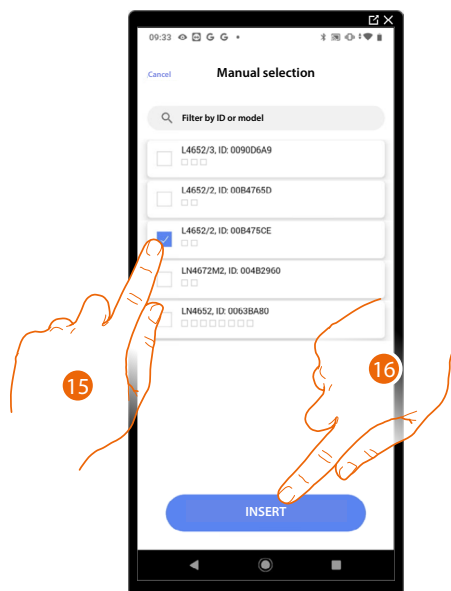


14. Press any one of the buttons on the command on the system

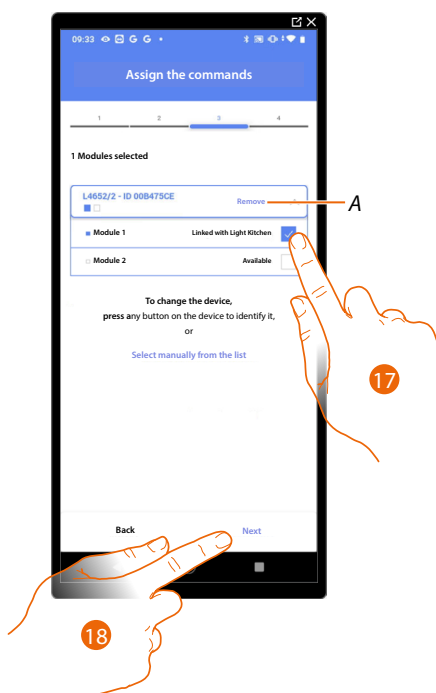
OR

14. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

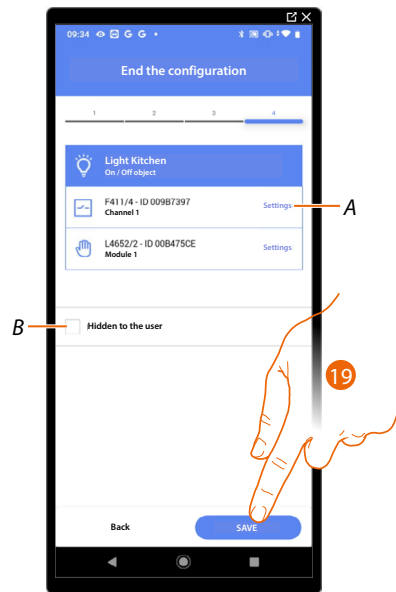


- 15. Touch to select the device
- 16. Touch to add the selected command



A Delete association

- 17. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 18. Touch to confirm



The On/Off light object association is complete

A Edit the settings

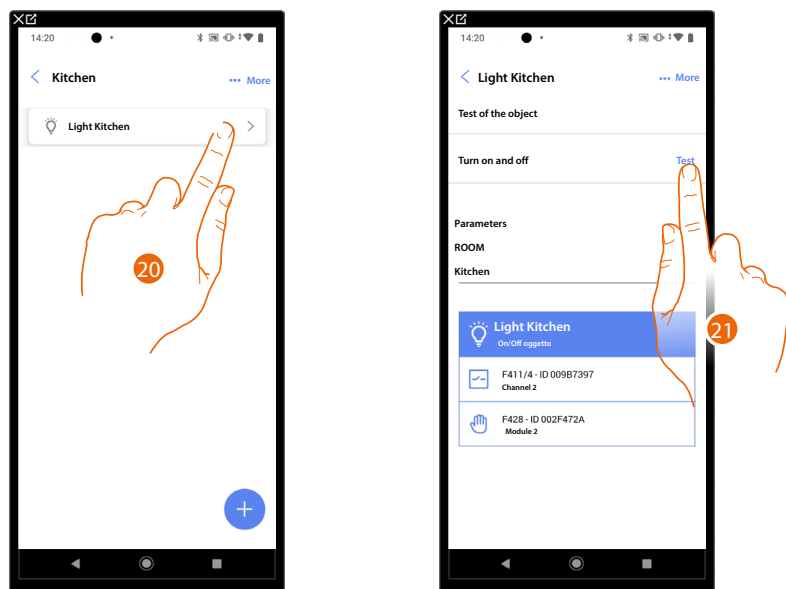
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

19. Touch to save the object

The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control* App graphic object

***NOTE:** Only valid for F460.

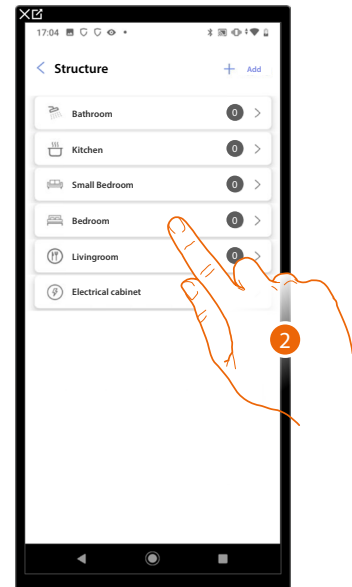
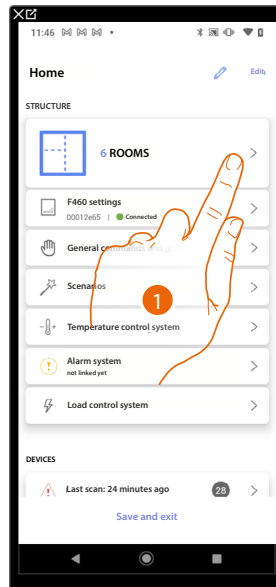
It is possible to perform a test to check that the inserted object is working correctly.



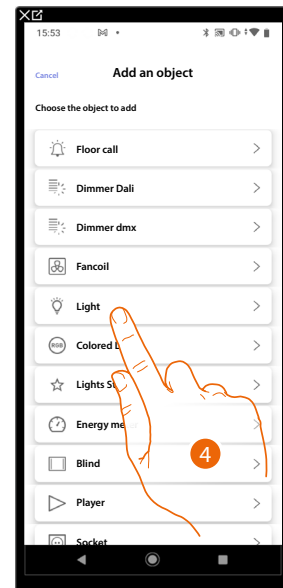
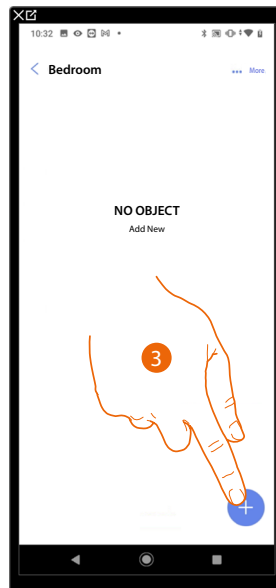
20. Touch the inserted object to check that it is working correctly.

21. Touch to start the test, the device will automatically perform the described actions.

Dimmer Light



1. Touch to select the room where you want to add a dimmer light object
2. Touch to enter the room where you want to add a dimmer light object

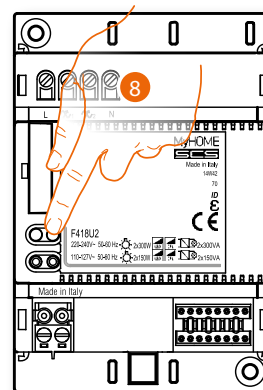


3. Touch to add an object to the bedroom
4. Touch to select the dimmer light object



5. Touch to edit the object name
6. Touch to select the type of dimmer light
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)

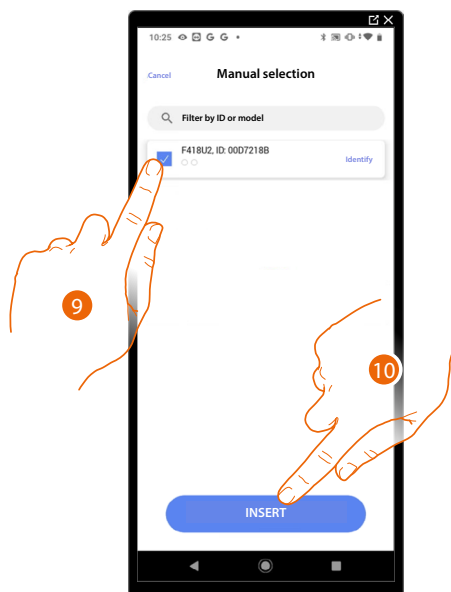


8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)

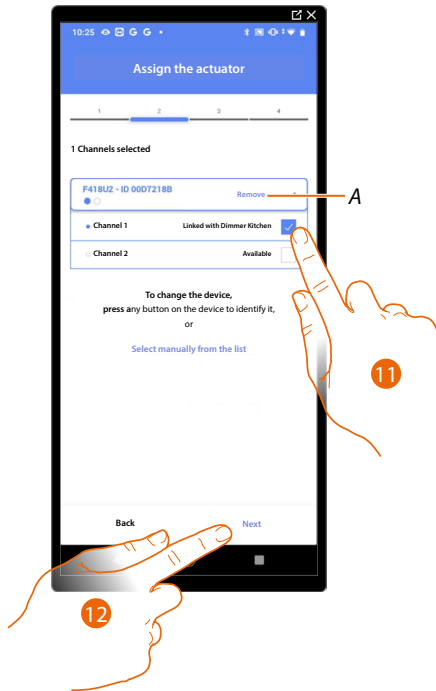
8. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



9. Touch to select the device
10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



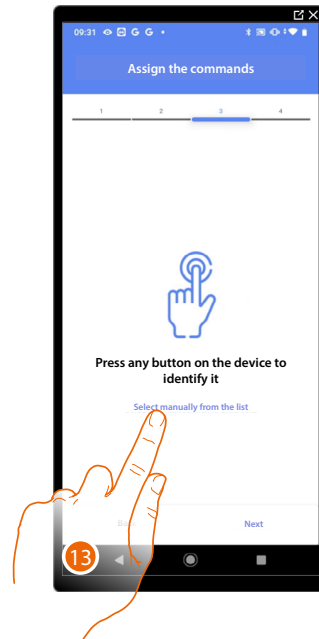
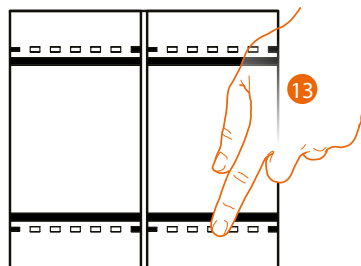
A Delete association

11. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

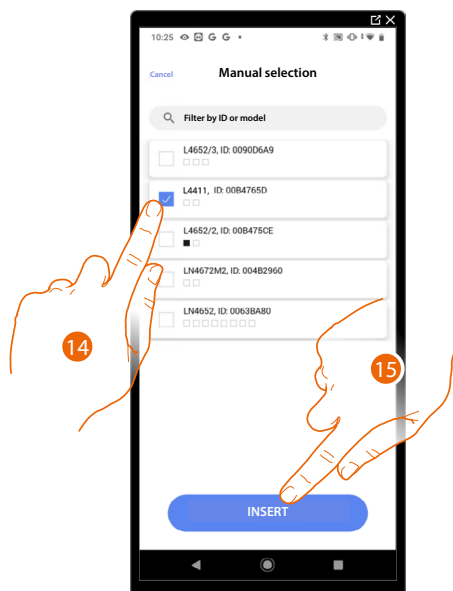


13. Press any one of the buttons on the command on the system

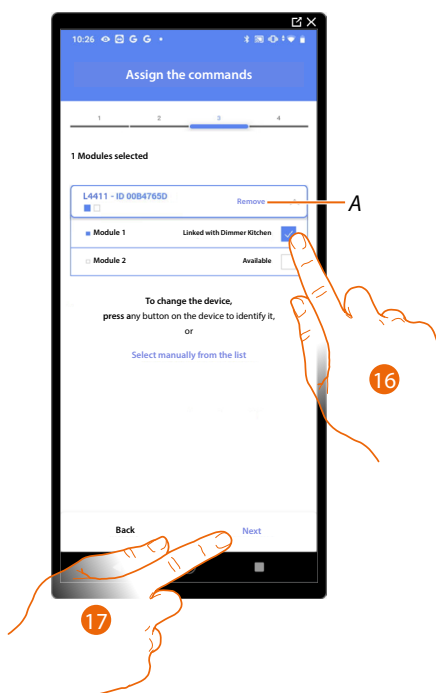
OR

13. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

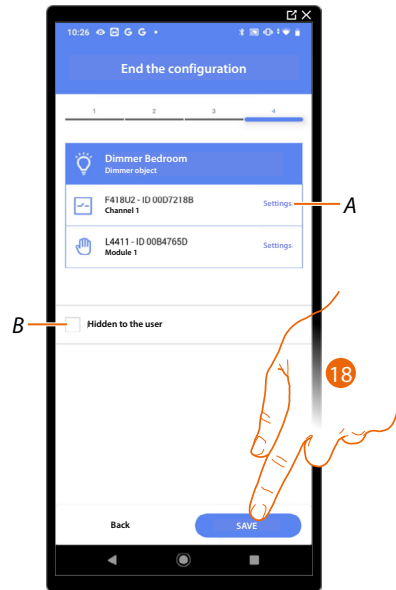


14. Touch to select the device
15. Touch to add the selected command



A *Delete association*

16. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
17. Touch to confirm



The dimmer light object association is complete

A Edit the settings

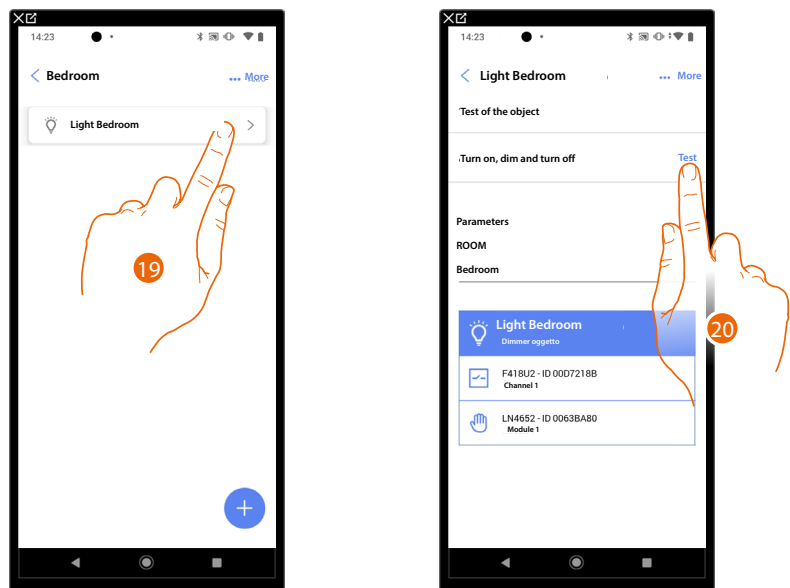
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now control a dimmer light object in the bedroom via the physical command or via the Home+Control* App graphic object.

**NOTE: Only valid for F460.*

It is possible to perform a test to check that the inserted object is working correctly.



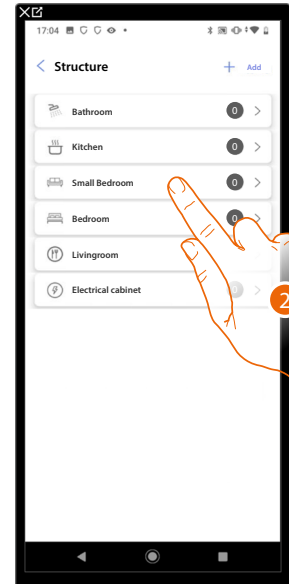
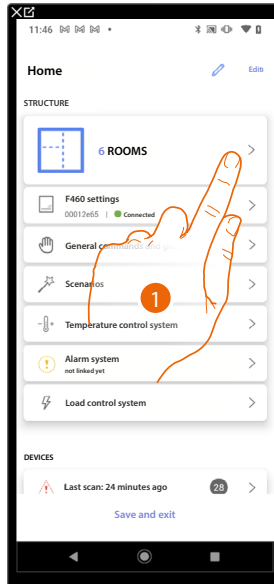
19. Touch the inserted object to check that it is working correctly.

20. Touch to start the test, the device will automatically perform the described actions.

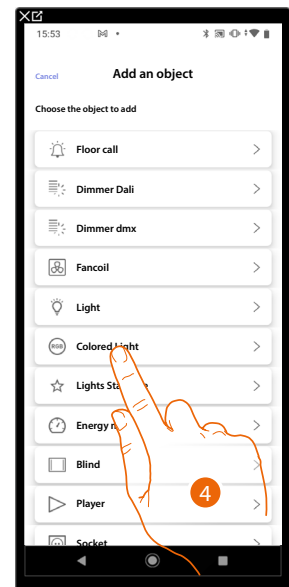
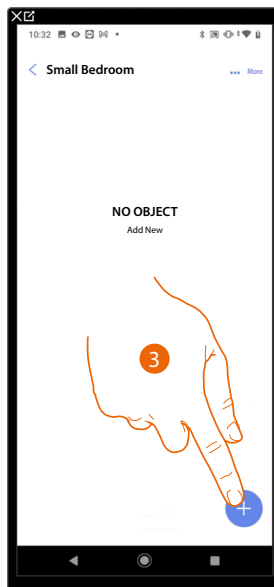


Colored Light Object

NOTE: Function only available for F460



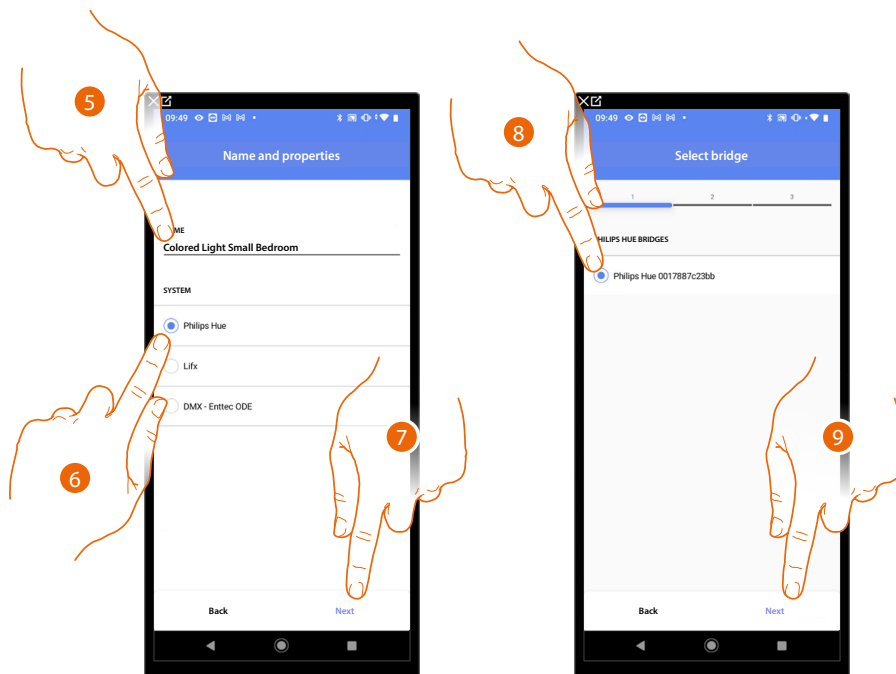
1. Touch to select the room where you want to add a colored light object
2. Touch to enter the room where you want to add a colored light object



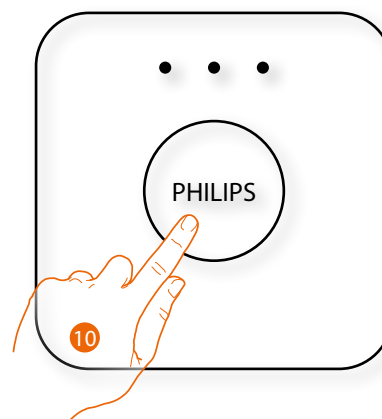
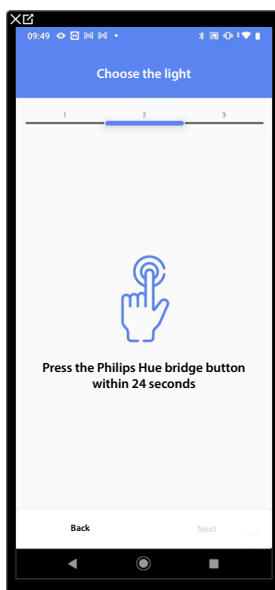
3. Touch to add an object to the small bedroom
4. Touch to select the colored light object

Philips Hue

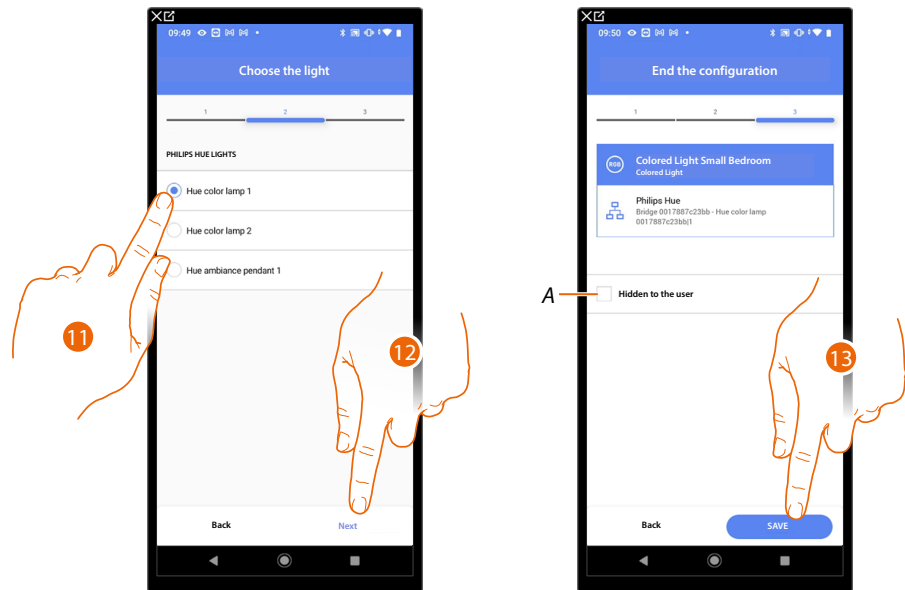
NOTE: Function only available for F460



5. Touch to edit the object name.
6. Touch to select Philips Hue
7. Touch to confirm
8. Touch to select the Philips Hue Bridge
9. Touch to confirm



10. Touch the button on the Philips Hue Bridge



11. Touch to select the lamp among the ones suggested

12. Touch to confirm

The association of the Philips Hue colored light object is complete

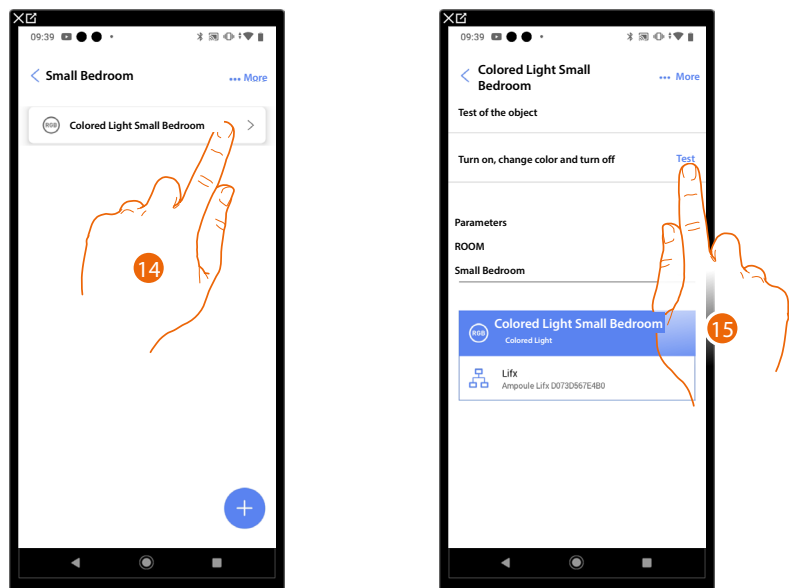
A Select when you don't want to make the object available to the user in the Home+Control App. The object is configured and working, but the user is unable to view it.*

13. Touch to save the object

The user can now control a Philips Hue colored light in the small bedroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.

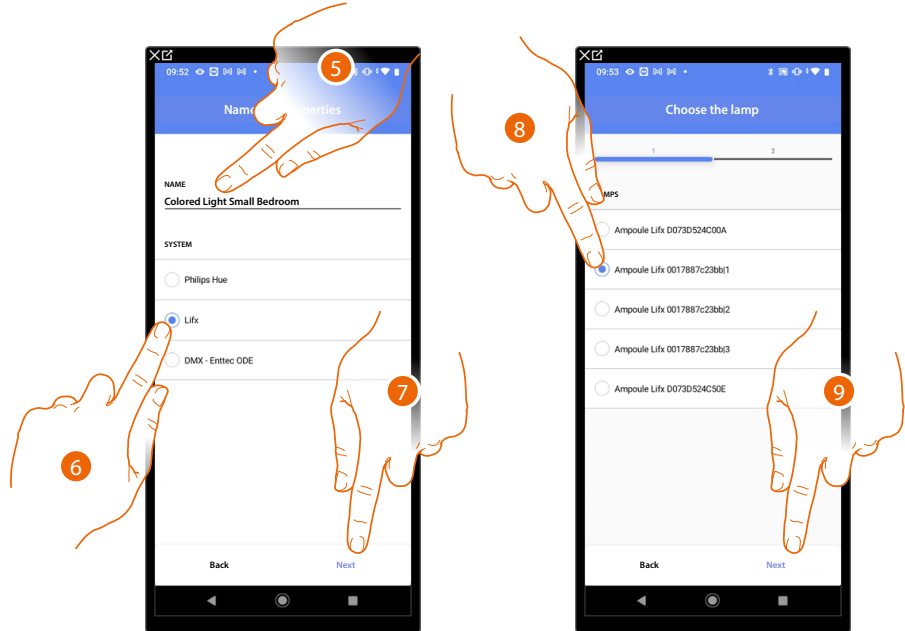


14. Touch the inserted object to check that it is working correctly.

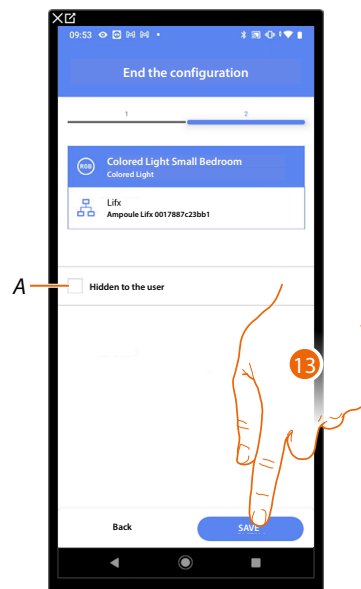
15. Touch to start the test, the device will automatically perform the described actions.

Lifx

NOTE: Function only available for F460



5. Touch to edit the object name.
6. Touch to select Lifx
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



The association of the Lifx colored light object is complete

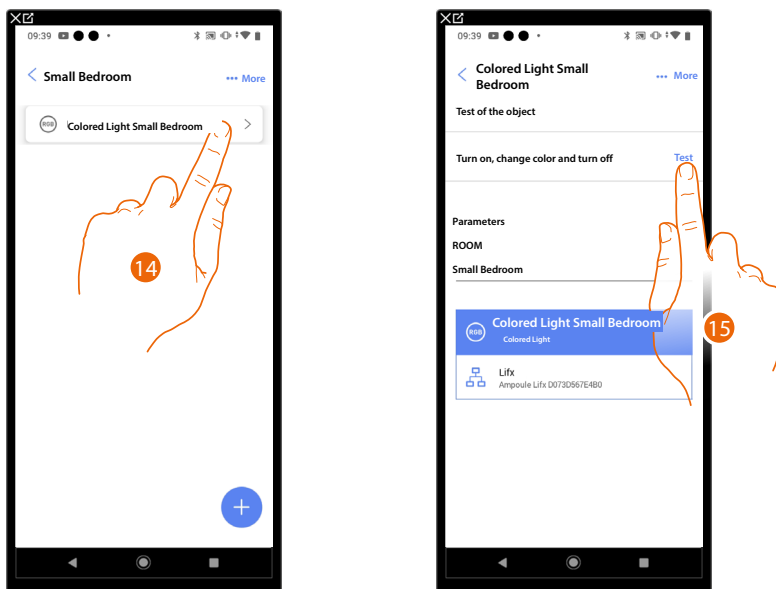
A Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

13. Touch to save the object

The user can now control a Lifx colored light in the small bedroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.

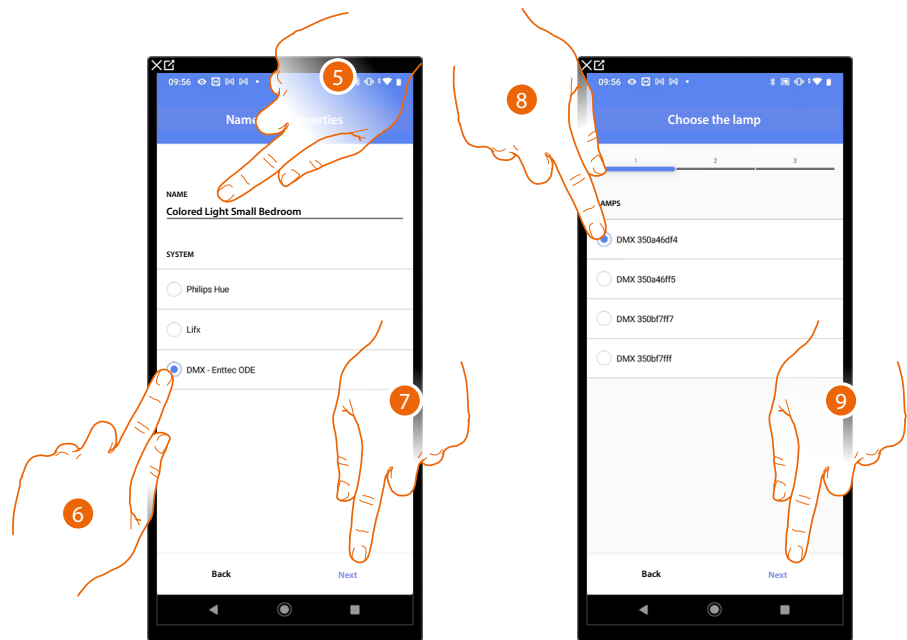


14. Touch the inserted object to check that it is working correctly.

15. Touch to start the test, the device will automatically perform the described actions.

DMX - Enttec ODE

NOTE: Function only available for F460



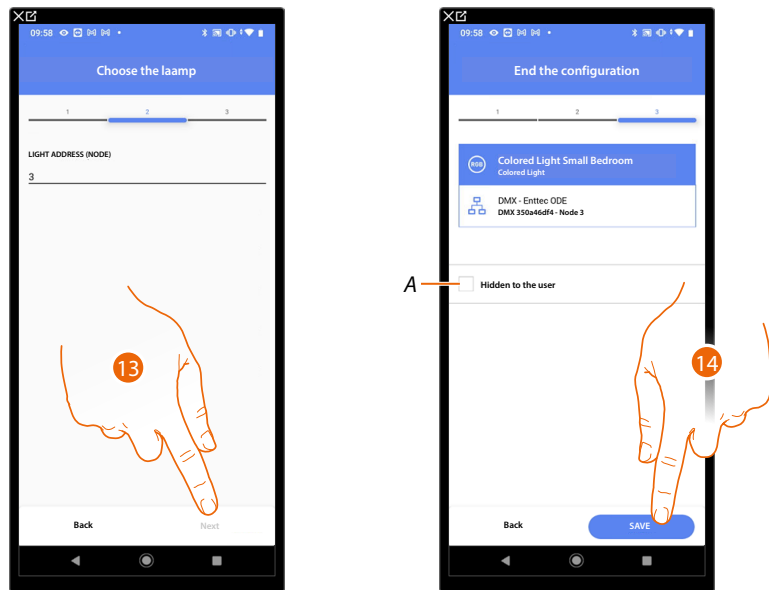
5. Touch to edit the object name.
6. Touch to select DMX - Enttec ODE
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



10. Touch to set the node
11. Select the node to define the RGB color of the device.
When one node is selected, a single color is also selected.

NOTE: The color/node association is defined in the programming of the Enttec ODE device.

12. Touch to confirm



13. Touch to confirm

The association of the DMX - Enttec ODE colored light object is complete

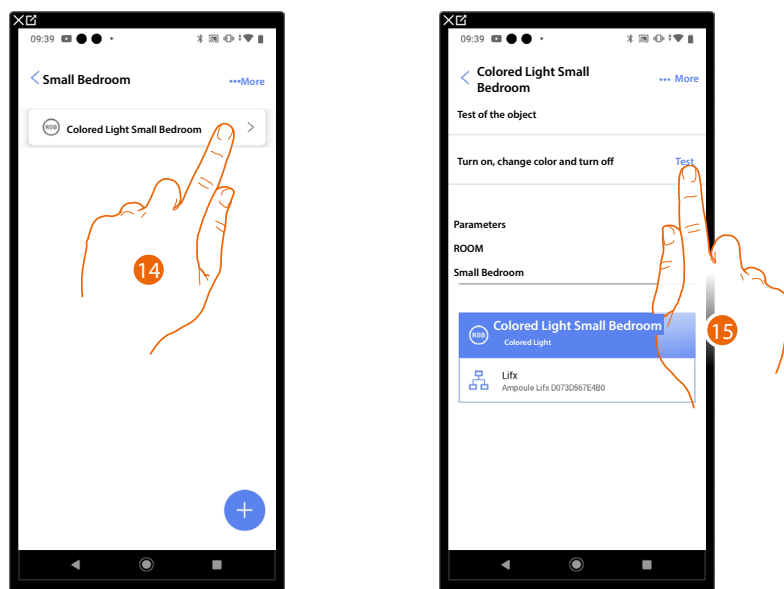
A Select when you don't want to make the object available to the user in the Home+Control App. The object is configured and working, but the user is unable to view it.*

14. Touch to save the object

The user can now control a DMX - Enttec ODE colored light in the small bedroom via the physical command or via the Home+Control* App graphic object.

**NOTE: Only valid for F460.*

It is possible to perform a test to check that the inserted object is working correctly.

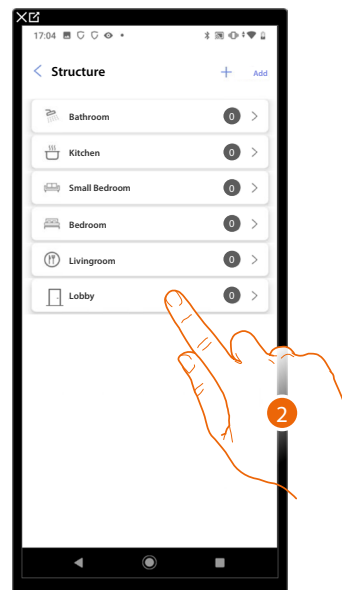
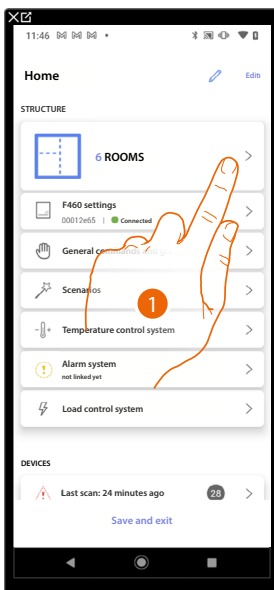


15. Touch the inserted object to check that it is working correctly.

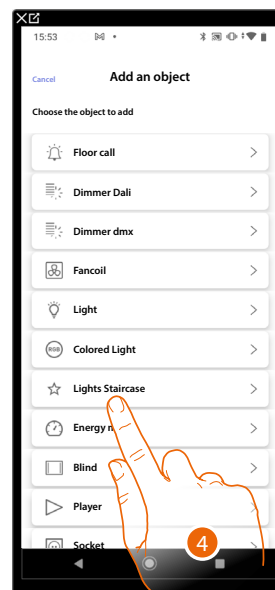
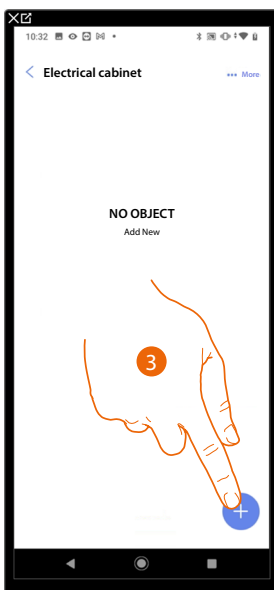
16. Touch to start the test, the device will automatically perform the described actions.



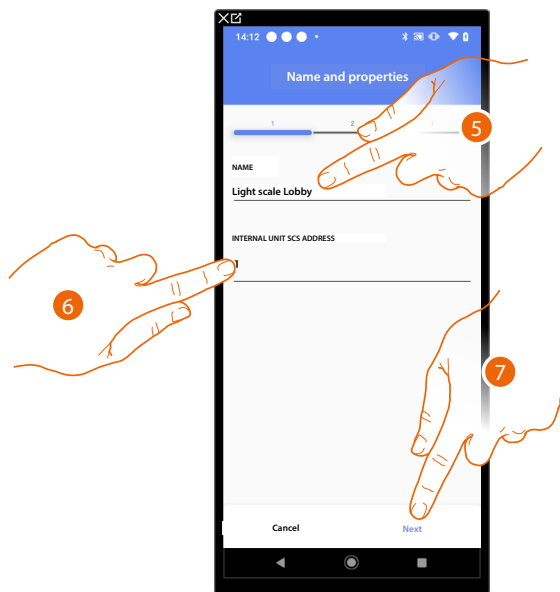
Staircase Light Object



1. Touch to select the room where you want to add a Staircase Light object
2. Touch to enter the room where you want to add a Staircase Light object

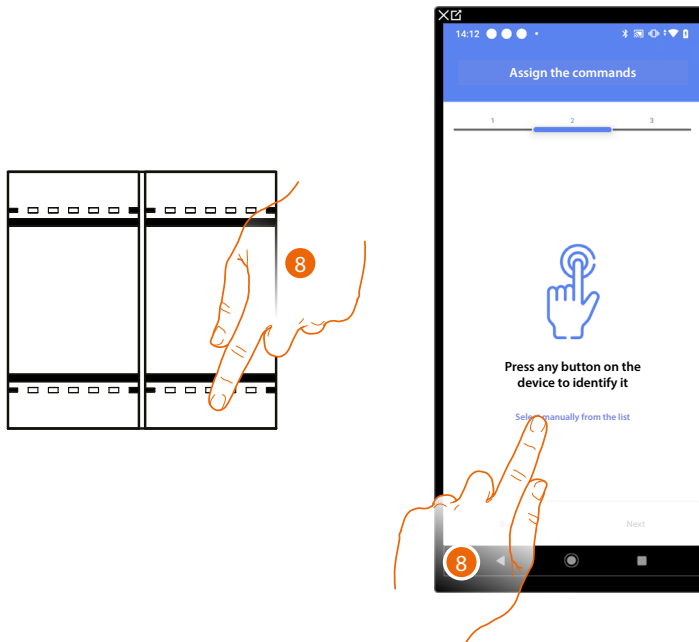


3. Touch to add an object to the electrical cabinet room
4. Touch to select the Staircase Light object



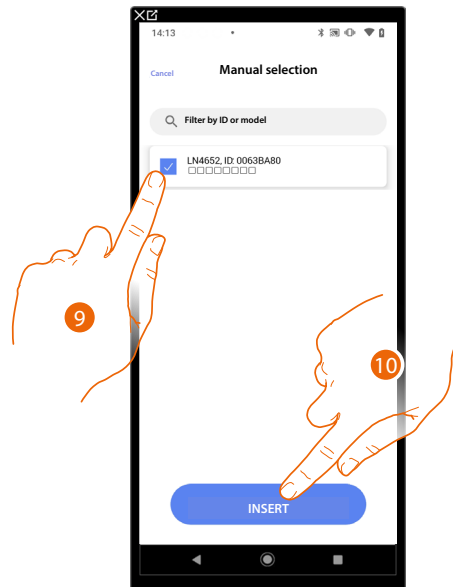
5. Touch to modify the object name.
6. Select the address of the internal unit that will activate the associated Staircase Light function
7. Touch to confirm

After selecting the internal unit that will activate the ringtone, it will be necessary to associate the command that will activate it.

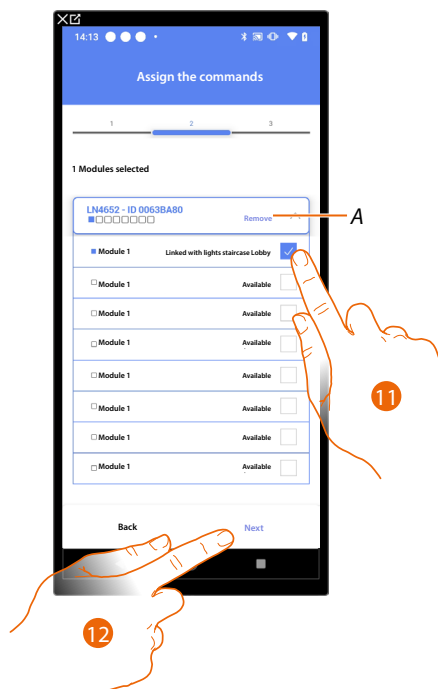


8. Press any one of the pushbuttons on the control on the system
- OR
8. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

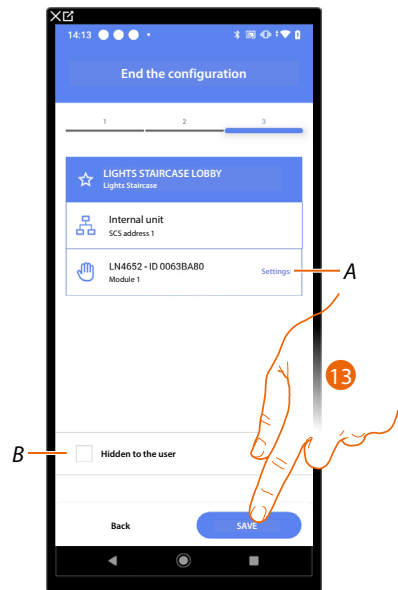
You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.



- 9. Touch to select the device
- 10. Touch to add the selected command



- A Delete association
 - 11. Select the command module among those available
- When the modules are all engaged, see [Device reset](#) to make them available again.
- 12. Touch to confirm



The Staircase Light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control* app.
The object is configured and working, but the user is unable to view it.

13. Touch to save the object

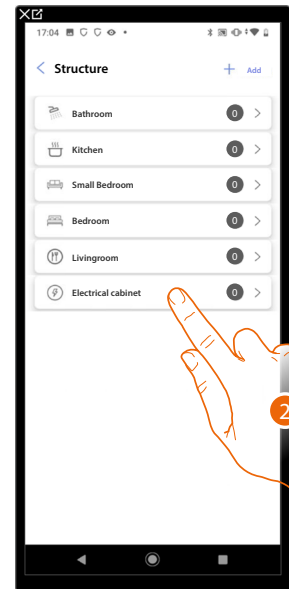
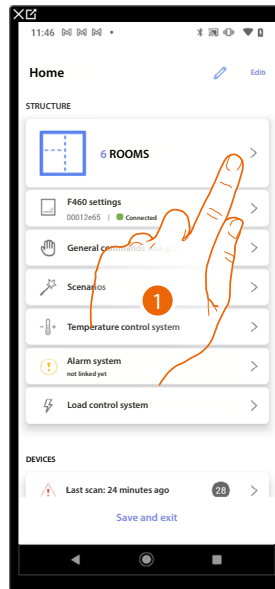
The user can now control a Staircase Light object in the entrance hall via the physical command or via the Home+Control* app graphic object.

***NOTE:** Only valid for F460.

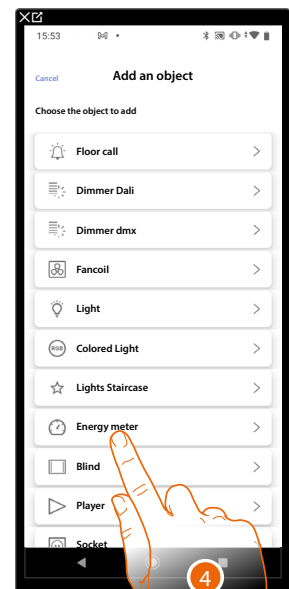
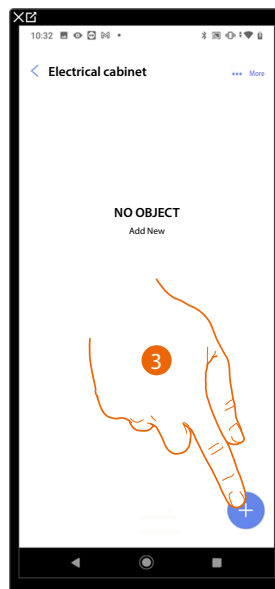


Energy meter object

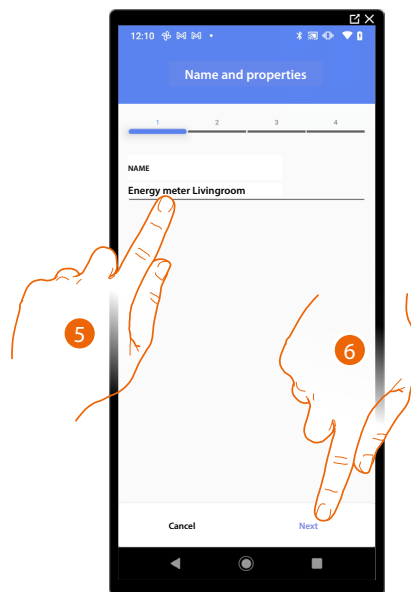
On configuring the devices on the system (F520 or F521 meter) and associating them to the energy meter object, the user can display the energy consumptions.



1. Touch to select the room where you want to add an energy meter object
2. Touch to enter the room where you want to add an energy meter object

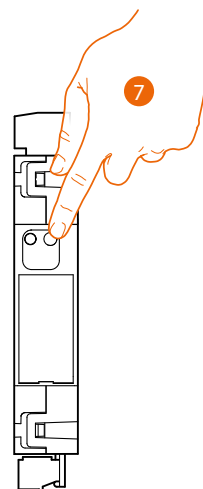
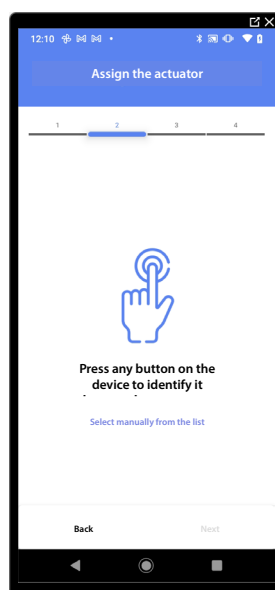


3. Touch to add an object to the electrical cabinet room
4. Touch to select the energy meter object



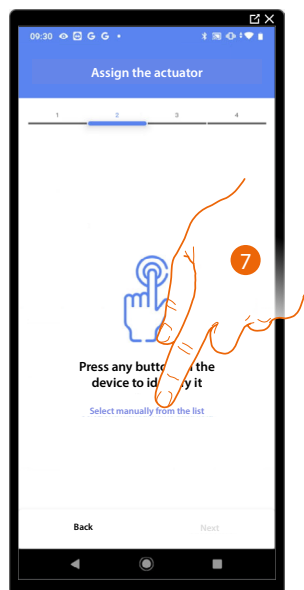
5. Touch to modify the object name.
6. Touch to confirm

Accessible actuator (e.g. wired in the electrical panel)



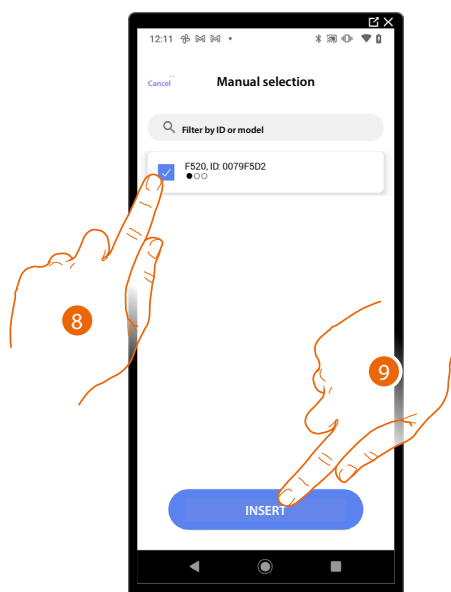
7. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



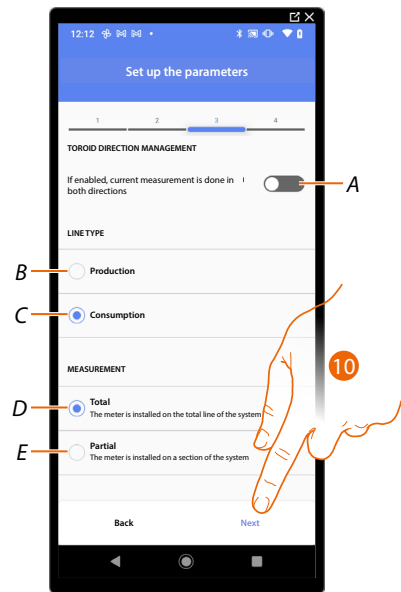
7. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



8. Touch to select the device

9. Touch to add the selected device



A If enabled, the current flowing through the toroid is read in both directions.

NOTE: The toroid must be installed with the pad-printed part with the product code facing the counter.

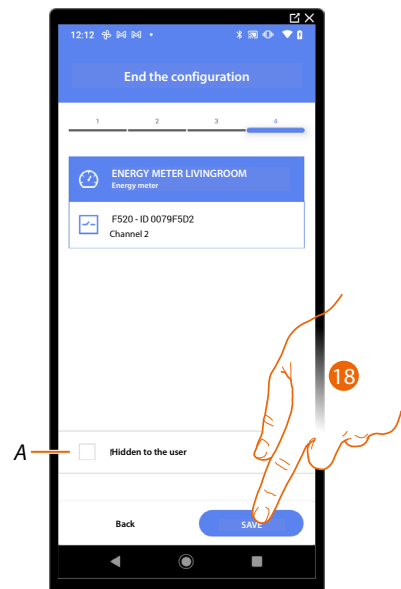
B Set if the line is a production line: i.e., connected to an energy producer

C Set if the line is a consumer line: i.e., connected to loads

D Set if the meter is connected to the entire system line

E Set if the meter is connected to a section of the system

10. Touch to confirm



The energy meter object association is complete

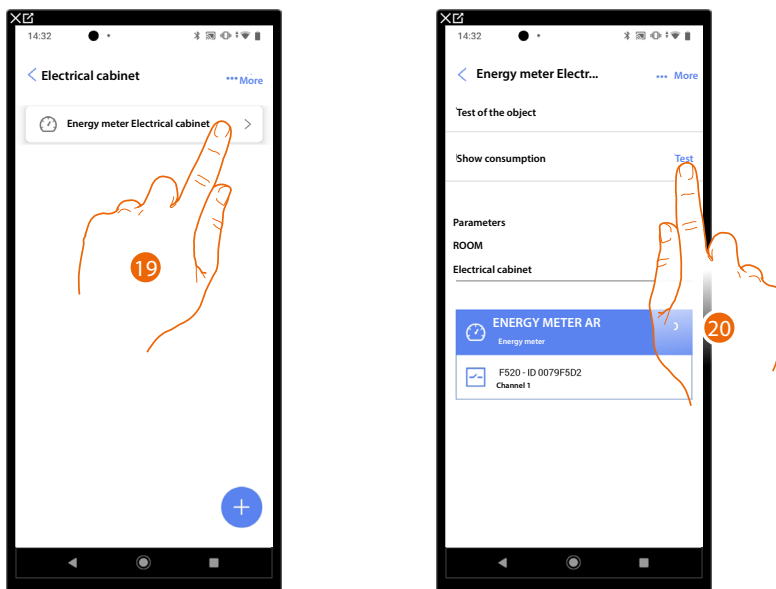
A Select when you don't want to make the object available to the user in the Home + Control* app.
The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now view the energy meter in the Bedroom using Home+Control*.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



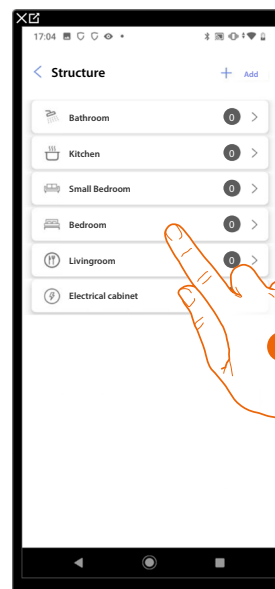
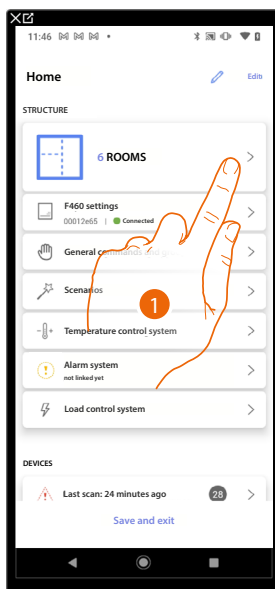
19. Touch the inserted object to check that it is working correctly.

20. Touch to start the test, the device will automatically perform the described actions.

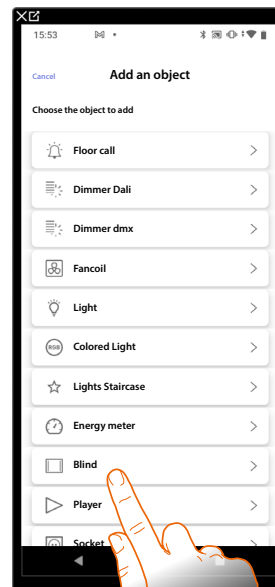
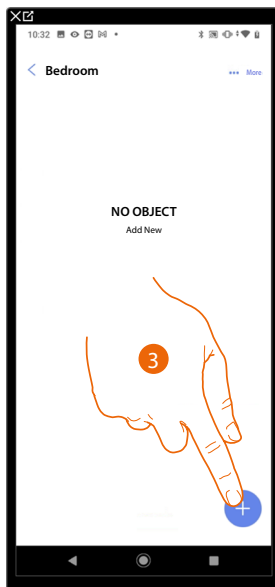


Blind object

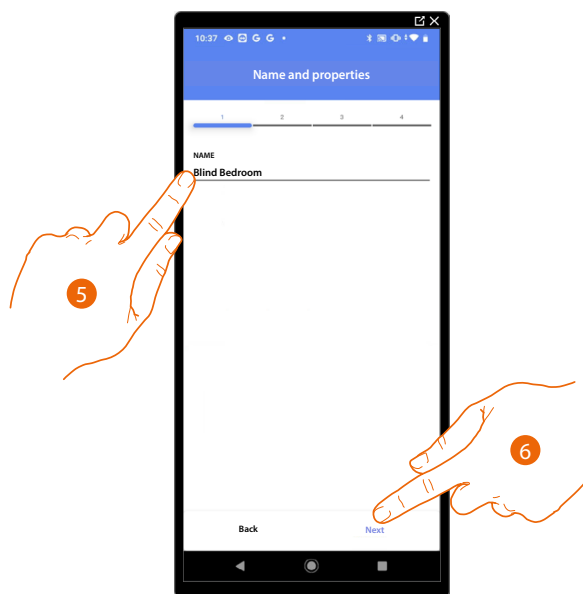
On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of blinds.



1. Touch to select the room where you want to add a blind object
2. Touch to enter the room where you want to add a blind object

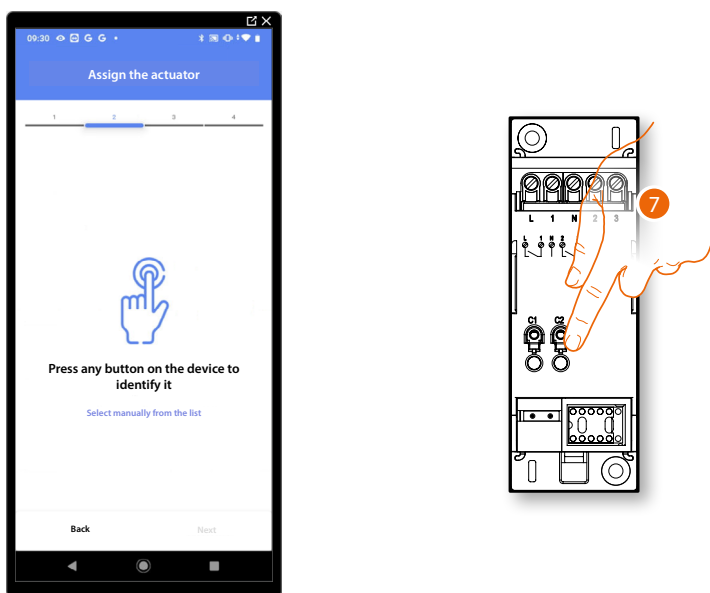


3. Touch to add an object to the bedroom
4. Touch to select the blind object

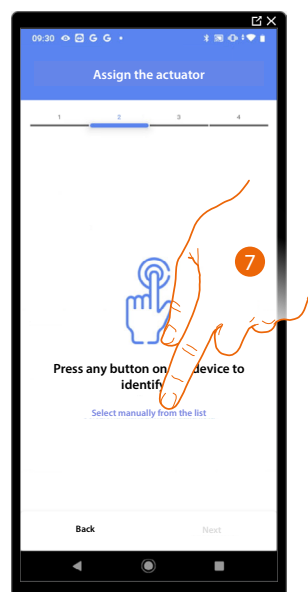


5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

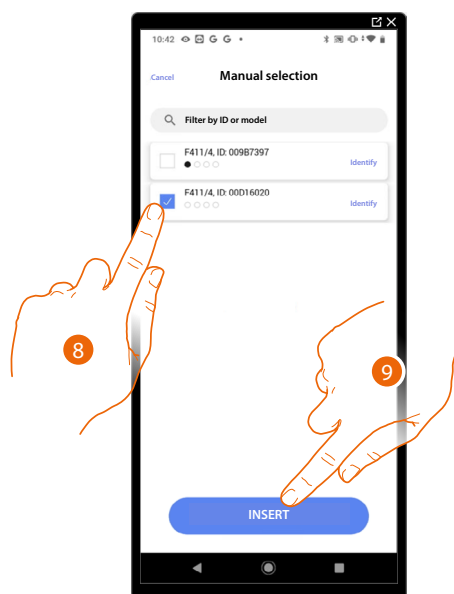
Accessible actuator (e.g. wired in the electrical panel)



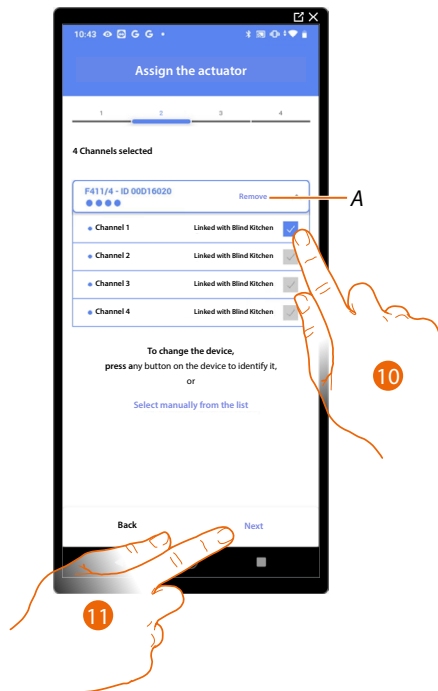
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)**7. Touch if you cannot access the device**

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.

**8. Touch to select the device****9. Touch to add the selected device**

In both cases, after identifying the actuator you must select the address to use from those available



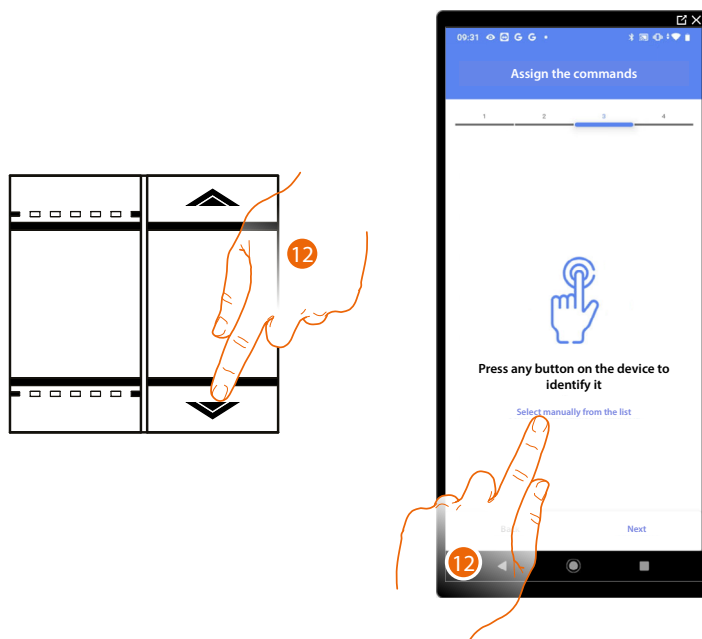
A Delete association

10. Select the address. For the blind function, the system will use four contiguous addresses of the same actuator (open/close left sash / open/close right sash)

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

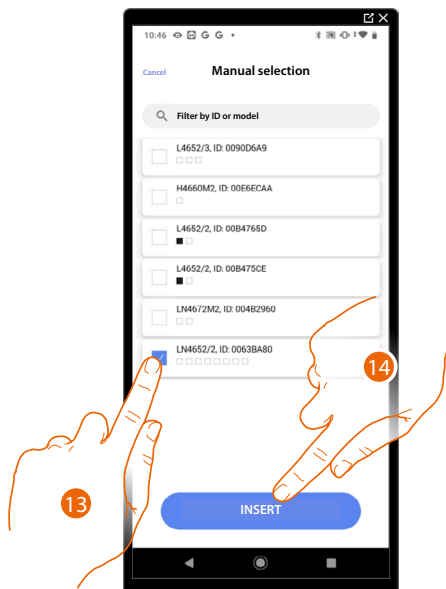


12. Press any one of the buttons on the command on the system

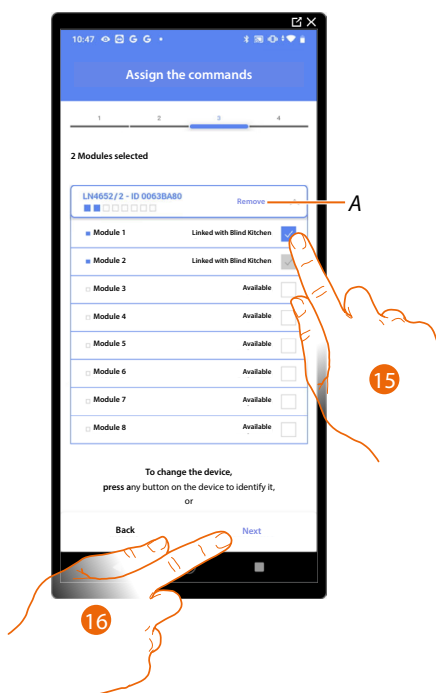
OR

12. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

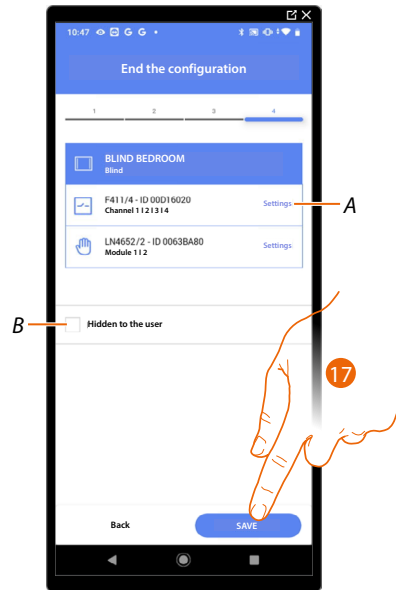


- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 16. Touch to confirm



The blind object association is complete

A Edit the settings

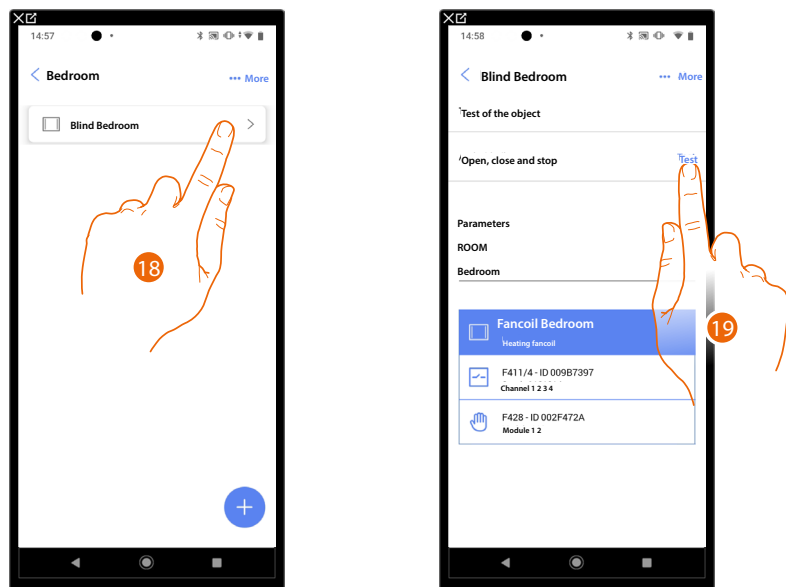
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a blind in the bedroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



18. Touch the inserted object to check that it is working correctly.

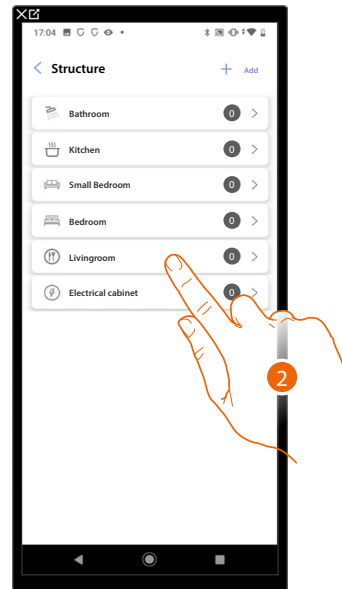
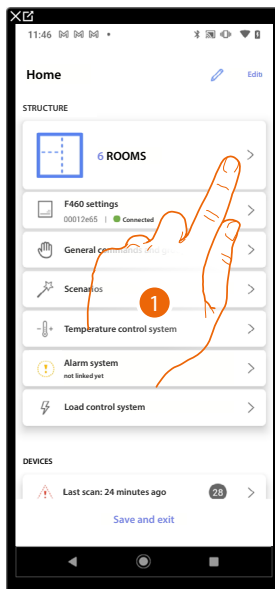
19. Touch to start the test, the device will automatically perform the described actions.



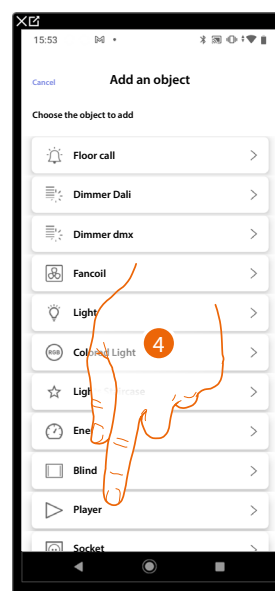
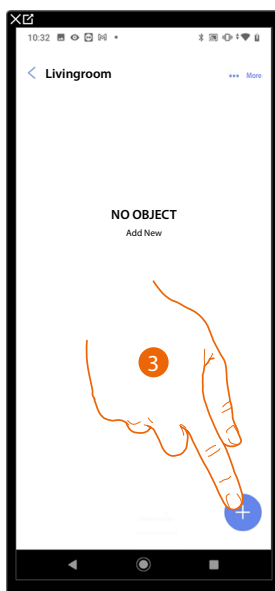
Player object

NOTE: Function only available for F460

On associating a NuVo or Sonos* music reader to the player object, the user can play music or listen to radio stations.



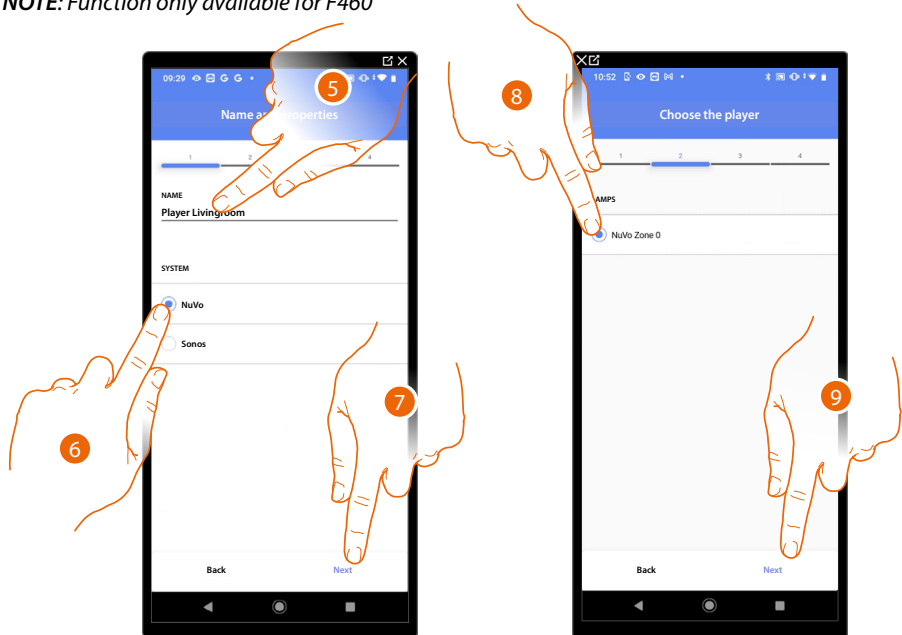
1. Touch to select the room where you want to add a player object
2. Touch to enter the room where you want to add a player object



3. Touch to add an object to the living room
4. Touch to select the player object

NuVo

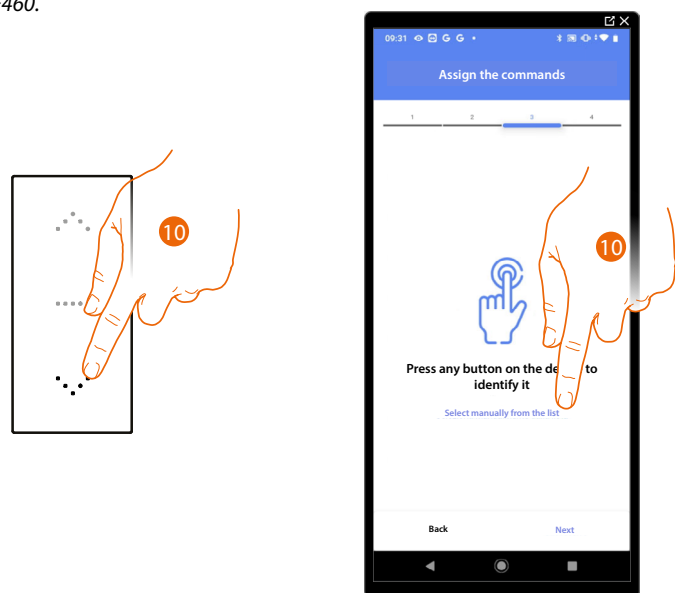
NOTE: Function only available for F460



- 5. Touch to edit the object name.
- 6. Touch to select the system
- 7. Touch to confirm
- 8. Touch to select the NuVo player from those identified
- 9. Touch to confirm

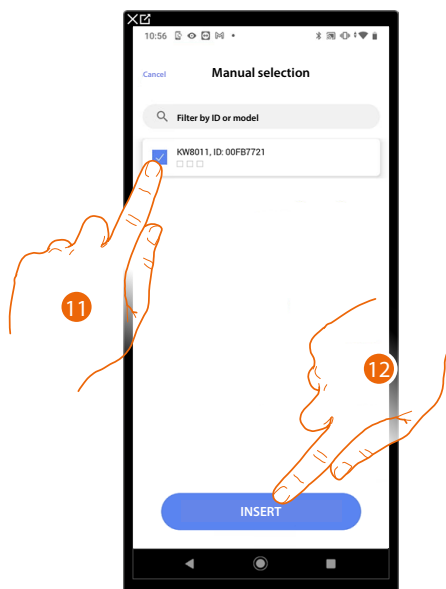
If installed in the system, it is possible to control the NuVo player both from the Home+Control* App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

***NOTE:** Only valid for F460.

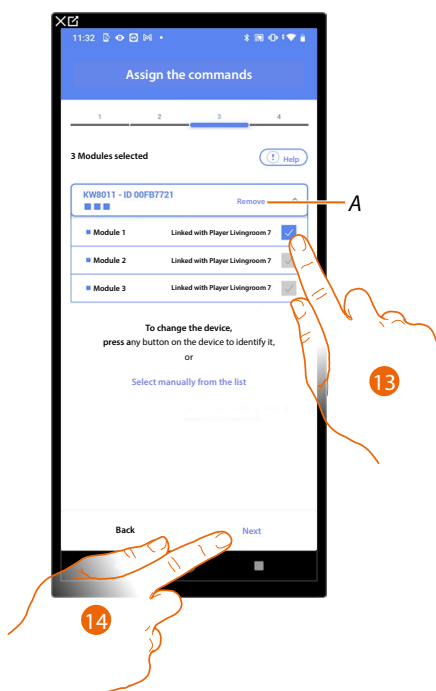


- 10. Press any one of the buttons on the command on the system
- OR
- 10. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



11. Touch to select the device
12. Touch to add the selected command

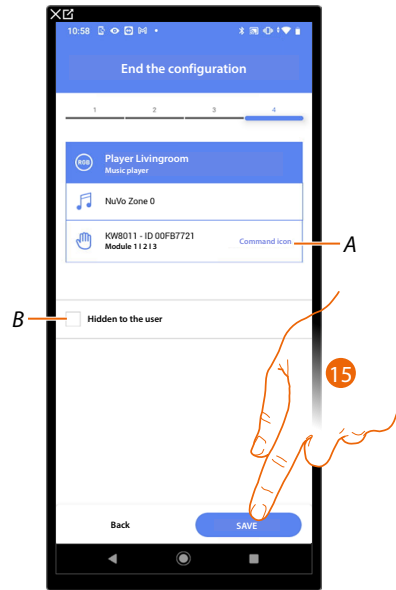


A Delete association

13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm



The socket object association is complete

A Select the icon displayed on the command

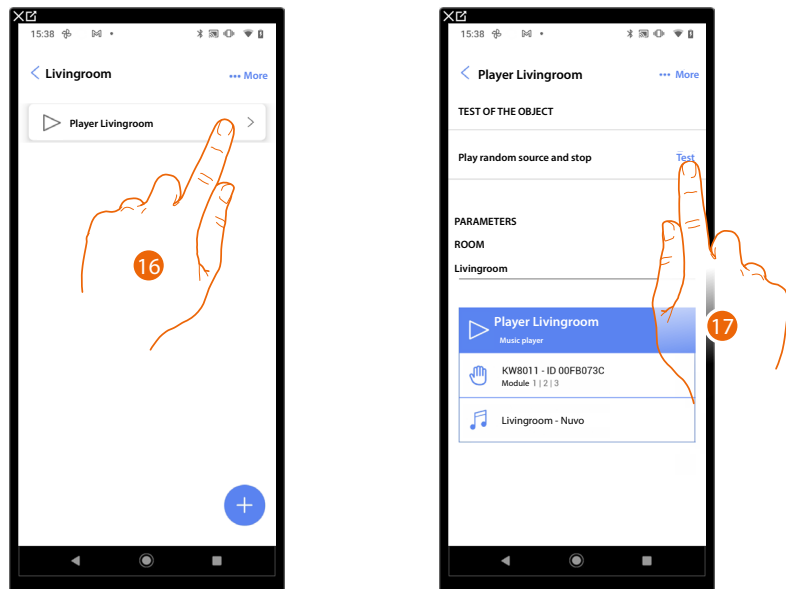
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

15. Touch to save the object

The user can now control the NuVo player in the living room via the physical command and the scenarios available in Home+Control*

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.

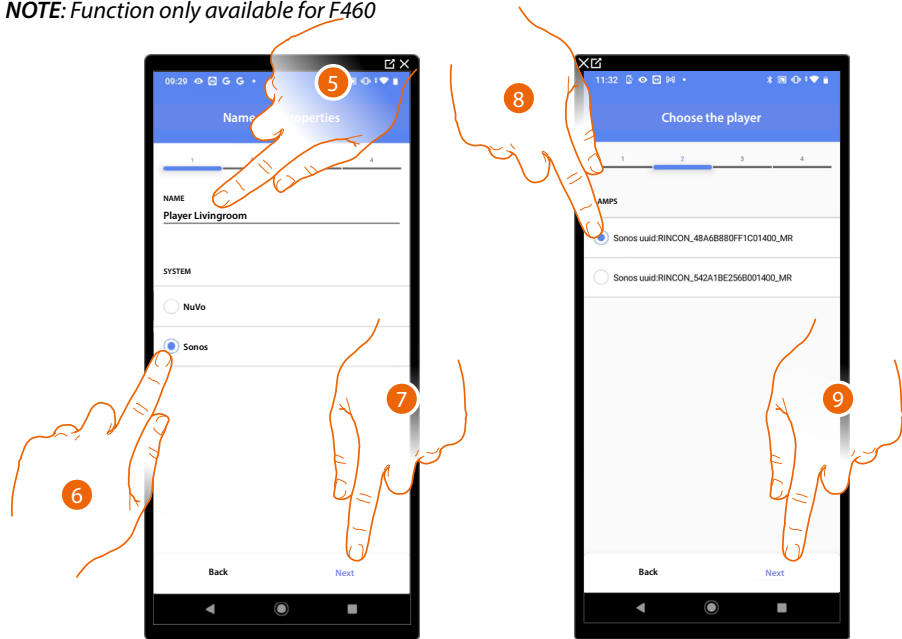


15. Touch the inserted object to check that it is working correctly.

16. Touch to start the test, the device will automatically perform the described actions.

Sonos

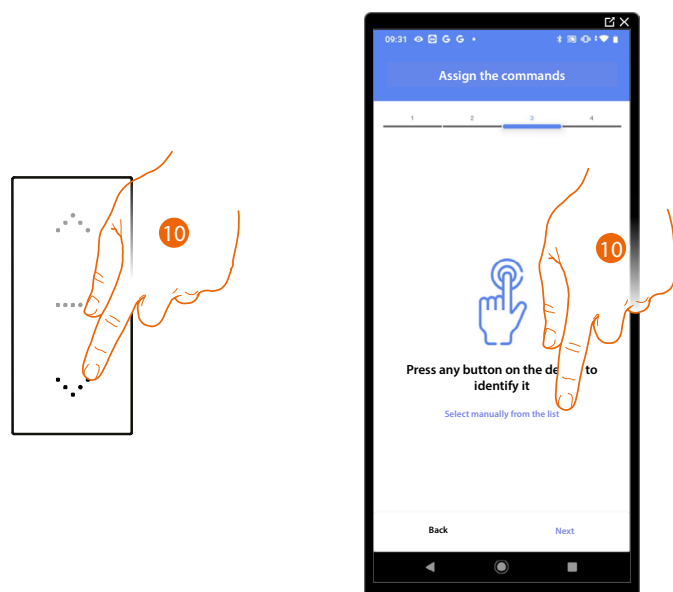
NOTE: Function only available for F460



5. Touch to edit the object name.
6. Touch to select the system
7. Touch to confirm
8. Touch to select the Sonos player from those identified
9. Touch to confirm

If installed in the system, it is possible to control the Sonos player both from the Home+Control* App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

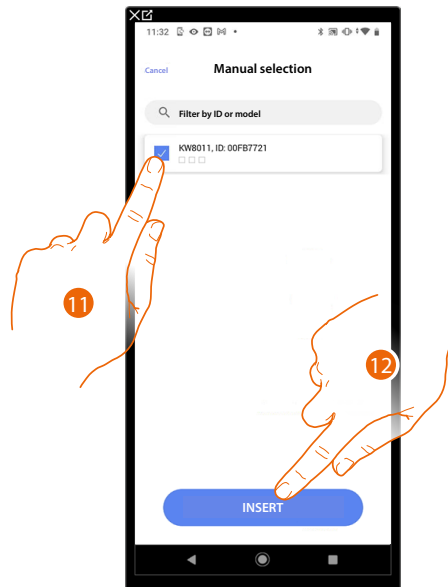
***NOTE:** Only valid for F460.



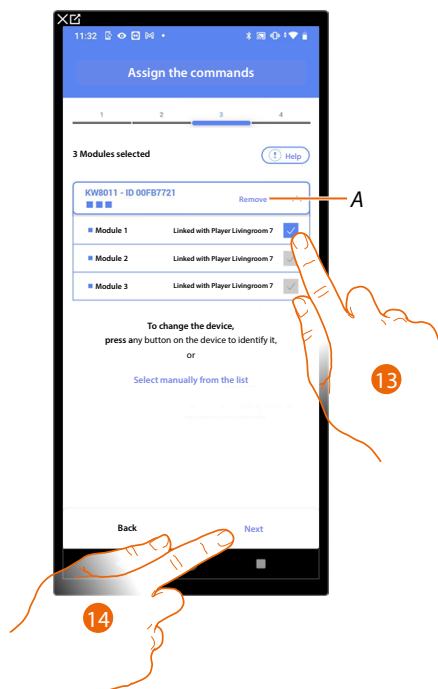
10. Press any one of the buttons on the command on the system
- OR

10. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



11. Touch to select the device
12. Touch to add the selected command

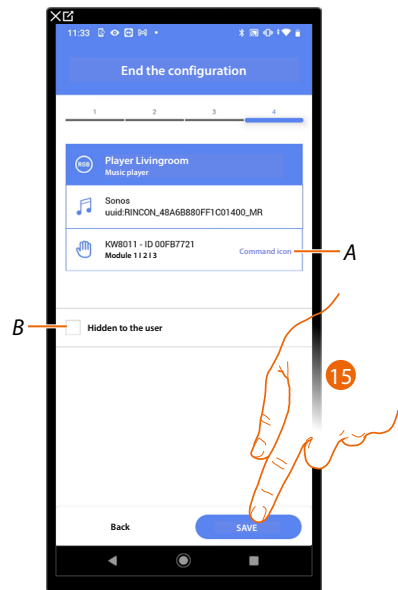


A Delete association

13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm



The player object association is complete

A Select the icon displayed on the command

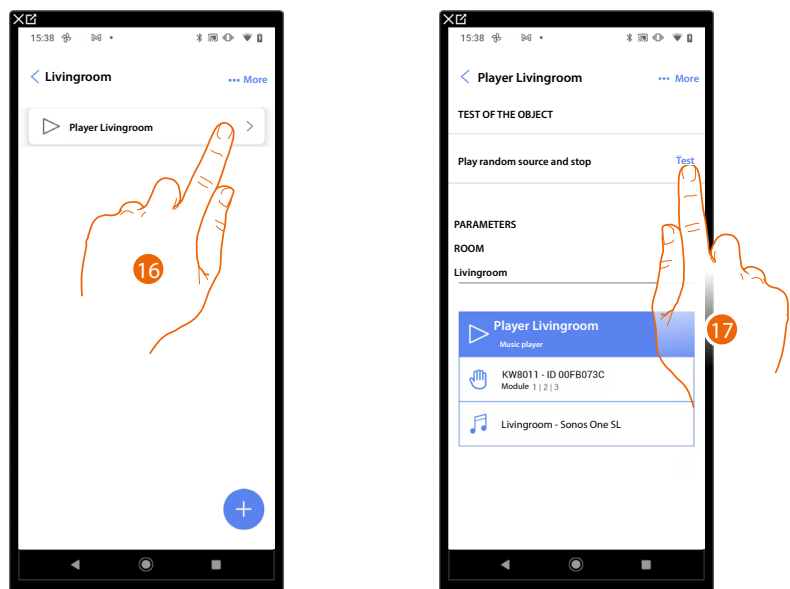
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

15. Touch to save the object

The user can now control the Sonos player in the living room via the physical command and the scenarios available in Home+Control*

*NOTE: Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



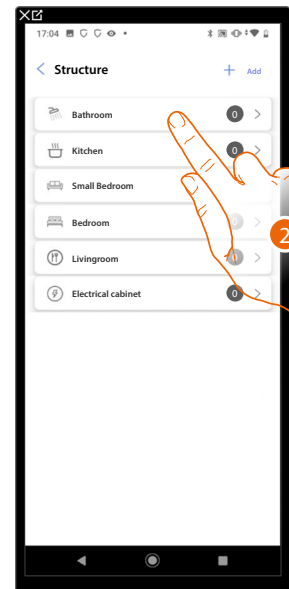
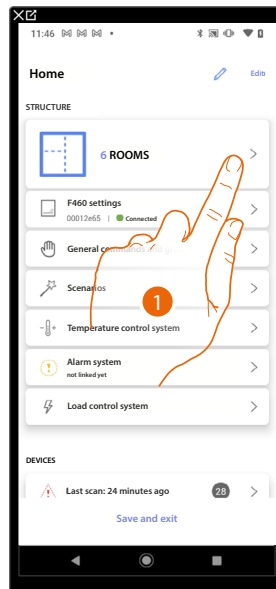
15. Touch the inserted object to check that it is working correctly.

16. Touch to start the test, the device will automatically perform the described actions.

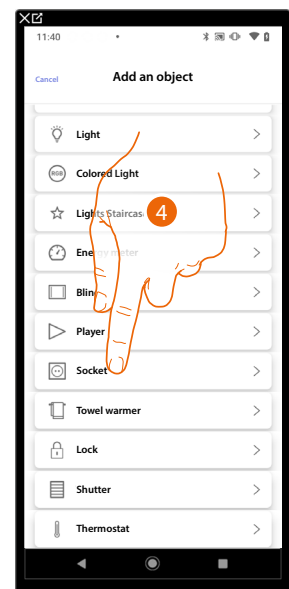
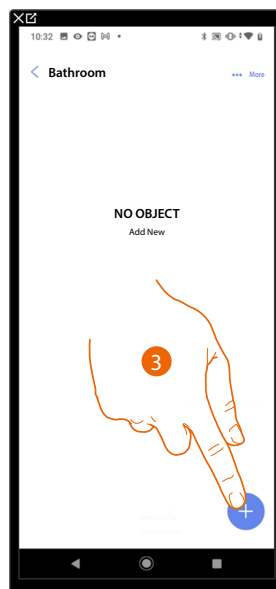


Socket object

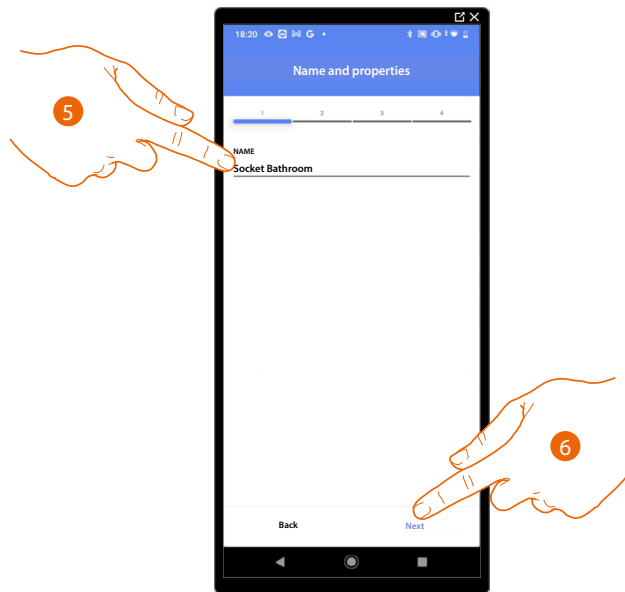
On configuring the devices on the system and associating them to the Socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).



1. Touch to select the room where you want to add a socket object
2. Touch to enter the room where you want to add a socket object

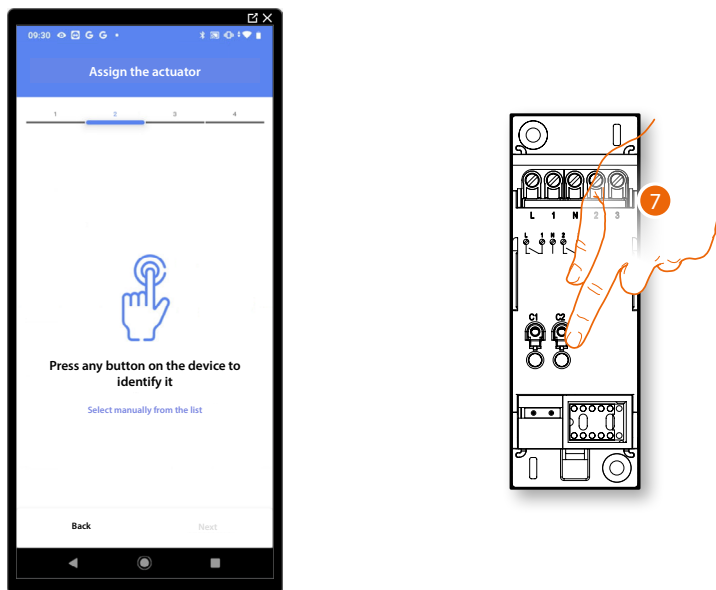


3. Touch to add an object to the bathroom
4. Touch to select the socket object



- 5. Touch to edit the object name.
- 6. Touch to associate an actuator to the object.
Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



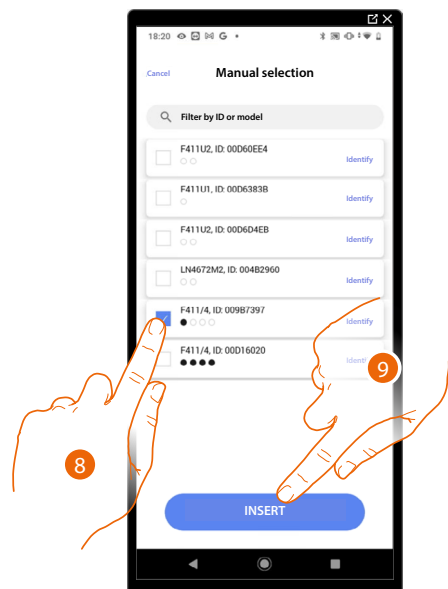
- 7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



7. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



8. Touch to select the device
9. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



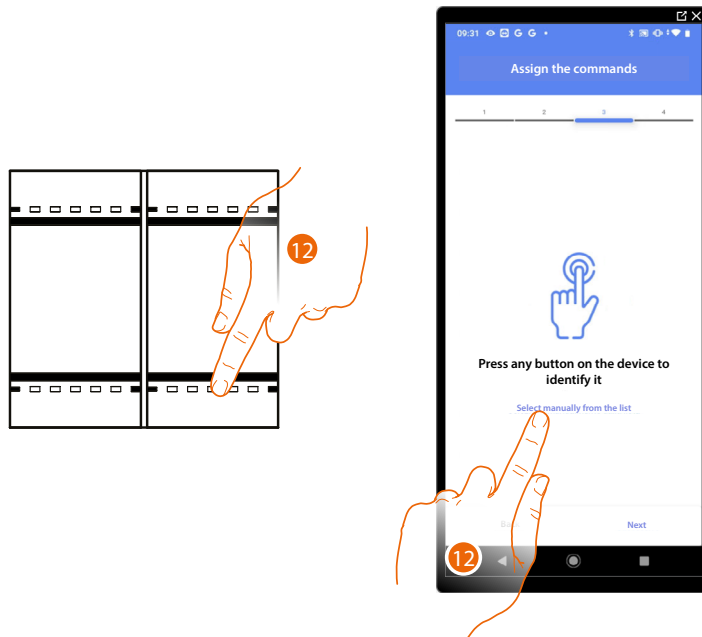
A Delete association

10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the socket is associated you must associate the command which actuates it.

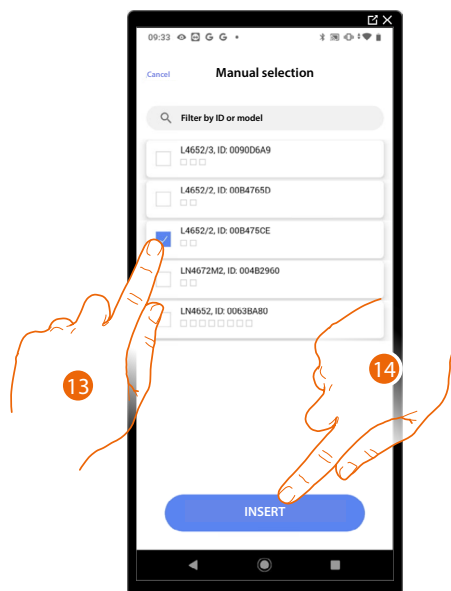


13. Press any one of the buttons on the command on the system

OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

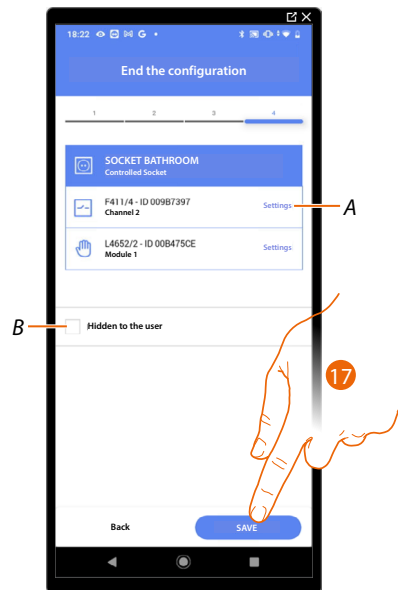


- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
- When the modules are all engaged, see [Device reset](#) to make them available again.
- 16. Touch to confirm



The socket object association is complete

A Edit the settings

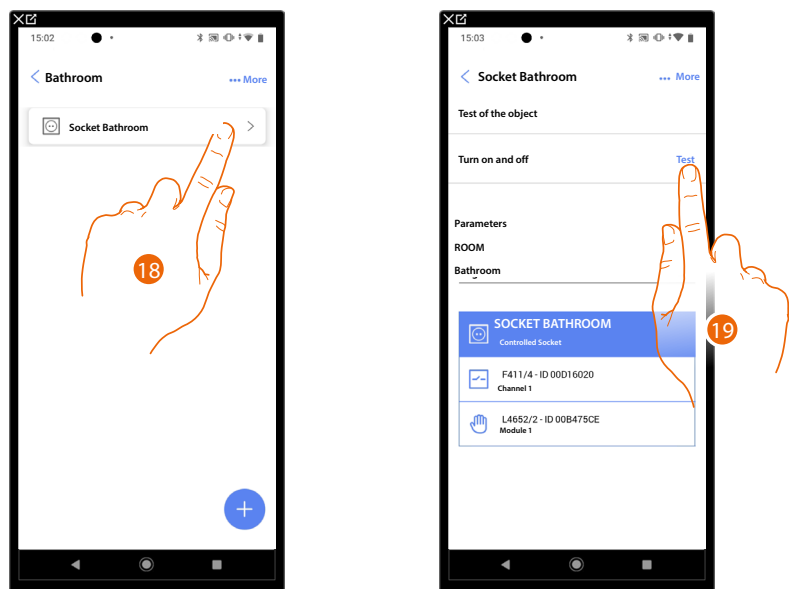
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a socket in the bathroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



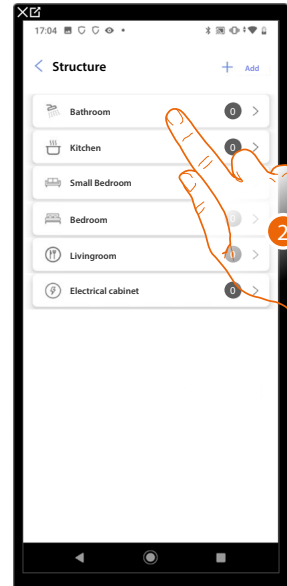
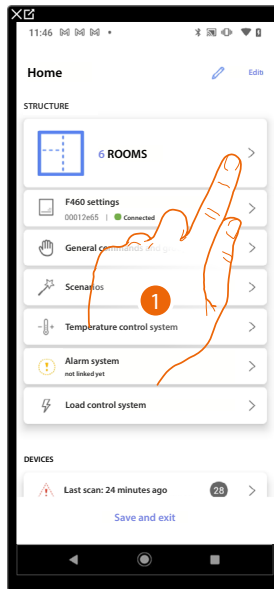
18. Touch the inserted object to check that it is working correctly.

19. Touch to start the test, the device will automatically perform the described actions.

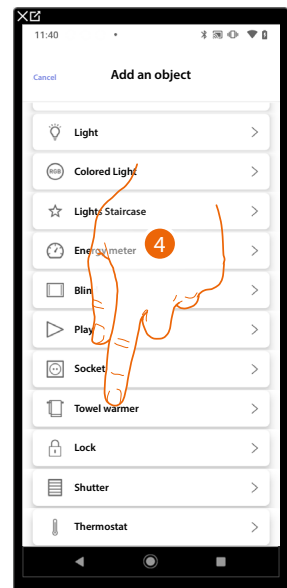
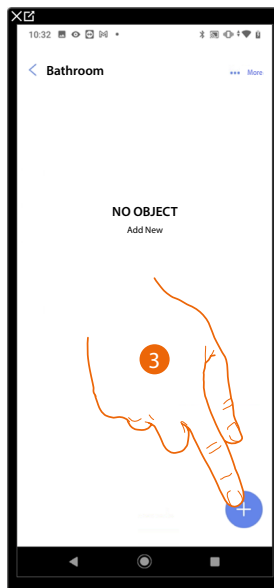


Towel Warmer object

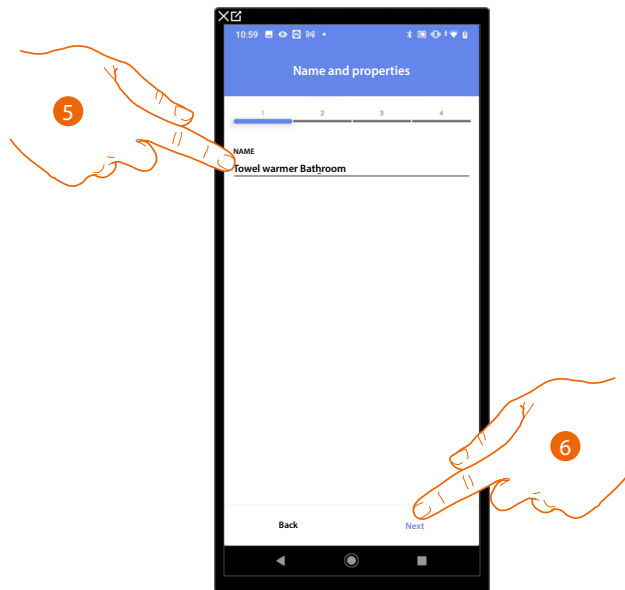
By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.



1. Touch to select the room where you want to add a towel warmer object
2. Touch to enter the room where you want to add a towel warmer object

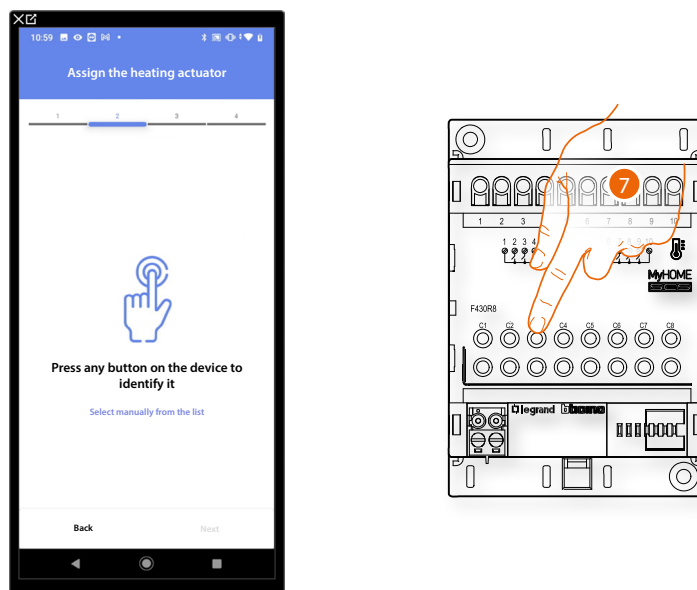


3. Touch to add an object to the bathroom
4. Touch to select the towel warmer object



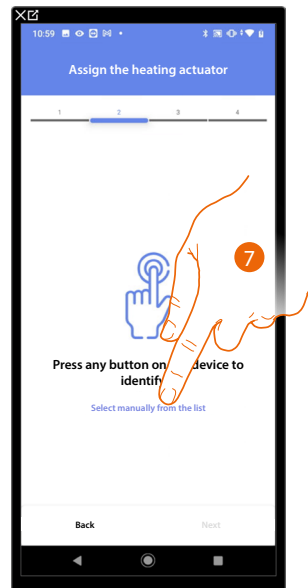
5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



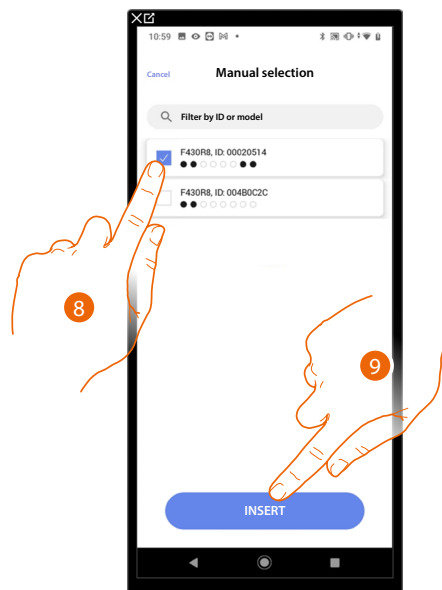
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



7. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:



8. Touch to select the device
9. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

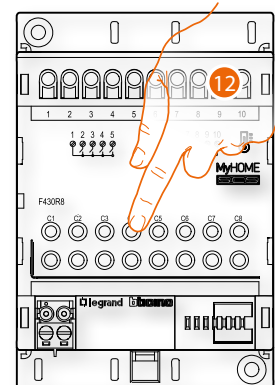
10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After associating the actuator to the object, you can associate a pump.

Accessible pump



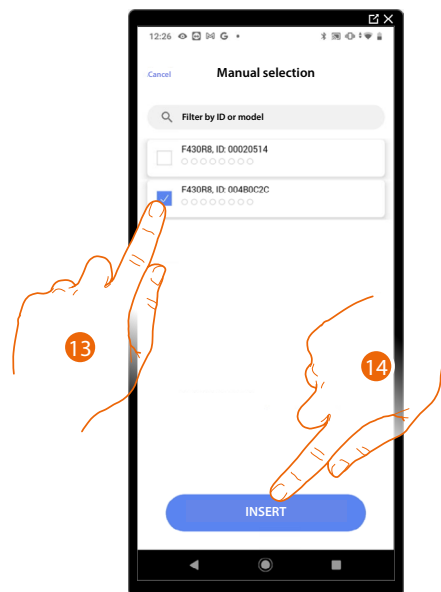
12. Touch any one of the buttons on the pump on the system

Not accessible pump



12. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



13. Touch to select the device

14. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

In both cases, after identifying the actuator/pump you must select the address to use from those available

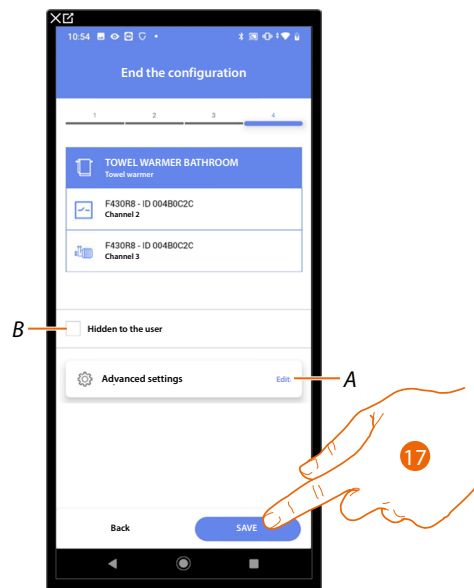


A Delete association

15. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

16. Touch to confirm



The Towel Warmer object association is complete

A Edit the settings

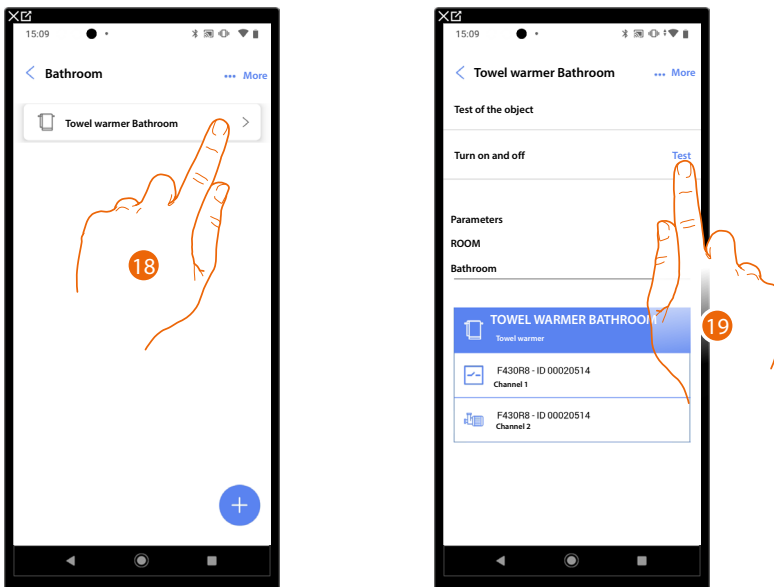
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a Towel Warmer in the bathroom via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.

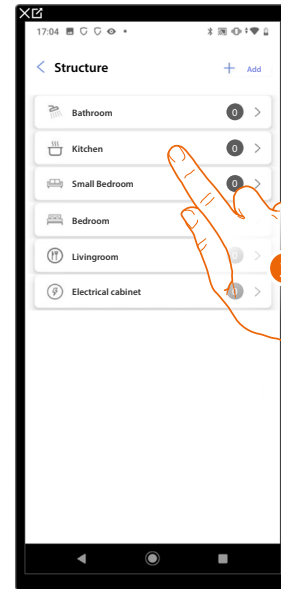
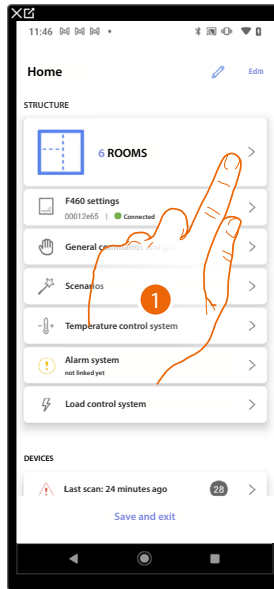


- 18. Touch the inserted object to check that it is working correctly.
- 19. Touch to start the test, the device will automatically perform the described actions.

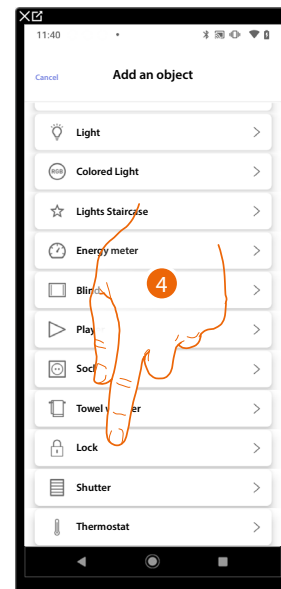
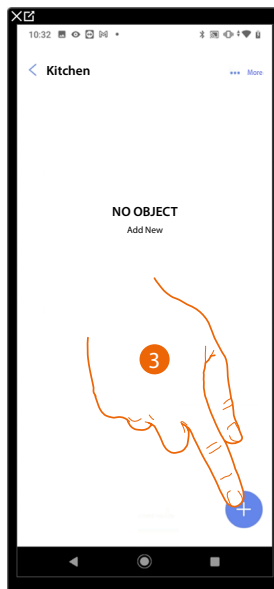


Lock object

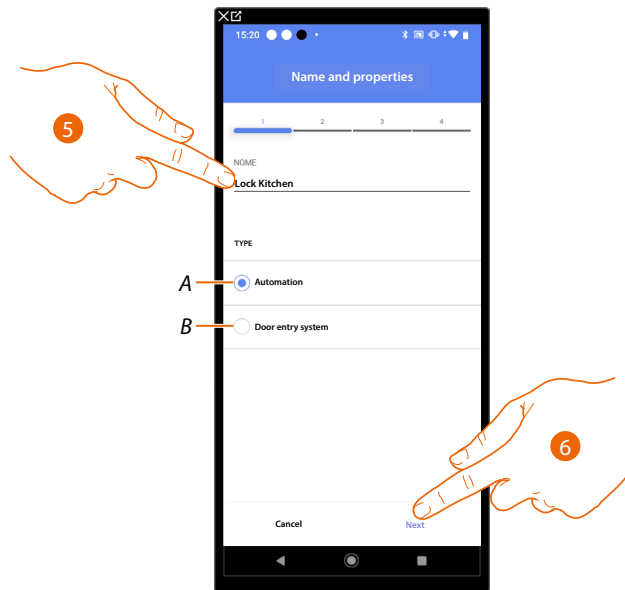
On configuring the devices on the system and associating them to the Lock object, the user can control a system lock.



1. Touch to select the room where you want to add a lock object
2. Touch to enter the room where you want to add a lock object



3. Touch to add an object to the kitchen
4. Touch to select the lock object



5. Touch to edit the object name.

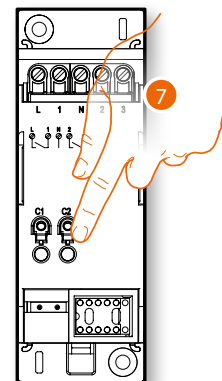
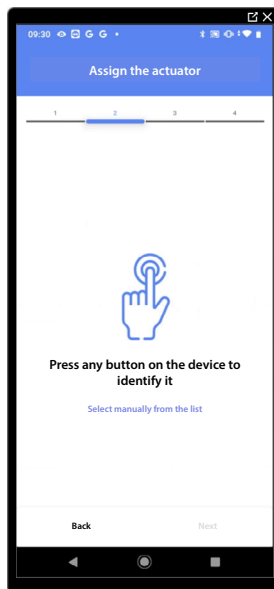
A Select the type of **Automation system**

B Select the type of **Door entry system**

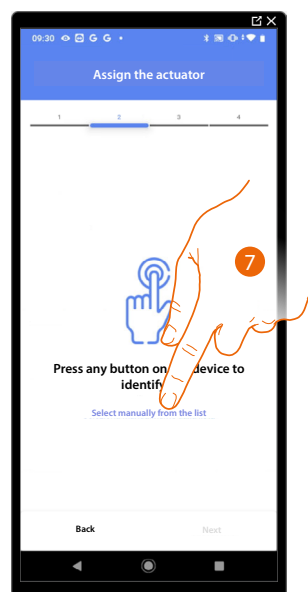
6. Touch to associate an actuator to the object. Two situations may occur:

Automation system

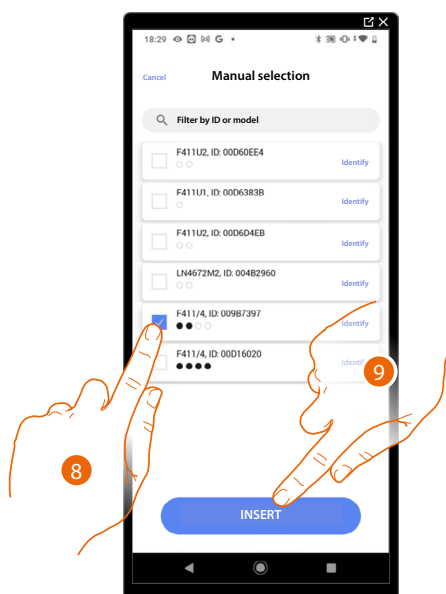
Accessible actuator (e.g. wired in the electrical panel)



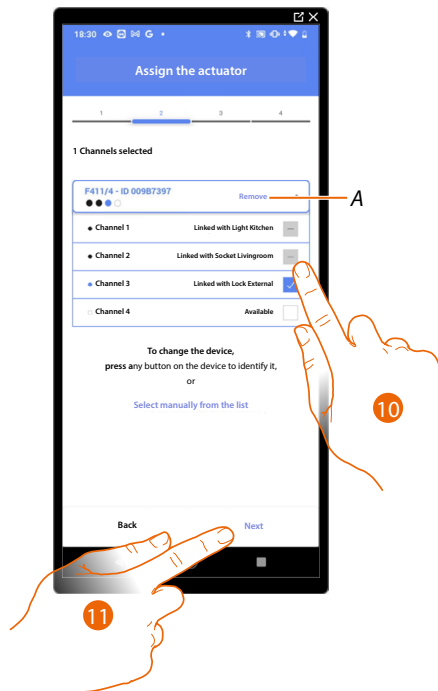
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)**7. Touch if you cannot access the device**

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.

**8. Touch to select the device****9. Touch to add the selected device**

In both cases, after identifying the actuator you must select the address to use from those available



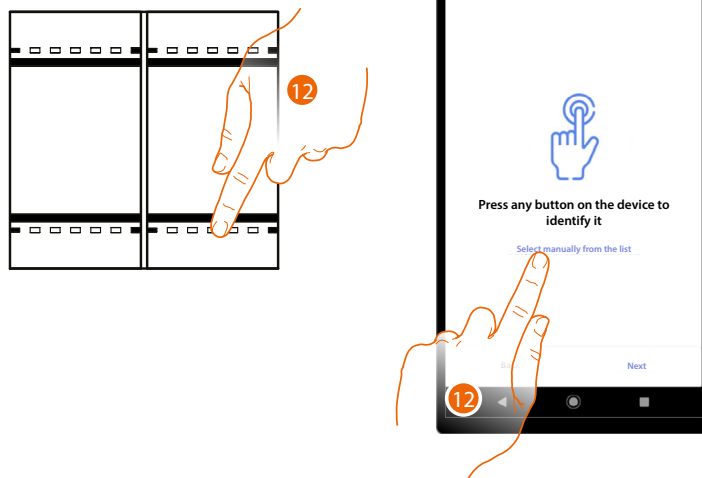
A Delete association

10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the lock is associated you must associate the command which actuates it.



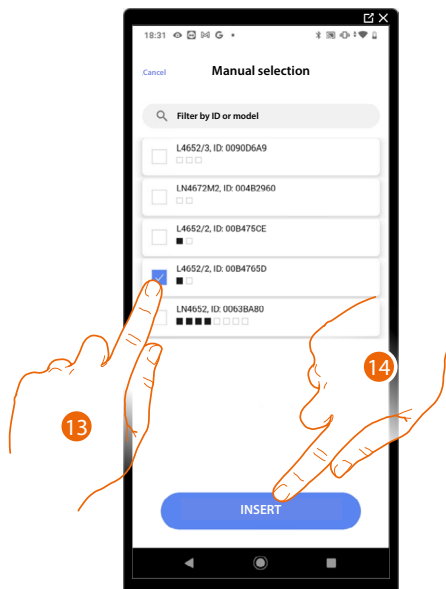
12. Press any one of the buttons on the command on the system

OR

12. Touch "Select manually from the list" when you cannot access the device.

You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



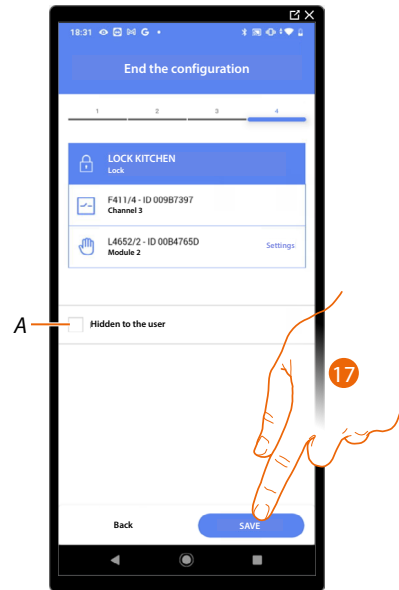
- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.

- 16. Touch to confirm



The lock object association is complete

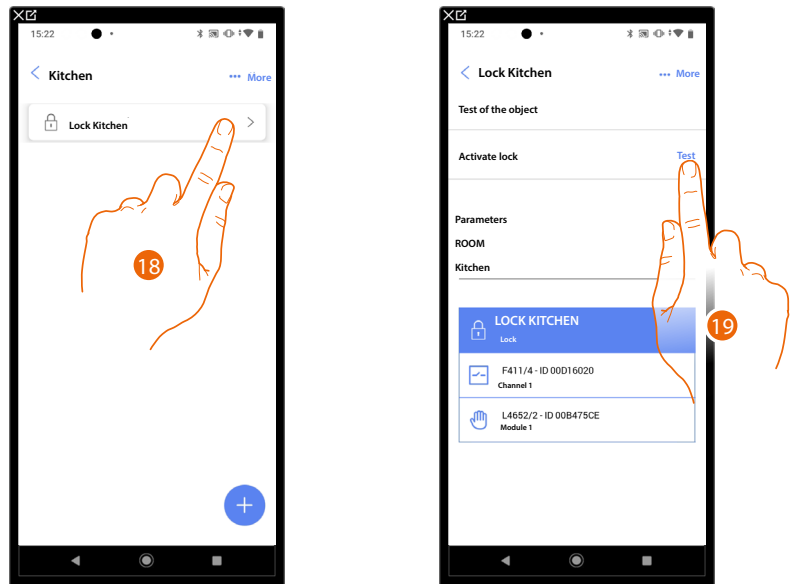
A Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

20. Touch to save the object

The user can now control a lock in the kitchen via the physical command or via the Home+Control* App graphic object.

*NOTE: Only valid for F460.

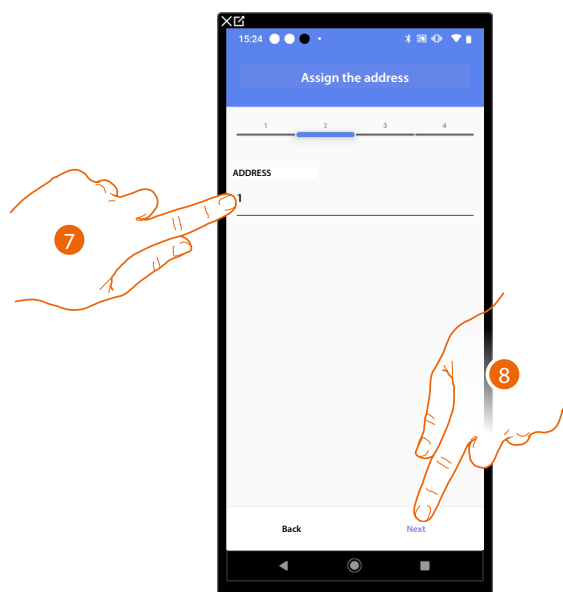
It is possible to perform a test to check that the inserted object is working correctly.



18. Touch the inserted object to check that it is working correctly.

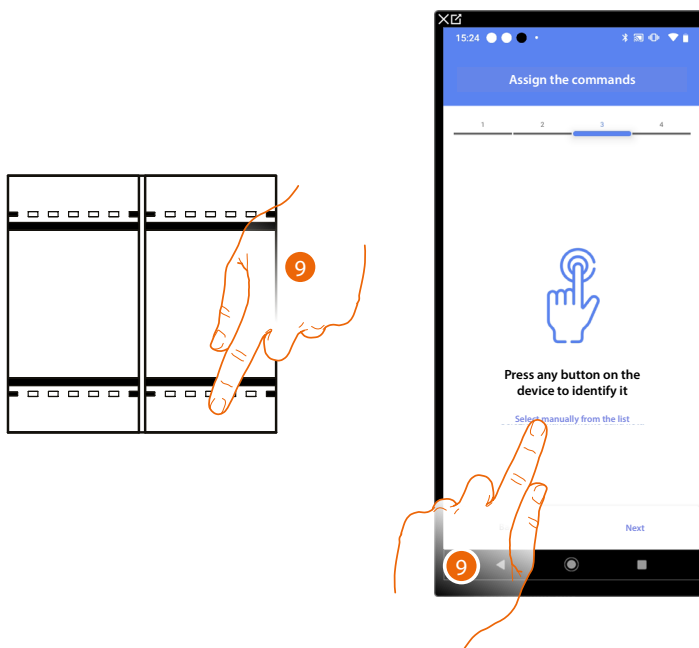
19. Touch to start the test, the device will automatically perform the described actions.

Door entry system



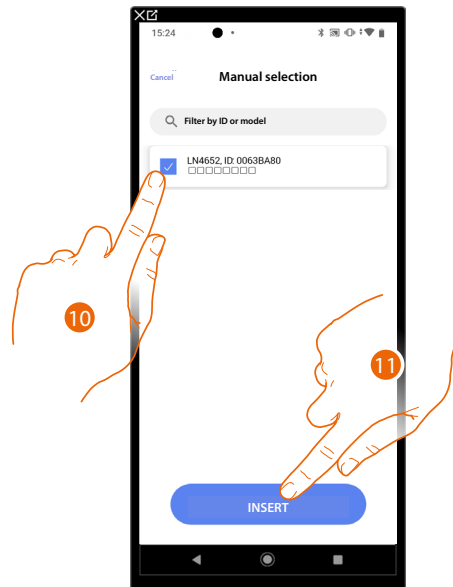
- 7. Select the address of the internal unit that will activate the associated lock function
- 8. Touch to confirm

After selecting the internal unit that will activate the ringtone, it will be necessary to associate the command that will activate it.

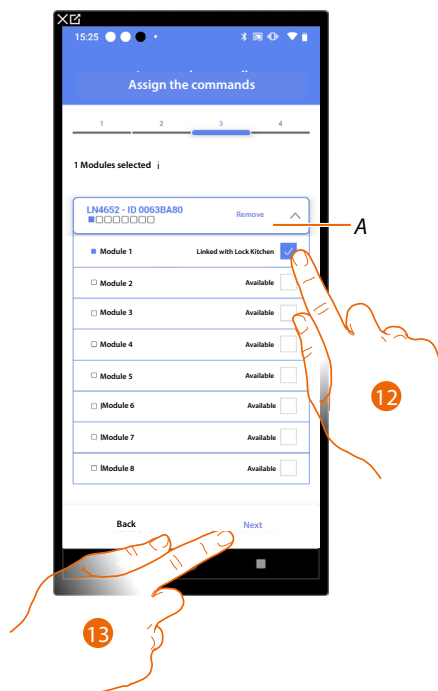


- 9. Press any one of the pushbuttons on the control on the system
- OR
- 9. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.

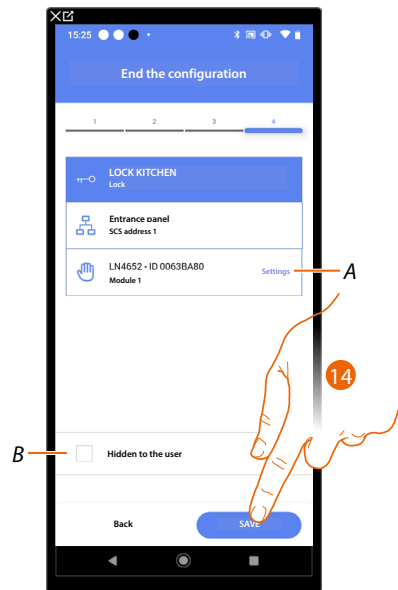


- 10. Touch to select the device
- 11. Touch to add the selected command



A Delete association

- 12. Select the command module among those available
- When the modules are all engaged, see [Device reset](#) to make them available again.
- 13. Touch to confirm



The Staircase Light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control* app.
The object is configured and working, but the user is unable to view it.

14. Touch to save the object

The user can now control a Door Lock object in the kitchen via the physical command or via the Home+Control* app graphic object.

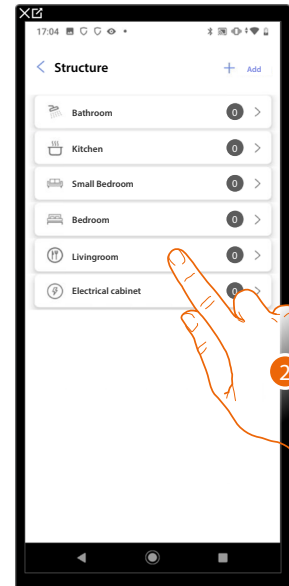
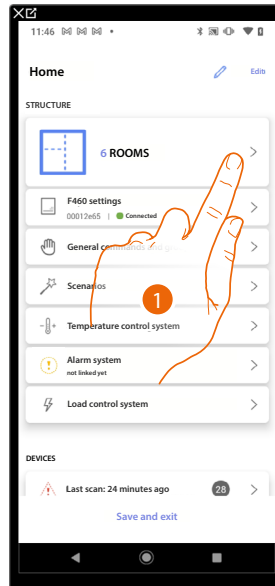
***NOTE:** Only valid for F460.



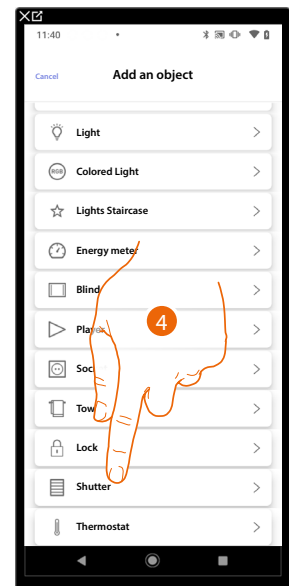
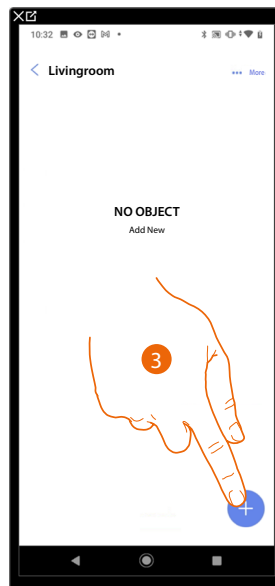
Shutter object

On configuring the devices on the system and associating them to the shutter object, the user can adjust the opening and closing of shutters, blinds and garage.

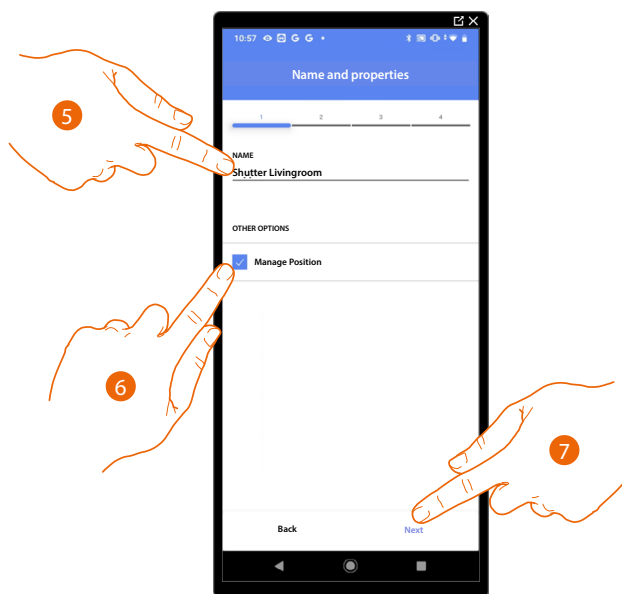
On enabling the function you can allow the user to adjust the opening level (only shutters with preset function).



1. Touch to select the room where you want to add a shutter object
2. Touch to enter the room where you want to add a shutter object

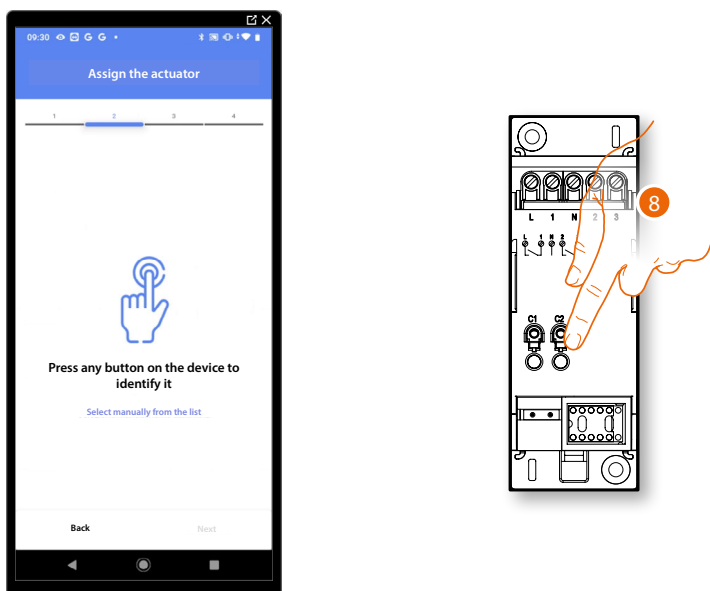


3. Touch to add an object to the living room
4. Touch to select the shutter object



5. Touch to edit the object name.
6. Touch to enable the regulation of the opening level (only shutters with preset function) on the object
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



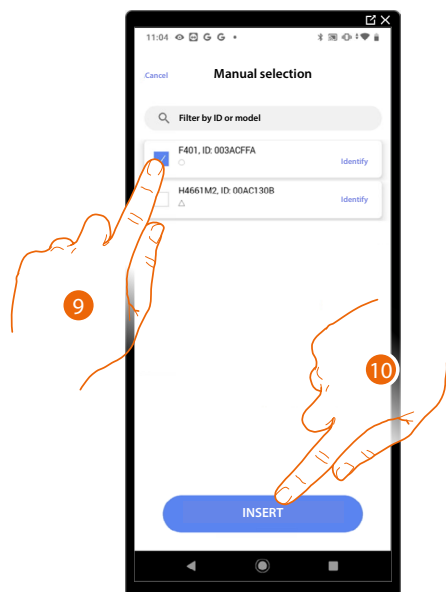
8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

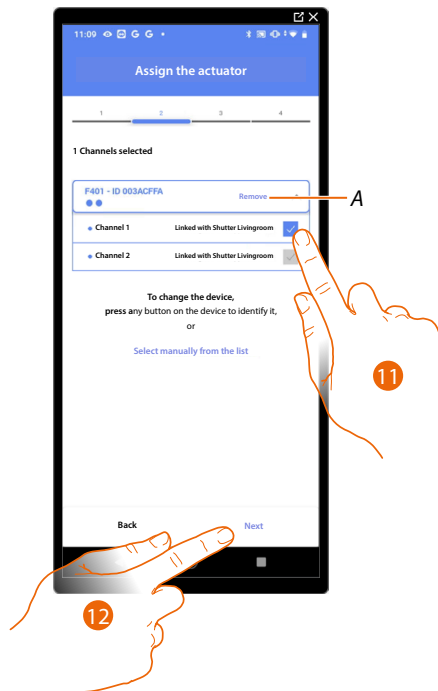
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



9. Touch to select the device

10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



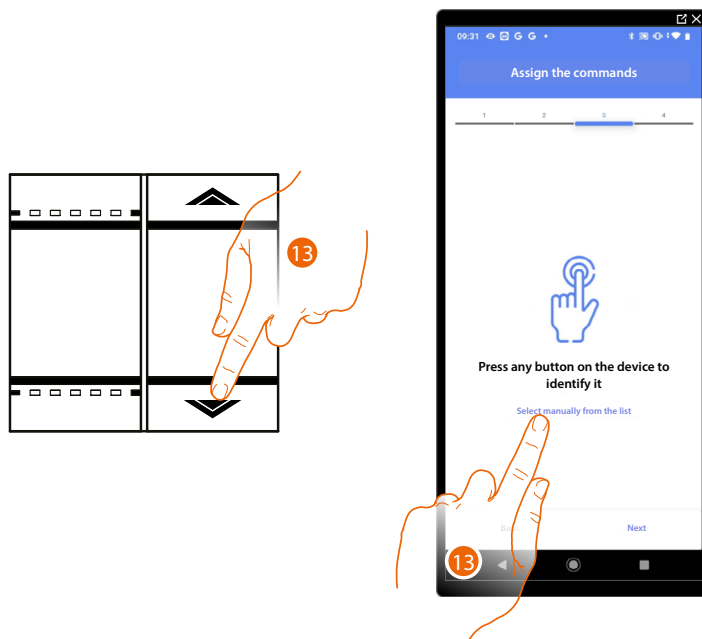
A Delete association

11. Select the address. For the shutter function, the system will use four contiguous addresses of the same actuator (up/down)

When the addresses are all engaged, see [Device reset](#) to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

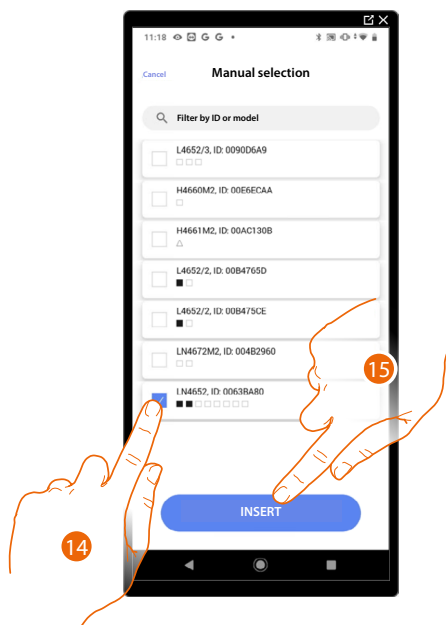


13. Press any one of the buttons on the command on the system

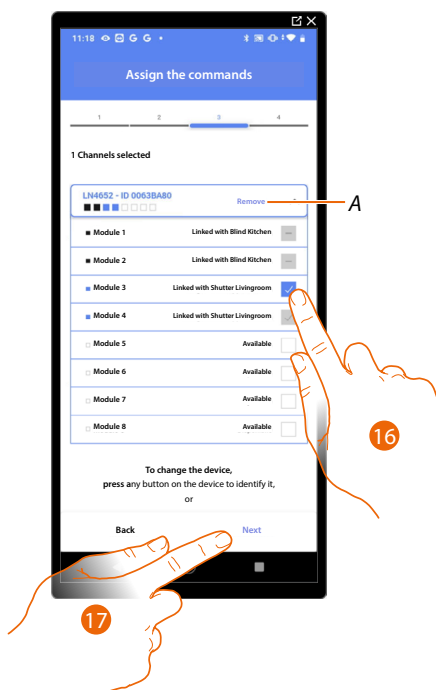
OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 14. Touch to select the device
- 15. Touch to add the selected command

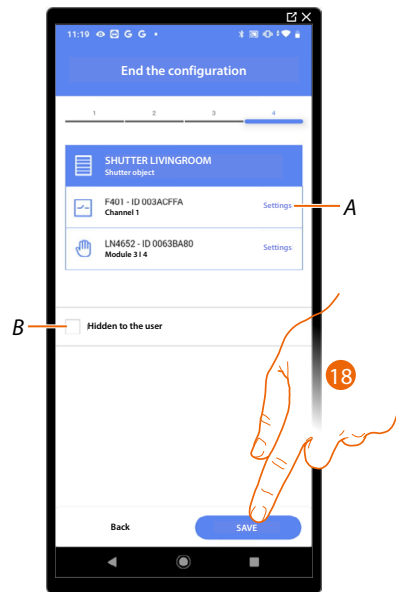


A Delete association

- 16. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 17. Touch to confirm



The shutter object association is complete

A Edit the settings

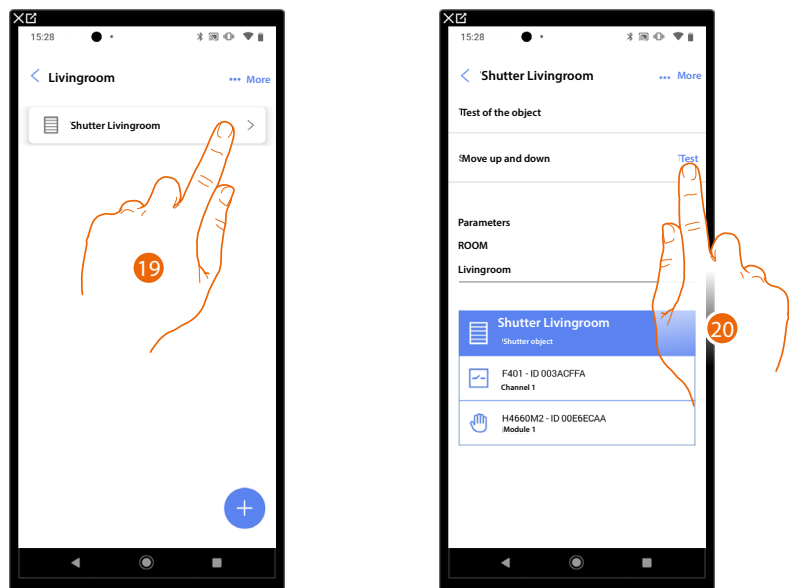
B Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now control a shutter in the living room via the physical command or via the Home+Control* App graphic object.

**NOTE: Only valid for F460.*

It is possible to perform a test to check that the inserted object is working correctly.



19. Touch the inserted object to check that it is working correctly.

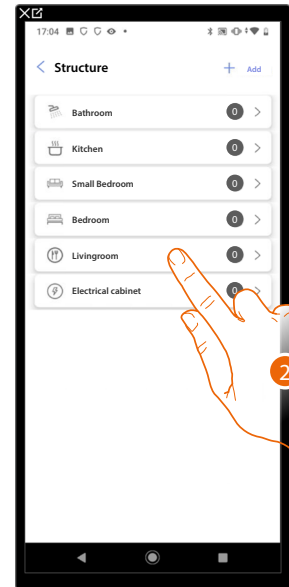
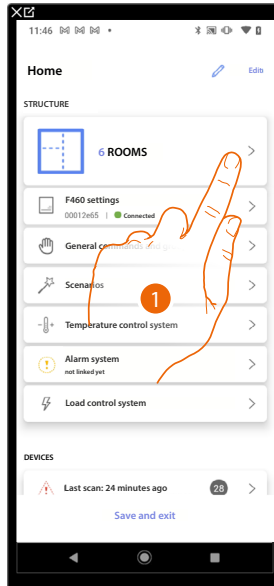
20. Touch to start the test, the device will automatically perform the described actions.



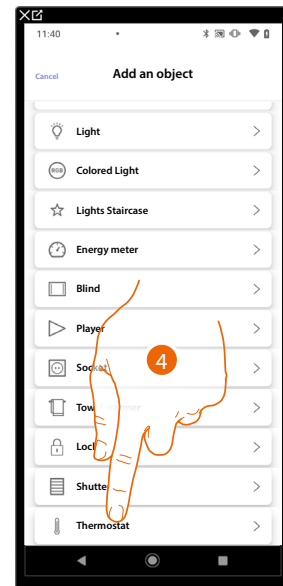
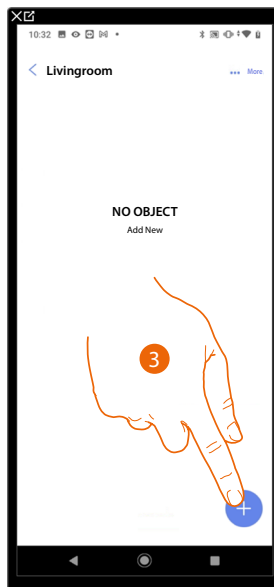
Thermostat object

On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature.

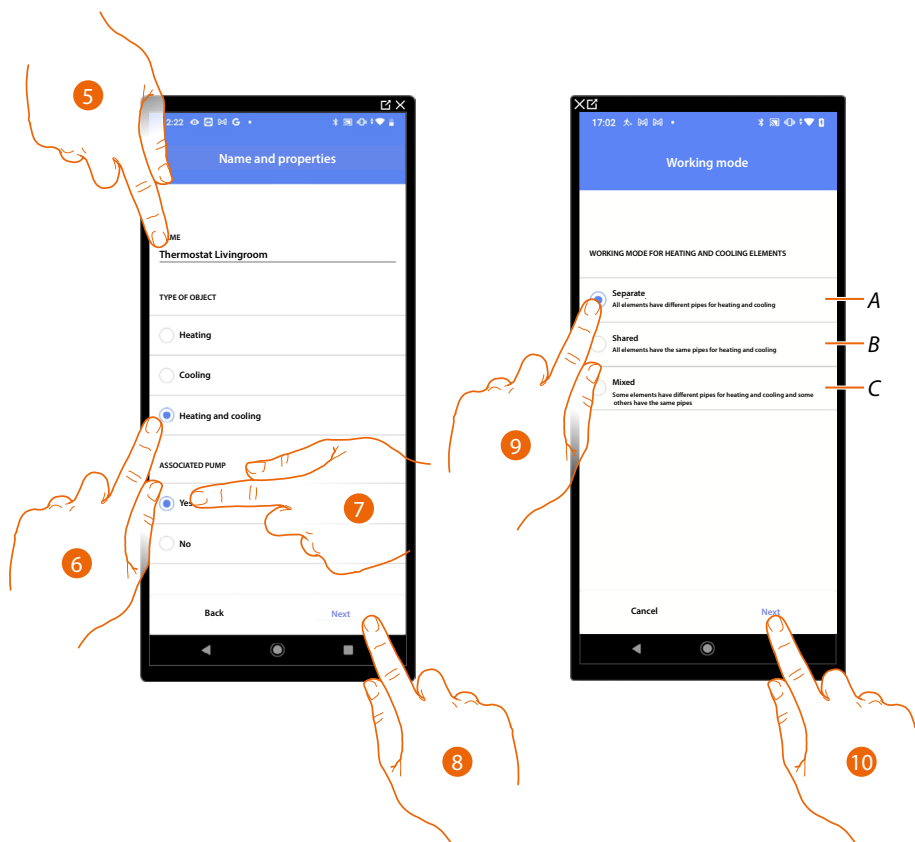
NOTE: Only one thermostat object per room can be inserted.



1. Touch to select the room where you want to add a thermostat object
2. Touch to enter the room where you want to add a thermostat object

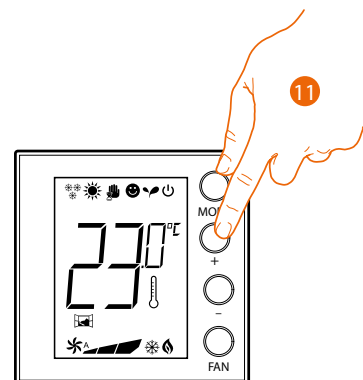


3. Touch to add an object to the living room
4. Touch to select the thermostat object



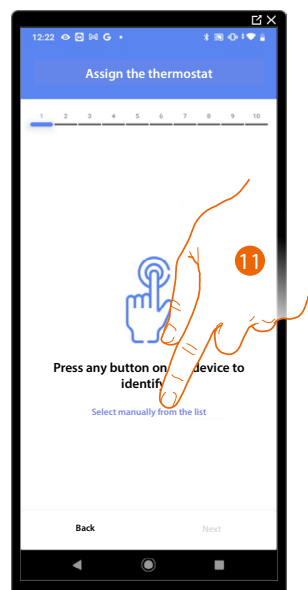
5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Select if you have an associated pump
8. Touch to confirm
9. Select the type of heating and/or cooling element for your system
 - A **Separate**
all the elements have different pipes for heating and cooling
 - B **Shared**
all the elements have the same pipes for heating and cooling
 - C **Mixed**
some elements have different pipes for heating and cooling and others have the same pipes
10. Touch to associate a thermostat to the object. Two situations may occur:

Accessible thermostat



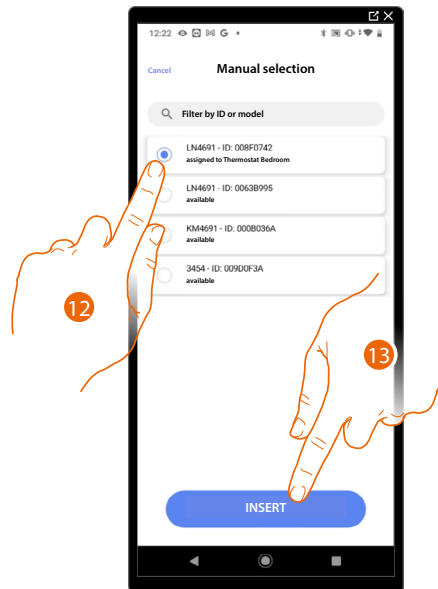
11. Touch any one of the buttons on the thermostat on the system

Not accessible thermostat



11. Touch if you cannot access the device

You will be proposed the list the thermostats which you can associate to the object. You can identify the thermostat by its ID number.



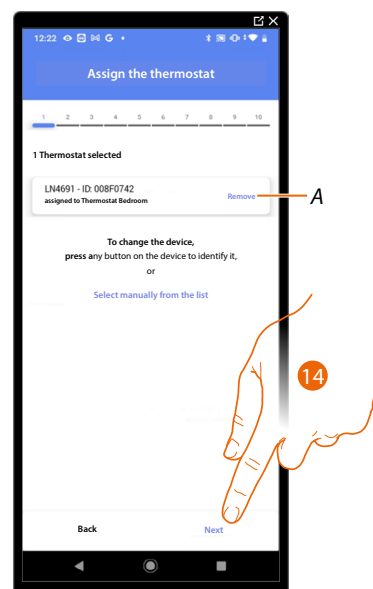
12. Touch to select the thermostat

13. Touch to add the selected device

When the thermostat is already configured, see [Device reset](#) to make it available again.

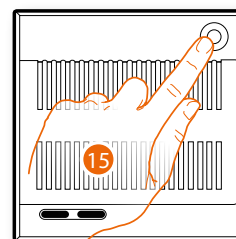
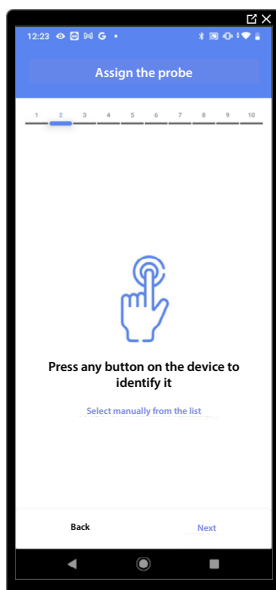
After associating the thermostat to the object, you can associate one or more 4693 temperature probes.

On associating several probes to a thermostat you can for example obtain the average temperature of a large room.



14. Touch to associate a probe

Accessible probe



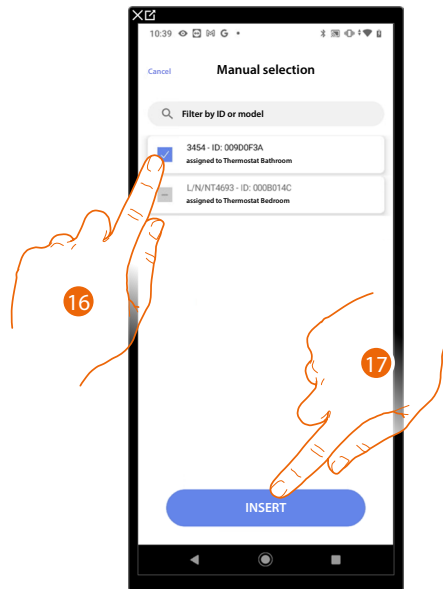
15. Touch any one of the buttons on the probe on the system

Not accessible probe



15. Touch if you cannot access the device

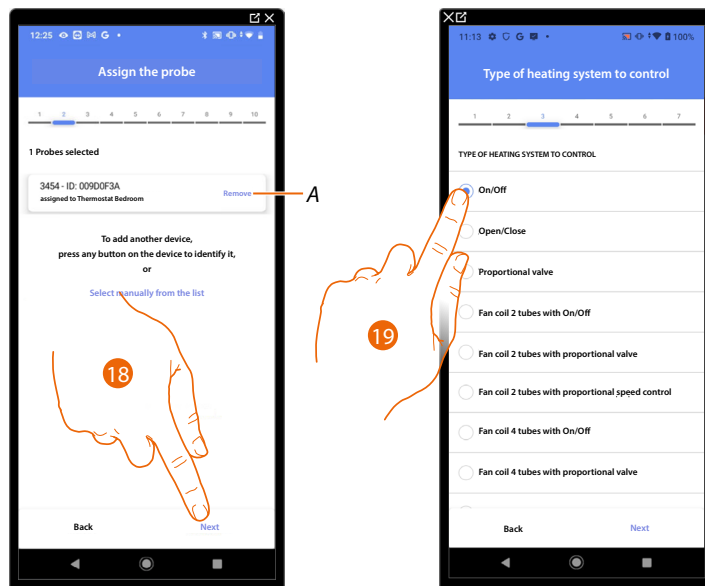
You will be proposed the list of compatible probes which you can associate to the object.
You can identify the probe by its ID number.



- 16. Touch to select the device
- 17. Touch to add the selected device

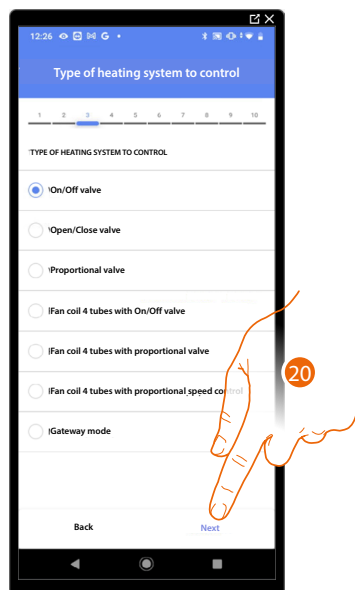
When the probe is already configured, see [Device reset](#) to make it available again.

After associating the thermostat and the probes to the object, select the type of heating system load to be controlled



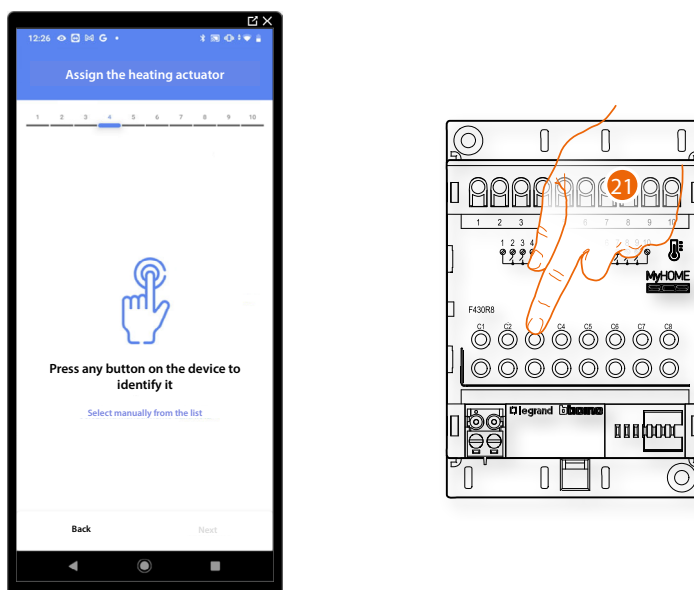
- A Delete association
- 18. Touch to select the type of load
- 19. Select the type among those available

After selecting the type of load you can associate a heating system actuator



20. Touch to associate an actuator

Accessible actuator (e.g. wired in the electrical panel)



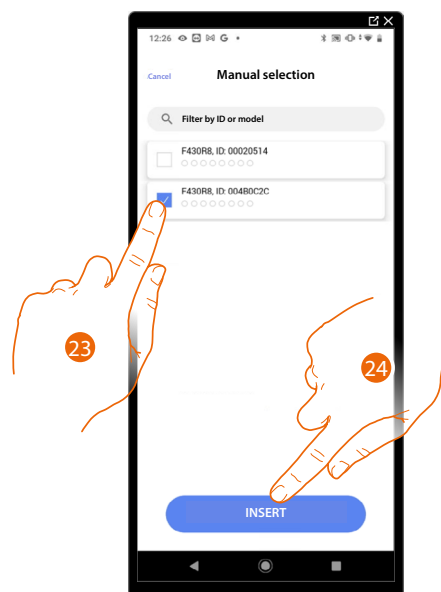
21. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



22. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:

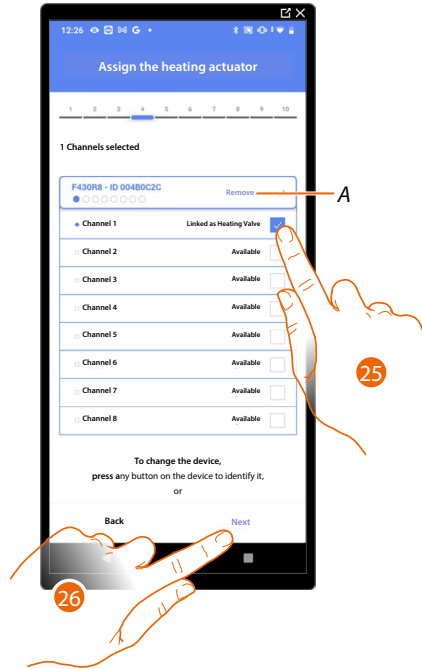


23. Touch to select the device

24. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

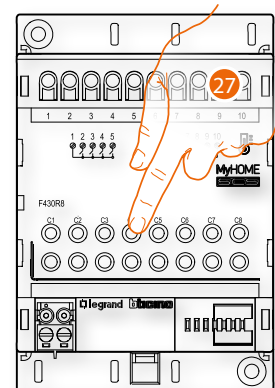
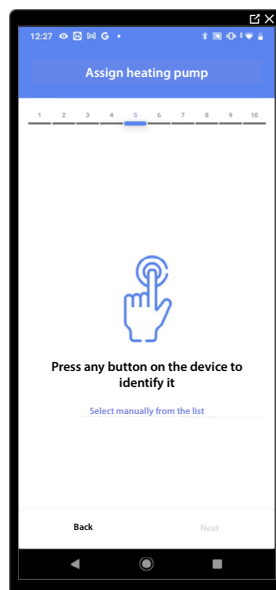
25. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

26. Touch to confirm

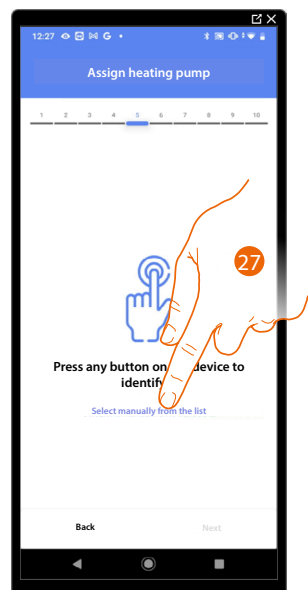
After associating the thermostat, probes and actuator to the object, you can associate a pump.

Accessible pump



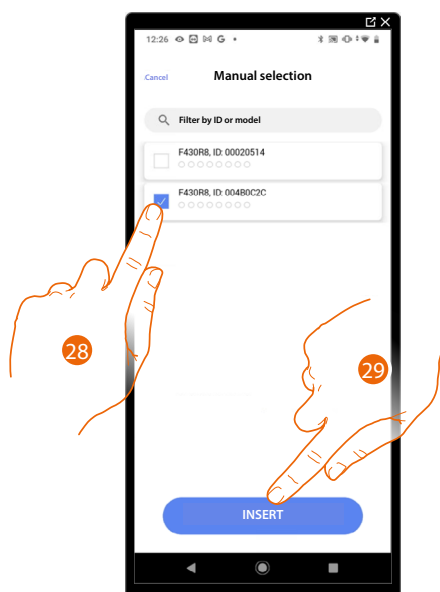
27. Touch any one of the buttons on the pump on the system

Not accessible pump



27. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.

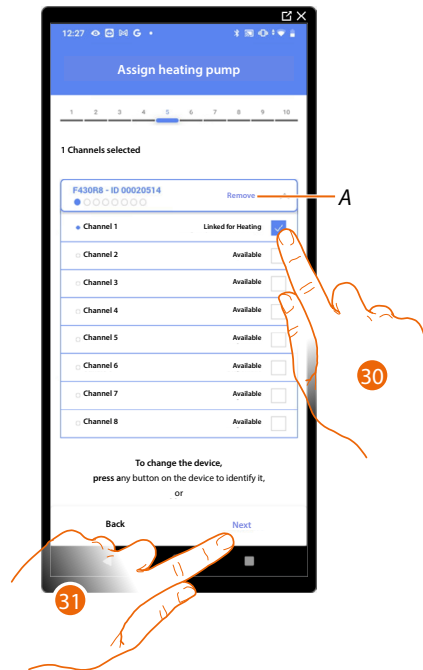


28. Touch to select the device

29. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

In both cases, after identifying the actuator/pump you must select the address to use from those available



A Delete association

30. Select the address

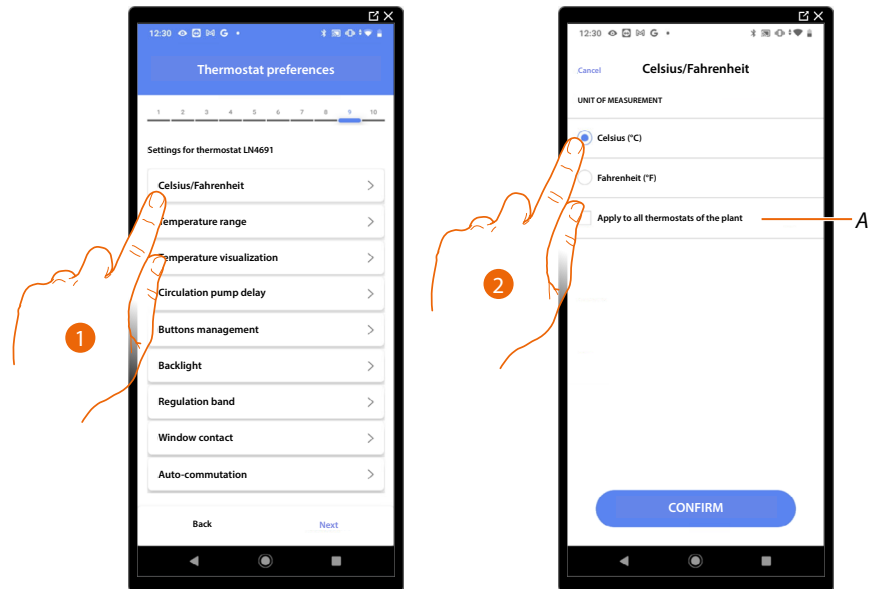
When the addresses are all engaged, see [Device reset](#) to make them available again.

31. Touch to confirm

Once you have completed the heating system procedure, you must proceed in the same way for the cooling system procedure

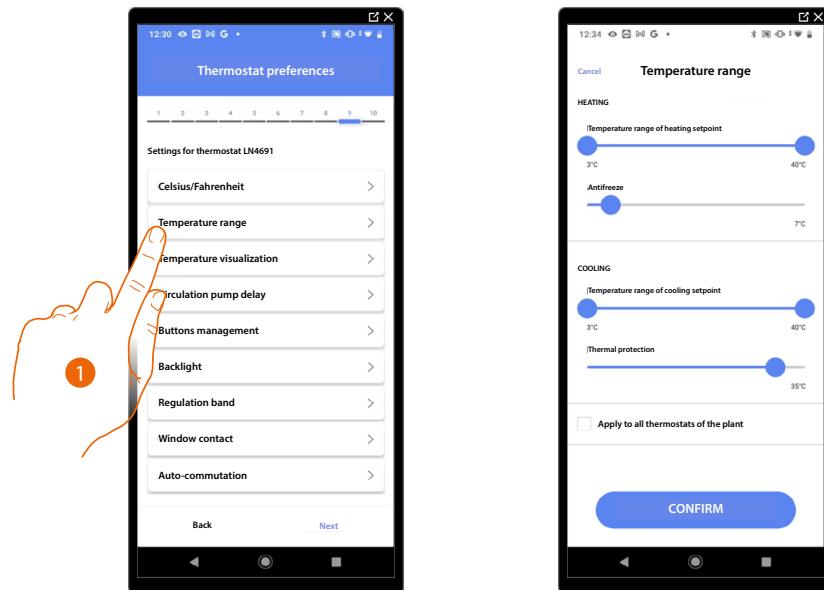
Thermostat preferences

Celsius/Fahrenheit



1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Touch to select the format of the displayed temperature between Celsius and Fahrenheit degrees

Temperature range

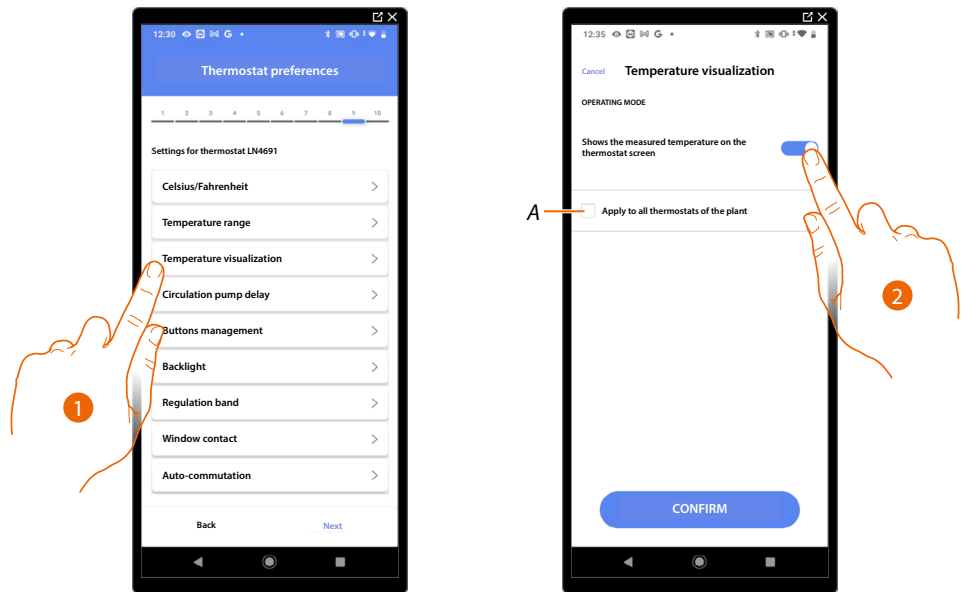


1. Touch to select the thermostat preference
 - A Applies the setting to all the system thermostats
2. Touch to set the minimum and maximum temperature levels which the user can select. E.g. if a minimum limit of 15°C is set, the user cannot set lower temperatures (e.g. 10°C).
3. Select the temperature for the antifreeze/thermal protection function

NOTE: When the Home+Control* App or the dedicated button on the thermostat sends the switch-off command it sets the minimum (antifrost) or maximum (thermal protection) temperature

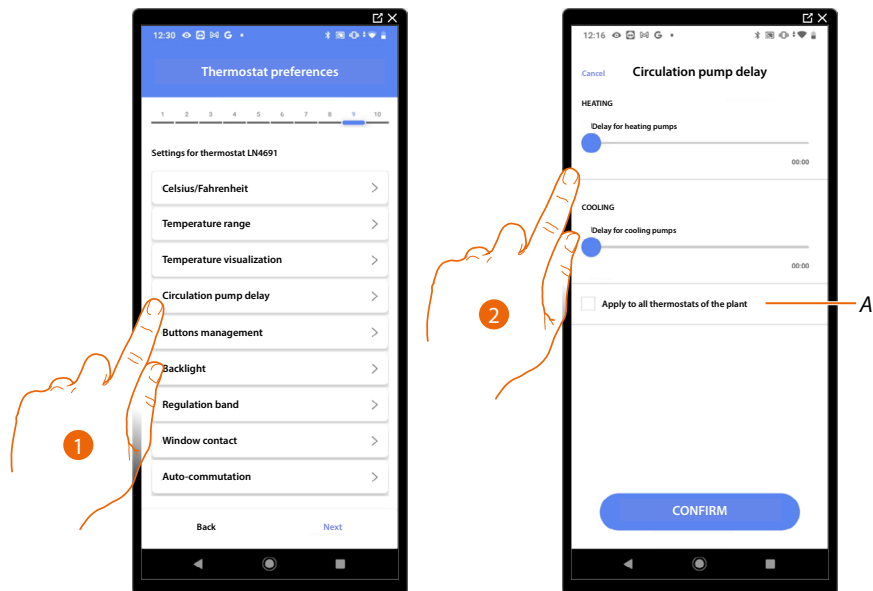
***NOTE:** Only valid for F460.

Temperature display



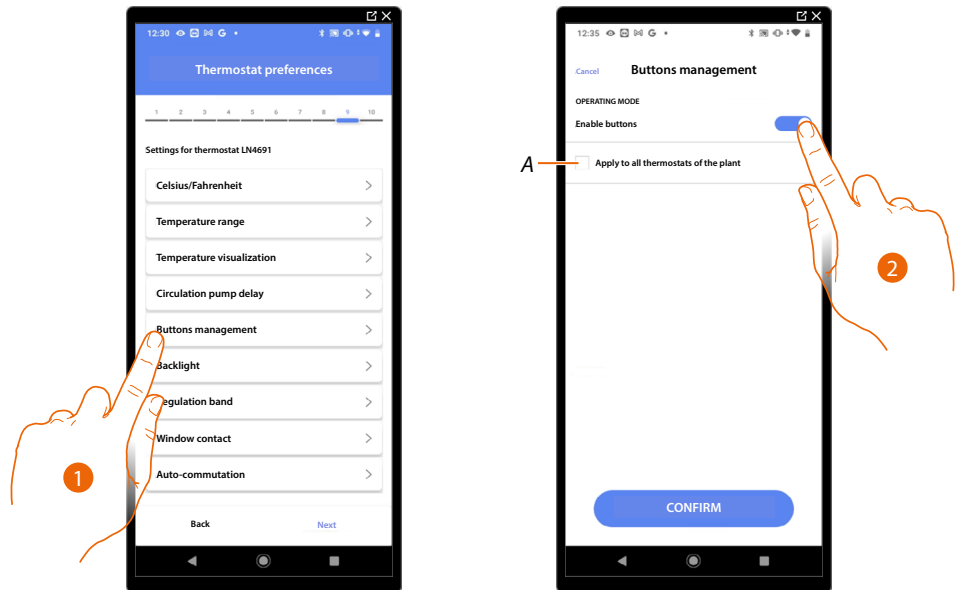
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Enables/disables the display of the temperature measured on the thermostat display.
3. Select the temperature for the antifreeze/thermal protection function

Circulation pump delay



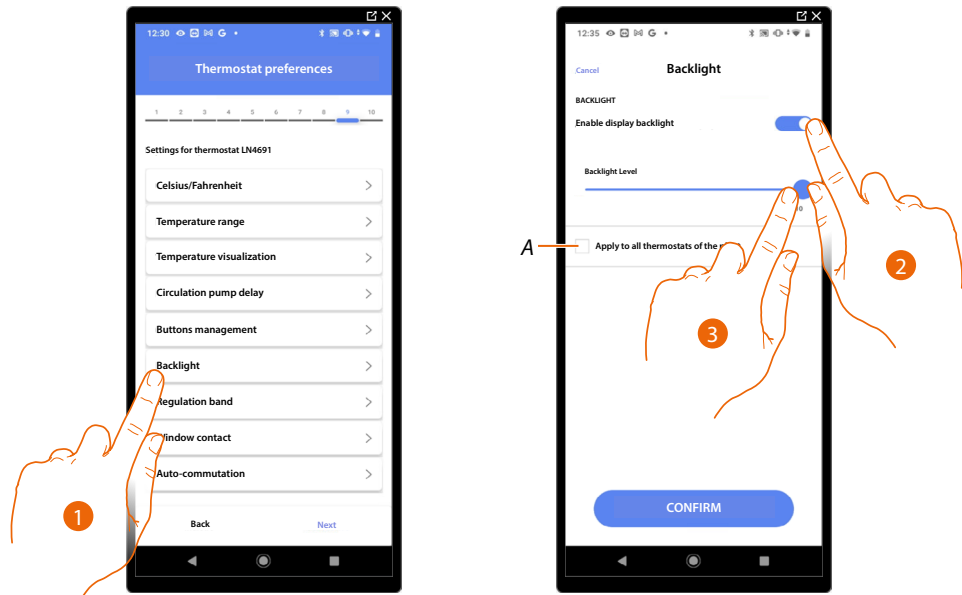
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Touch to set a delay time for the activation of the pumps thus avoiding them starting before the zone valves have opened, both for heating and cooling.

Buttons management



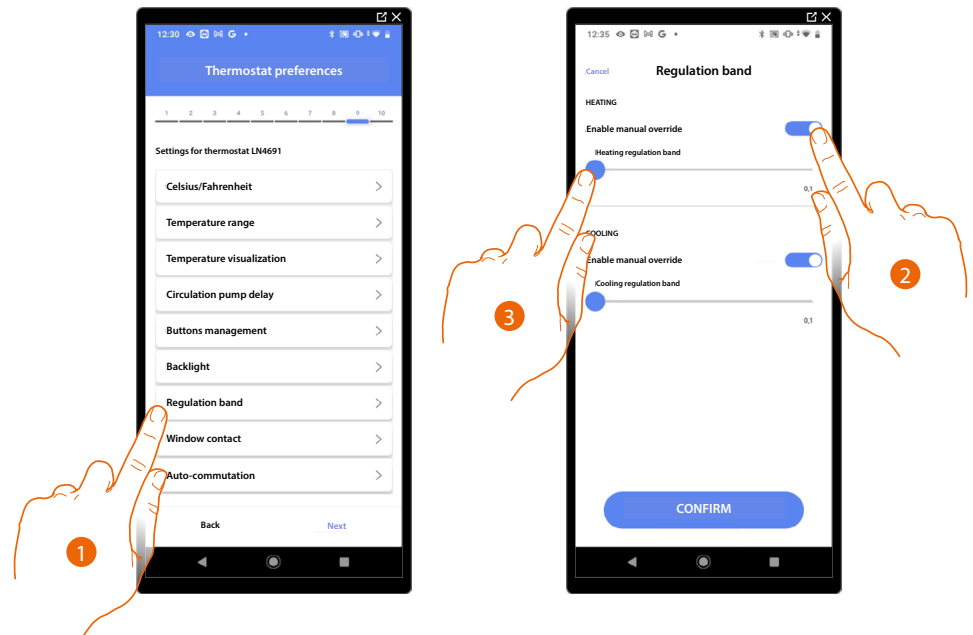
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Touch to enable/disable the thermostat physical keys. If the function is disabled, it will no longer be possible to interact with it but only to display the information. This function can be useful if you don't want the settings to be modified from the thermostat, but only from the App (e.g. children's bedroom or public establishment).

Backlighting



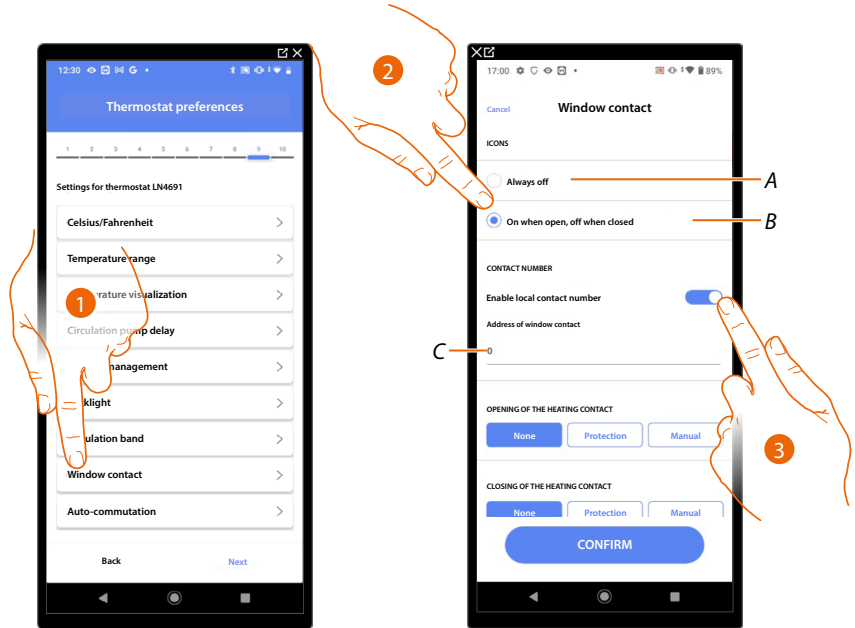
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Activates/deactivates the display backlighting
3. Scroll to adjust the backlighting intensity precisely

Regulation range

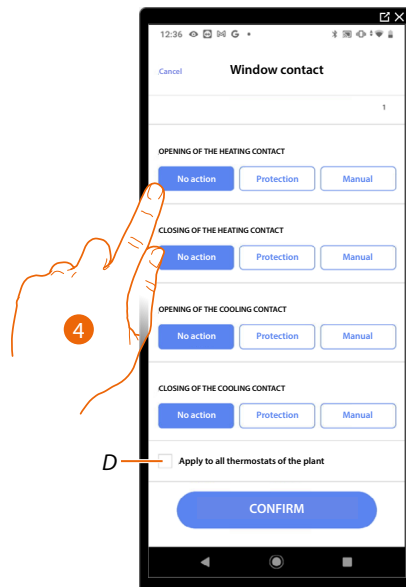


1. Touch to select the thermostat preference
2. Enables/disables the regulation
3. Scroll to adjust the intervention threshold in relation to the set point; for example, with a set point of 20.0 °C for heating, and a threshold of 0.1 °C, the system will switch off when 20.1 °C is exceeded and switch on at 19.9 °C.
For fancoil systems the threshold can have values from 0,1 to 1°C. Other types of system have threshold values from 0,1 to 0,5°C.

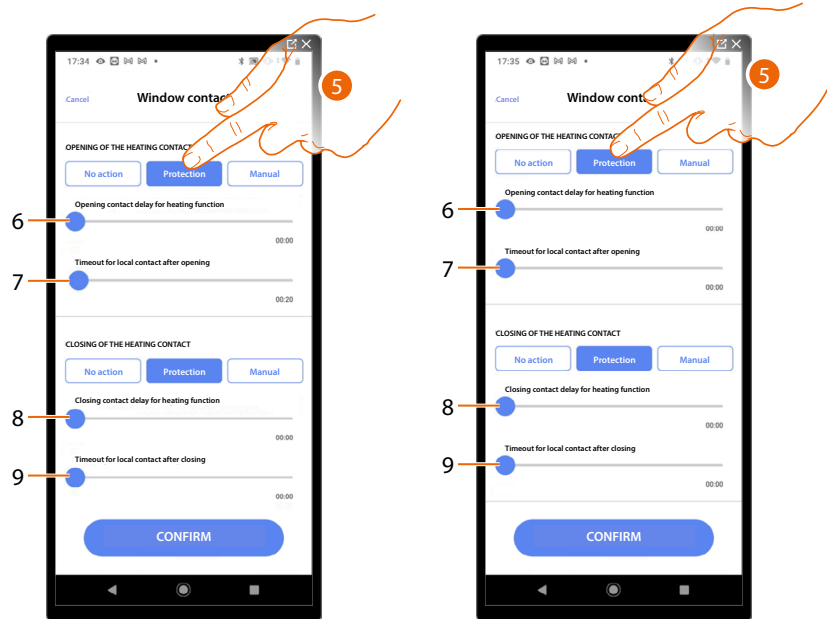
Window contact function



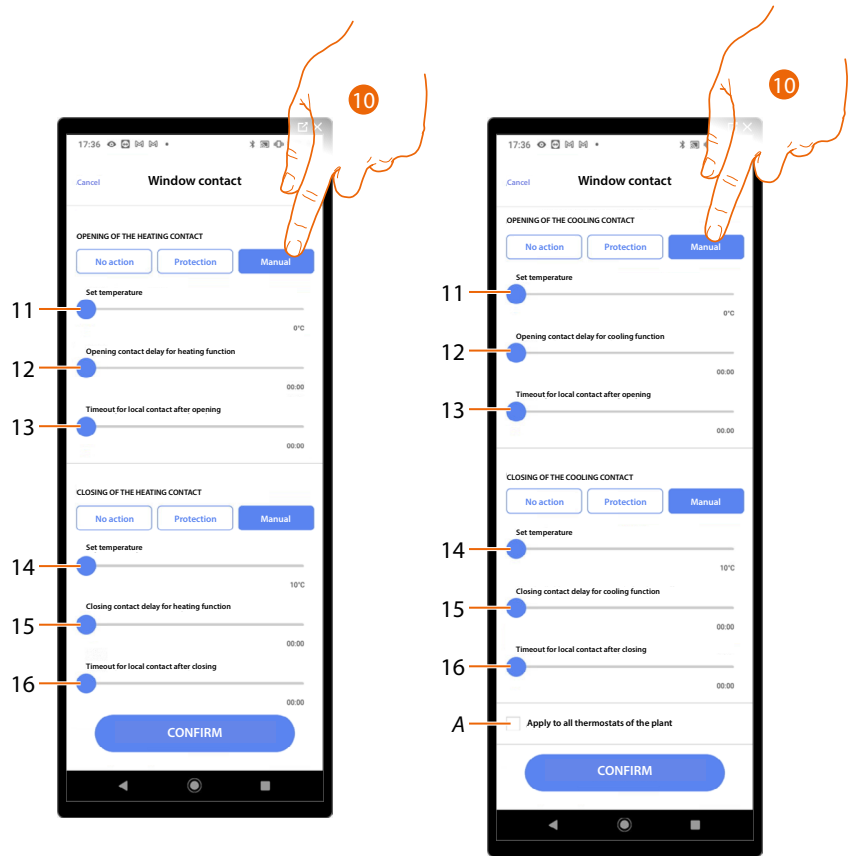
1. Touch to select the thermostat preference
2. Touch to display the window icon for the contact status on the LN4691 thermostat:
 - A *Window icon not displayed*
 - B *Displayed window icon = open contact, window icon not displayed = closed contact*
3. It enables the contact function which allows you to run a scenario saved in the MH202 scenario programmer when the contact opens
- C *Select the number of the window contact to associate*



4. Touch to avoid a heating or cooling system action when the window contact opens/closes
- D *Applies the setting to all the system thermostats*

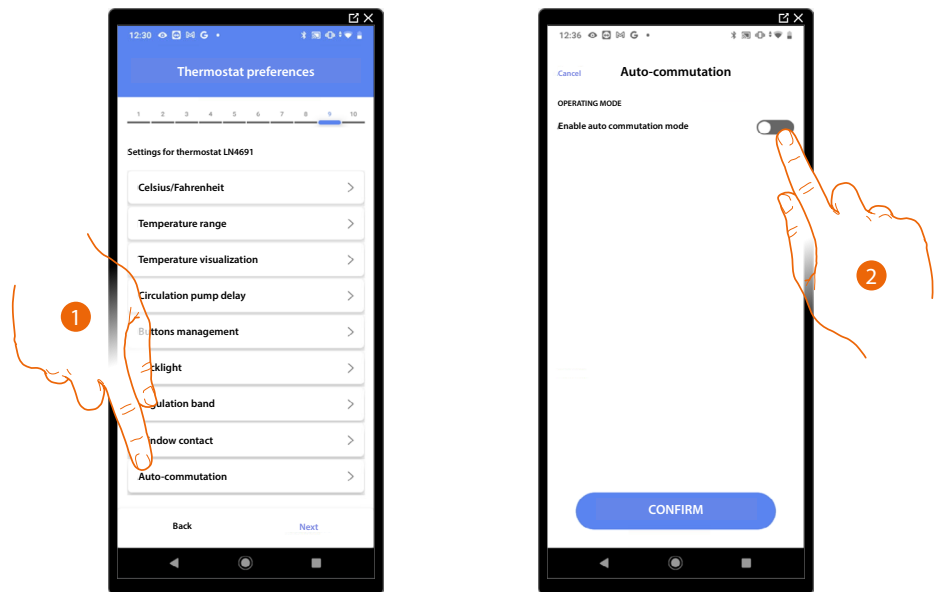


5. Touch to set the system to thermal or antifreeze protection mode when the contact is opened/ closed.
6. Set a delay between the opening of the contact and the activation of the system to thermal or anti-freeze protection
7. Set a maximum time during which the system will be in thermal or anti-freeze protection
8. Sets a delay between closing the contact and the setting of the system in its previous state
9. Set a delay between the closing of the contact and the activation of the system to thermal or anti-freeze protection

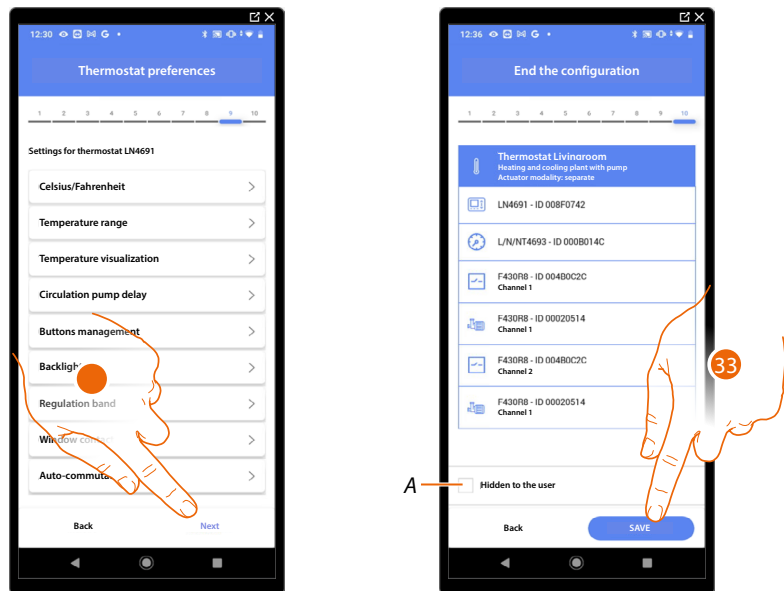


- 10. Touch to set the system to a certain temperature when the contact is opened/closed.
- 11. Set the temperature
- 12. Set a delay between the opening of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
- 13. Set a maximum time during which the system will be at the temperature indicated at item 9
- 14. Set the temperature
- 15. Set a delay between the closing of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
- 16. Set a maximum time during which the system will be at the temperature indicated at item 9
- A Applies the setting to all the system thermostats

Auto-commutation (between heating and cooling)



1. Touch to select the thermostat preference
2. In systems with 4-pipe fancoils enabled for both heating and cooling or in systems where the water circulation systems for heating and cooling are completely independent, you can enable this function to manage the commutation between heating and cooling automatically.



32. Touch to save the preferences

The thermostat object association is complete

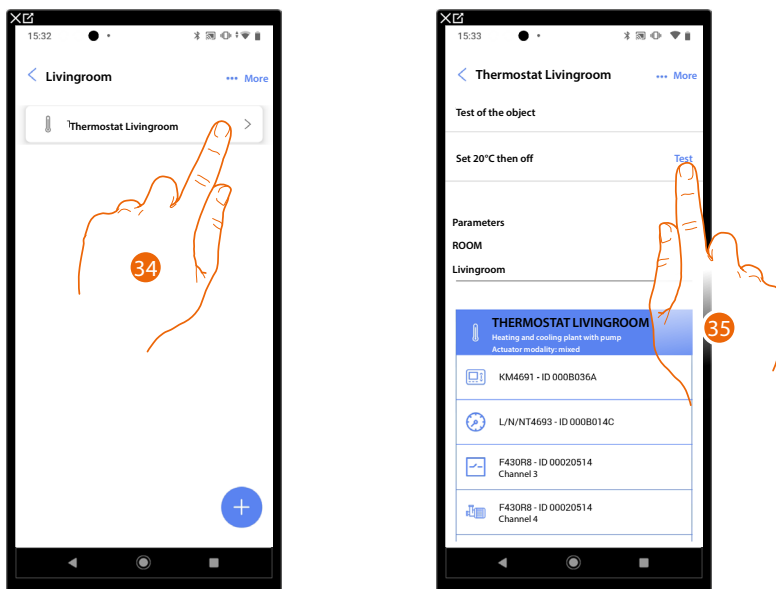
A Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

33. Touch to save the object

The user can now control a thermostat in the living room via the physical command or via the Home+Control* App graphic object.

***NOTE:** Only valid for F460.

It is possible to perform a test to check that the inserted object is working correctly.



- 34. Touch the inserted object to check that it is working correctly.
- 35. Touch to start the test, the device will automatically perform the described actions.

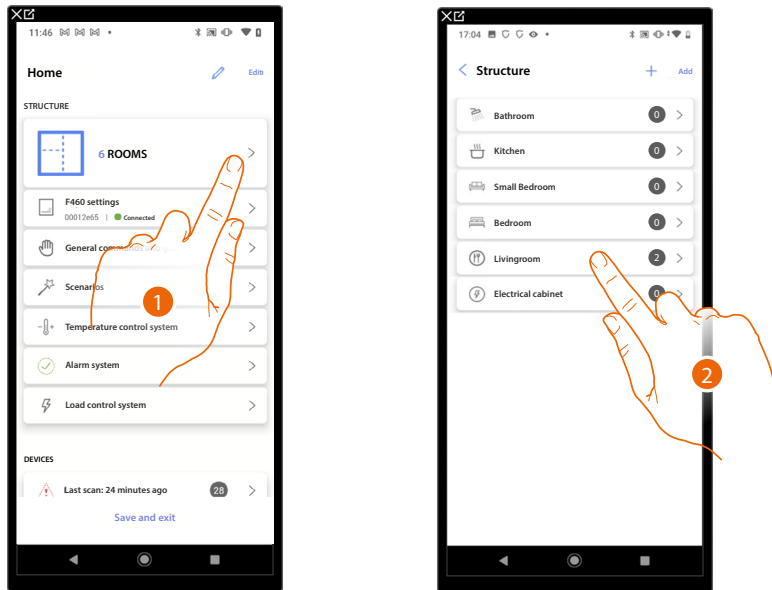


Burglar alarm System zone object

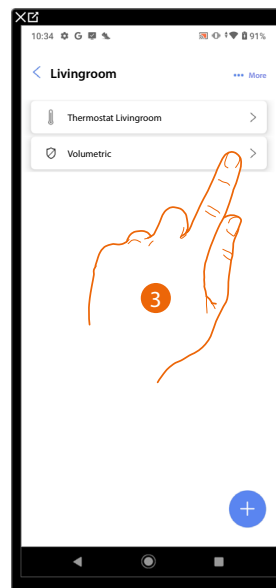
NOTE: Function only available for F460

After associating a burglar alarm Control unit using **the appropriate procedure**, the user will be able to move the burglar alarm system zone objects within the various available rooms and rename them.

NOTE: The modifications made using the Home + Project app (modification of zone names and/or moving them to other rooms) are not acknowledged by Pro Alarm.

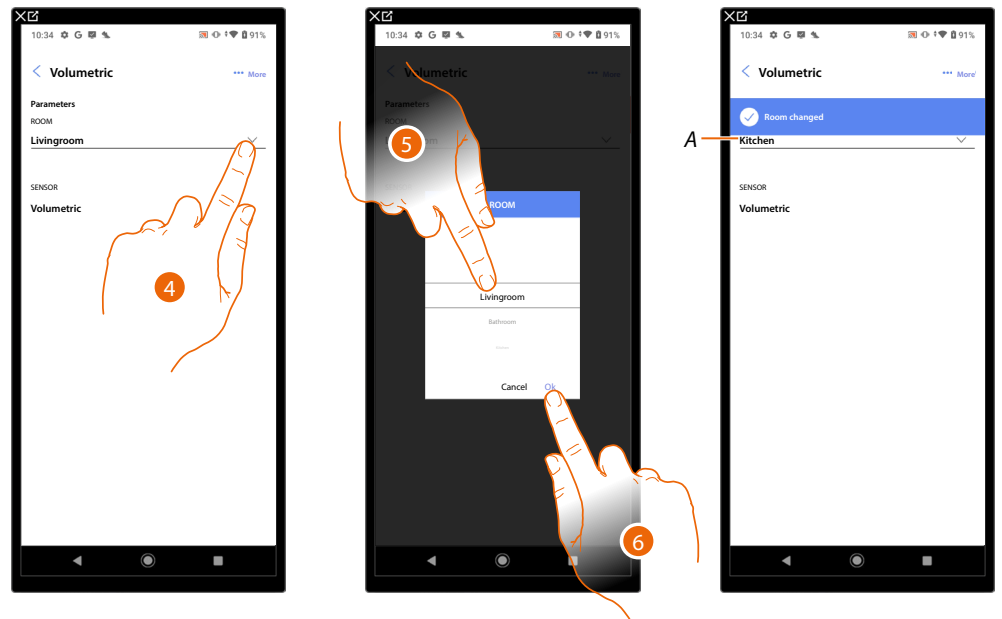


1. Touch to select the room containing the Burglar alarm System zone object
2. Touch to enter the room containing the Burglar alarm System zone object



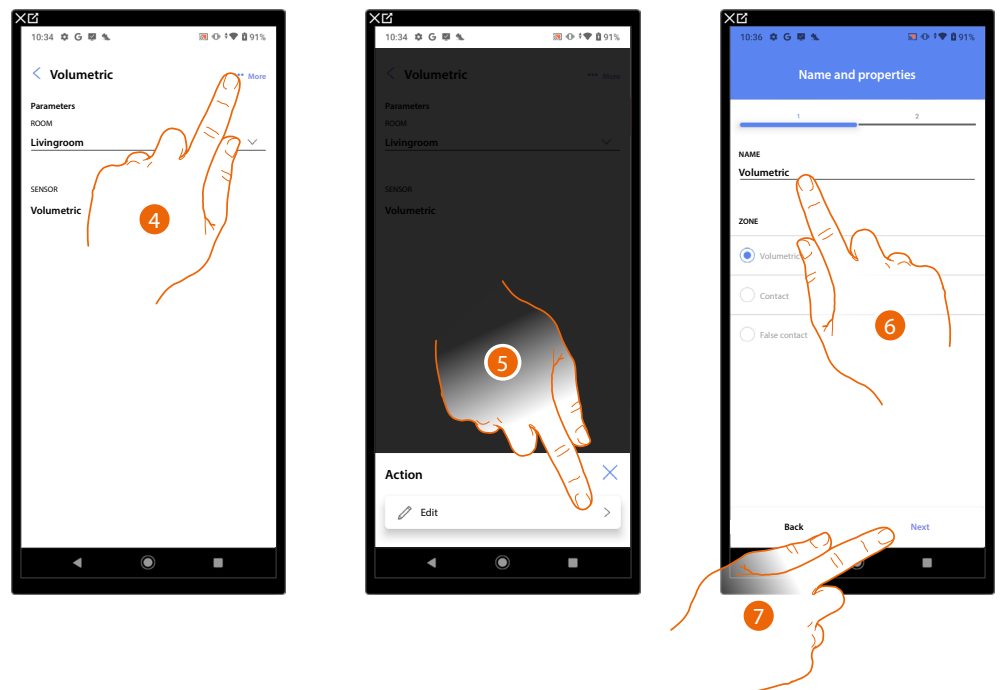
3. Touch to manage the Burglar alarm System zone object

Move the Burglar alarm System zone object in another room

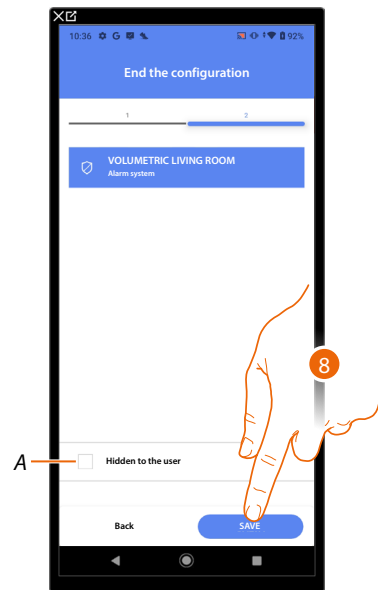


4. Touch to select the room where you want to move the object.
5. Select the room where you want to move object.
6. Touch to save it.
- A The object has been correctly moved in the new room

Rename the Burglar alarm System zone object



4. Touch to open the panel with the actions available for the selected object
5. Touch to modify the object
6. Touch to modify the object name.
7. Touch to confirm



A Select when you don't want to make the object available to the user in the Home+Control* app. The object is configured and working, but the user is unable to view it.

8. Touch to save the object

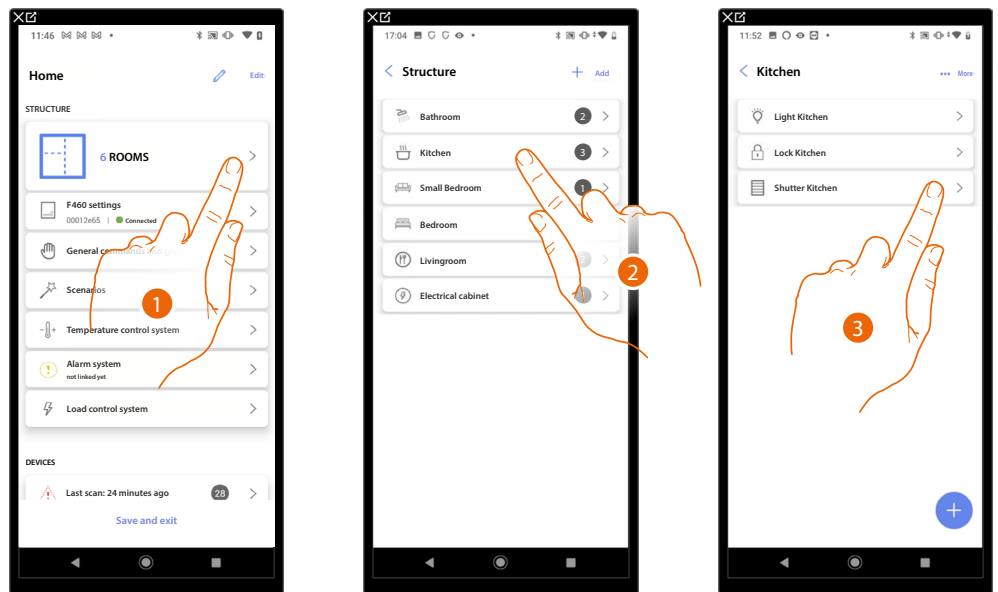
*NOTE: Only valid for F460.

Object management

Once you have created rooms, added objects to them and associated objects with devices, it will then be possible to intervene on the objects and edit them.

In particular, you can:

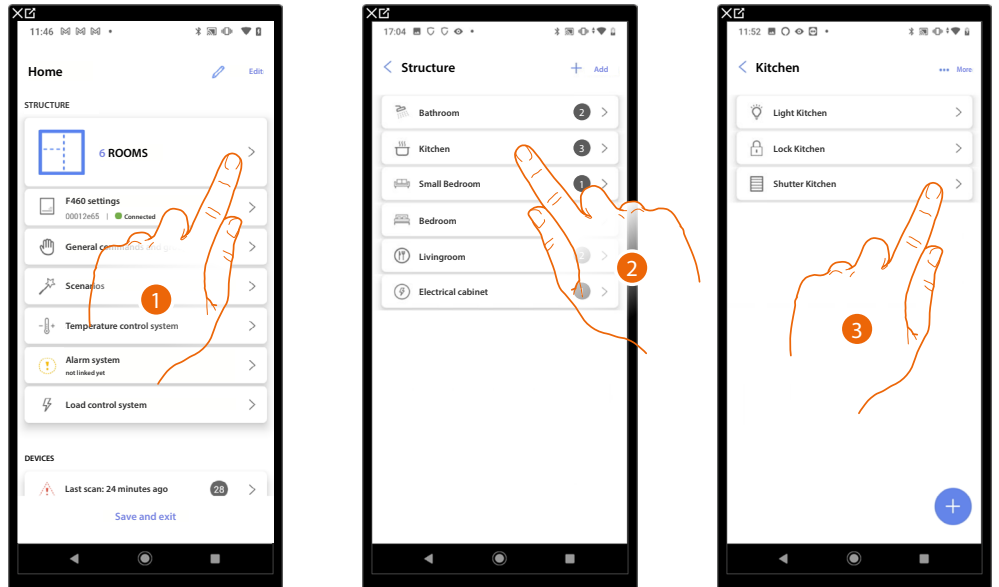
- [move an object from one room to another](#)
- [perform actions on the object](#)
- [complete the configuration of an object](#)



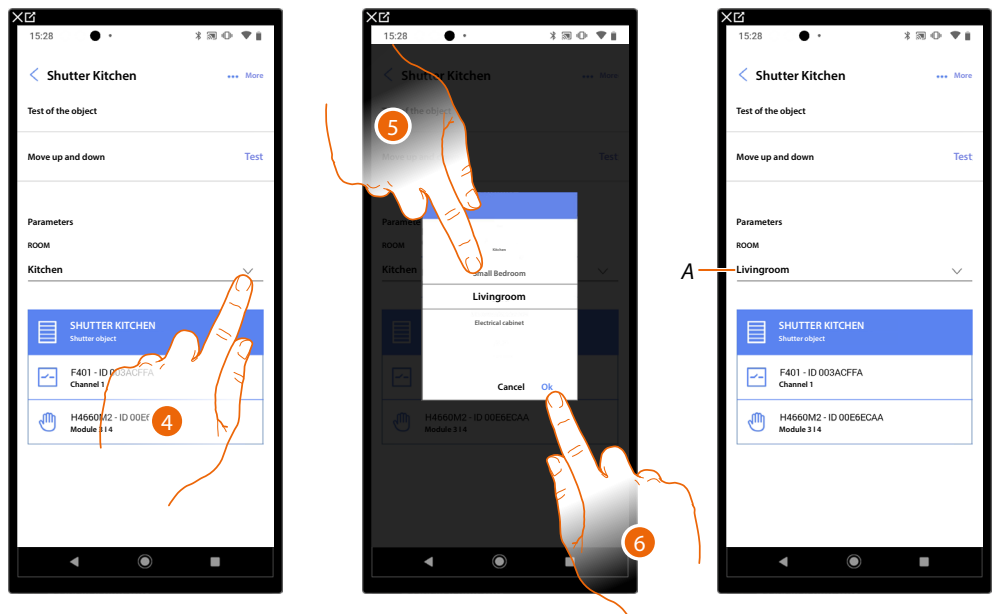
1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object to be managed
3. Touch to manage the object

Move the object in another room

In this page it is possible to move an object in a previously created room



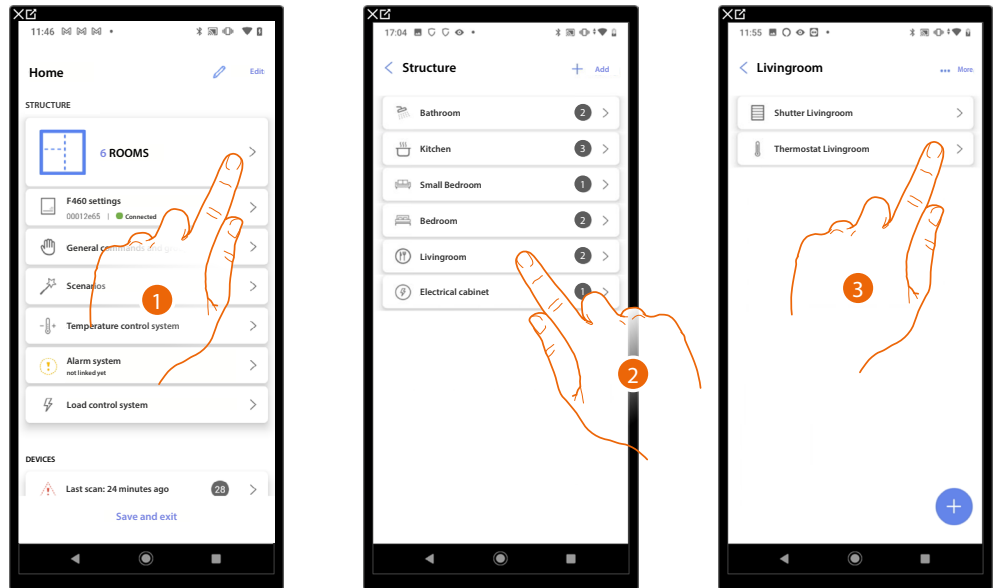
1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to move
3. Touch to manage the object



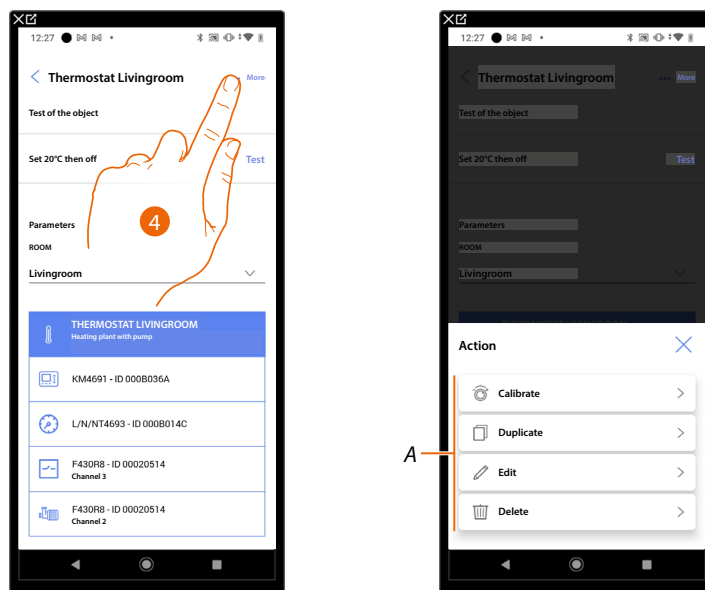
4. Touch to select the room where you want to move the object.
5. Select the room where you want to move object.
6. Touch to save it.

A The object has been correctly moved in the new room

Object actions

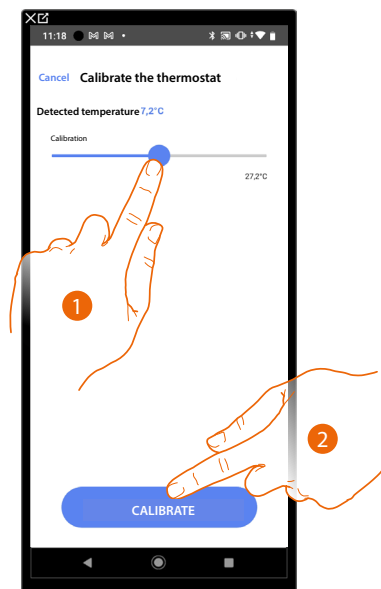


1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to manage
3. Touch the the object you want to manage



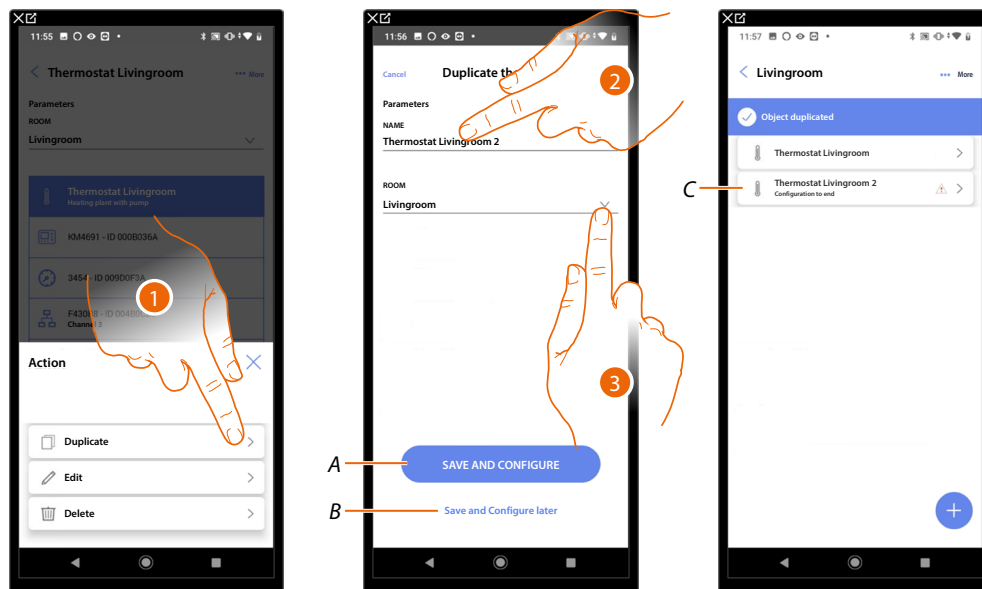
4. Touch to open the panel with the actions available for the selected object
- A It is possible to **perform the calibration** (the calibration is only valid for the thermostat object), and **duplicate, modify and delete** an object.


Calibrate



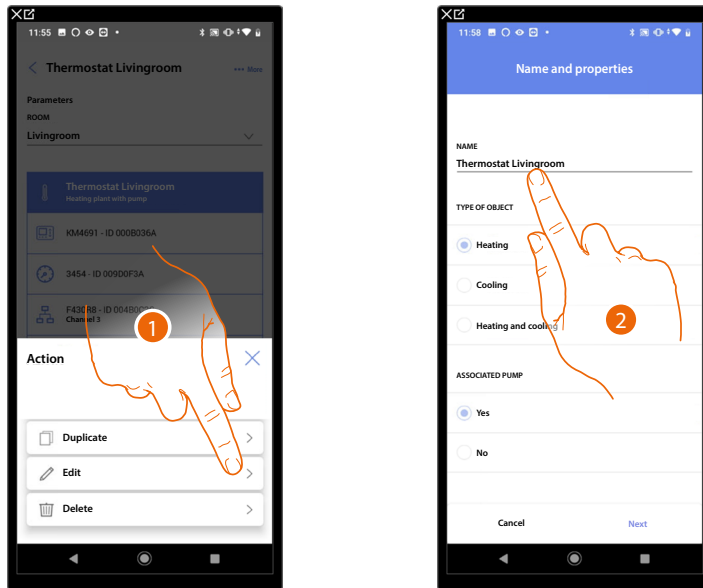
1. Touch to calibrate the temperature on the thermostat
This is useful if there is a temperature difference between the thermostat temperature setting and a defined measuring point.
2. Touch to confirm

Duplicate the object



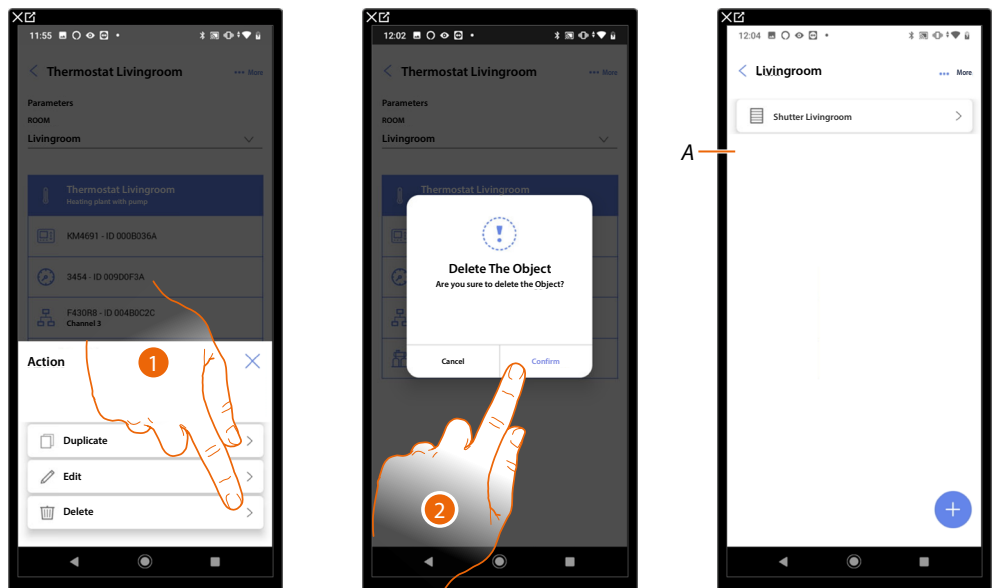
1. Touch to duplicate the object
 2. Customise the name of the duplicated object
 3. Select the room where to insert the duplicate object
- A Save the object and configure it, see [Associate objects with devices](#)
- B Save the object and configure it later
- C The object was successfully duplicated, the icon  indicates that the object still needs to be configured, see [Associate objects with devices](#).

Edit the object



1. Touch to edit the object
2. To edit the object see [associate the objects to the devices](#)

Delete the object

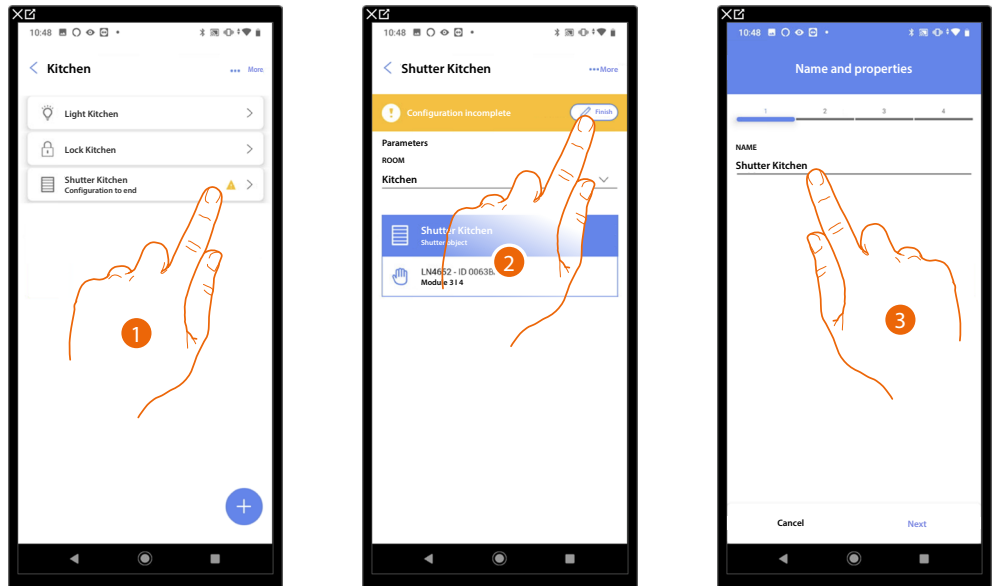


1. Touch to delete the object
2. Touch to confirm the object deletion
- A The object has been correctly deleted

Complete the configuration of an object

This function allows to complete the configuration of an object.

The configuration is lost if the devices with which the object was associated are reset or if the operation fails.

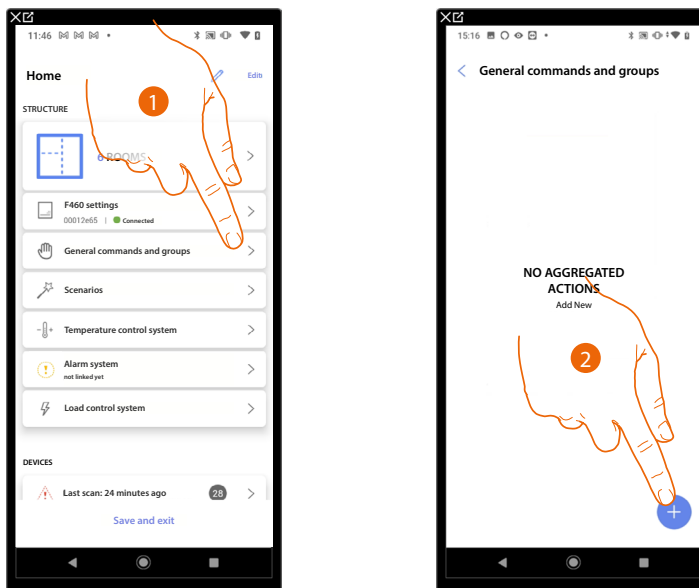


1. Touch to complete the object configuration
2. Touch to start the configuration
3. Touch to insert the lost configuration part, see [Associate objects with devices](#)

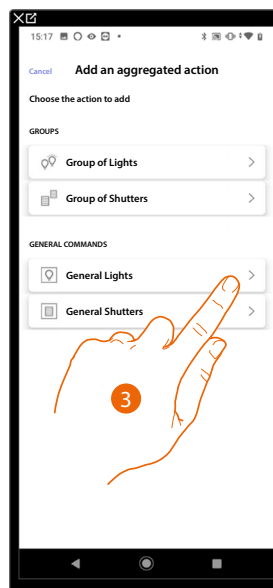
General commands

In this page it is possible to associate one or more physical pushbuttons to the main lights or shutter command. As well as from the physical pushbutton you can perform the function from the inserted graphic object in the Home+Control* favourites page.

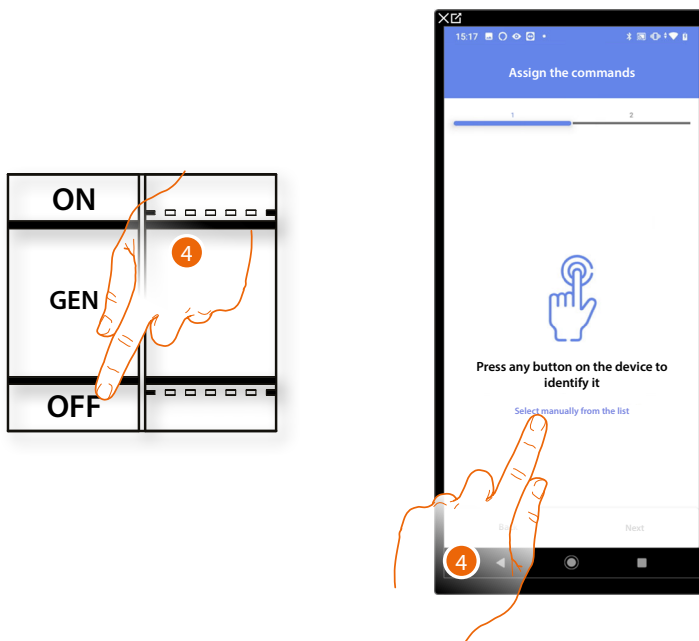
**NOTE: Only valid for F460.*



1. Touch to enter the page General commands and groups
2. Touch to create a general command

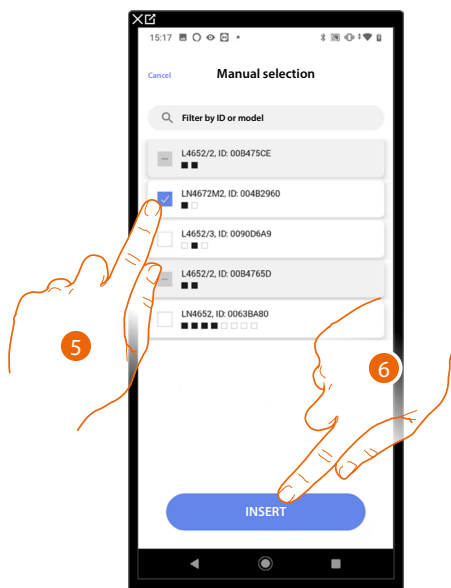


3. Touch to create a light general command

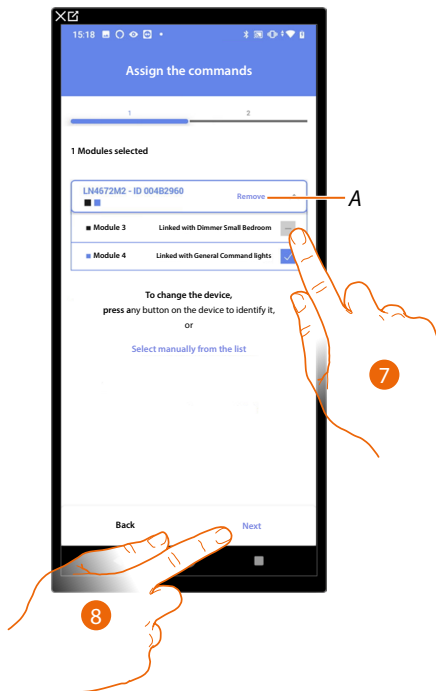


4. Press any one of the buttons on the command on the system
- OR
4. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



5. Touch to select the device
6. Touch to add the selected command

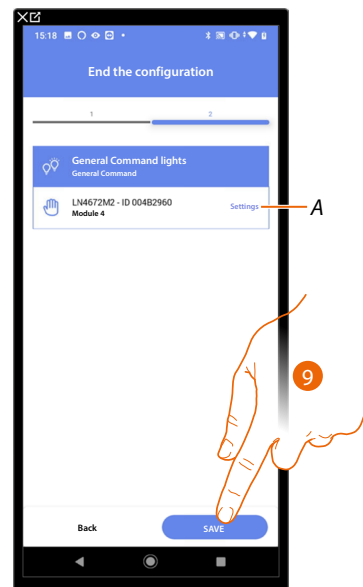


A Delete association

7. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

8. Touch to confirm



The association of the general lighting command is complete

A Edit the settings

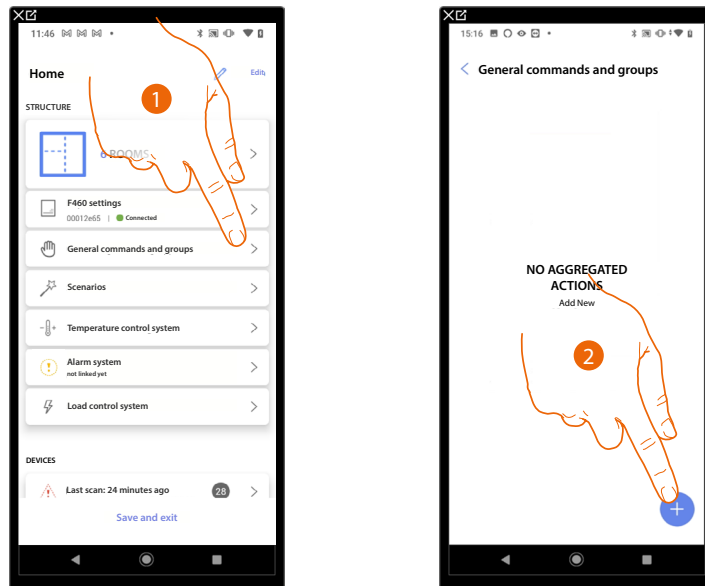
9. Touch to save the object

The user can now perform a general light command via the physical command or via the Home+Control* App graphic object

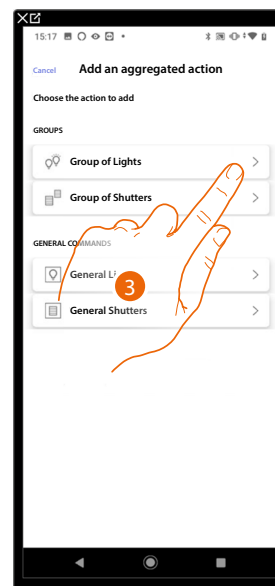
***NOTE:** Only valid for F460.

Groups

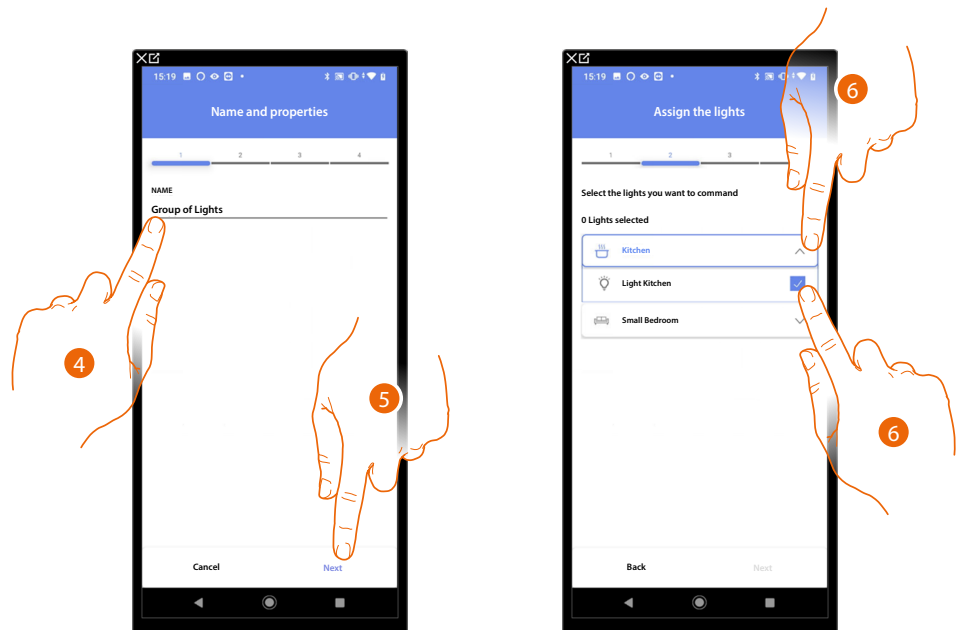
In this page it is possible to associate one or more physical buttons to a group of lights or shutter.



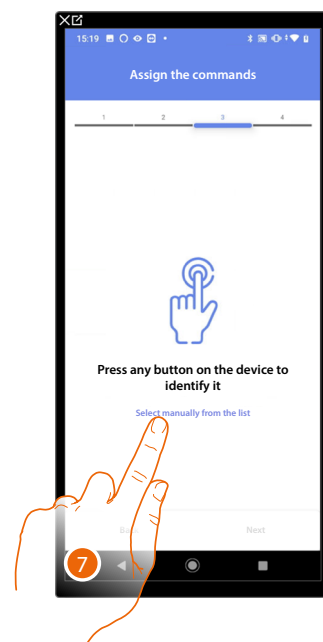
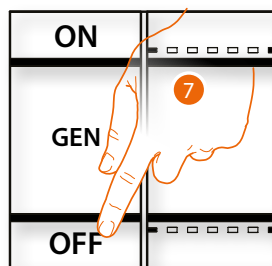
1. Touch to enter the page General commands and groups
2. Touch to create a group



3. Touch to create a group of lights

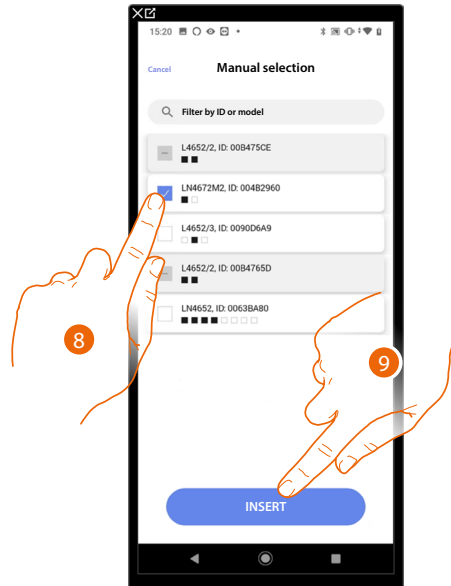


4. Touch to edit the name of the group of lights
5. Touch to continue.
6. Touch to select the room and the lights that you want to add to the group



7. Press any one of the buttons on the command on the system
- OR
7. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



8. Touch to select the device
9. Touch to add the selected command

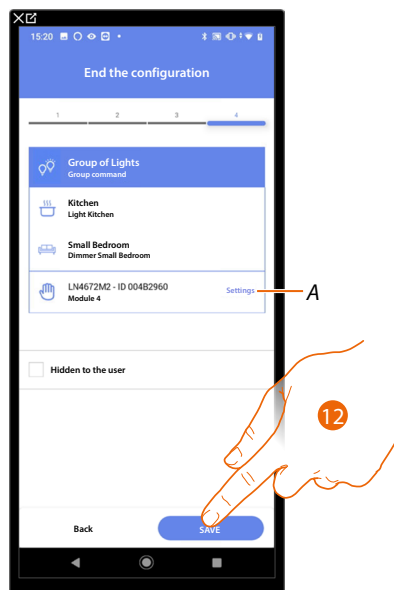


A *Delete association*

10. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm



The On/Off light object association is complete

A *Edit the settings*

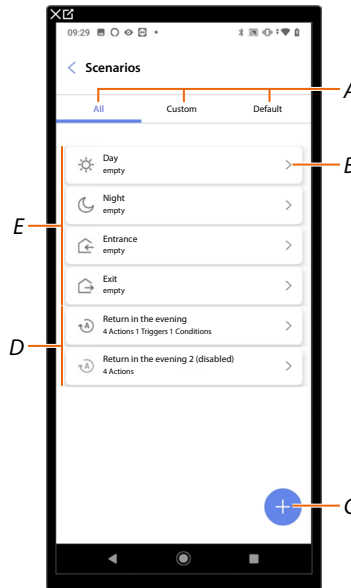
12. Touch to save the object

The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control* App graphic object

***NOTE:** Only valid for F460.

Scenarios

In this page it is possible to create and manage 2 types of scenarios: [Default scenarios](#) and [Customised scenarios](#)



- A Scenario display filter
- B Opens the scenario page
- C Adds a new customised scenario
- D [Customised scenarios](#)
- E [Default scenarios](#)

Default scenarios

These types of scenarios allow the user to simultaneously control several devices in the plant using a single command directly from the app or from a plant command.

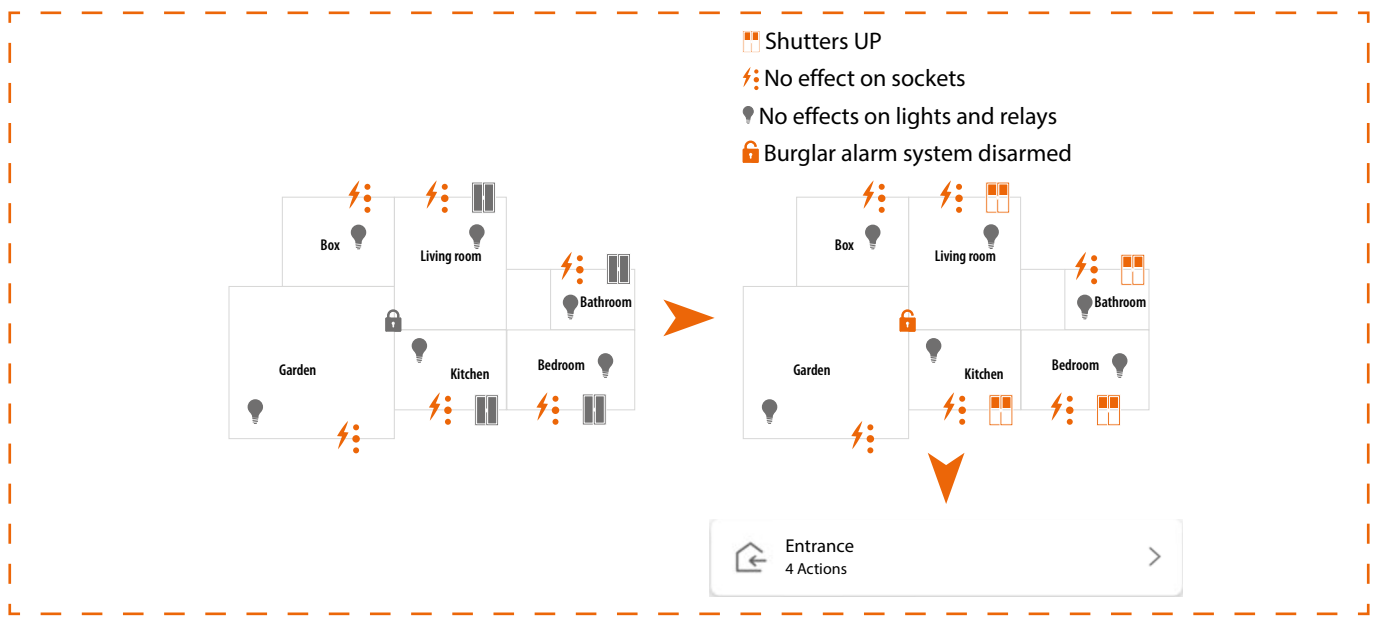
You can control the functionality of the scenario using the 'Play' button.

There are 4 default and pre-named scenarios (Day, Night, Input, Output), which are however not configured.

Using the Home+Control* app, the user can modify, schedule or create new scenarios of this type.

**NOTE: Only valid for F460.*

Example of default Input scenario



Customised scenario

These types of scenarios can be performed by the user using a point command or may be performed automatically, when certain specific conditions set by the user are met (following the “perform an action/start when/only if” logic).

Using the Home+Control* app, the user cannot modify, schedule or create new scenarios of this type.

PERFORM ACTIONS	WHEN	IF
Object	Touch a button on the system	An object is in a certain status (e.g. the shutter is up)
Burglar alarm system	An object is in a certain status (e.g. the shutter is up)	<i>A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)</i>
SPECIAL ACTIONS		
Waiting time	A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)	A Burglar Alarm System partition is active or a certain activation scenario is switched on
Email	A zone or partition of the burglar alarm system is armed, or a certain arming scenario is active	The weather conditions set occur
Push notification		



Return in the evening (disabled)
4 Actions 1 Triggers 1 Conditions

The 'start trigger' and 'conditions' configurations are optional. Depending on their configuration, it is in fact possible to create scenarios of different types:

EXAMPLE OF SCENARIOS			
Action	Start triggers	Conditions	Description
			Start only scenario from object on the Home+Control* app
	/		Scenario start using a physical button (or using the Home+Control* App) or when it's sunny
	/		Scenario start using a physical button (or using the Home+Control* app) or when it's sunny, only between 03:00 p.m. and 06:00 p.m. on weekdays.

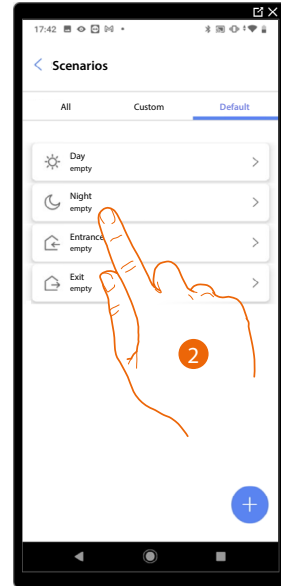
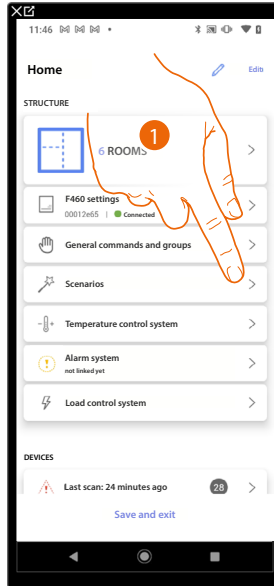
It is possible to check the effective performance of the scenario by setting warning messages (email or push notifications on your smartphone) which the user will receive only if the scenario has started.

The user can activate/deactivate the scenario, but not edit it.

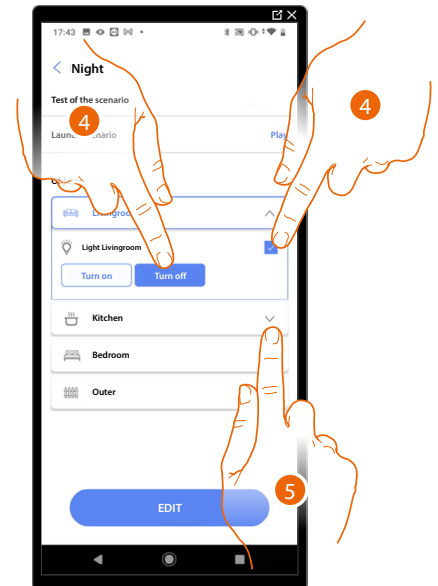
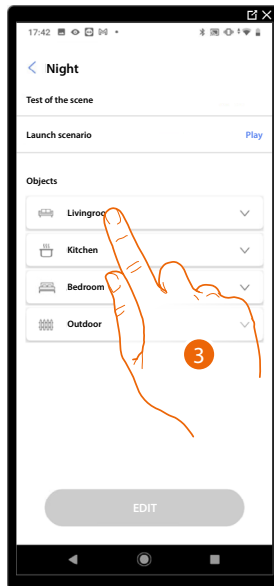
***NOTE:** Only valid for F460.

Configure default scenario

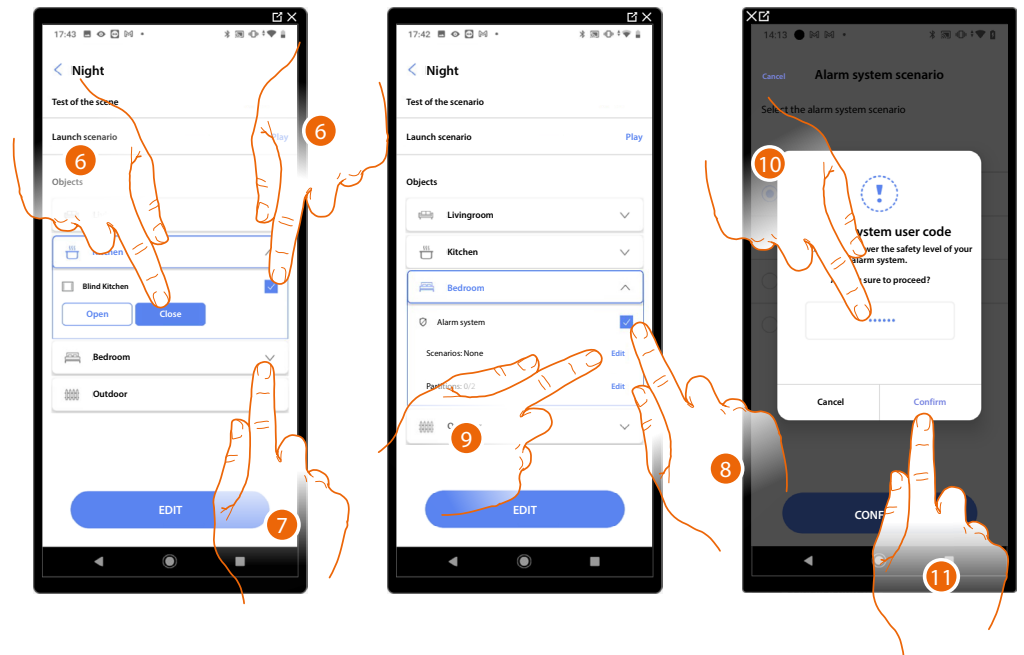
In this example, a scenario will be configured that switches off the living room light and closes the kitchen blind and activates the “partial” arming scenario.



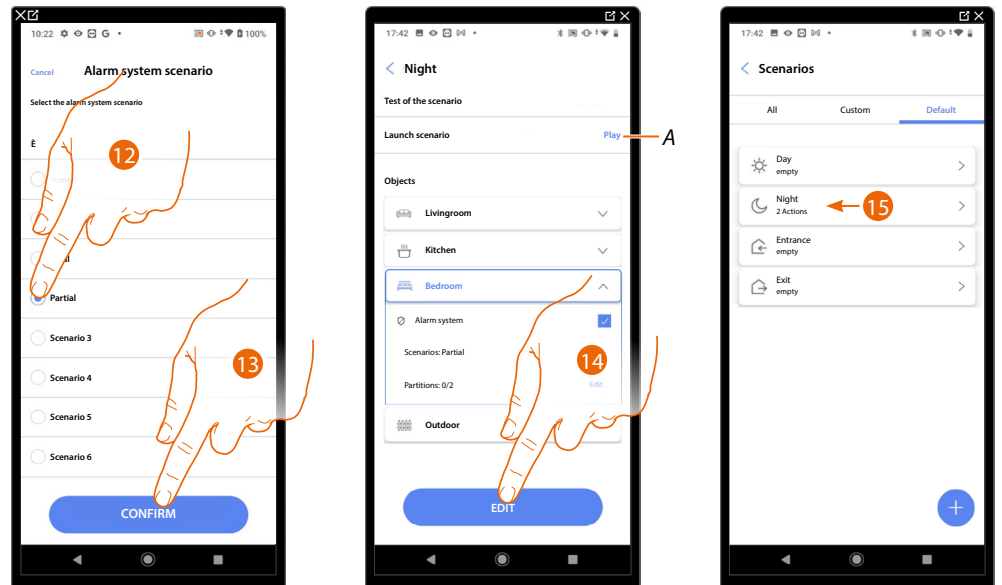
1. Touch to enter the scenario page
2. Touch to configure a default scenario



3. Touch to select the room containing the object you want to activate in the scenario
4. Select the object and the action that it must perform
5. Touch to select another object



- 6. Select the object and the action that it must perform
- 7. Touch to select another object
- 8. Select the object
- 9. Select to modify the action that it must perform
- 10. Enter the burglar-alarm system user code
- 11. Touch to confirm



- 12. Select the desired Burglar Alarm System scenario
- 13. Touch to confirm
- 14. Touch to end
- A Launch the scenario to check it
- 15. The scenario has been configured

Create a customised scenario

In this example, we will configure a scenario that at 17:15 on weekdays turns on the outside light and after 1 minute and 30 seconds also the hall light.

But only if a twilight sensor indicates that it is dark outside.

A push notification will be sent once the scenario has been executed.

To create a scenario:

1

Assign a representative name

2

Enter one or more actions which the objects in the room will perform when the scenario starts (e.g. switching the External Light on)

3

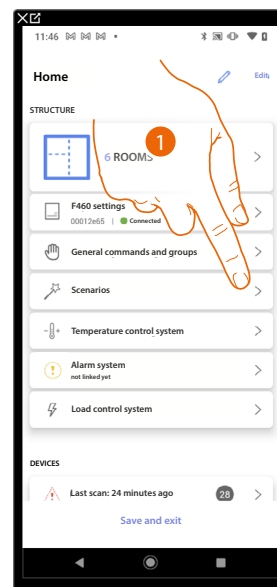
Enter the conditions that will trigger the scenario (start trigger).

4

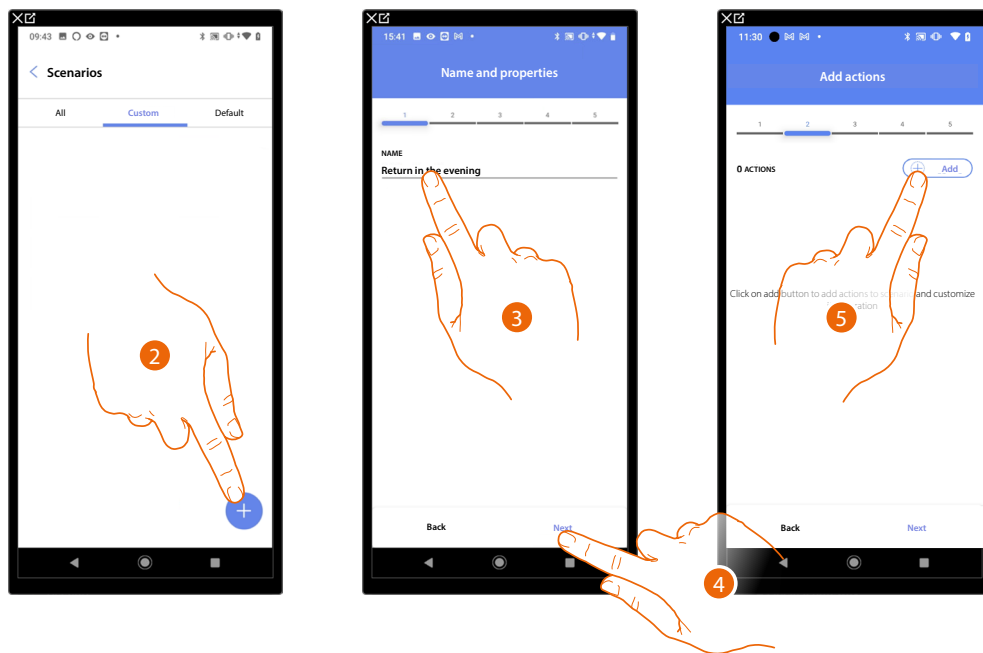
If necessary, enter a further condition (only if)

5

Save the created scenario

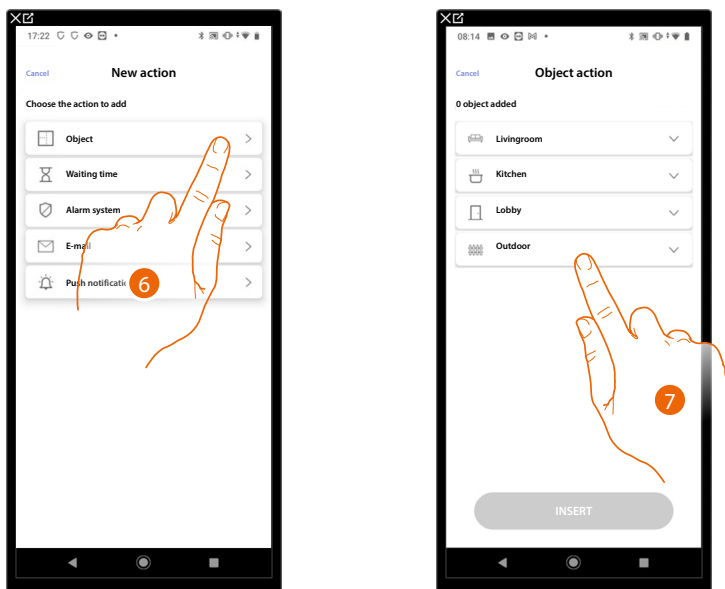


1. Touch to enter the scenario page

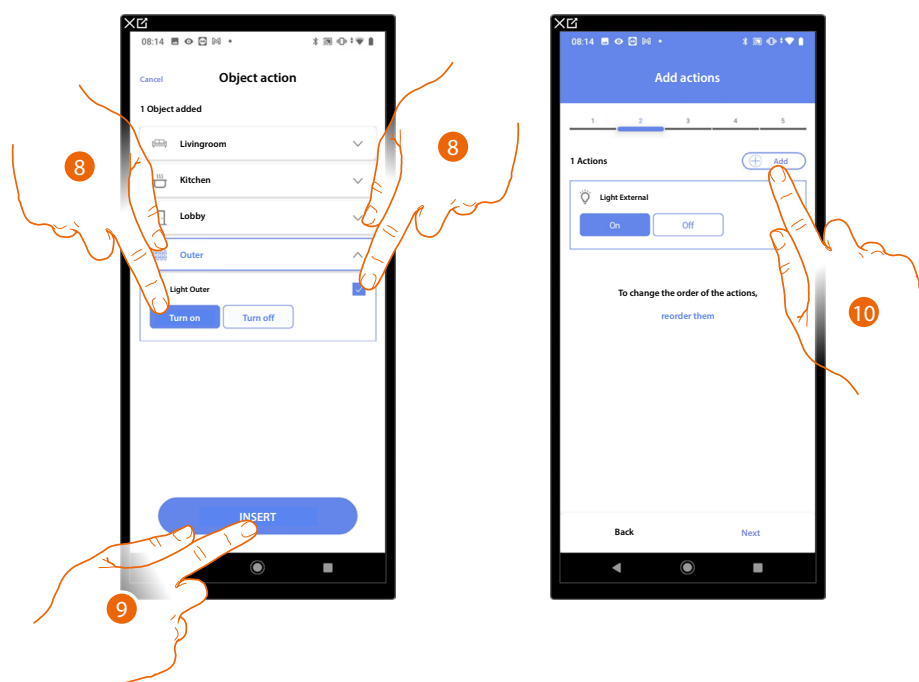


2. Touch to add a scenario
3. Touch to customise the scenario name
4. Touch to continue.
5. Touch to add actions to the scenario

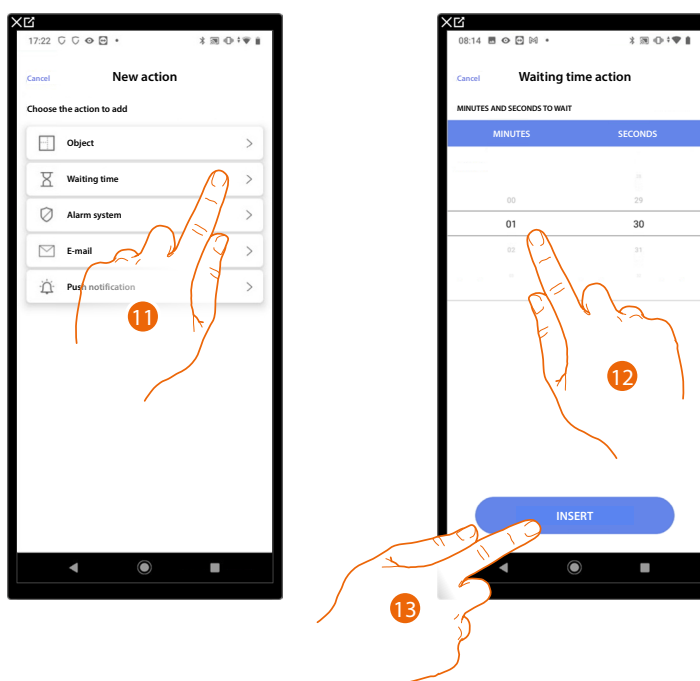
Now enter the actions which the objects in the various rooms will perform when the scenario starts.



6. Touch to select the object
7. Touch to select the room containing the object



8. Select the object and the action that it must perform
9. Touch to enter the selected object
10. Touch to enter another action



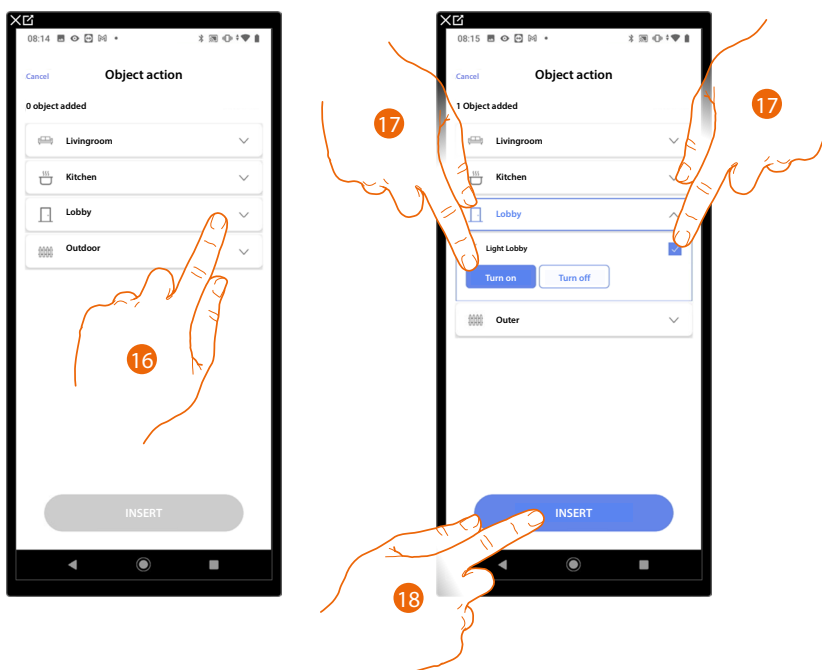
11. Touch to select the waiting time
12. Select the delay in minutes and seconds before the execution of subsequent commands
13. Touch to enter the selected waiting time



A Edit action

14. Touch to enter another action

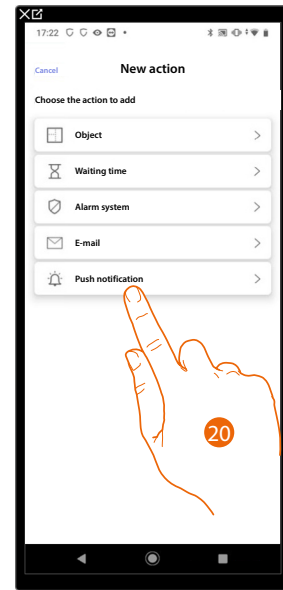
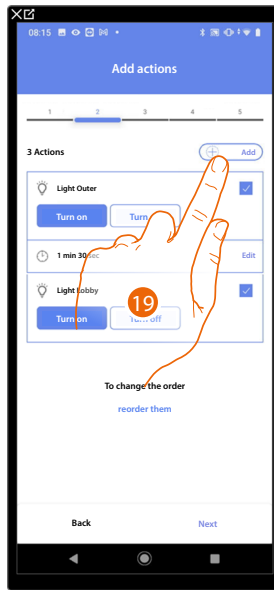
15. Touch to select the object



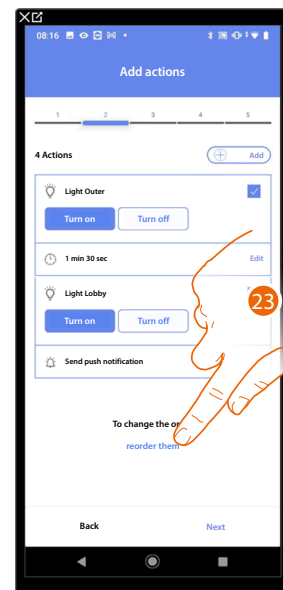
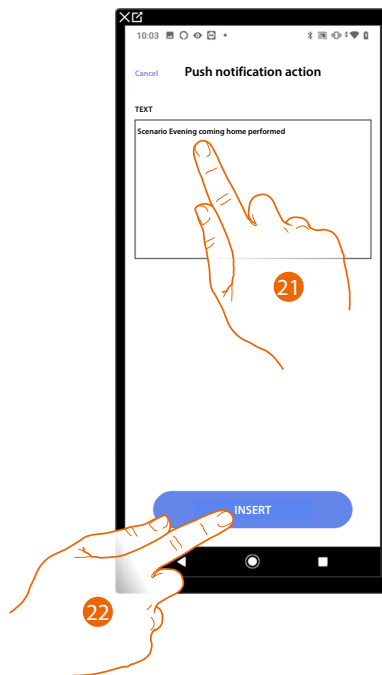
16. Touch to select the room containing the object

17. Select the object and the action that it must perform

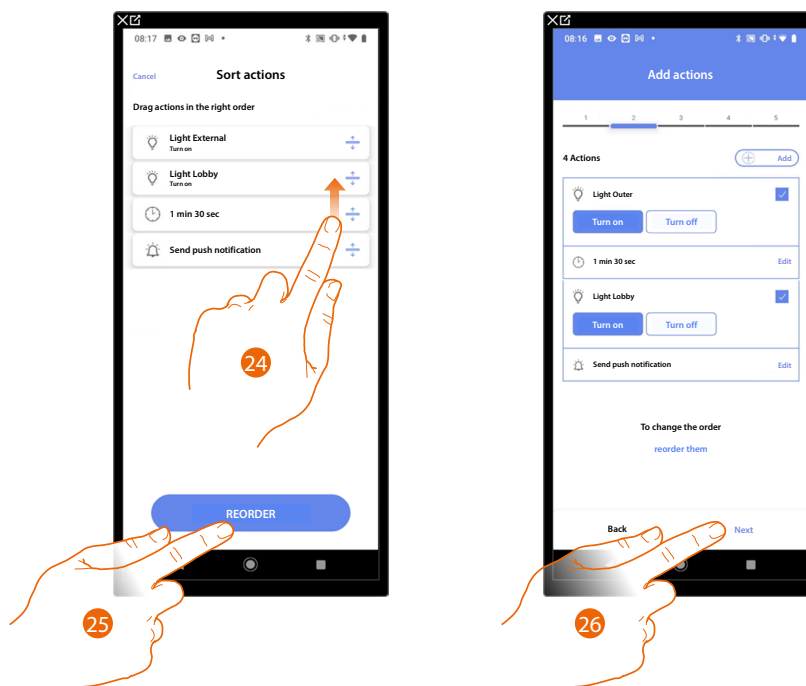
18. Touch to enter the selected object



- 19. Touch to enter another action
- 20. Touch to select the push notification



- 21. Enter the text of the push notification (e.g. Evening coming home scenario performed)
- 22. Touch to enter an alert using a push notification
- 23. Touch to reorder the entered actions



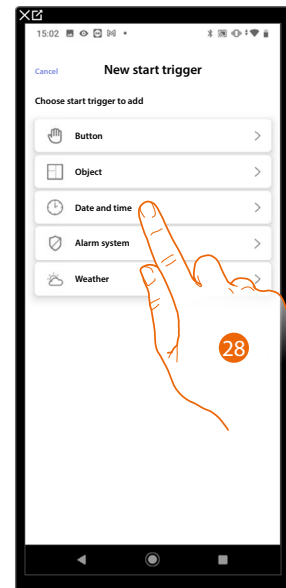
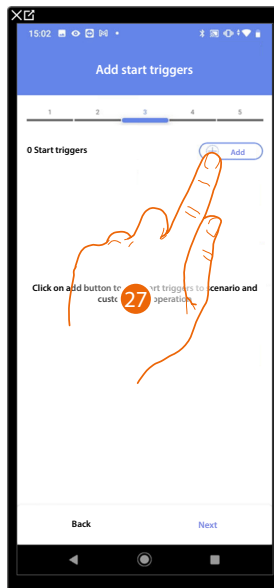
24. Scroll to move the actions

25. Touch to confirm

26. Touch to continue.

NOTE: You can view the available actions in the **Actions** section

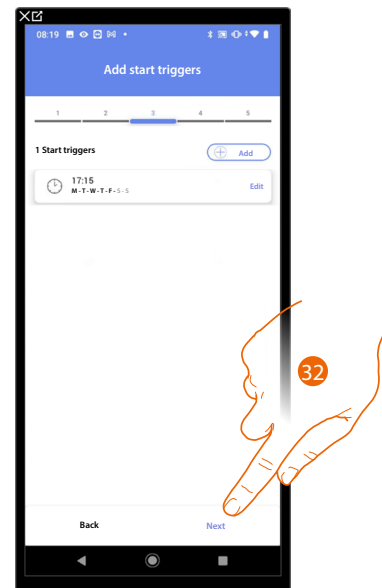
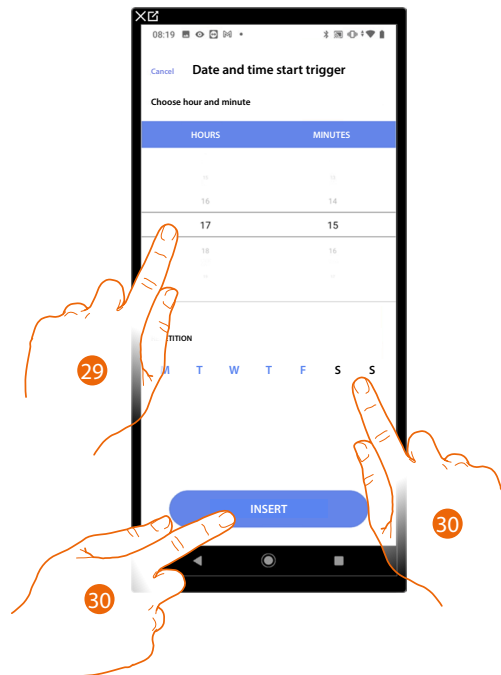
Now enter the condition that will trigger the scenario (start trigger).



27. Touch to add a condition

28. Touch to select the condition which will start the scenario

NOTE: Several conditions for starting the scenario can be entered. Only one of these needs to occur and the scenario starts



29. Touch to set the hour and minutes when the scenario will elapse if activated

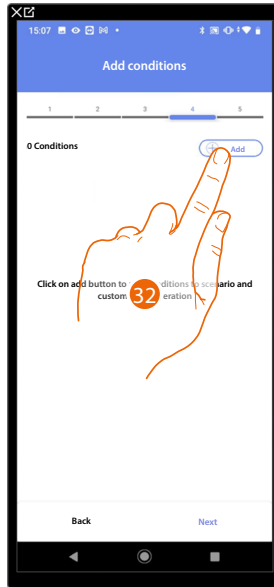
30. Select the days of the week when the scenario will activate at the time already set

31. Touch to enter the created trigger

32. Touch to continue.

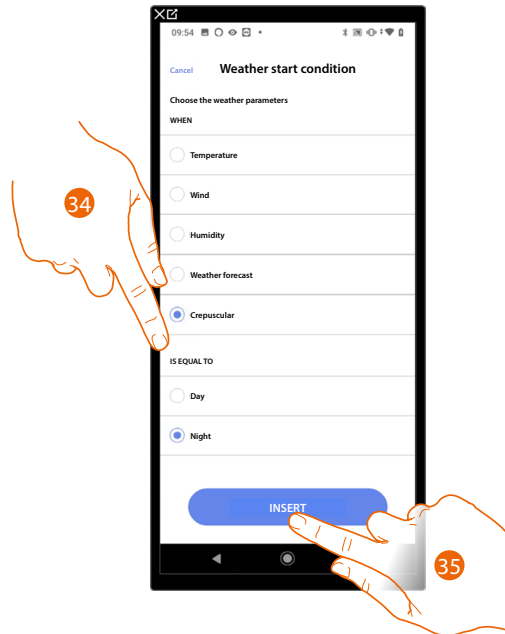
NOTE: You can view the available conditions that will trigger the scenario in the [Execution start conditions \(start-up trigger\)](#) section

You may also enter a further condition (only if) in addition to the one just entered. This condition ensures that the scenario is only started if the condition itself is met. The available conditions are: **Object**, **Time**, **Burglar Alarm System** and **weather** and the functions are those described in the **Execution start conditions (start-up trigger)** section



32. Touch to add a condition

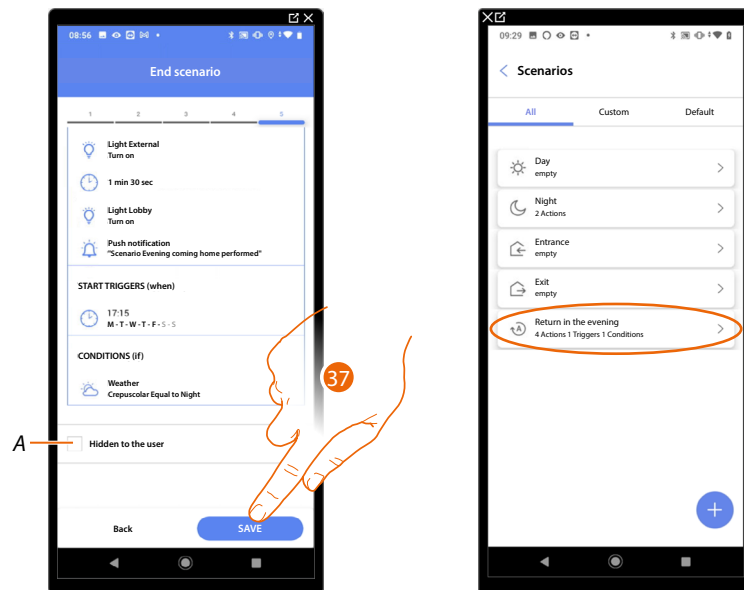
33. Touch to select the condition which will start the scenario



34. Touch to select when the scenario must activate

35. Touch to enter the selected condition

36. Touch to continue.

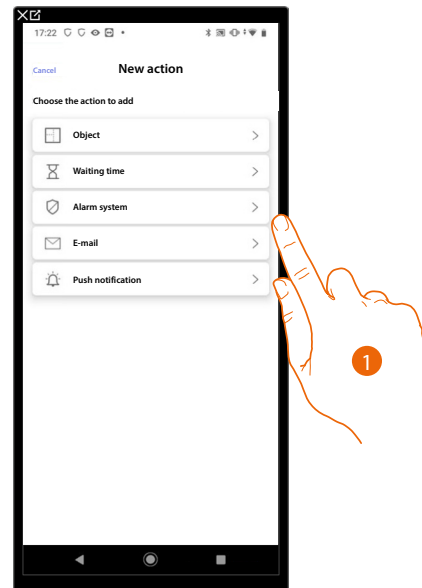


A Select when you don't want to make the object available to the user in the Home+Control* App. The object is configured and working, but the user is unable to view it.

37. Touch to save the created scenario

***NOTE:** Only valid for F460.

Actions



1. Touch to select one of the actions that make up the scenario, either:

- **Object;**
- **Waiting time;**
- **Burglar Alarm System;**
- **Email;**
- **Push notification.**

Object

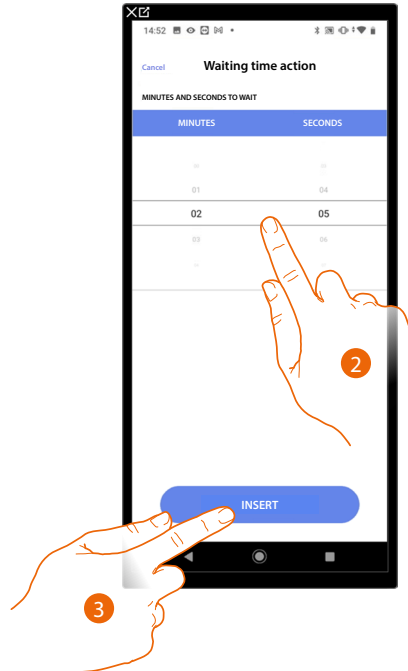
This action allows to define the command that one of the objects in the various rooms will perform when the scenario is executed.



2. Touch to select the room containing the object
3. Select the object and the action that it must perform
4. Touch to enter the selected object

Waiting time

This action allows you to enter a specified time delay before the execution of subsequent commands

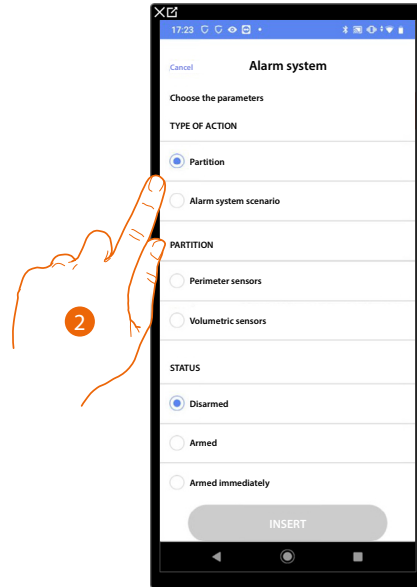


2. Select the delay in minutes and seconds before the execution of subsequent commands
3. Touch to enter the selected waiting time

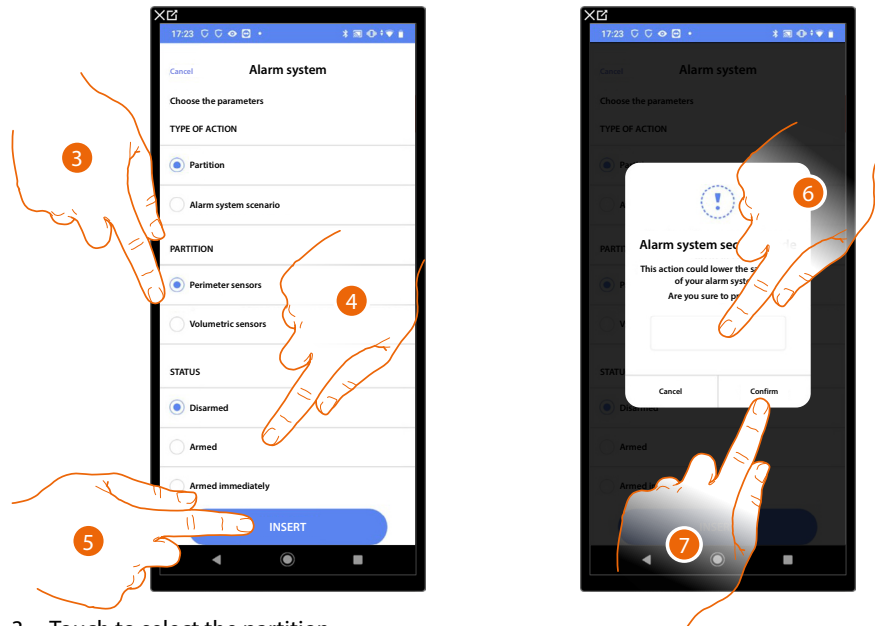
Burglar alarm system

In this page, select the action that a component of the burglar alarm system will perform when the scenario is executed.

E.g. arming of a partition or activation of an arming scenario.



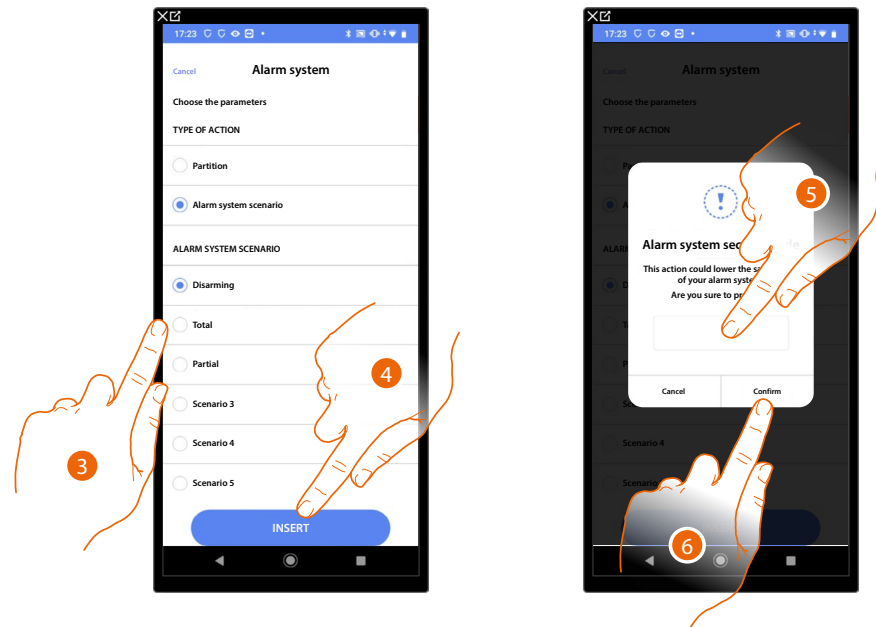
2. Touch to select the action between partitions or insertion scenarios
Partitions



3. Touch to select the partition
4. Touch to select if (on activating the scenario) the partition will be:
 - disarmed
 - armed (if it is with delay, at the end of all the delays)
 - armed immediately (if it is with delay, disable all the delays)
5. Touch to confirm
6. Enter the user code
7. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Arming scenarios

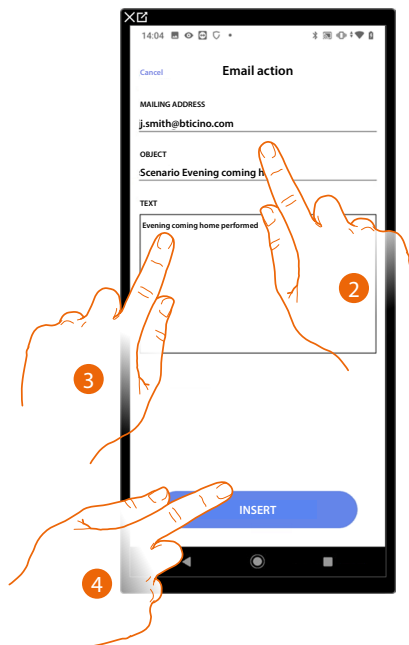


3. Touch to select the insertion scenario which will activate when the scenario starts
4. Touch to confirm
5. Enter the user code
6. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Email

This action allows you to set an email address to which an alert is automatically sent after the execution of the scenario

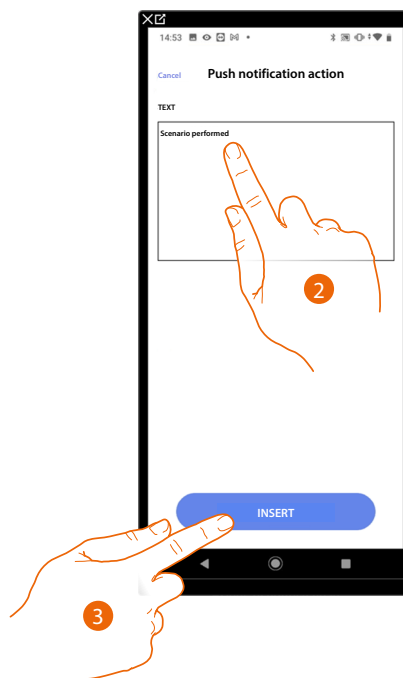


2. Enter the email address where the message alert should be sent and the message subject
3. Enter the message text (e.g. Evening coming home performed)
4. Touch to enter the alert using the email

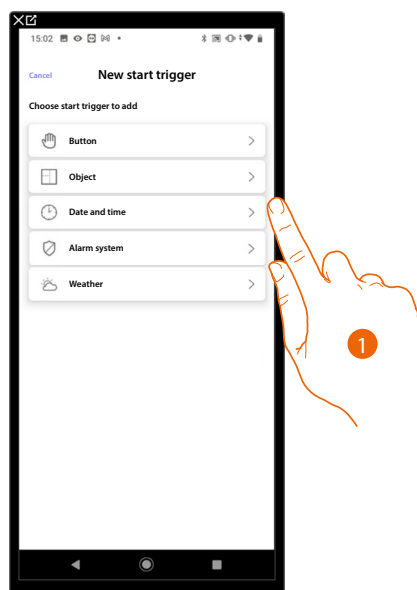
Push notification

With this action it is possible to automatically send a push notification to the smartphones after the actions or entire scenario are performed.

NOTE: In case of iOS operating system, push notifications will not be delivered when the App is displayed in the foreground.



2. Enter the text of the push notification (e.g. scenario performed)
3. Touch to enter an alert using a push notification

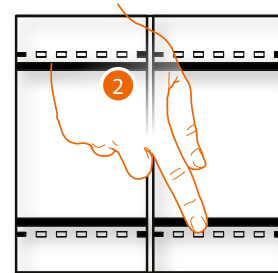
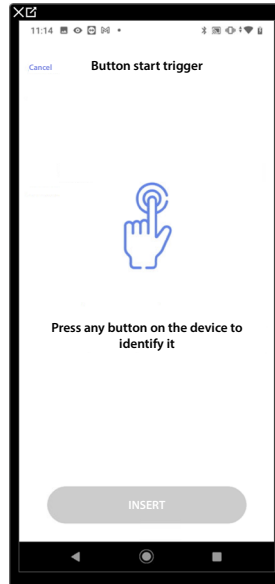
Execution start conditions (start-up trigger)

1. Touch to select a scenario start condition (start trigger) among:

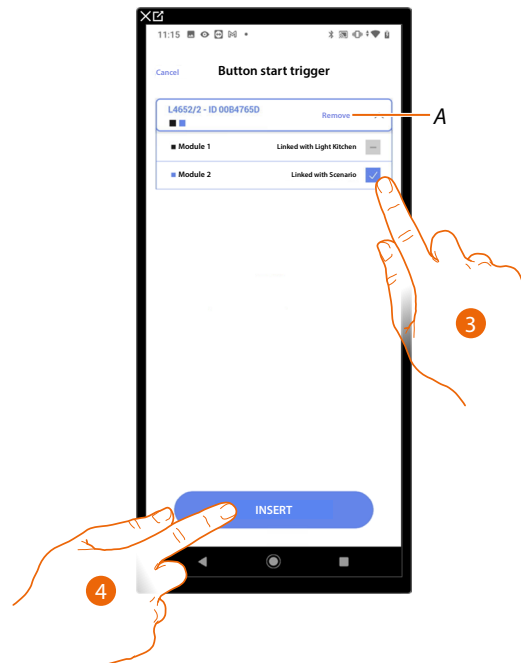
- Button;
- Objects;
- Date and time;
- Burglar Alarm System;
- Weather.

Button

On setting this trigger you can start a scenario by pressing a button on the system



2. Press to identify the physical device on the system



A Delete association

3. Select the command module among those available

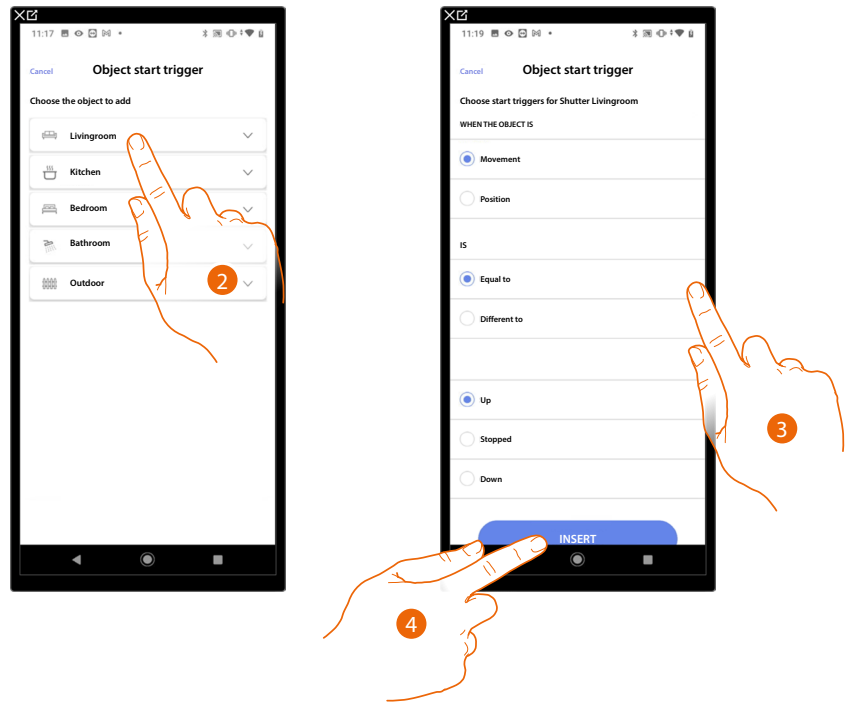
When the modules are all engaged, see **Device reset** to make them available again.

NOTE: The button must not already be associated to another function

4. Touch to enter the trigger

Objects

On setting this trigger you can start a scenario when an object, selected from those in the various rooms, is in a particular status defined by you. You can use the characteristic statuses whose implementation activates the scenario for any type of object.



2. Touch to select the room containing the object
3. Touch to select the object
4. Touch to enter the trigger

For each object a series of parameters whose combination determines the status which will implement the scenario is at your disposal.

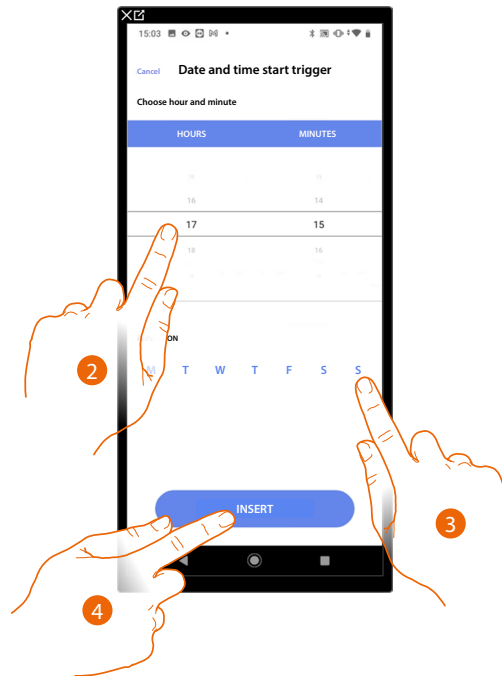
OBJECT	CONDITION		THE SCENARIO STARTS IF...	
DALI DIMMER	command	equal	ON The DALI light is switched ON	
			OFF The DALI light is switched OFF	
	dimmer	equal	from: 00 to 100	the brightness is e.g.: at 10%
		different		the brightness is e.g.: different from 10%
		greater		the brightness is e.g.: greater than 10%
		lower		the brightness is e.g.: lower than 10%
	dimmer with colour (if supported)	equal	from: 00 to 100 for brightness RGB colour	the brightness and the colour are e.g.: at 10% and red
		different		the brightness and the colour are e.g.: different from 10% but red colour
		greater		the brightness and the colour are e.g.: greater than 10% but red colour
		lower		the brightness and the colour are e.g.: lower than 10% but red colour
	dimmer with white (if supported)	equal	from: 00 to 100 for brightness White	the brightness and the colour are e.g.: at 10% and warm white
		different		the brightness and the colour are e.g.: different from 10% but warm white
greater		the brightness and the colour are e.g.: greater than 10% but warm white		
lower		the brightness and the colour are e.g.: lower than 10% but warm white		
ON/OFF LIGHT	equal	ON	The light is switched ON	
		OFF	The light is switched OFF	
	different	ON	The light is switched OFF	
		OFF	The light is switched ON	
DIMMER	command	equal	ON The variable light is switched ON	
			OFF The variable light is switched OFF	
		different	ON The variable light is switched OFF	
			OFF The variable light is switched ON	
	dimmer	equal	from: 00 to 100	the brightness is e.g.: at 10%
		different		the brightness is e.g.: different from 10%
	more	the brightness is e.g.: more than 10%		
	lower	the brightness is e.g.: lower than 10%		
COLORED LIGHT	command	equal	ON The colored light is switched ON	
			OFF The colored light is switched OFF	
		different	ON The colored light is switched OFF	
			OFF The colored light is switched ON	
	color	equal	blue sky	the light color is blue sky
			blue	the light color is blue
			light violet	the light color is light violet
			color x	the light color is color x
		different	blue sky	the light color is not blue sky
			blue	the light color is not blue
			light violet	the light color is not light violet
			etc. ...	the light color is not color x

OBJECT	CONDITION		THE SCENARIO STARTS IF...	
SHUTTER	move	Up	the shutter is moving upwards	
		equal	Stop	the shutter is still
		Down	the shutter is moving downwards	
		different	Up	the shutter is moving downwards or is still
		Stop	the shutter is moving upwards or downwards	
	position	Down	the shutter is moving upwards or is still	
		equal	from: 00 to 99	the shutter is open e.g.: at 50%
		different		the shutter is open e.g.: value different from 50%
		more		the shutter is open e.g.: value more than 50%
		lower		the shutter is open e.g.: value lower than 50%
BURGLAR ALARM SYSTEM ZONE	equal	alarm	there is an alarm on the zone	
		idle	there is no alarm on the zone	
THERMOSTAT	mode	off	the thermostat is OFF	
		equal	hot	the thermostat is in heating mode
		cold	the thermostat is in cooling mode	
		auto	the thermostat is in automatic mode	
		different	off	the thermostat is ON
		hot	the thermostat is OFF or in cooling/auto mode	
	temperature	cold	the thermostat is OFF or in heating/auto mode	
		auto	the thermostat is OFF or in cooling/heating mode	
		equal	from: 10 to 34	the temperature is e.g.: 30°
		different		the temperature is e.g.: different from 30°
	Desired T	more		the temperature is e.g.: more than 30°
		lower		the temperature is e.g.: lower than 30°
		equal	from: 10 to 34	the set temperature is e.g.: equal to 11
		different		the set temperature is e.g.: different from 12
	Actuator status	more		the set temperature is e.g.: more than 13
		lower		the set temperature is e.g.: lower than 14
equal		Off	the actuator is OFF	
On		the actuator is ON		
PLAYER	command	equal	ON	the audio is ON
		OFF	the audio is OFF	
		different	ON	the audio is OFF
		OFF	the audio is ON	
LOAD CONTROL SYSTEM	equal to	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: 2,5 Kw	
	greater than	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: more than 2.5 Kw	
	less than	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: lower than 2.5 Kw	
ENERGY METER/LOAD CONTROL SYSTEM	equal to	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: 2,5 Kw	
	greater than	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: greater than 2.5 Kw	
	less than	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: lower than 2.5 Kw	
SOCKETS	equal to	ON	The load is ON	
		OFF	The load is OFF	
		Forced*	The load is forced	
		Not Forced*	The load is not forced	
		Disconnected *	The load is disconnected	
		Power supply*	greater than (Kw)	When the load consumption is greater than X Kw
			equal to (Kw)	When the load consumption is equal to X Kw
			different from (Kw)	When the load consumption is different from X Kw
lower than (Kw)	When the load consumption is lower than X Kw			

***NOTE:** These conditions refer to the socket added automatically when the load control system is configured

Date and time

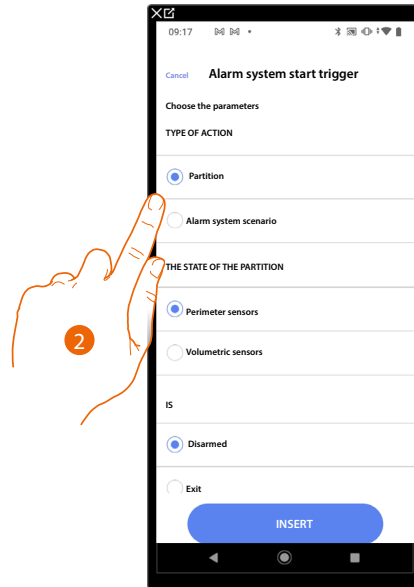
On setting this trigger you can start a scenario at a set time and day.



2. Touch to set the hour and minutes when the scenario will elapse if activated
3. Select the days of the week when the scenario will activate at the time already set
4. Touch to enter the trigger

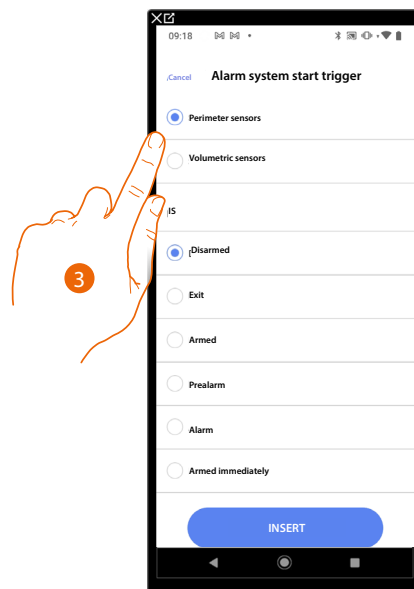
Burglar alarm system

On setting this condition you can start an action when particular events of the burglar alarm System occur. In particular you can set as starting event, an event which will occur in the partition (e.g. arming the "Day volumetric" partition) or running an arming scenario (e.g. arming the Burglar Alarm System when the "total arming" scenario is armed).

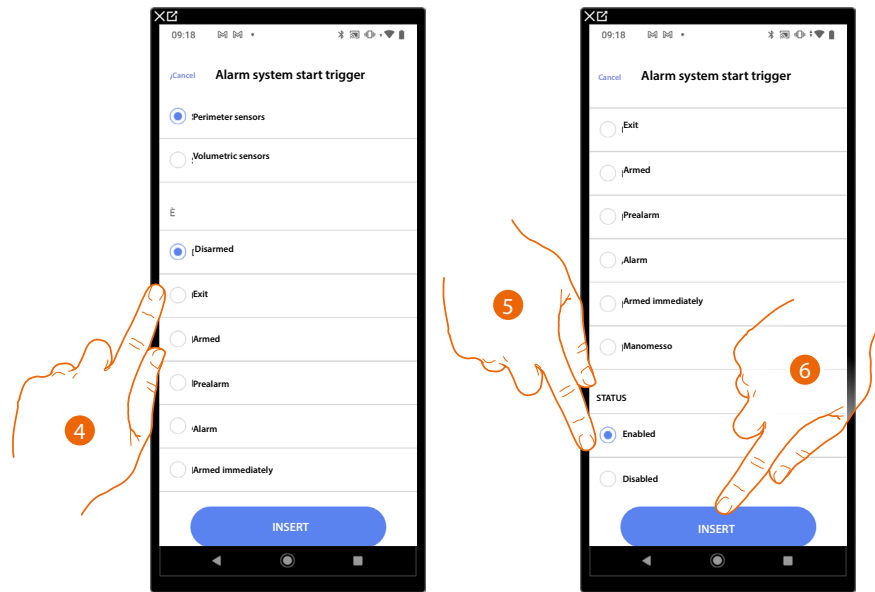


2. Touch to select the action between **partitions** or **arming scenarios**

Partitions



3. Touch to select the partition

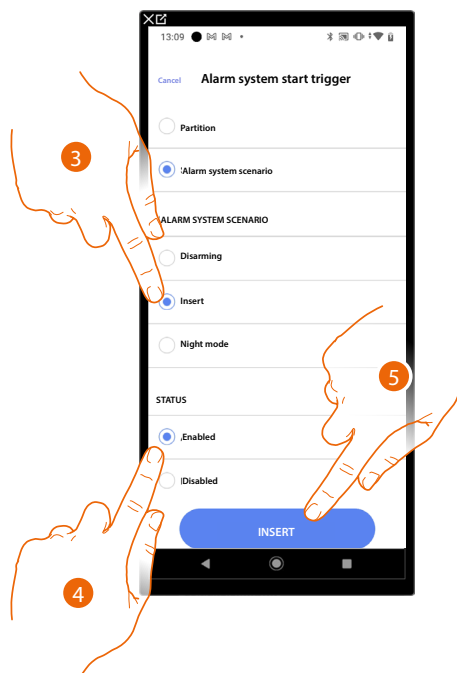


4. Touch to select if (on activating the scenario) the partition is in one of the following conditions:

Disarmed	The partition is disarmed
Exit	The partition is in exit status
Armed	The partition is armed (if it is with delay, at the end of all the delays)
Pre-alarm	The partition is in pre-alarm status
Alarm	There is an alarm on the partition
Armed immediately	The partition is armed immediately (if it is with delay, disable all the delays)
Tampered	One of the partition sensors has been tampered with

5. Touch to select whether the partition is enabled or disabled

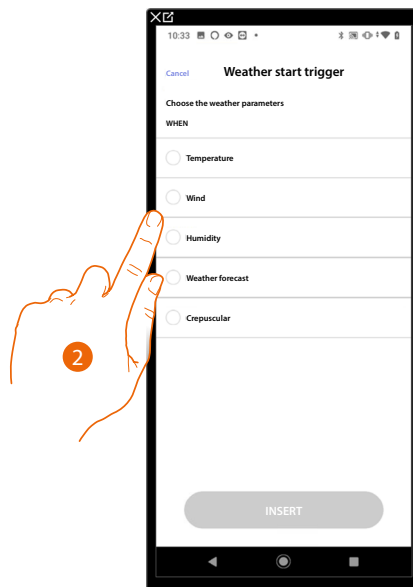
6. Touch to confirm

Arming scenarios

3. Touch to select the arming scenario which will activate when the scenario starts
4. Touch to select whether the partition is enabled or disabled
5. Touch to confirm

Weather

On setting this trigger you can start a scenario when some weather conditions supplied by the online weather service occur.

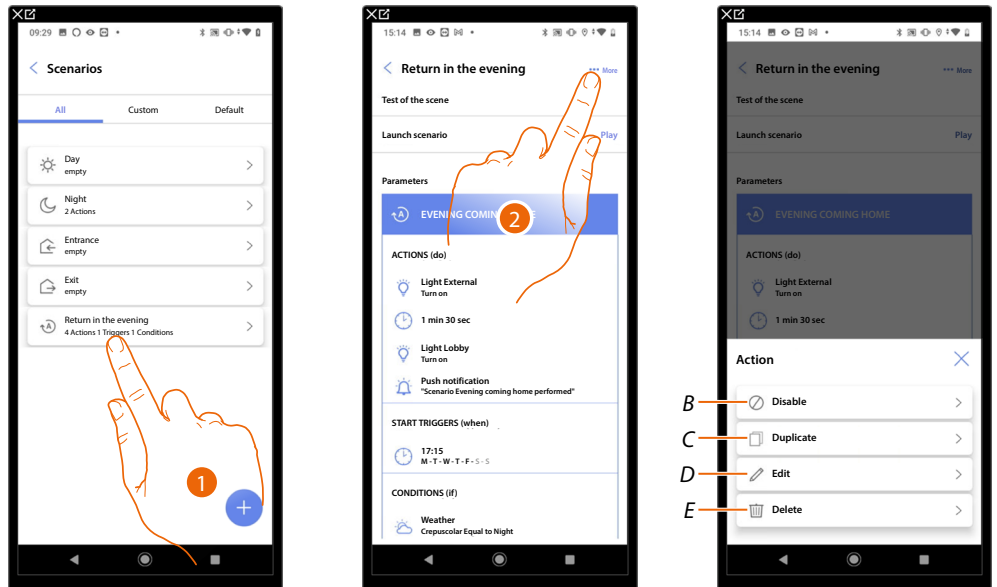


2. Touch to set the weather datum. This will start the scenario. The weather parameters you can set are:

Equal to Different from Greater than Lower than	<input type="radio"/> Temperature	From 00 °C to 40 °C From -1 °C to -30 °C
	<input type="radio"/> Vento	From 00 Km/h to 99 Km/h
	<input type="radio"/> Umidità	From 00% to 99%
Equal to Different from	<input type="radio"/> Previsioni meteo	Clear Rain Storm Cloudy Snow Mist
Equal to	<input type="radio"/> Crepuscolare	Day Night

Manage a customised scenario

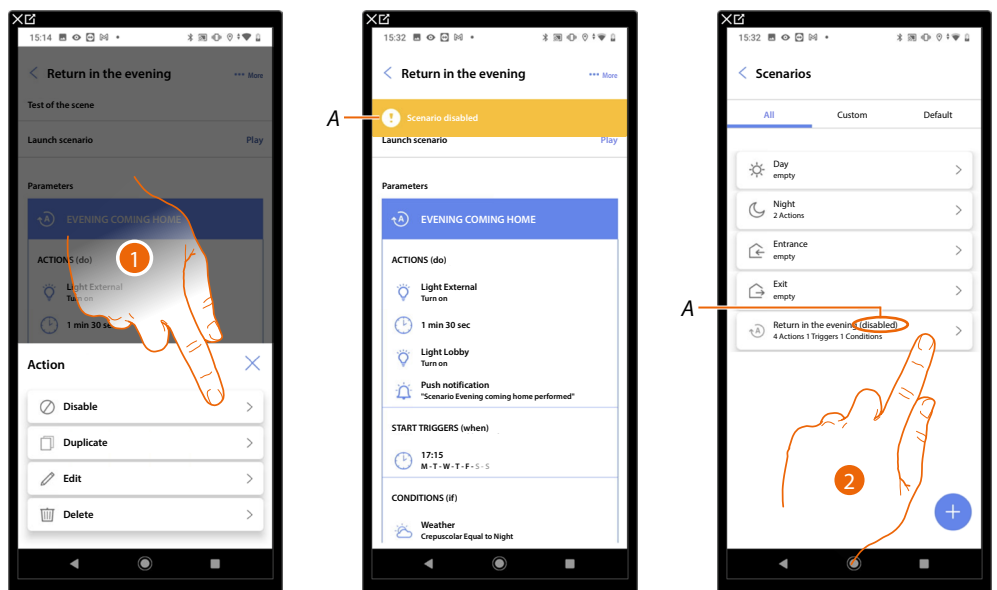
After creating a customised scenario using the appropriate panel, the scenario can be **disabled/enabled, duplicated, edited** ed **deleted**



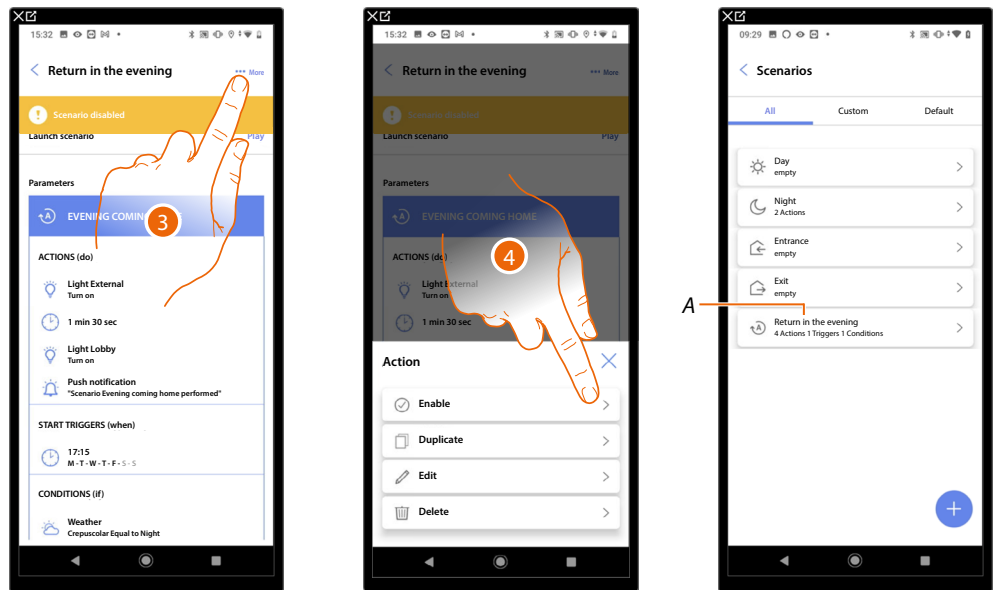
1. Touch to enter the scenario you want to manage
 2. Touch to open the Scenario management panel
- A *Launch the scenario to check it*
 B *Disable/Enable a scenario*
 C *Duplicate a scenario*
 D *Edit a scenario*
 E *Delete a scenario*

Disable/Enable a scenario

You can disable a created scenario. In this way, it will be saved with the other scenarios, but the user will not be able to use it



1. Touch to disable the selected scenario
- A *Displays the indication that the scenario is disabled*
2. Touch to enable the scenario again

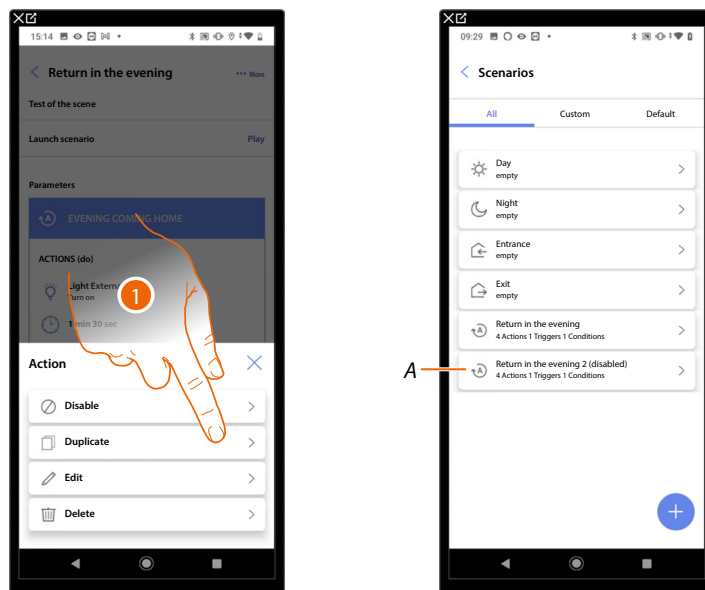


3. Touch to open the Scenario management panel

4. Touch to enable the selected scenario

A *The scenario has been enabled*

Duplicate a scenario

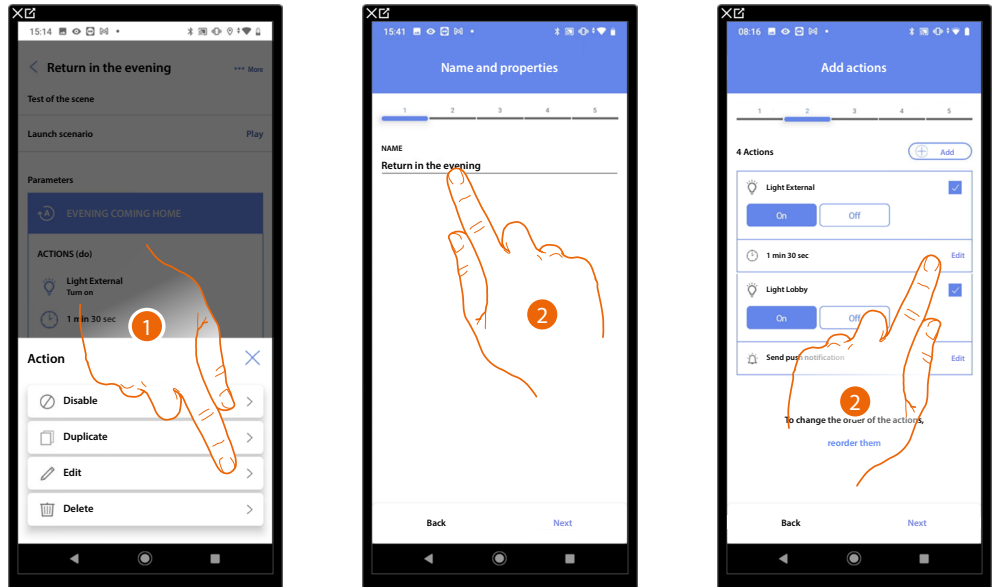


1. Touch to duplicate the selected scenario

A *Display the duplicated scenario*

NOTE: The duplicated default scenario is disabled. To enable it, see [Disable/Enable a scenario](#).

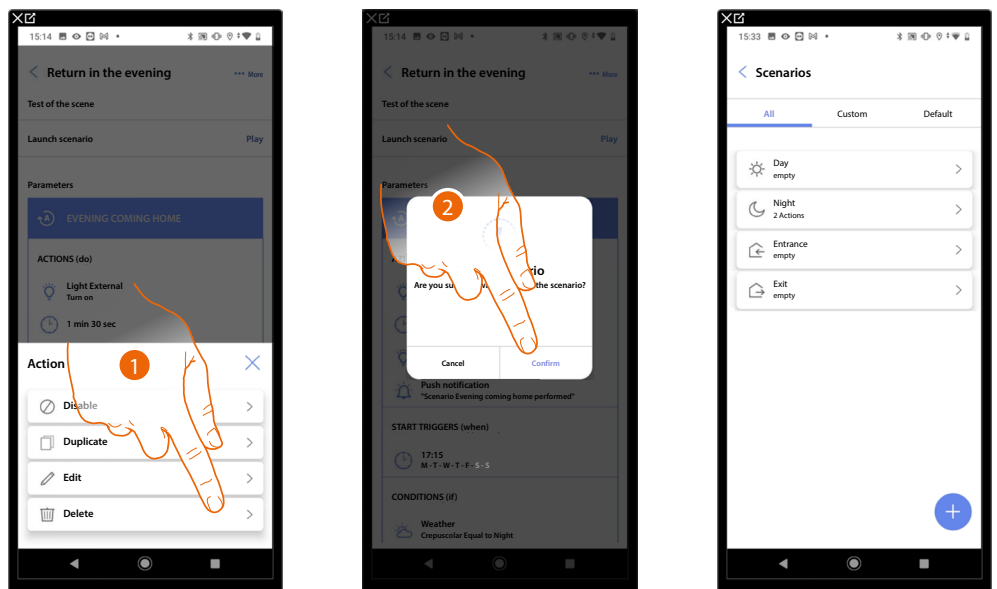
Edit a scenario



1. Touch to edit the selected scenario
2. You are presented with the same pages used to create the scenario. To edit the details, repeat the same actions, or for some objects use the "edit" button.

For further information, please refer to the procedure used for the [creation of the scenario](#)

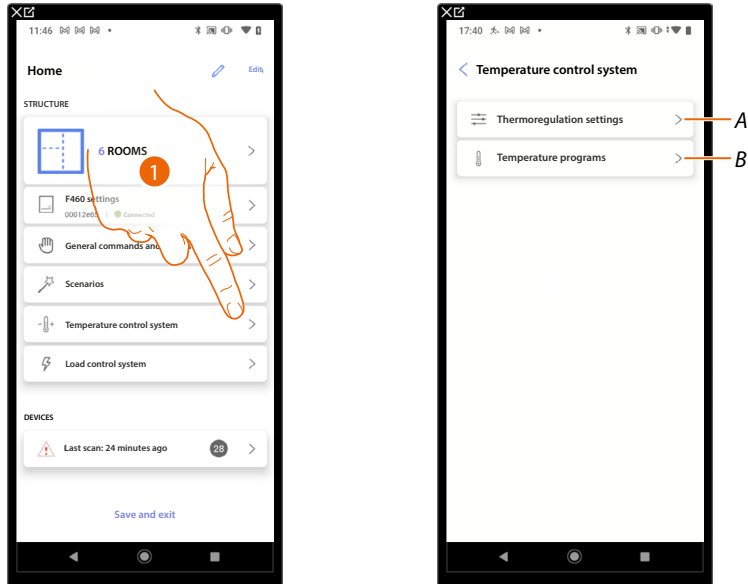
Delete a scenario



1. Touch to delete the selected scenario
2. Touch to confirm the scenario deletion

Temperature control system

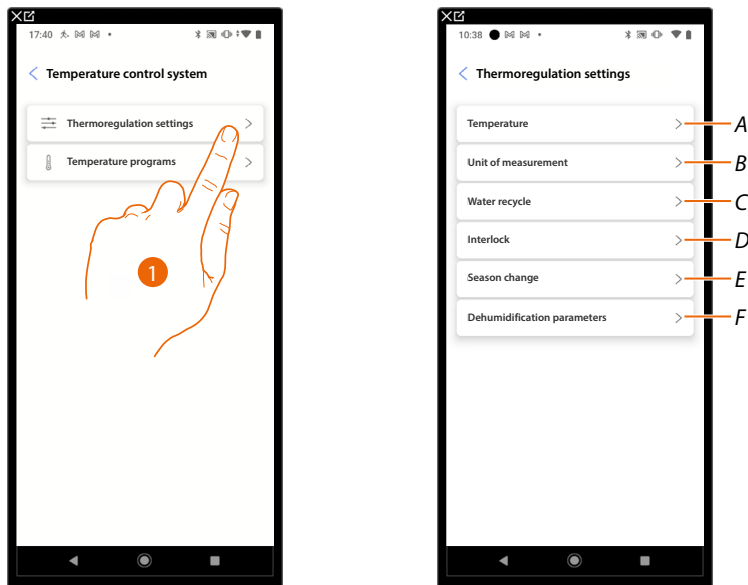
This page can be used to access the temperature control settings. It is also possible to use the "Temperature programs" function to define setpoints to automatically adjust the temperature of your home.



- A Opens the page containing the [temperature control settings](#)
- B Sets the [temperature programs](#)

Temperature control settings

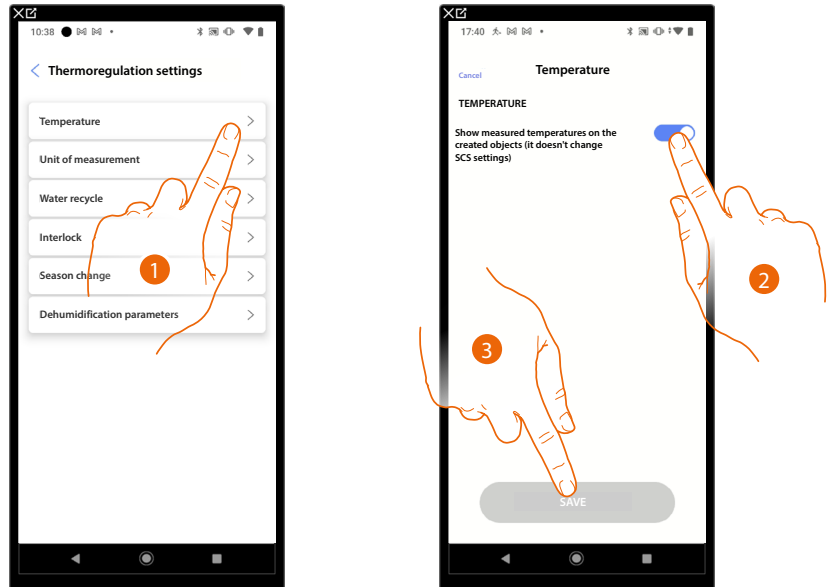
This page can be used to set some temperature control parameters



- A Sets the [Temperature](#) parameters
- B Sets the parameters relating to the [Unit of measure](#)
- C Sets the parameters relating to the [Water recycle](#)
- D Sets the [Interlock](#) parameters
- E Sets the [Season change](#) parameters
- F Sets the [Dehumidification parameters](#)

Temperature

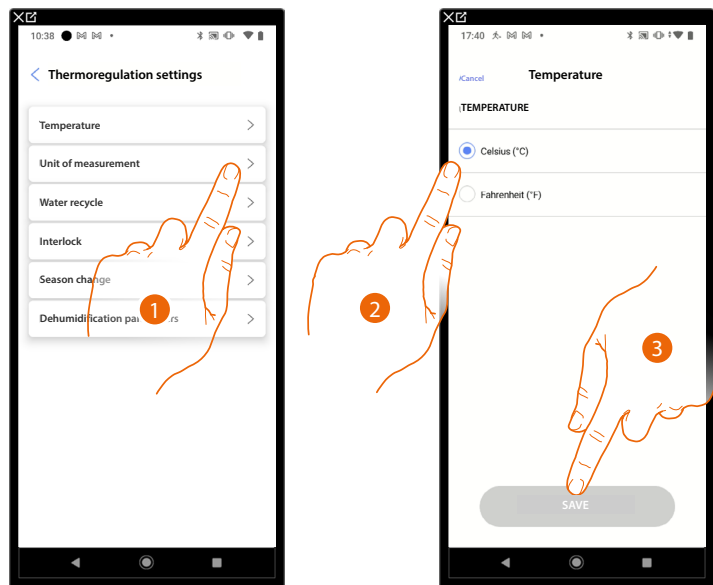
This function allows to display the temperatures on the created objects.



1. Touch to set the Temperature parameters
2. Enable/disable the temperature display on objects; this setting does not affect physical devices
3. Touch to save

Unit of measure

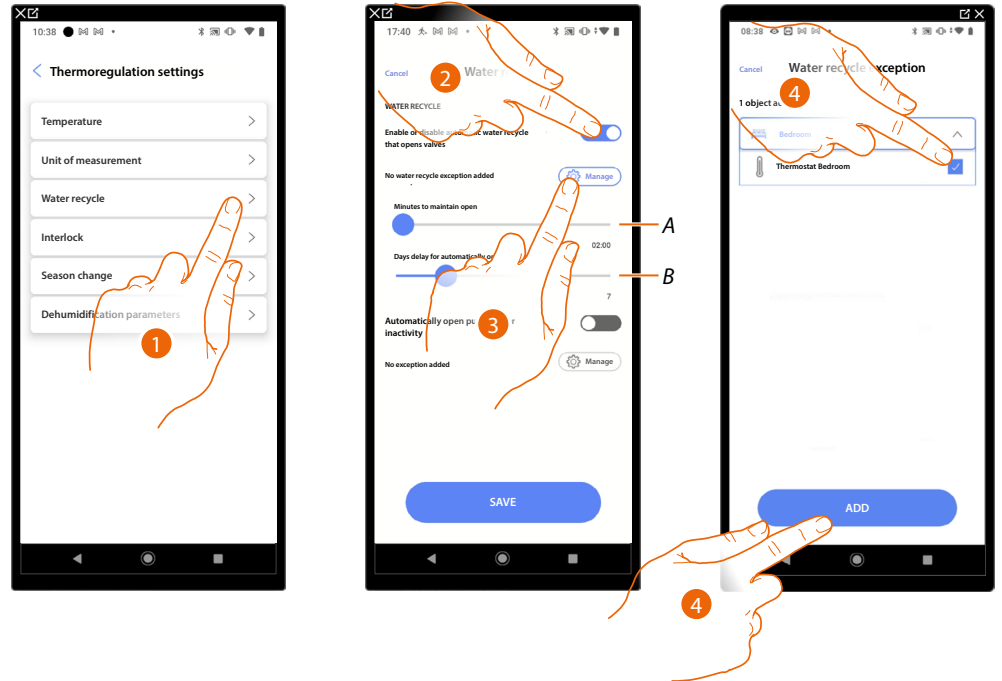
This function allows to select the temperature unit of measure to display.



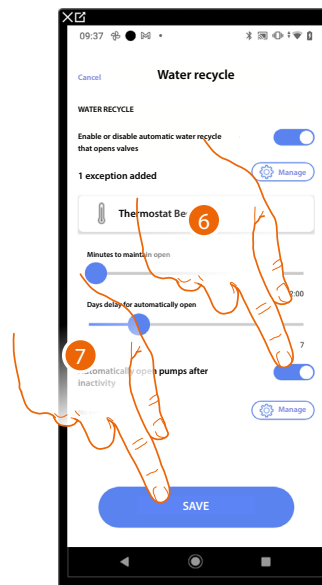
1. Touch to set the parameters relating to the unit of measure
2. Select the temperature unit of measure: Celsius or Fahrenheit
3. Touch to save

Water recycle

This function allows, after a certain period of inactivity, to open the valves and/or pumps of the system for a certain period of time each day, to prevent water stagnation.



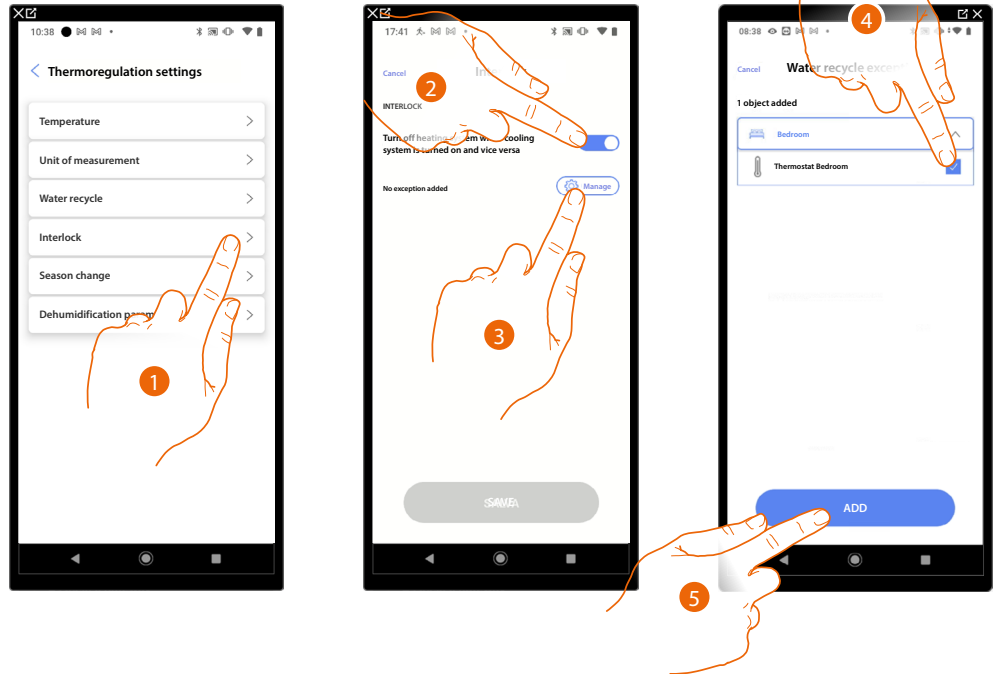
1. Touch to set the parameters relating to the Water recycle
 - A Set the time in minutes during which the valves stay open
 - B Set the days after which recycle is carried out
2. Touch to enable the function for all the valves
3. Touch to exclude certain valves
4. Select the device whose valves will not be opened
5. Touch to confirm



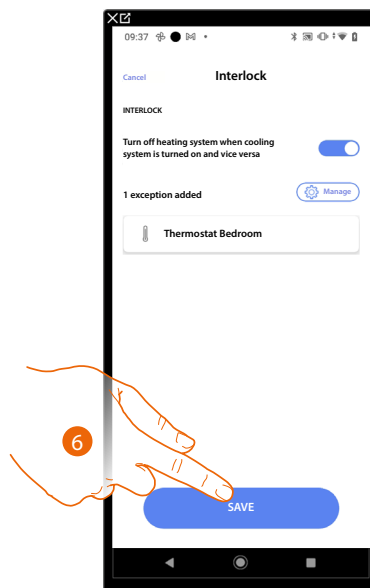
6. Repeat the same procedure for the pumps, if applicable
7. Touch to save

Interlock

This function allows you to set the heating system to switch off when the cooling system is on and vice versa.



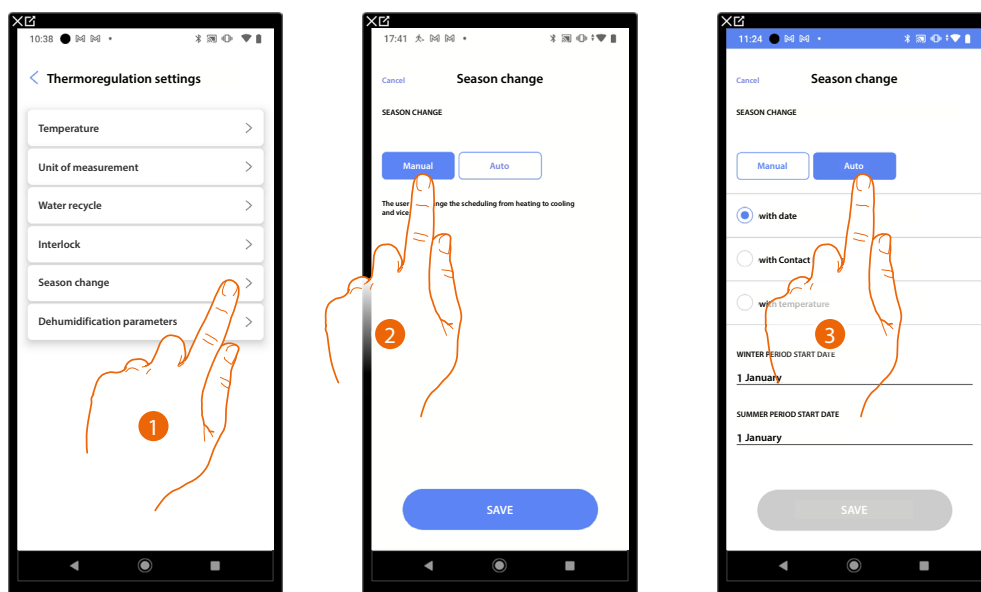
1. Touch to set the Interlock parameters
2. Touch to enable the function for all the devices
3. Touch to exclude some zones from the Interlock logic in the room
 The interlock function provides that it is not possible to have a fancoil operating in heating and a thermostat in cooling at the same time, and vice versa.
 As a result, if one of the two is operating in heating mode, when the other one is switched on in cooling mode the first one will switch off.
4. Select the device
5. Touch to confirm



6. Touch to save

Season change

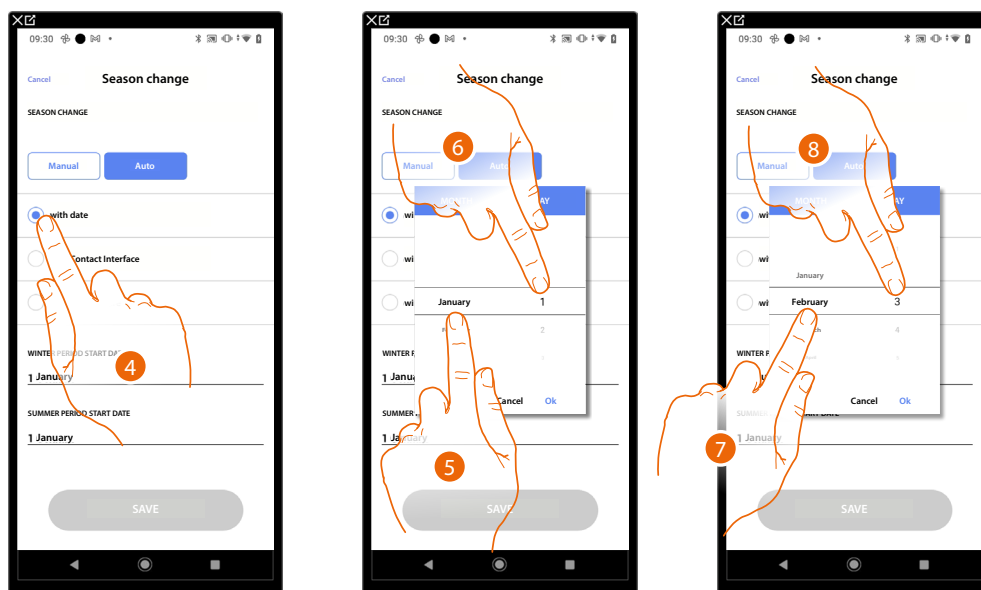
This function allows you to set whether the season change is to be selected manually by the user, or if it must be automatic.



1. Touch to set the Season change parameters
2. Touch to set the season change manually, in which case the user can define the season change date on the Planning page in the Home+Control* App.
3. Touch to set the automatic season change with the date, with Contact Interface, with temperature

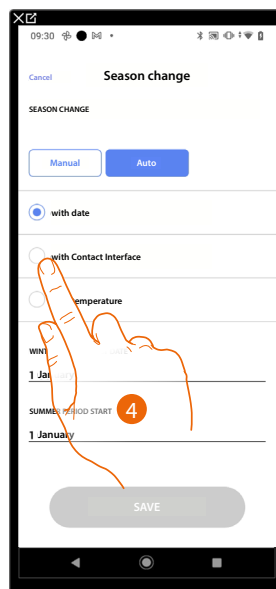
*NOTE: Only valid for F460.

Date



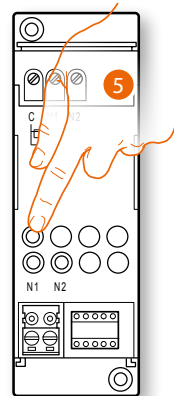
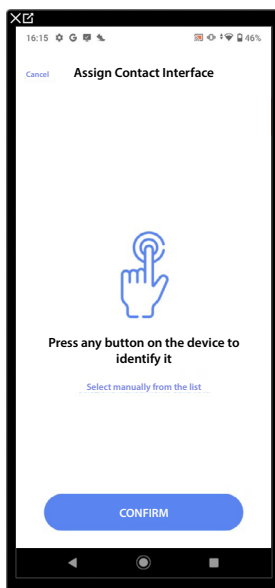
4. Touch to set the automatic season change with the date
5. Touch to select the month that determines the start of the winter period
6. Touch to select the day that determines the start of the winter period
7. Touch to select the month that determines the start of the summer period
8. Touch to select the day that determines the start of the summer period

Contact interface



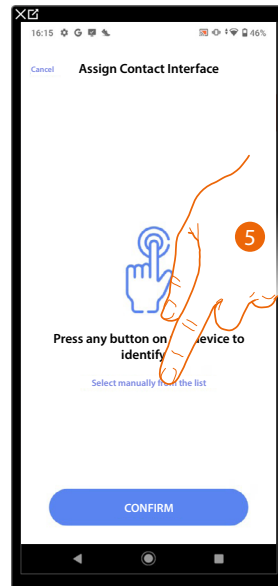
4. Touch to set the automatic season change with the Contact Interface

Accessible Contact Interface (e.g. wired in the electrical panel)



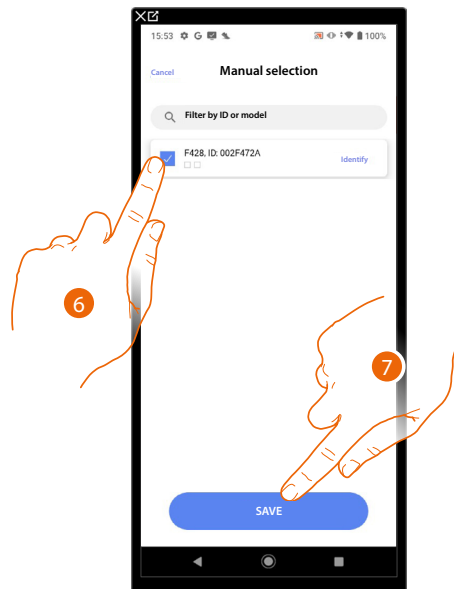
5. Touch any one of the buttons on the contact interface on the plant

Not accessible Contact Interface (e.g. wired in the false ceiling)



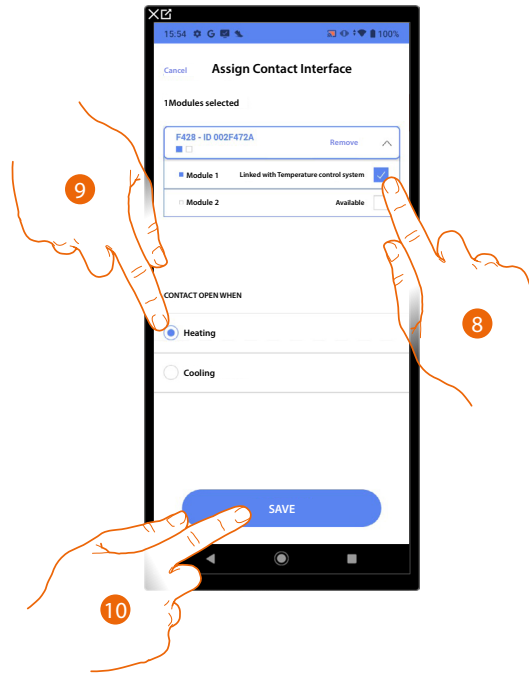
- 5. Touch if you cannot access the device

You will be proposed the list of available interfaces. You can identify the interface by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



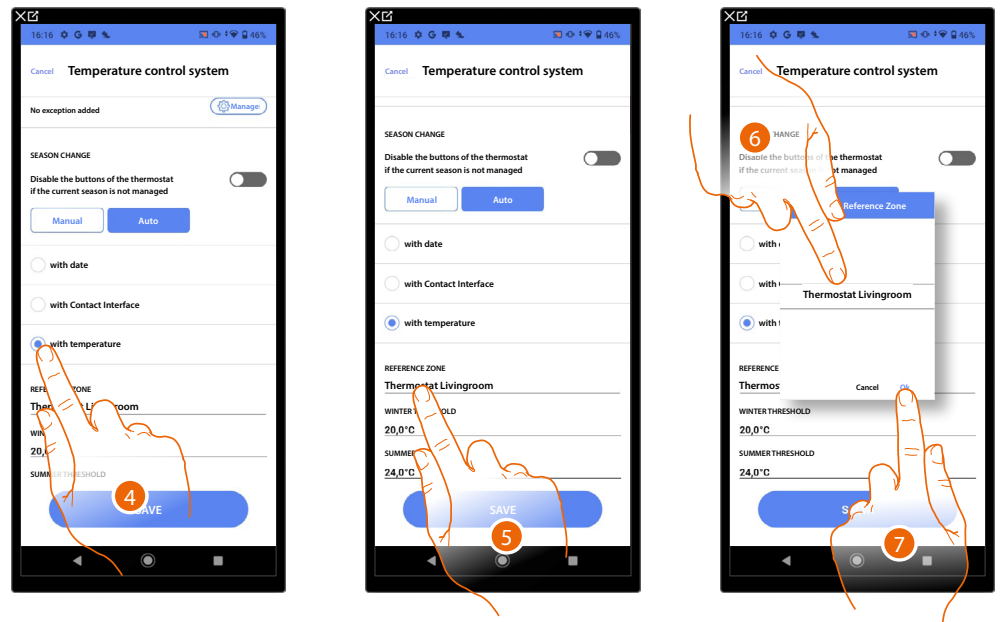
- 5. Touch to select the contact interface
- 6. Touch to add the selected device

Whether the contact interface is accessible or not, you must select the module to use from those available

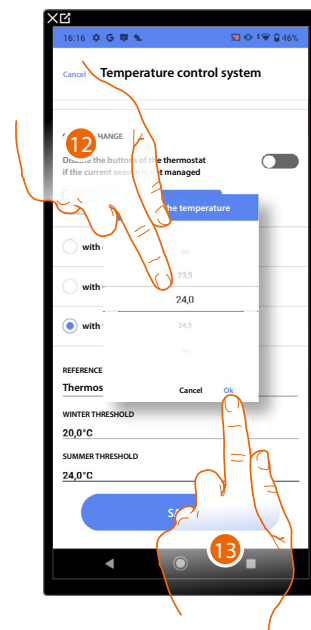
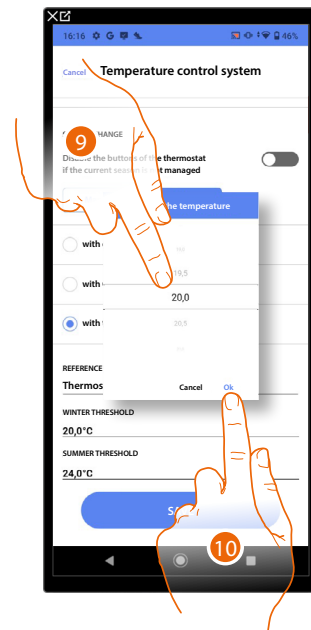
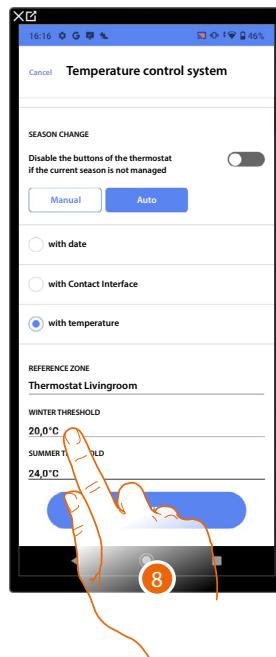


8. Select the contact interface module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
9. Touch to set the season change (heating/cooling) when the contact is open
10. Touch to confirm

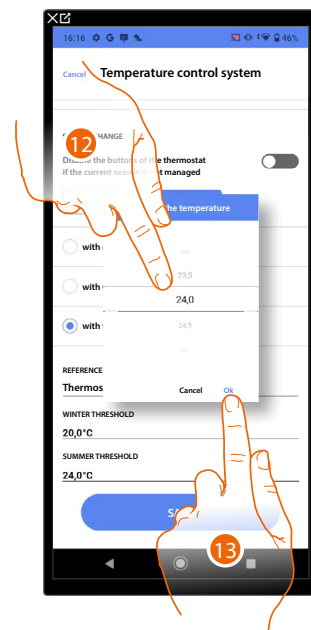
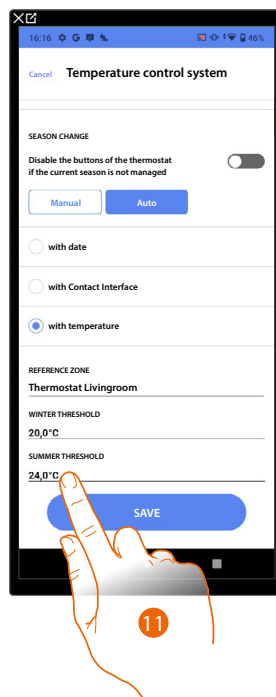
Temperature



4. Touch to set the automatic season change with temperature
5. Touch to select the zone from those available, the temperature of which will be the reference temperature for season change
6. Select the zone
7. Touch to confirm



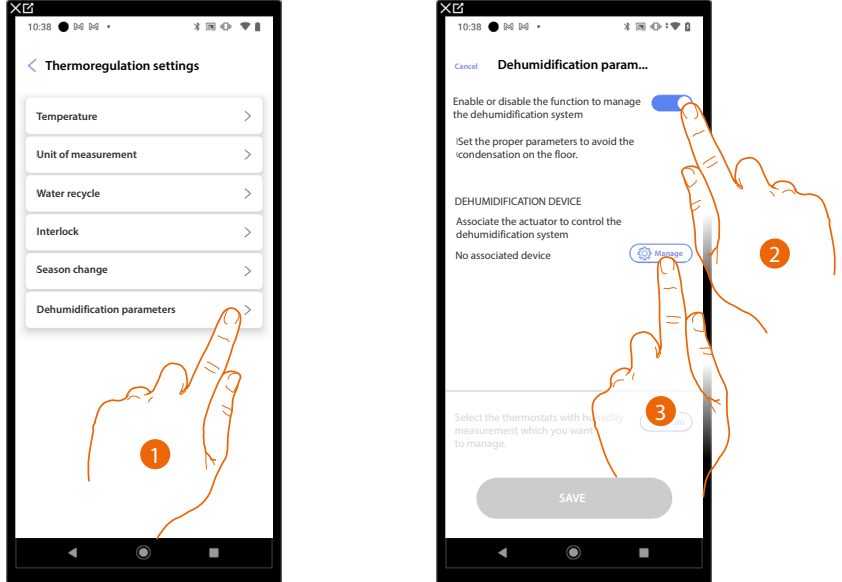
- 8. Touch to set the winter temperature threshold that will determine the season change
- 9. Select the temperature
- 10. Touch to confirm



- 11. Touch to set the summer temperature threshold that will determine the season change
- 12. Select the temperature
- 13. Touch to confirm

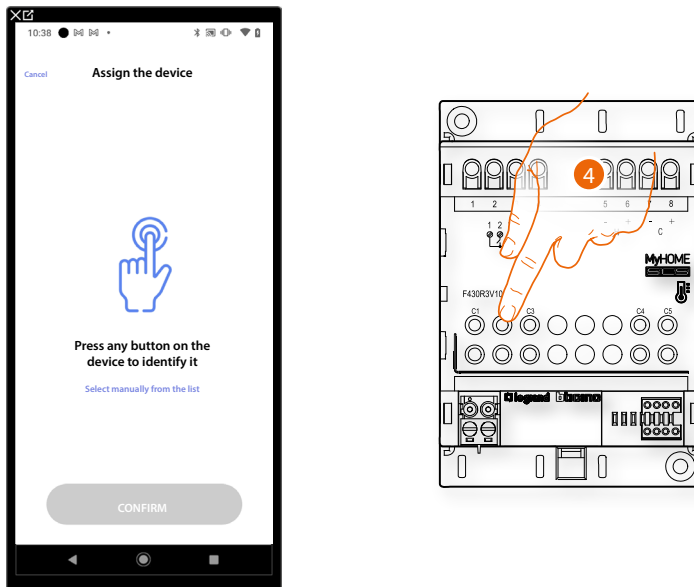
Dehumidification parameters

This function can be used to set basic parameters for managing a contact for the activation of a dehumidifier.

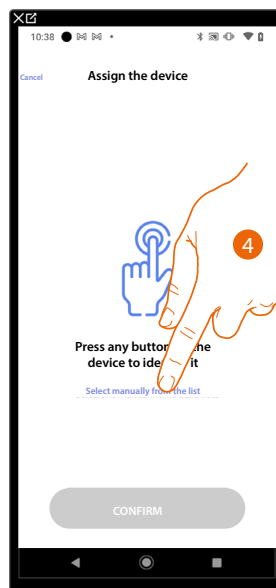


1. Touch to set the Dehumidification parameters
2. Touch to activate the management of the dehumidifier
3. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



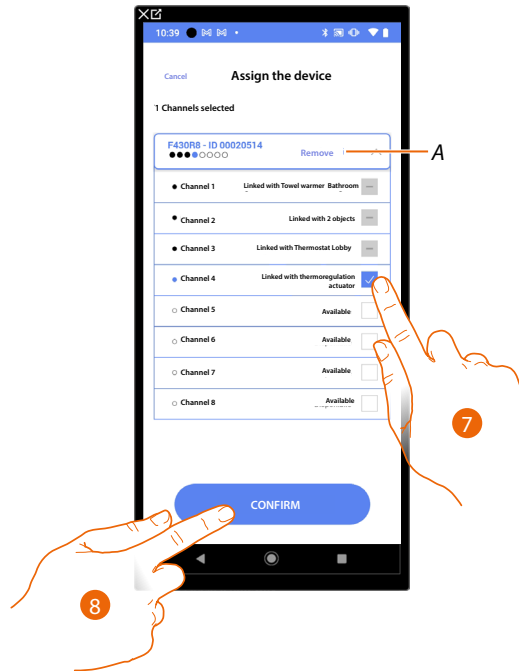
4. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)**4. Touch if you cannot access the device**

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.

**5. Touch to select the device****6. Touch to add the selected device**

In both cases, after identifying the actuator you must select the address to use from those available

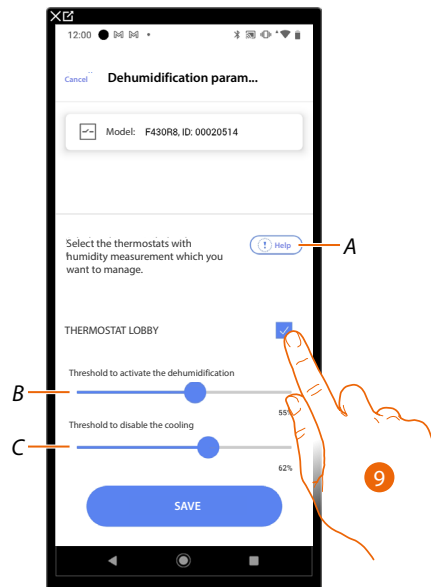


A Delete association

7. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

8. Touch to confirm



A Open a help window explaining the dehumidification plan

9. Include/exclude zones (thermostat objects) from the dehumidification system

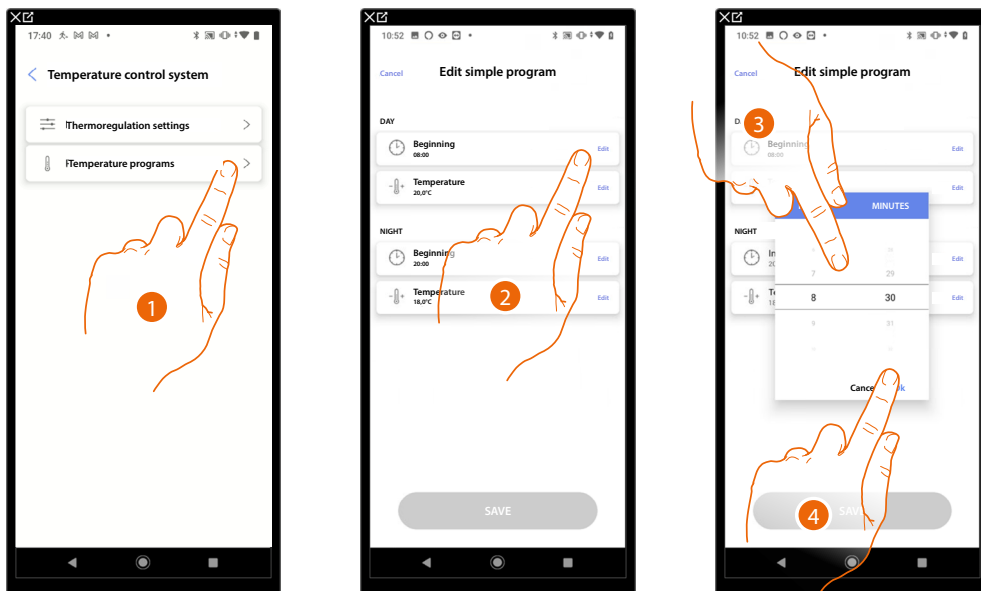
B Increase/decrease the threshold for the activation of the dehumidification contact

C Increase/decrease the threshold for disabling cooling

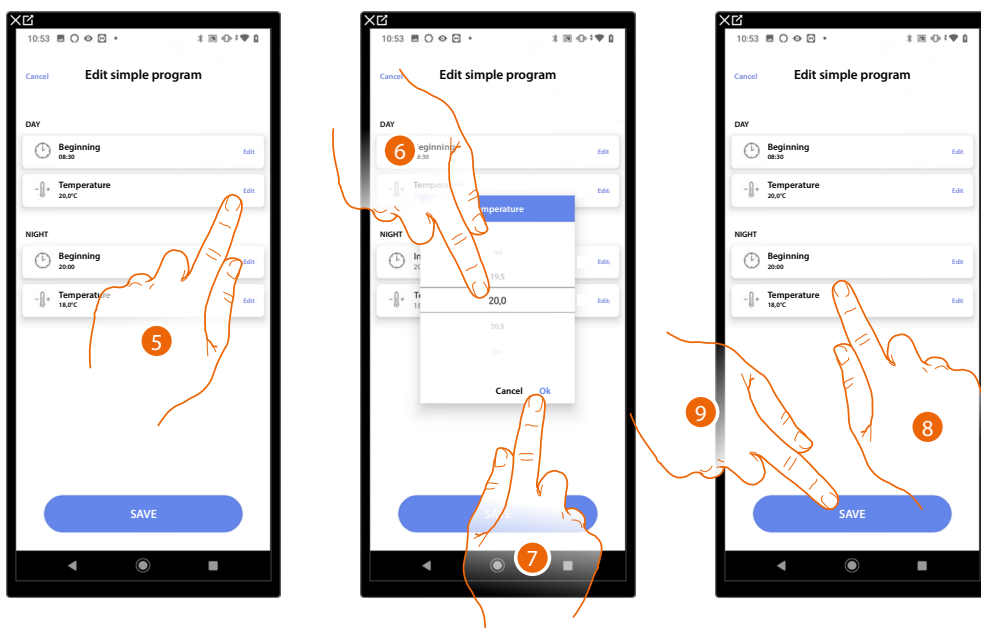
Simple program

NOTE: This function is only available when a **Thermostat object** has been inserted.

With this programming procedure it is possible to set a setpoint for the day and one for the night. In this way, it is possible to adjust the temperature of your home automatically during the 24 hours. In the example below a day temperature of 20 degrees and a night temperature of 18 degrees are being set.



1. Touch to enter the Temperature programs page
2. Touch to enter the start time of the day time slot
3. Scroll to enter the time
4. Touch to confirm



5. Touch to set the temperature of the Day time slot
6. Scroll to select the temperature
7. Touch to confirm
8. Repeat the operation for the Night time slot
9. Touch to save the program

Burglar alarm system

NOTE: Function only available for F460

In this section it is possible to associate a burglar alarm Central unit so that the user can control the burglar alarm system using the Home+Security app.

Depending on the status of your system, there are two procedures that can be used to connect the burglar alarm system:

- if the burglar alarm system has not yet been connected to the system, see [Burglar alarm central unit not connected](#).

In this case, it will be necessary to pre-configure the burglar alarm system;

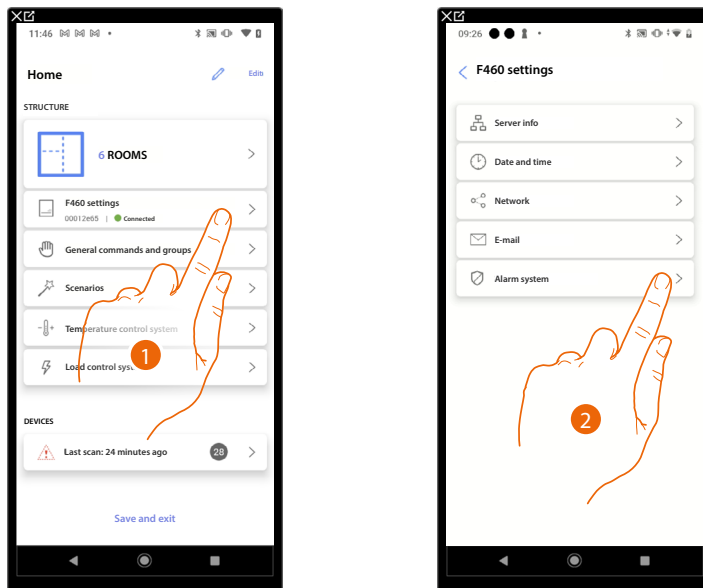
- if the burglar alarm system has already been connected to the system, see [Burglar alarm central unit connected](#).

In this case, the system will automatically retrieve all the data required for configuring the burglar alarm system.

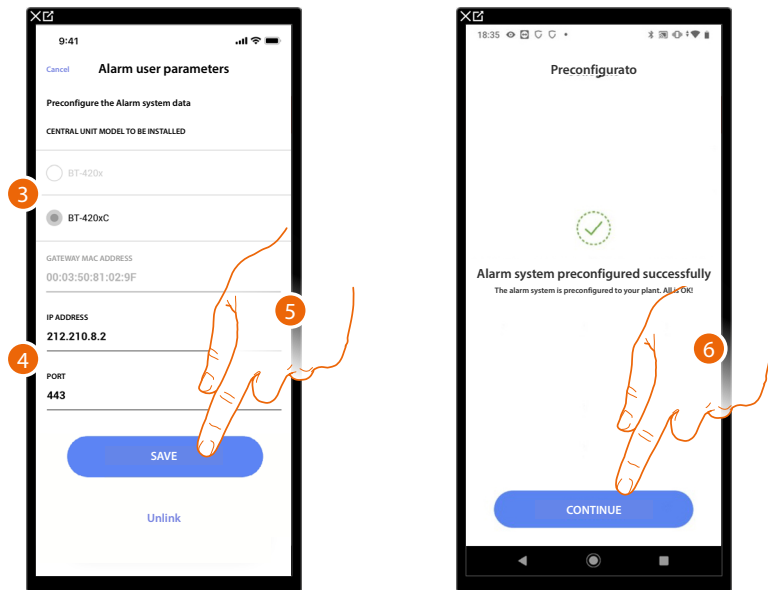
NOTE: The burglar alarm Central unit must be connected to the same LAN network as F460.

Burglar alarm Central unit - not connected

NOTE: For the connected burglar alarm Central unit (4200C, 4201C 4203C) the gateway must be configured on the "Gateway My Home" page of Pro Alarm



1. Touch to access the settings and pre-configure the burglar alarm system
2. Touch to pre-configure the burglar alarm system



3. Select the type of central unit installed in the system
 4. Enter the IP address and the port to which the burglar alarm Central unit is connected
- NOTE:** You can see the network address of the Central unit on the "Ethernet options" page in the TiAlarm burglar alarm system configuration software.

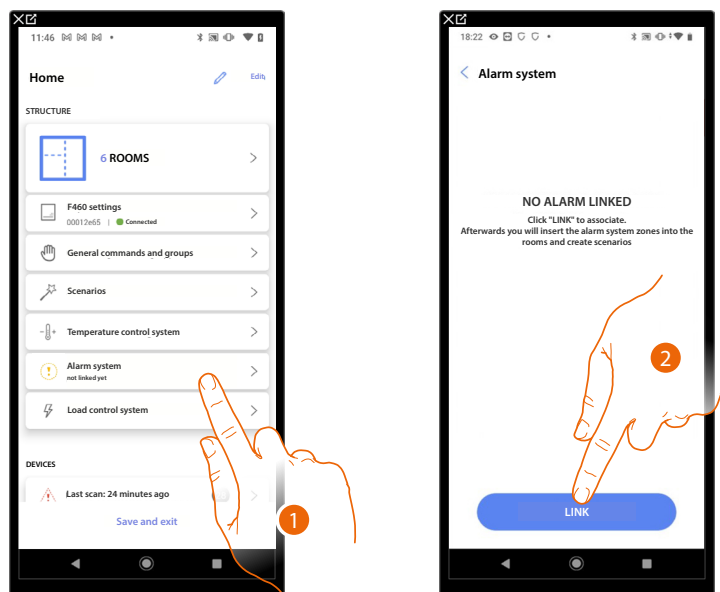
5. Touch to save the settings
6. The burglar alarm system is now linked; touch to continue

NOTE: For the burglar alarm Central unit (4200, 4201, 4203), it is also necessary to enter the user name and the password for accessing the burglar alarm system (default Admin - 123456).

NOTE: The credentials are those entered in the TiAlarm burglar alarm system configuration software on the "Ethernet options/app credentials" page.

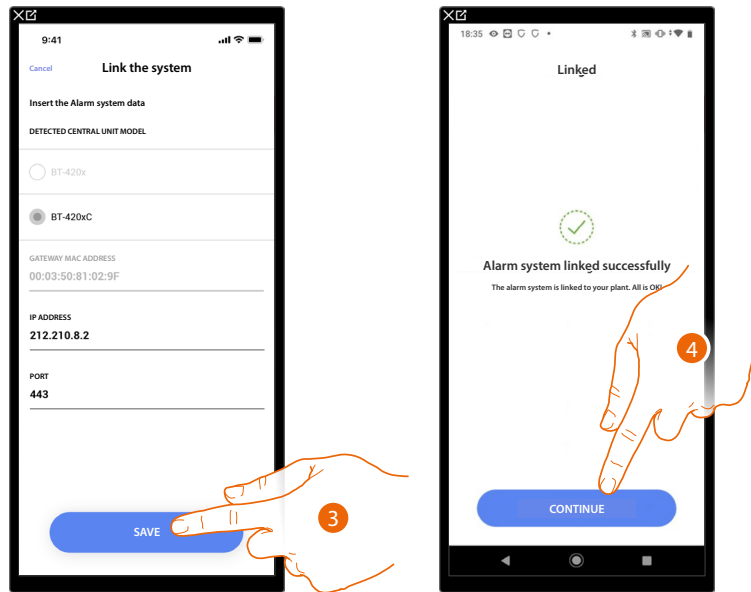
Burglar alarm Central unit - connected

NOTE: For the connected burglar alarm Central unit (4200C, 4201C 4203C) the gateway must be configured on the "Gateway My Home" page of Pro Alarm



1. Touch to associate the burglar alarm System
2. Touch to continue.

The system automatically detects the burglar alarm central unit connected to the system and suggests the correct details for proceeding with the configuration.

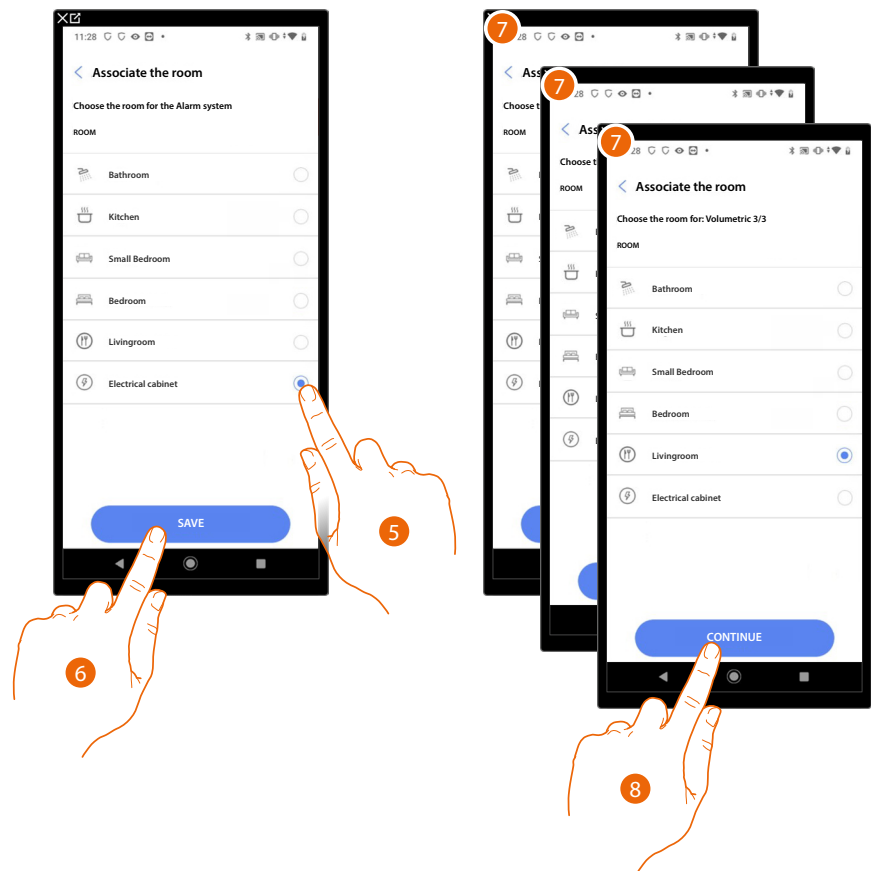


3. Touch to save the settings
4. The burglar alarm system is now linked; touch to continue

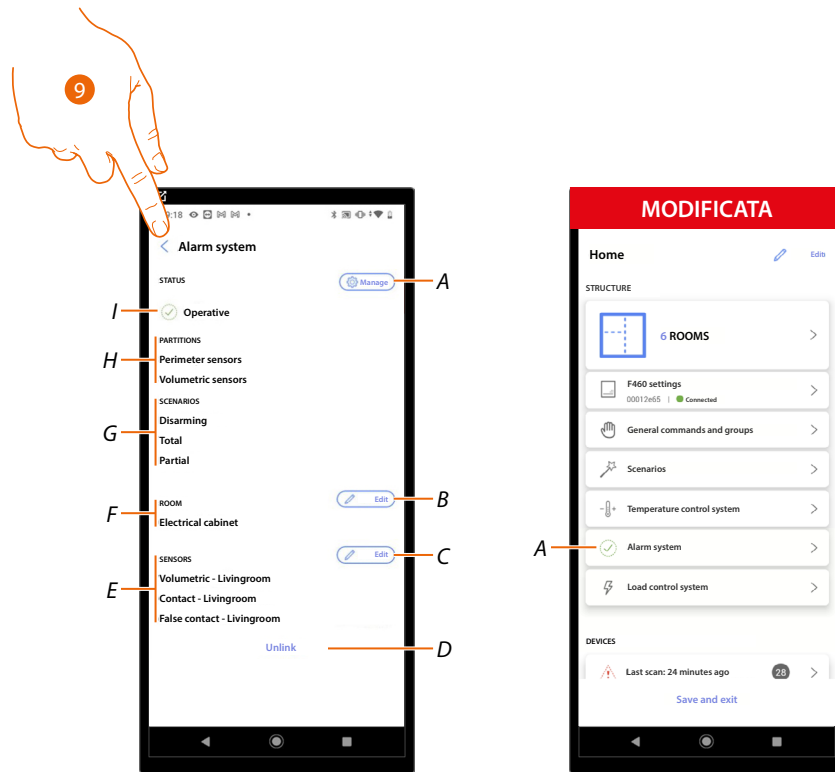
NOTE: For the burglar alarm Central unit (4200, 4201, 4203), it is also necessary to enter the user name and the password for accessing the burglar alarm system (default Admin - 123456).

NOTE: The credentials are those entered in the TiAlarm burglar alarm system configuration software on the "Ethernet options/app credentials" page.

Select the room for the burglar alarm system components



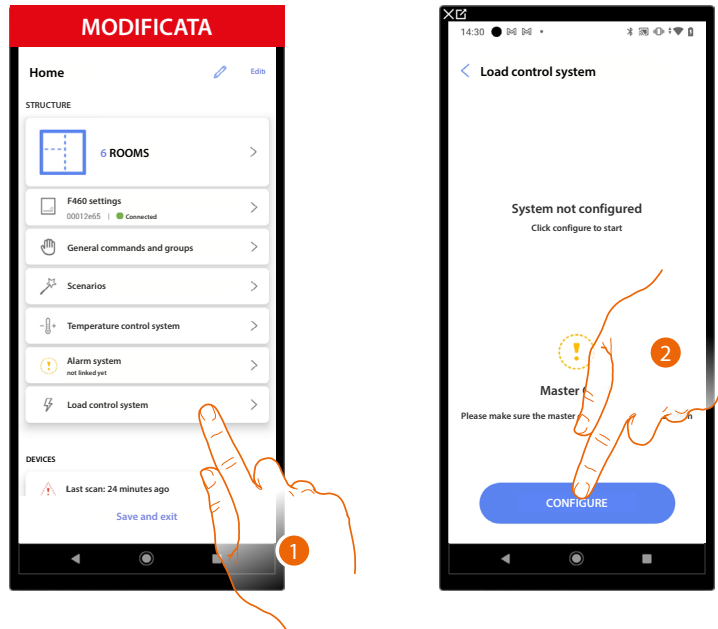
5. Select the room where the burglar alarm Control unit is located
6. Touch to continue.
7. Select the room to associate for each zone in the plant.
8. Touch to continue.



- A *Modify the parameters set during the association*
 - B ***Modify the room where the burglar alarm Control unit is located***
 - C ***Modify the rooms associated to the zones** of the burglar alarm system*
 - D *Disconnect the Control unit from Home+Project*
 - E *Display the association between zones and rooms*
 - F *Display the room where the presence of the burglar alarm Control unit has been configured*
 - G *Display the arming scenarios present*
 - H *Display the partitions present*
 - I *Display the system status*
9. Touch to return to the home page
- The burglar alarm system is now associated (A)

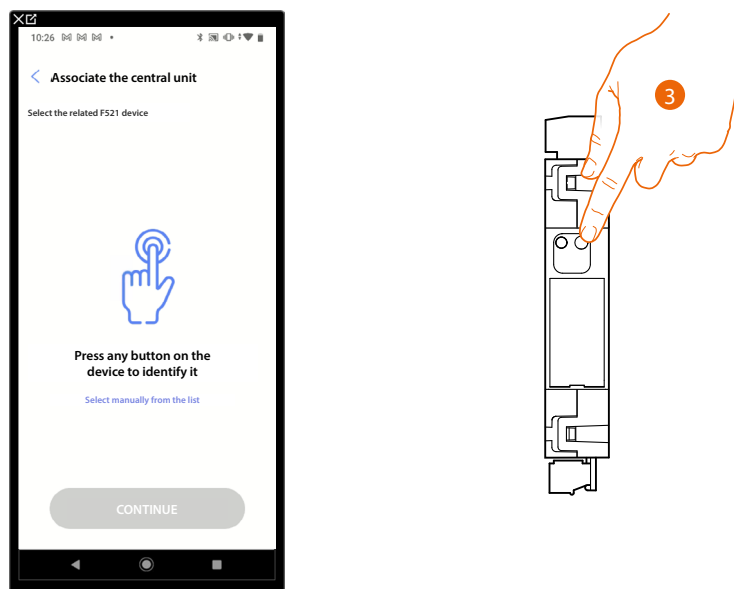
Load control system

This page can be used to associate a central unit for the management and control of the actuators of the Load Control System, to prevent reaching the maximum power set and stipulated in the user contract.



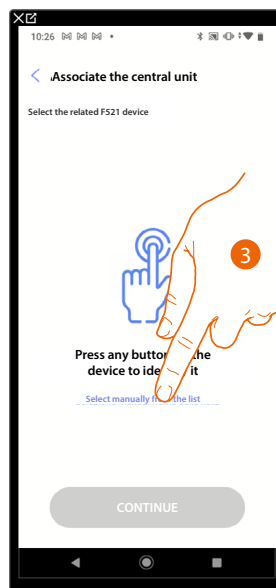
1. Touch to configure the Load control system
2. Touch to configure and associate a load central unit. Two situations may occur:

Accessible central unit (e.g. wired in the electrical panel)



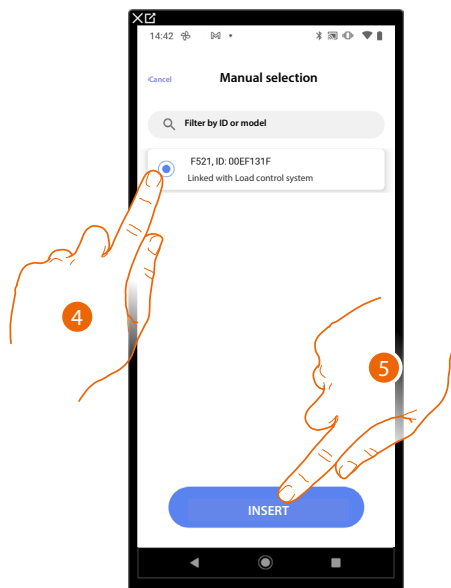
3. Touch the button of the central unit of the system

Not accessible central unit (e.g. wired in the false ceiling)



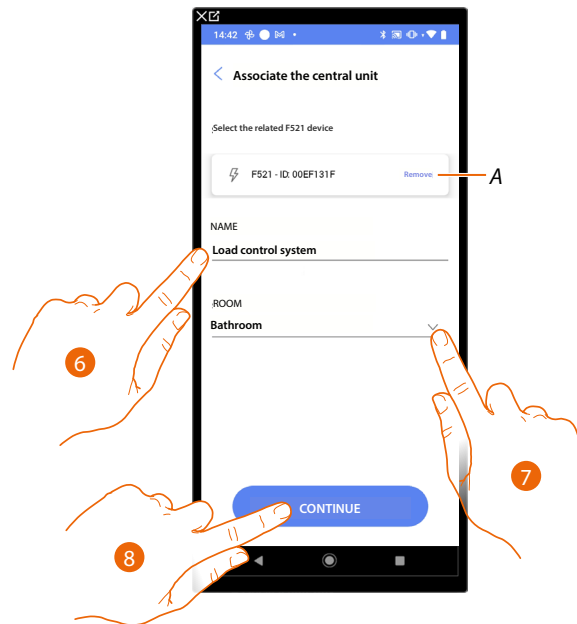
3. Touch if you cannot access the device

You will be proposed the list of central units which you can associate



4. Touch to select the load central unit

5. Touch to insert the load central unit

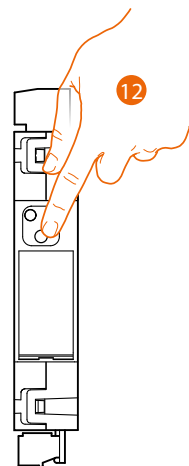
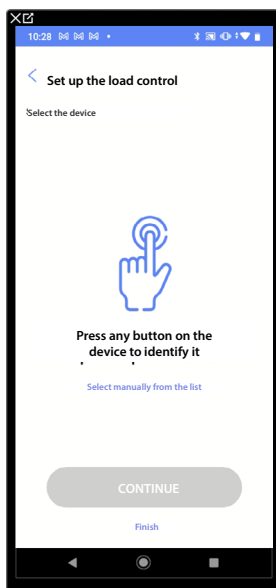


- A Delete association
- 6. Touch to change the name to be associated with the load central unit
- 7. Touch to select the room where you want to add the load central unit
- 8. Touch to continue.



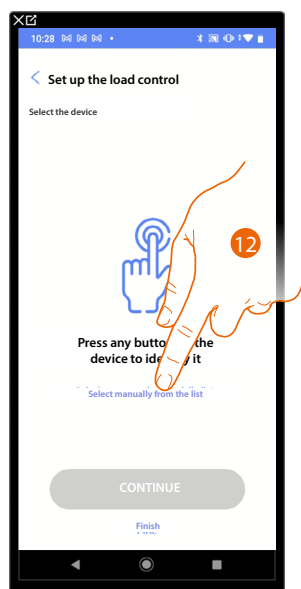
- A Set if the current flowing through the toroid is to be read unidirectionally.
- 9. It indicates the maximum contract power, from 0.1 to 25.5 kW
- 10. Select a tolerance
- 11. Touch to continue and associate a load control actuator to the load central unit. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



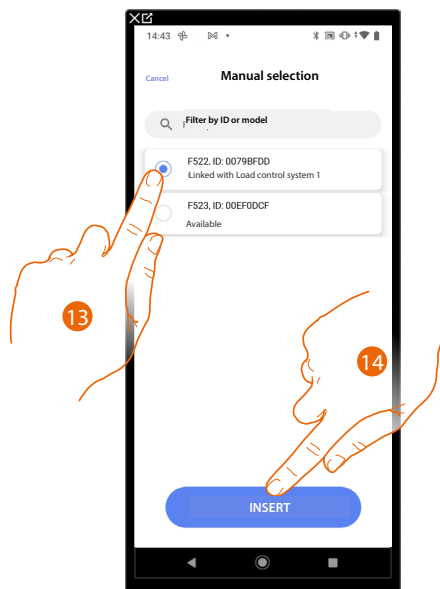
12. Touch the button of the actuator of the system

Not accessible actuator (e.g. wired in the false ceiling)

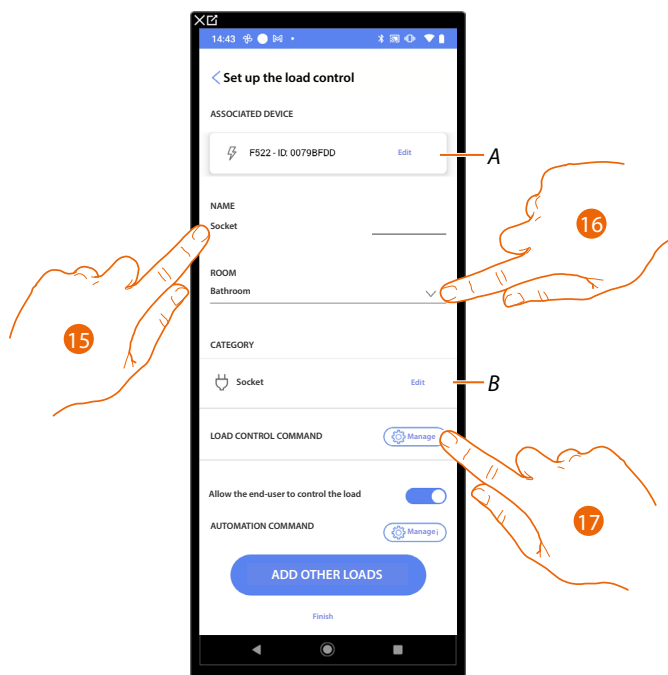


12. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object



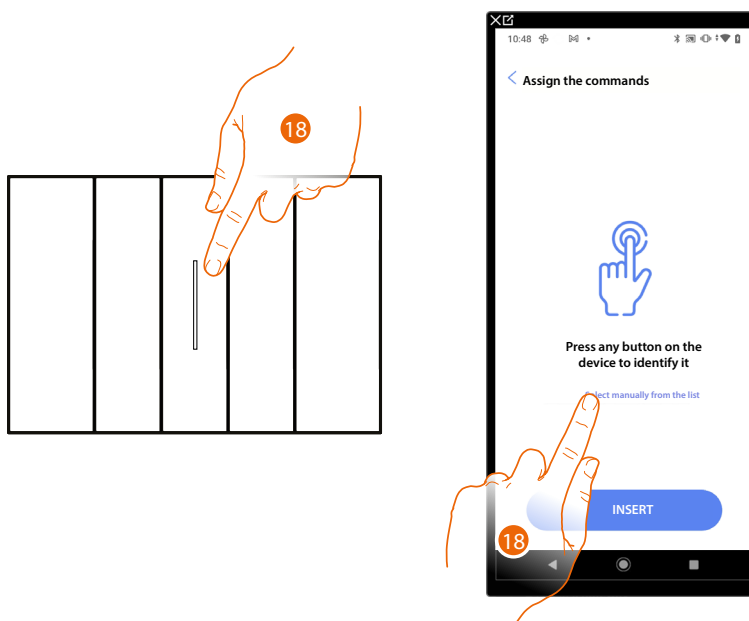
- 9. Touch to select the device
- 10. Touch to add the selected device



A Modify the load central unit association

- 15. Touch to change the name of the socket associated with the load control actuator
- 16. Touch to select the room in which the socket associated with the load control actuator is located
- B Modify the load type (e.g. oven, refrigerator, dishwasher, etc.)
- 17. Touch to define a command that actuates the forcing of the load, in addition to the button on the load control actuator

NOTE: For the load control command function, the commands that can “force the load” are the LivingNOW (K4652M2/K4652M3) and LivingNOW (KX8010/KX8011) digital commands.

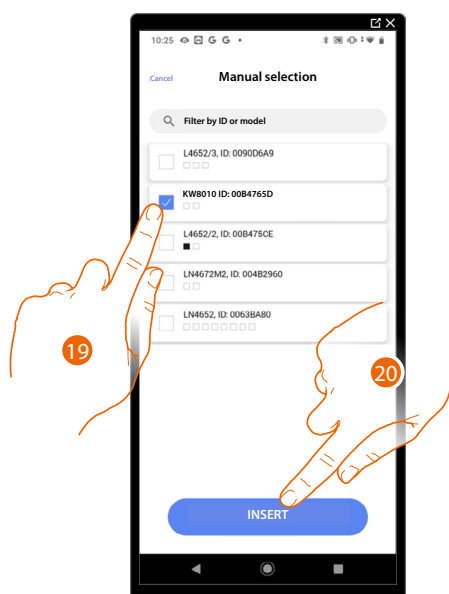


18. Press any one of the pushbuttons on the control on the system

OR

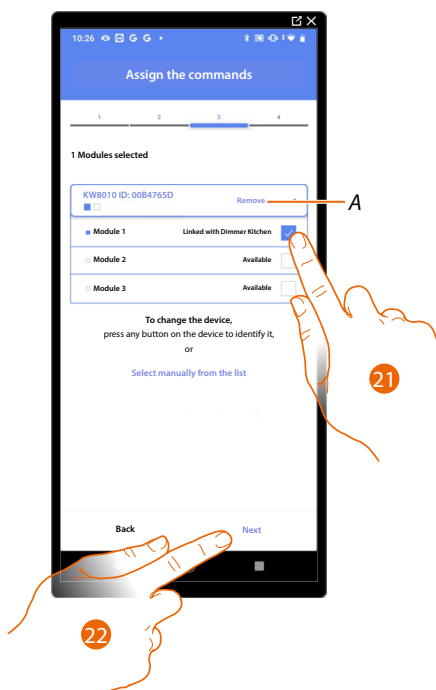
18. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.



19. Touch to select the device

20. Touch to add the selected command

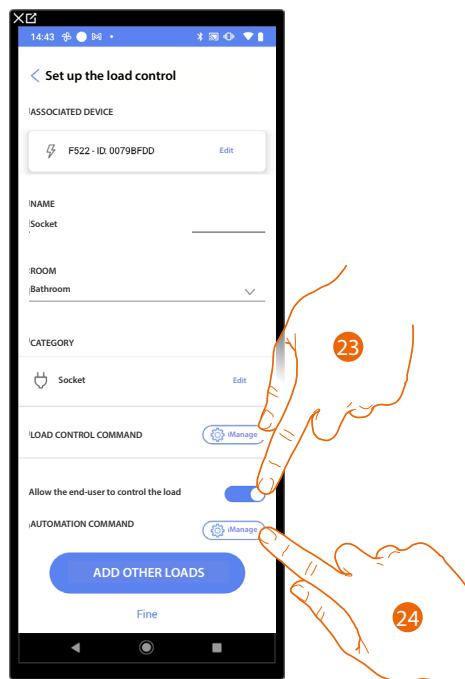


A Delete association

21. Select the command module among those available

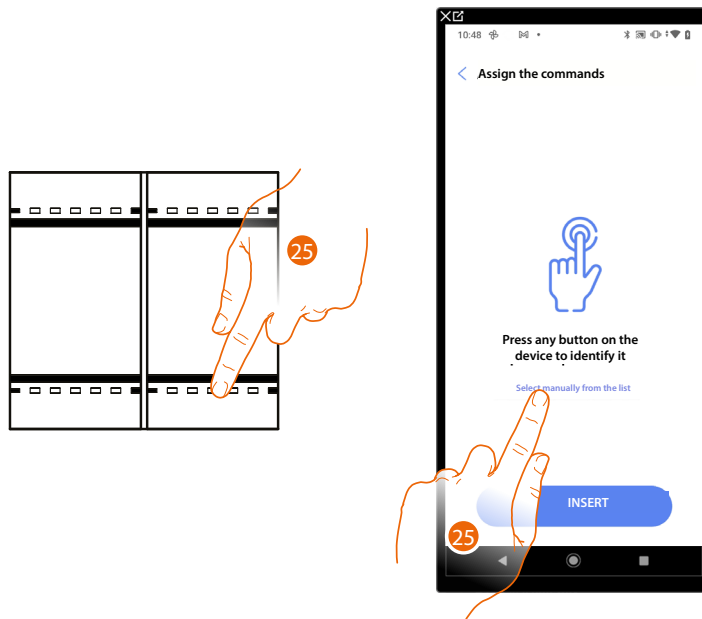
When the modules are all engaged, see [Device reset](#) to make them available again.

22. Touch to confirm



23. Touch to enable the user for load control

24. Touch to select the command to switch the load on/off (e.g. button)

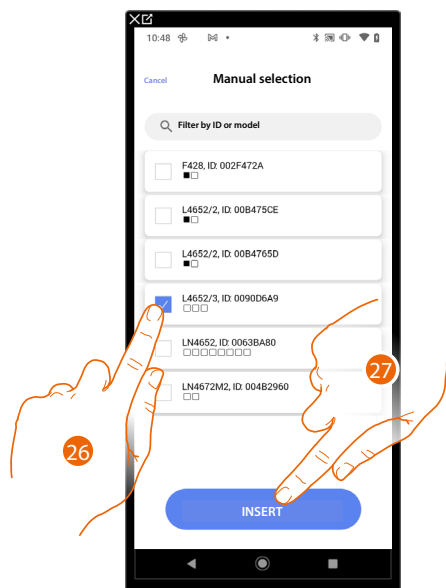


25. Press any one of the pushbuttons on the control on the system

OR

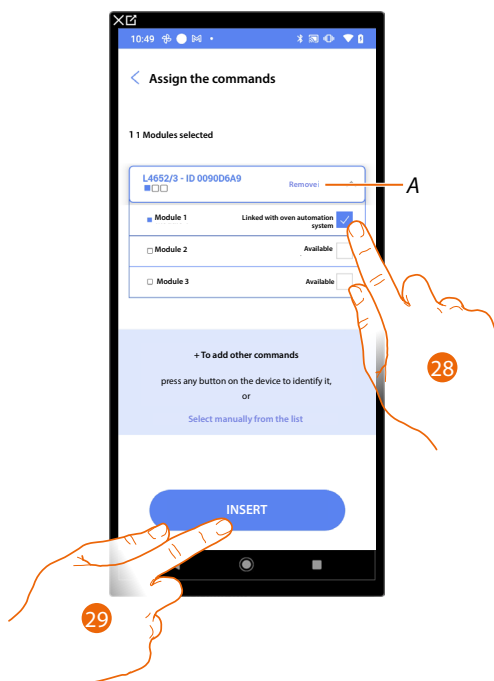
25. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate. You can identify the command by its ID number.



26. Touch to select the device

27. Touch to add the selected command

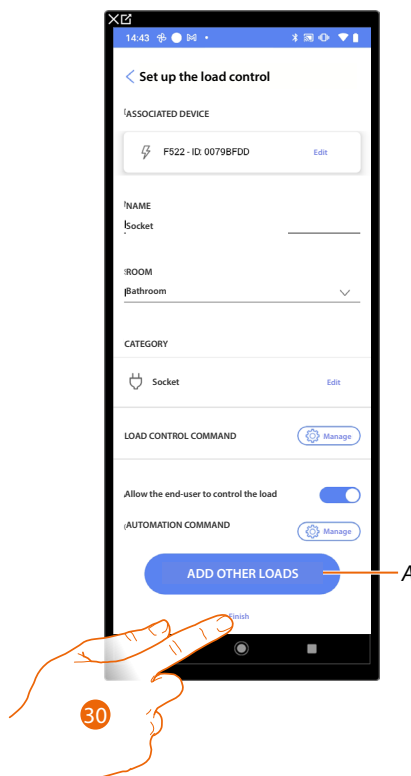


A Delete association

28. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

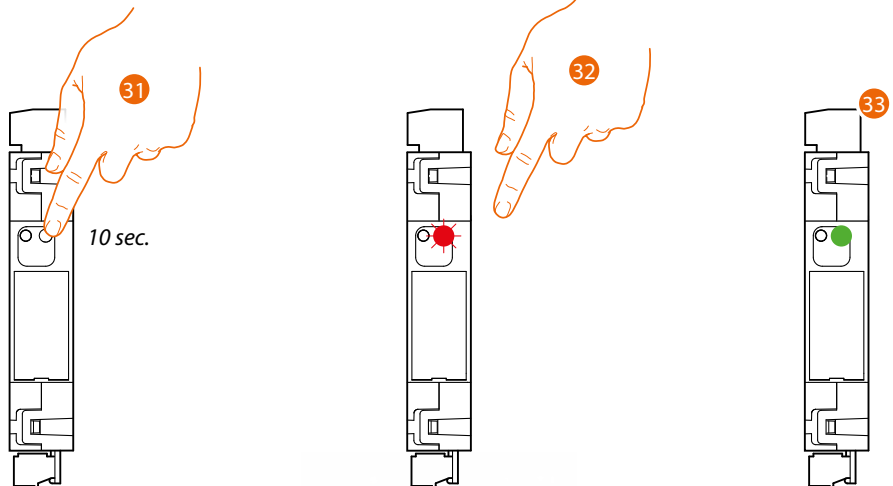
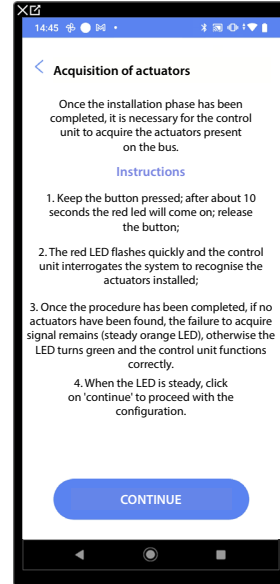
29. Touch to confirm



A Add more loads to the load central unit by repeating steps 12 to 29.

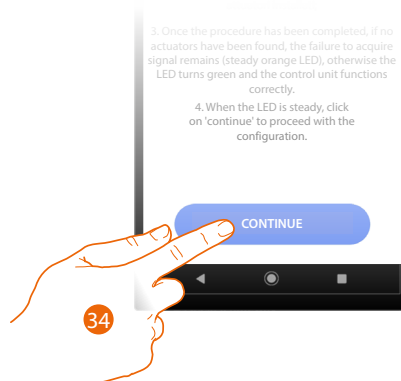
30. Touch to end

The following screen appears; it will be necessary for the load central unit to acquire the actuators on the bus.

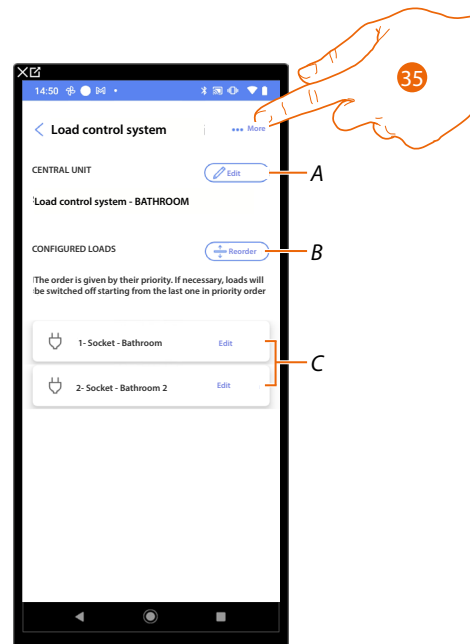


31. Press the load central unit button for 10 seconds
32. The LED flashes RED, release the pushbutton.
33. Wait until the LED turns green to indicate that the actuators have been found and the central unit is working correctly.

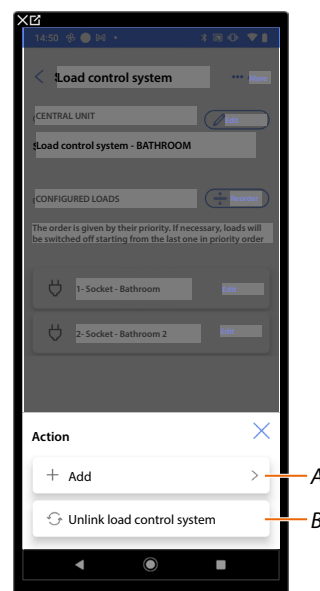
The LED turning orange steady means that no actuator was found.



34. Touch to continue



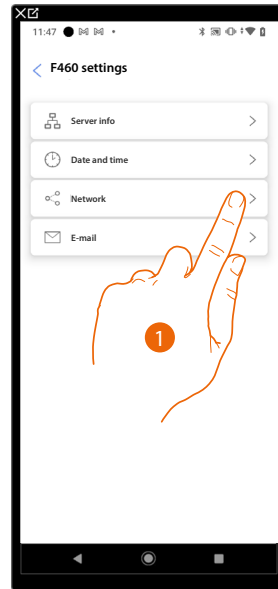
- A *Modify the load central unit*
 - B *It rearranges the loads according to priority (e.g. If the load is at the top of the list, it will be the first to be disconnected when the maximum power set and stipulated in the user contract is reached)*
 - C *Modify the load control actuators*
35. *Touch to open the panel with the actions available for the load control system*



- A *Add an actuator*
- B *Reset the load control system*

System settings

In this page there is a series of functions for more complete management of the system.



1. Touch a function to display or edit a setting

Server Info

You can view some information about the F460/F461, reset it to the factory settings and synchronise it with the cloud.



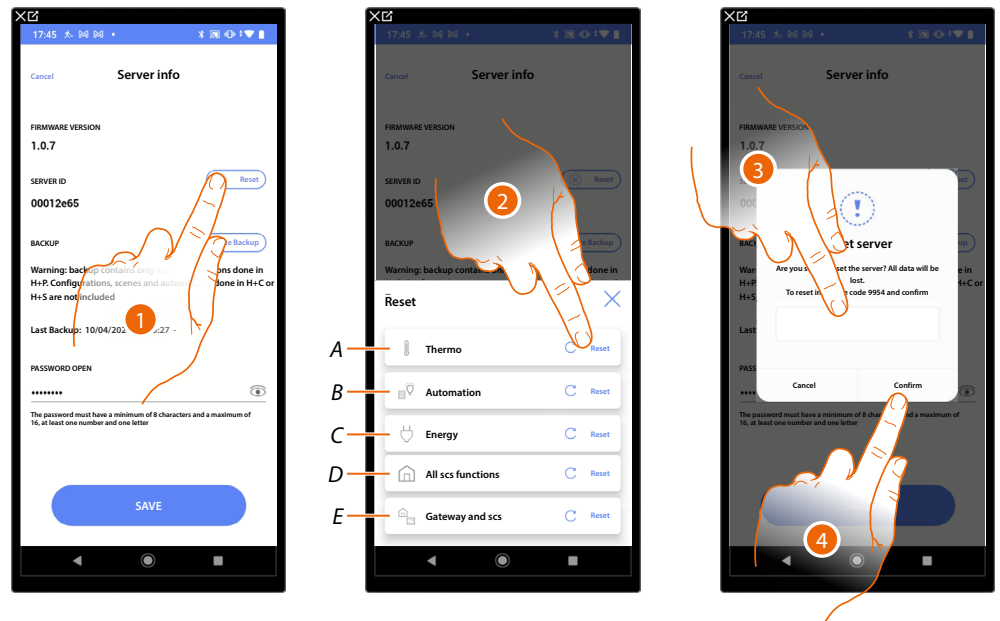
- A Displays the firmware version of F460/F461
- B Displays the Server ID
- C Display the date and time of the last system backup performed
- D Set the Open password, which gives you the possibility to connect using tools normally reserved for technical support
- E **Resets all the MyHOME devices of the system**
- F **Carry out the backup**

Reset

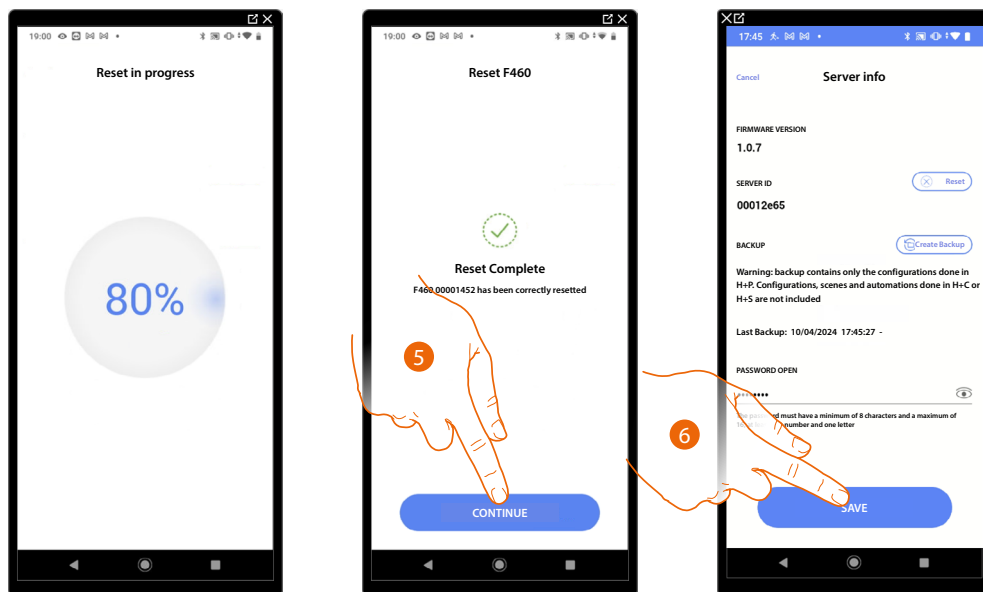
In this page it is possible to restore F460/F461 and/or BTicino devices connected to the plant to their factory settings..

CAUTION: This procedure is not applicable to physically configured devices.

To perform the reset, all configurators must be removed from the devices.



1. Tap to reset F460/F461 to the factory settings (with the exception of physically configured devices and energy devices)
2. Touch to reset all the objects in the temperature control system
 - A Resets all the objects related to the Temperature control system
 - B Resets all the objects related to the Automation system
 - C Reset all the Energy system-related objects
 - D Resets all the objects of all the systems present
 - E Reset the Gateway and SCS objects
3. Enter the code
4. Touch to confirm



5. Touch to continue
6. Touch to save

Backup

You can back up the created project by manually saving it to the cloud.

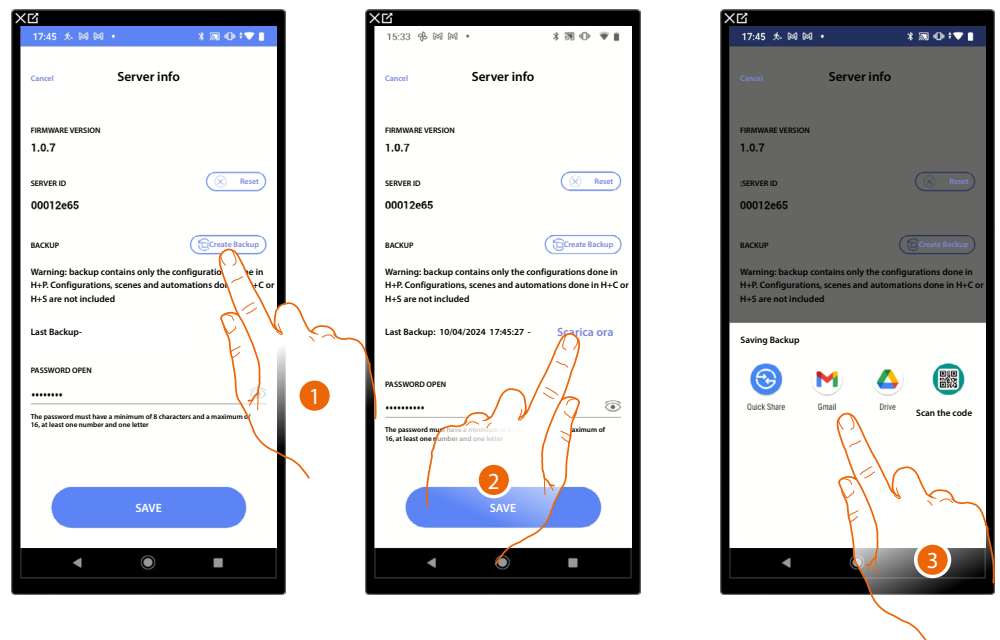
The created backup is associated with the account that created it.

You can also save the backup file on your mobile device or share it using various apps (email, whatsapp, etc.).

CAUTION: F460 does not automatically save/update the project to the cloud. If changes are made, such as the name of a room or object, or objects are moved to a new room, a new backup is required. When deleting a project on Home+Project, the backup file in the cloud is also deleted.

NOTE: If a new installer takes over, the backup file must be shared.

If this is not possible, the only way to recover the backup file of a faulty device is to make a request to the local support service office, specifying the email of the account of the previous installer



1. Touch to backup to the cloud. The following information will be saved in the backup file:

Room configurations;

Graphic object configurations;

Groups;

Home+Project scenarios (the 4 default ones and all the others);

Gateway settings on Home+Project (Open password, IP address etc.)

CAUTION: The customisations made by the customer on the Home+Project and Home+Security apps (Home+Control* scenarios, automations, heating and lighting scenarios, push notifications etc.), will not be saved in the backup.

2. Touch to download the file to your mobile device or share it using an App.

3. Choose where to save the backup.

NOTE: The chances of saving the file depend on the type and model of mobile device.

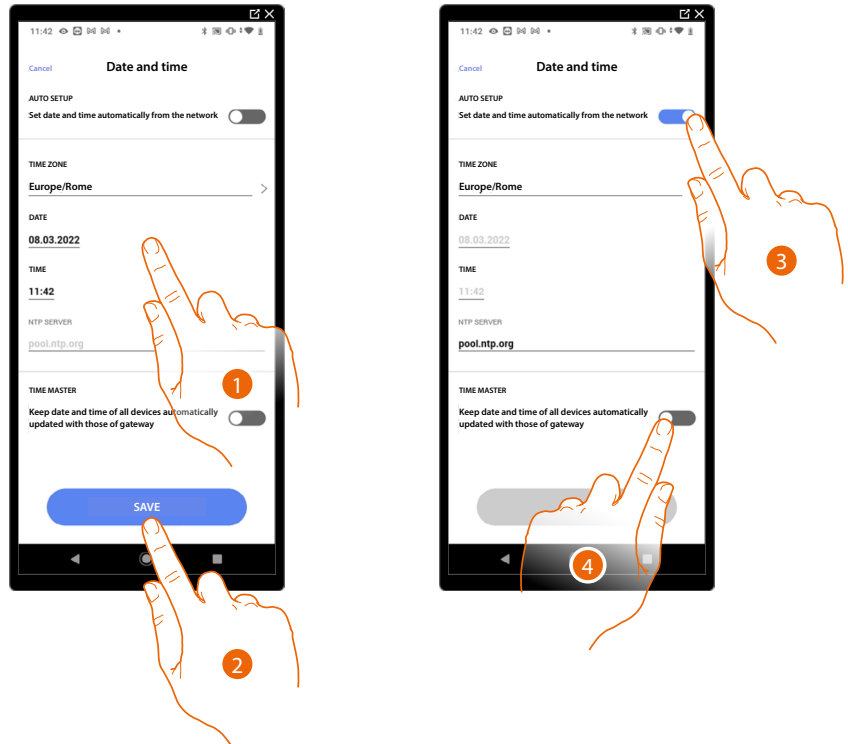
NOTE: Backing up the project on a regular basis is useful in the event that the gateway needs to be replaced with a new one, or for restoration on an existing gateway.

See "restore" function for details

*NOTE: Only valid for F460.

Date and time

In this page it is possible to display and set the date and time

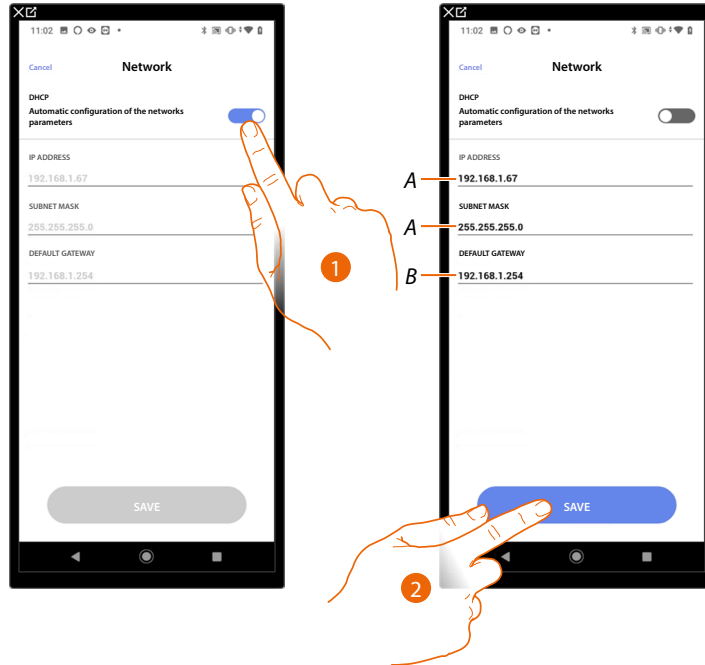


1. Enter the date, time and useful zone to identify the correct time zone manually
2. Touch to save the setting
3. Touch to set the automatic date and time
4. Touch to set the parameters entered in the point (1), as reference for all the devices

On enabling the Master function, F460/F461 will automatically update all the devices on the plant. You can also set the date and time updated automatically by an NTP server. The Network Time Protocol (NTP) is a protocol to synchronise the system watches automatically, taking the correct data from the Internet

Network

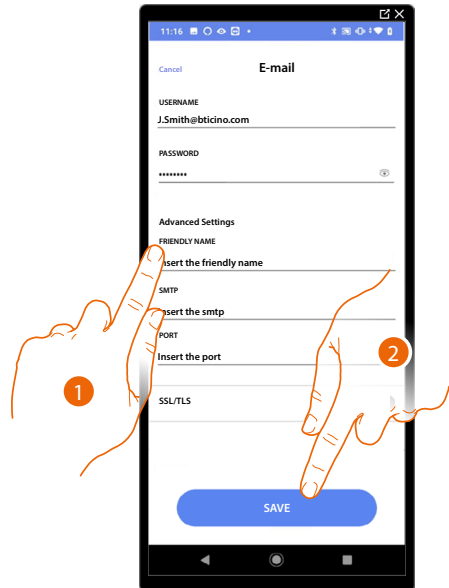
In this page it is possible to display/set the network connection parameters.



1. Touch to disable the DHCP mode and to manually edit the parameters
 - A Enter the IP address and Submask of the F460/F461
 - B Enter the IP address of the router/access point
2. Touch to save the parameters

Email

In this page it is possible to set the parameters for the configuration of the e-mail account from which notification e-mails will be sent when a scenario is executed.

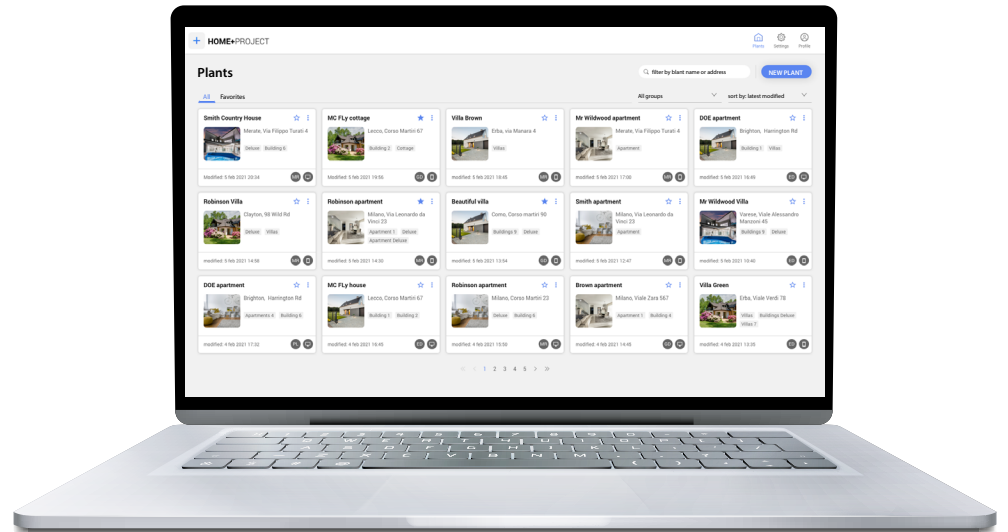


1. Enter the electronic post account parameters to be used to send emails
2. Touch to save the configuration

Home + Project desktop tool

The web pages can help to get the system ready in less time. For example, you can create the system while at your office, including rooms and objects, which you can then configure on site using the Home+Project App.

NOTE: To implement the configurations made in the Home + Project desktop tool, it is necessary to perform the **synchronisation** from the Home + Project app



Connect to the **WEB** **pagese**



Watch the tutorial



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