signify interact

Commissioning guide

Signify Interact for Intelligent Buildings

Version v2.7

3 November 2026

Contents

1. Create an account 2
   1.1. To create a new account using the web portal, follow the steps below: 2
   1.2. To create a new account using the app, follow the steps below: 4
2. Create a project - portal 9
   2.1. Create a project - portal 9
   2.2. Create a network 10
   2.3. Create a group 11
   2.4. Create a zone 12
3. User management - portal 14
   3.1. User management - portal 14
   3.2. Create a network 20
   3.3. Create a group 22
   3.4. Create a zone 25
4. Users - app 28
   4.1. Users - app 28
5. Project details - app 33
   5.1. Project details - app 33
6. On-site commissioning 37
   6.1. Bluetooth and Gateway mode 37
   6.2. On-site guidelines for commissioning 42
7. Add lights 44
   7.1. Add lights via Bluetooth Low Energy (BLE) method 44
   7.2. Add lights via Zigbee auto-join method 51
8. Add mains powered sensors 61
   8.1. Add mains powered sensors 61
   8.2. Add ZGP switches 66
   8.3. Add ZGP sensors 78
   8.4. Add occupancy sensors 79
   8.5. Add multi-sensor 81
9. Configure light behavior 86
   9.1. High end trim 86
   9.2. Behavior settings 87
   9.3. Daylight sensing settings 91
   9.4. Sensor info - occupancy sensing 107
   9.5. Sensor info - occupancy sensing sensitivity 110
   9.6. Sensor info - daylight sensing 113
   9.7. Sensor info - daylight sensing zone master 116
10. Create scenes 119
11. Deploy settings 122
12. Stop commissioning wireless networks 125

12.1. Network force unlock 125
13. Add gateway 131
14. Configure project-specific NTP server 138
14.1. Project-specific NTP server configuration using the web portal 138
14.2. Project-specific NTP server configuration using the mobile app 141
15. Project updates 149
15.1. To initiate a project update using the web portal: 149
15.2. To initiate a project update using the app: 150
15.3. Time estimation to update a project 153
16. Update lights using mobile app 156
16.1. Update firmware for a single device 156
16.2. Update lights for a group 158
17. Demand response 165
17.1. To initiate Manual demand response: 165
17.2. To enable Automated demand response: 165
18. Installation reports 167
18.1. Generate and access installation reports from the web portal: 167
18.2. Generate and access installation reports from the app: 168
19. BACnet configuration 172
20. Light Control REST API 175
21. Migration scenarios for Light behavior V2 176
21.1. Rules to enable Light behavior V2 features 176
21.2. Migration scenarios for new projects 176
21.3. Migration scenarios for existing projects 187

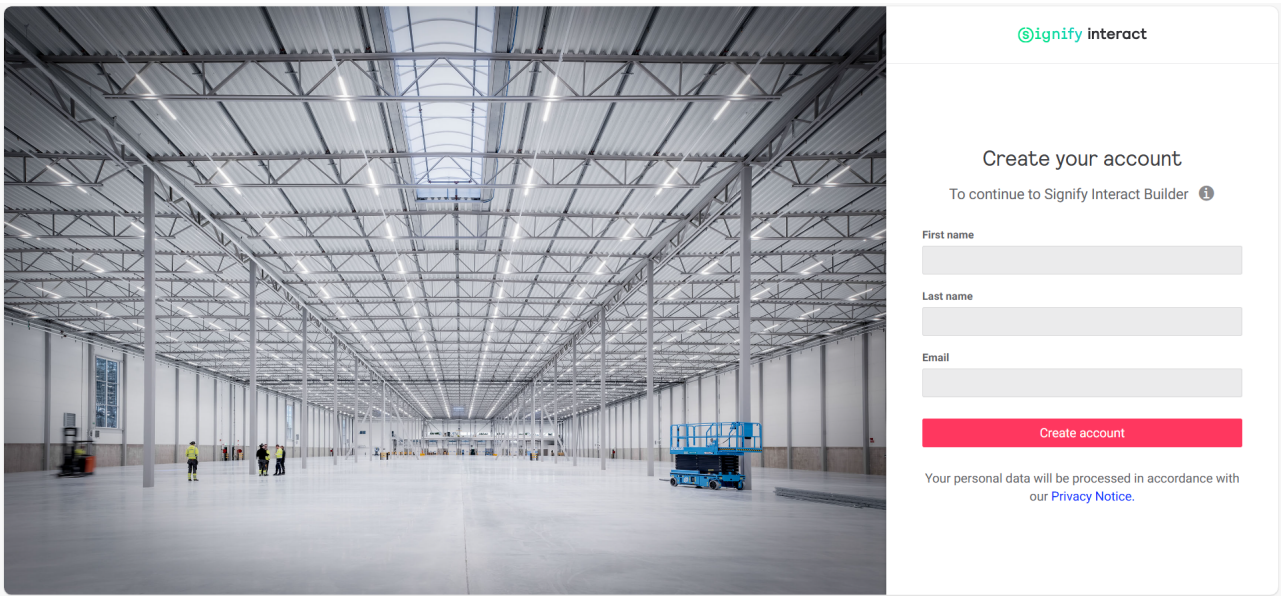
This section covers the commissioning workflow for Signify Interact for Intelligent Buildings.

1. Create an account

Before individuals can begin creating and commissioning projects, an expert role account must be created. There are two options to create an expert account: self-registration or by being invited as an expert to an existing project by another expert. When being invited to an existing project, you will receive an email to create an account. Follow the steps in the email to create your account and get access to the project. Once your account is created, you now have full expert capabilities, including creating other projects. When self-registering, there are two ways to create an account: using the Signify Interact Builder web portal or using the Signify Interact Builder mobile app.

1.1. To create a new account using the web portal, follow the steps below:

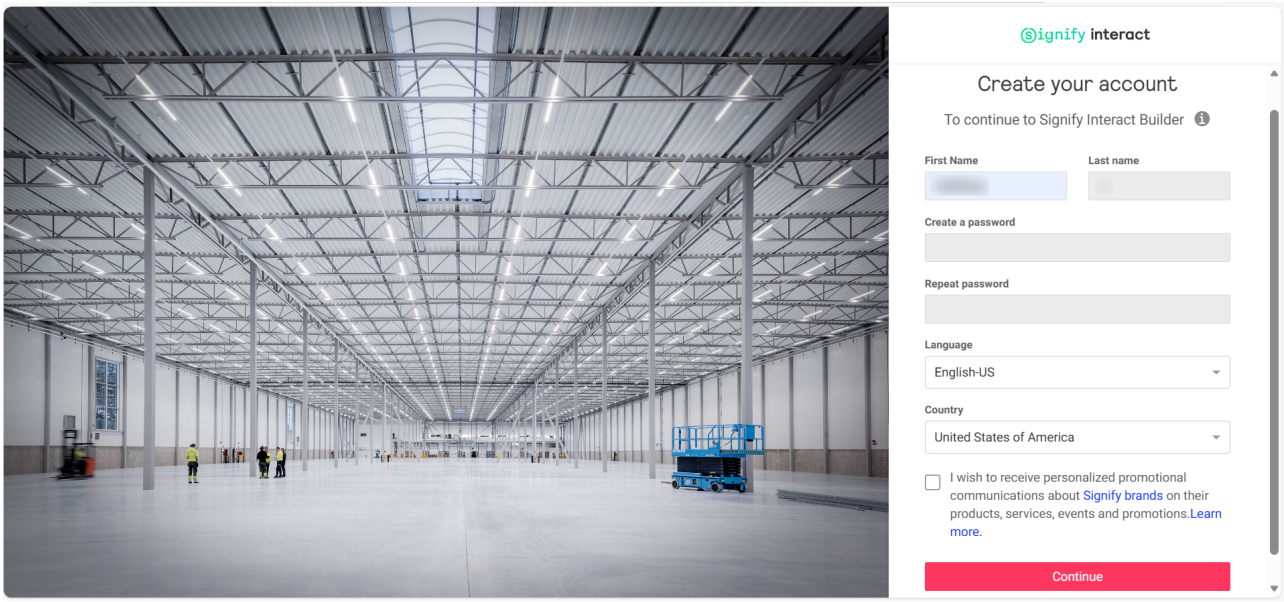
1. Open https://sme.interact-lighting.com on your browser and click **Create an account**.
2. Type your first name, last name and your email address and click **Create account**.



3. You will receive an email with the steps to activate your account. Read the email, then click **Activate your account**.

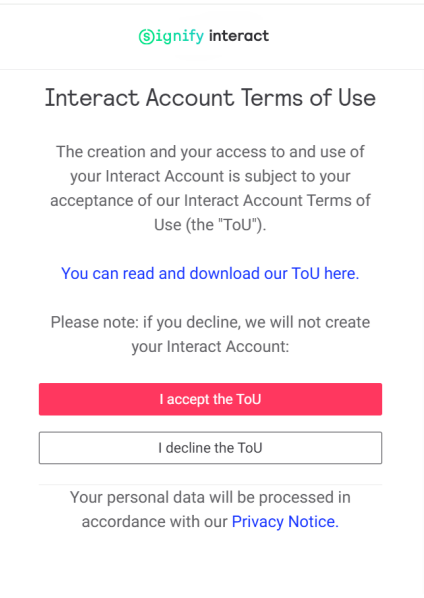


4. On the resulting page, create and repeat your account password, select your language and country, then click **Continue**.



5. Review the Interact Account Terms of Use, then click **I accept the ToU**.





6. Log in to the web portal with your new credentials.

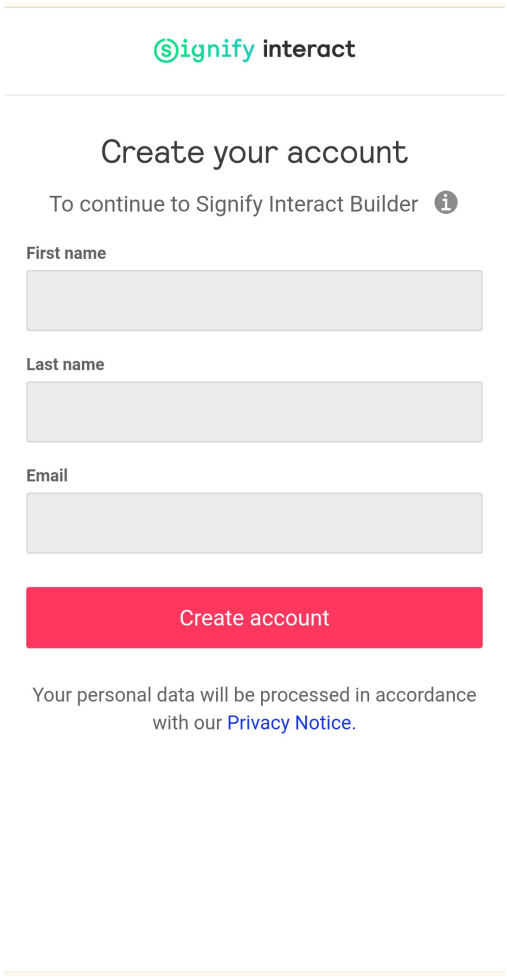
1.2. To create a new account using the app, follow the steps below:

1. Download the Signify Interact Builder app from the application store:

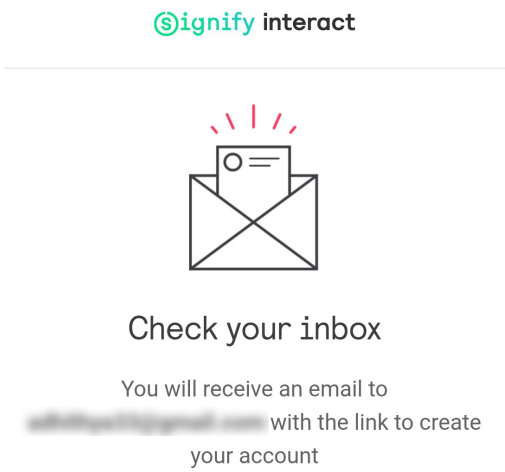


2. Open the app and tap **Log in**.

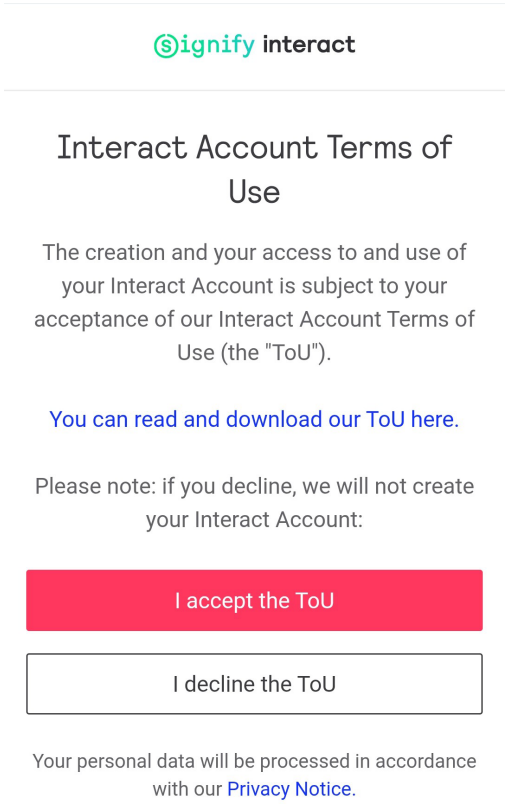
3. Tap **Create account**.



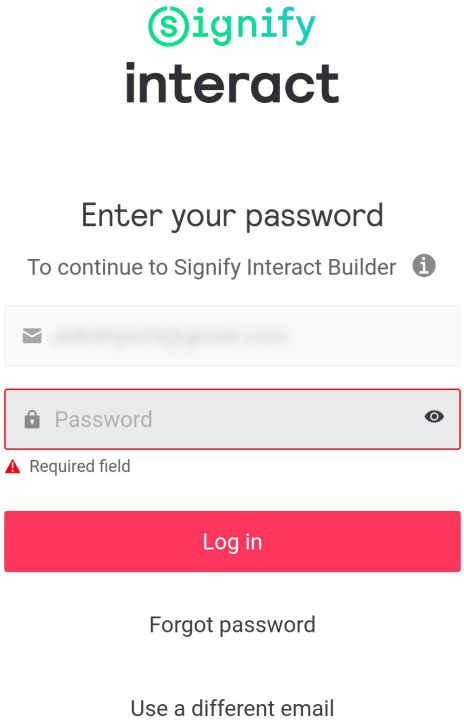
4 . Type your first name, last name and your email address, then tap **Create account**.



5. You will receive an email with the steps to activate your account. Read the email, then tap **Activate your account**.
6. On the resulting page, create and repeat your account password, select your language and country, then tap **Continue**.
7. Review the Interact Account Terms of Use, then tap **I accept the ToU**.



8 . Log in to the app with your new credentials.



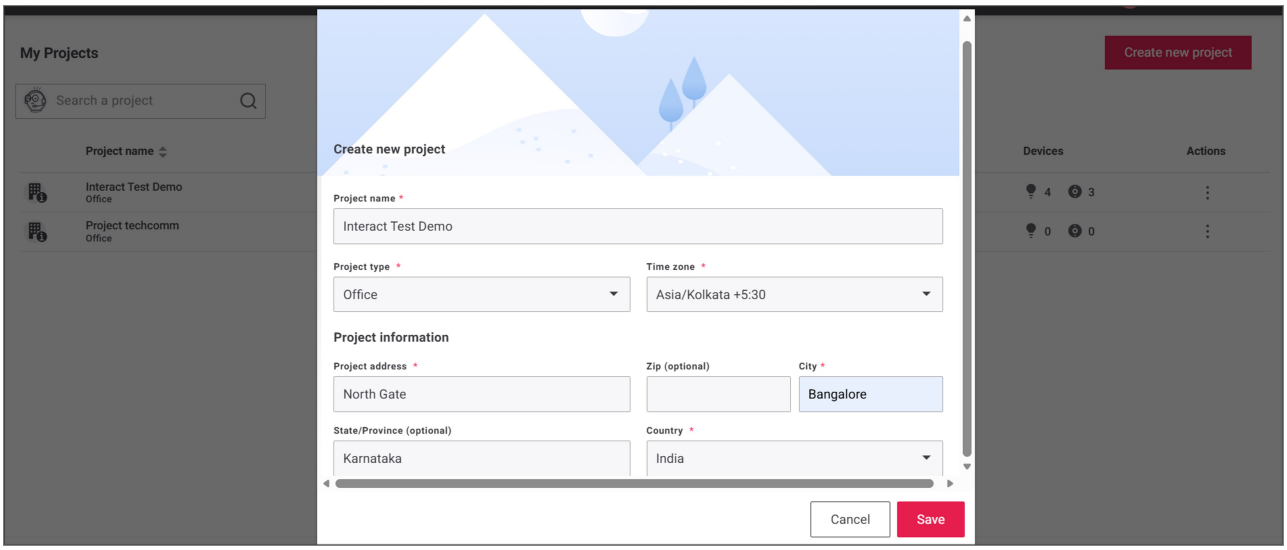
== Off-site preparation

Project preparation can be done in two ways: using the web portal (ideal for off-site preparation of the project structure in advance) or using the mobile app (ideal for on-site “real time” project setup).

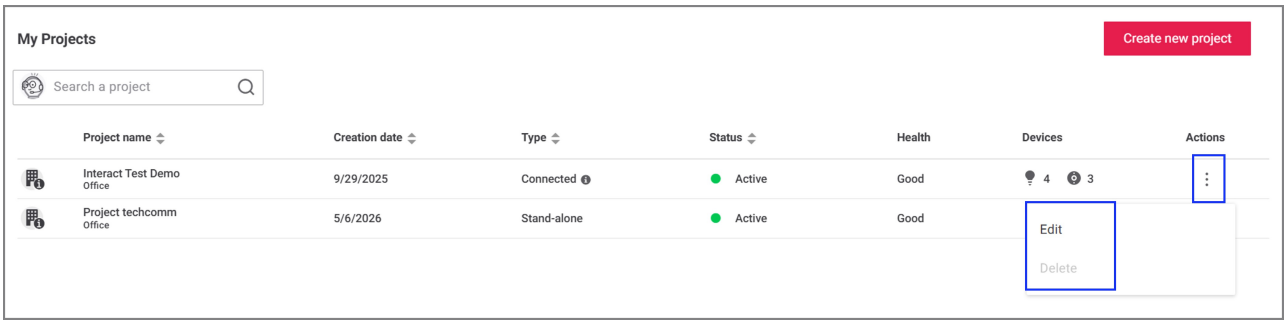
2. Create a project - portal

2.1. Create a project - portal

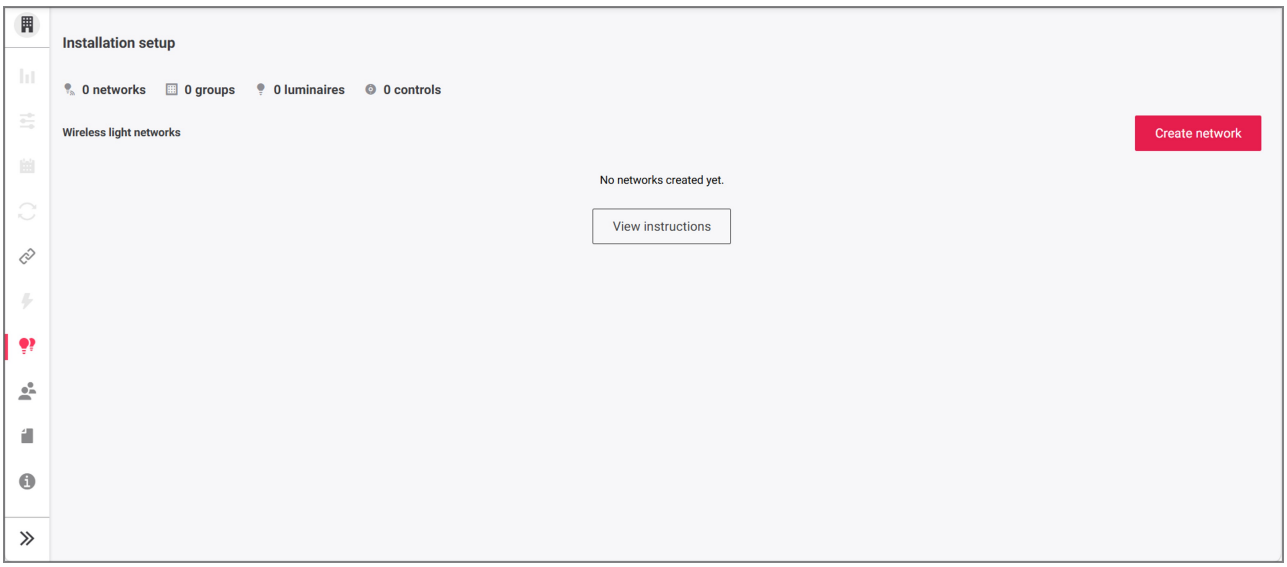
1. Open the web portal with the link: https://sme.interact-lighting.com . Log in with your email address and password.
2. From the **My Projects** dashboard, click **Create new project** on the top right.
3. Fill in the project details as prompted and click **Save**.



4. These details can be edited from the **My Projects** dashboard at a later stage, if needed, by clicking the 3-dot-ellipsis beside the project, then clicking **Edit**.



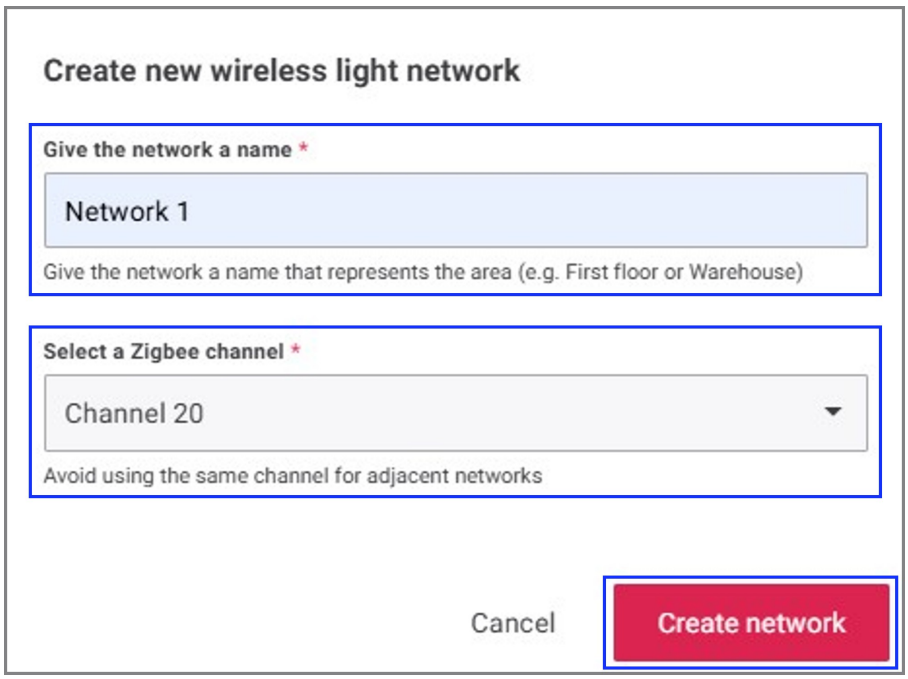
5. From the **My Projects** dashboard, click the project name. Entering a new project brings you to the **Installation setup** page. Use the side panel on the left side of the page to navigate to various pages within the project. The side panel is expandable and collapsable for your convenience.



2.2. Create a network

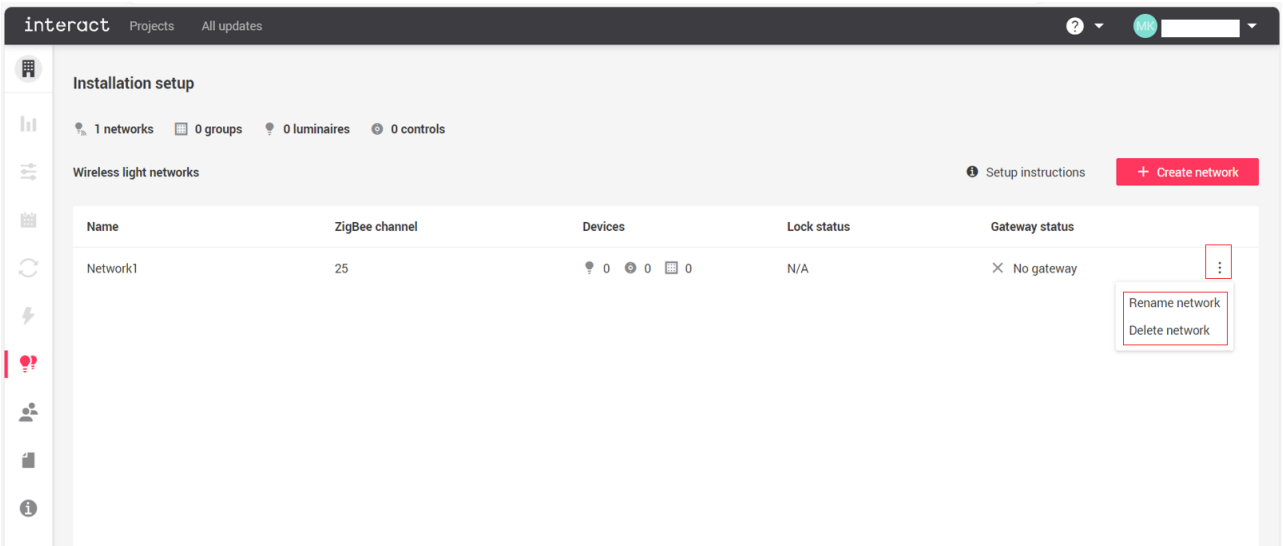
1. From the **Installation setup** page, new experts are encouraged to click View instructions. The resulting pages guide experts through a series of network instructions. Once networks are created, these instructions are accessed by clicking Setup instructions on the Installation setup page.
2. From the **Installation setup** page, click **Create network**.
3. Type a name for your network, select an appropriate Zigbee channel, then click **Create network**.

> **Note**
>
> Pay attention to the note under the Zigbee channel selection drop down menu and take care to avoid using the same Zigbee channel for physically adjacent networks in your project. This will avoid scenarios where too many nearby networks are using the same Zigbee channel, which can cause wireless interference in certain cases.



4. Networks can be renamed or deleted at a later stage, if needed, by clicking the three-dot-ellipsis on the right side of each network.

> **Note**
>
> Networks can only be deleted from the web portal if there are no devices in the network. If there are devices in the network, they must first be deleted before the network itself can be deleted.

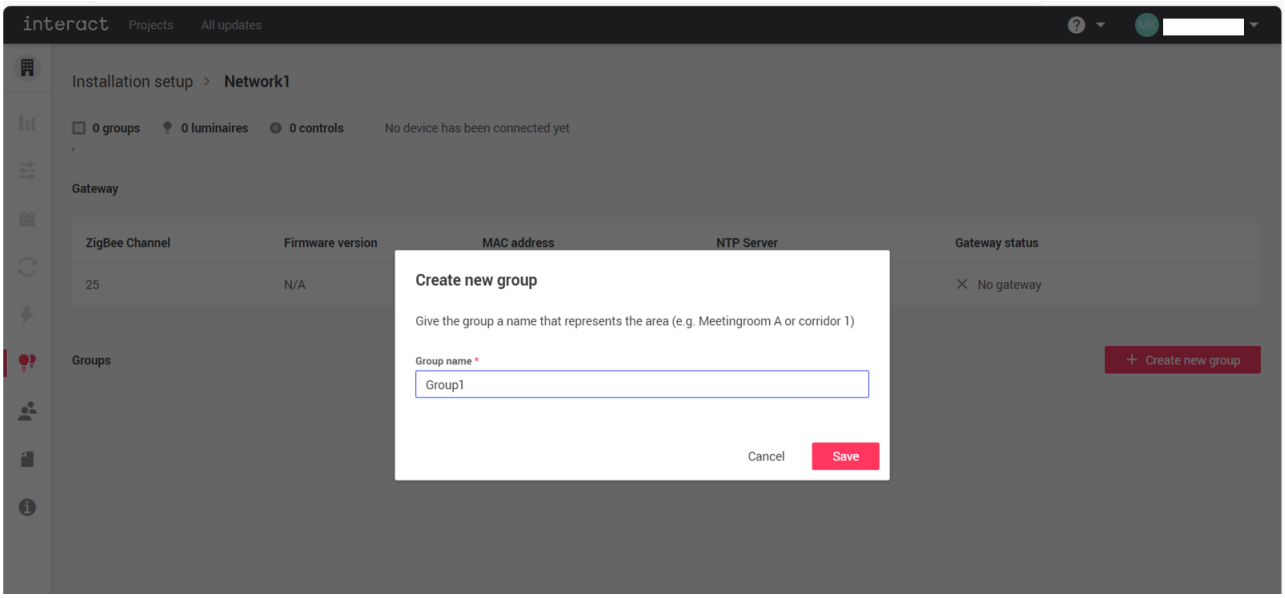


2.3. Create a group

1.

Clicking a network on the **Installation setup** page brings you into the network page. New experts are encouraged to click **View instructions**. The resulting pages guide experts through a series of grouping instructions. Once groups are created, these instructions are accessed by clicking **Setup instructions** on the **Network** page.

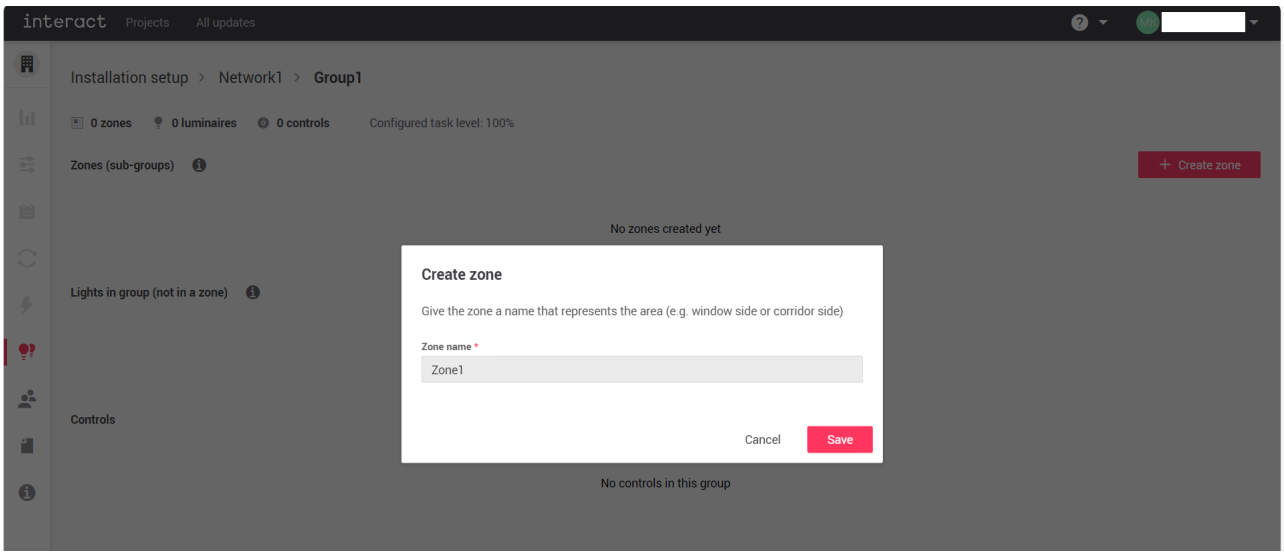
2. Inside the network, click **Create new group**.
3. Type a name for your group and click **Save**.



4. Groups can be renamed or deleted at a later stage, if needed, by clicking the three-dot-ellipsis on the right side of each group.

2.4. Create a zone

1. Clicking a group on the network page brings you into the group page. Hover the cursor over the **Info** icons to review the difference between lights in a group that are in a zone vs not in a zone. Creating a zone is optional but is mandatory if you want to use Daylight Dependent Regulation (DDR) in the group.
2. Inside the group, click **Create zone**.
3. Type a name for your zone and click **Save**.



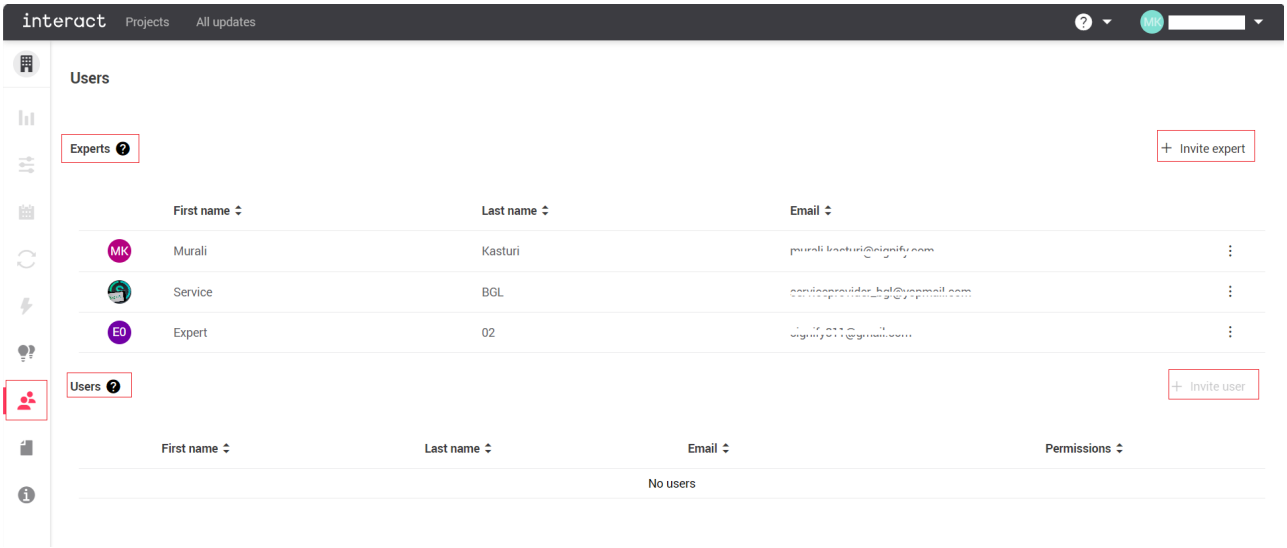
4. Zones can be renamed or deleted at a later stage, if needed, by clicking the three-dot-ellipsis on the right side of each zone.

3. User management - portal

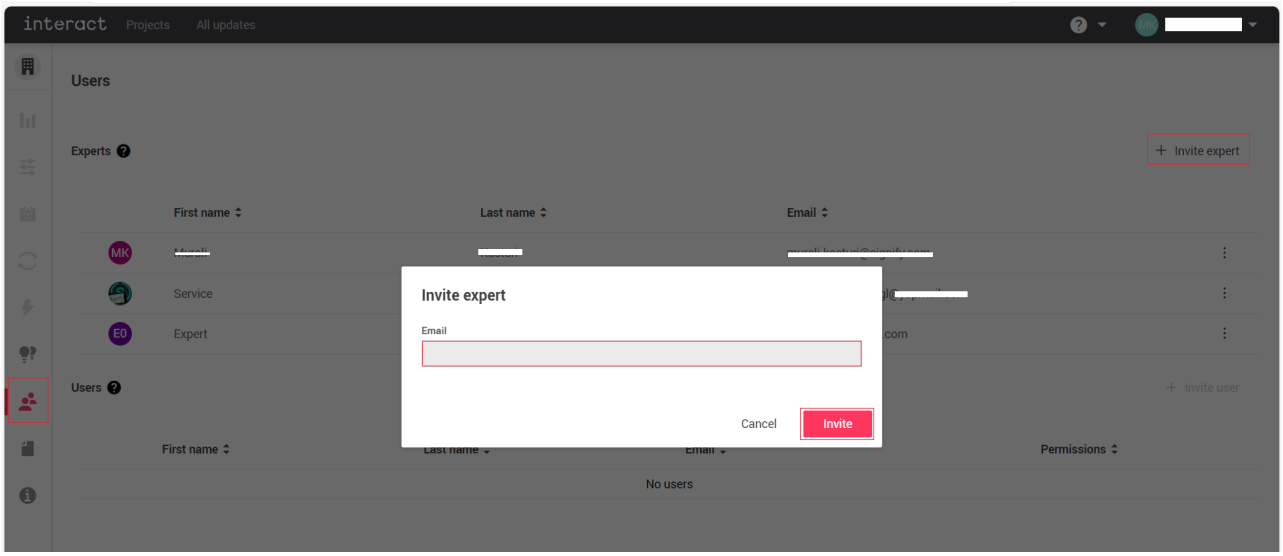
3.1. User management - portal

User management allows experts to view the first name, last name and email address of everyone who has access to the project. It also allows experts to invite or remove other experts and users.

1. Click the **User management** icon from the side panel to navigate to the **User management** page. Hover the cursor over the **Info** icons to review the difference between experts and users.



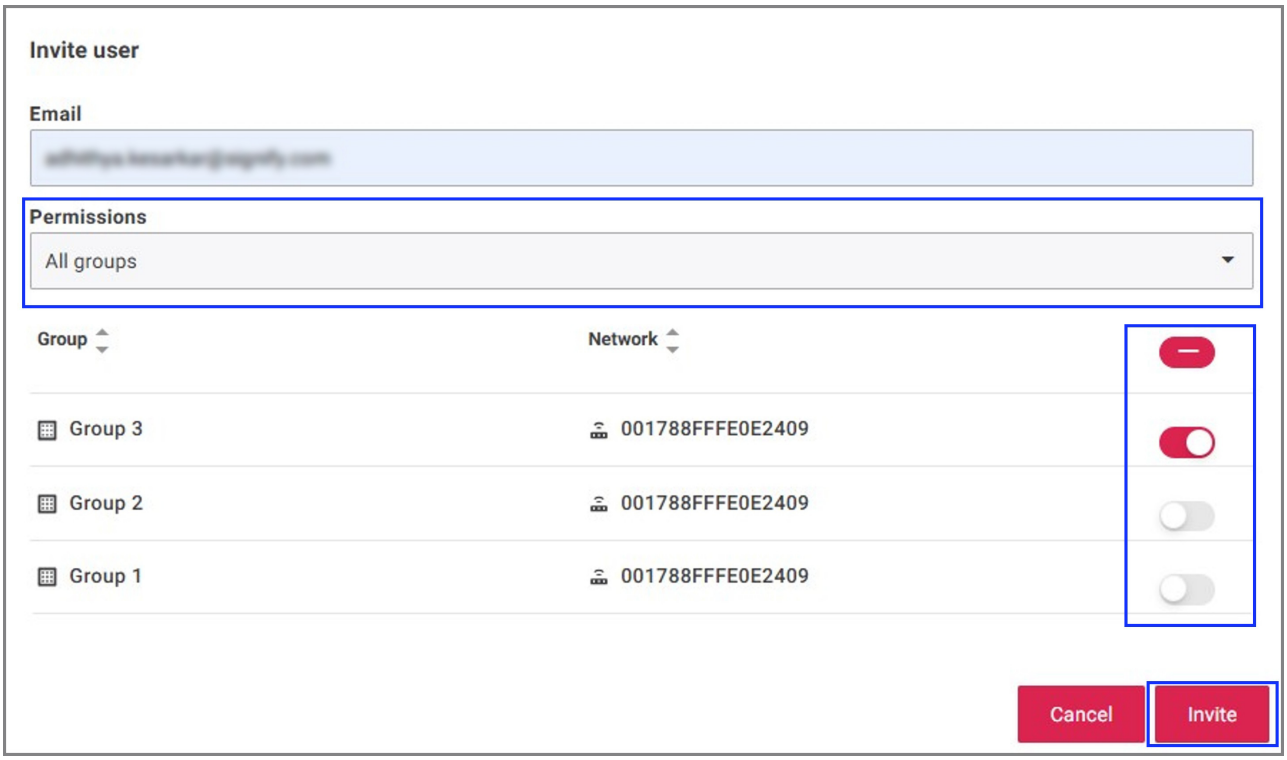
2. Invite another expert to the project by clicking **Invite expert** on the top right.
3. Type the email address of the invitee, then click **Invite**.



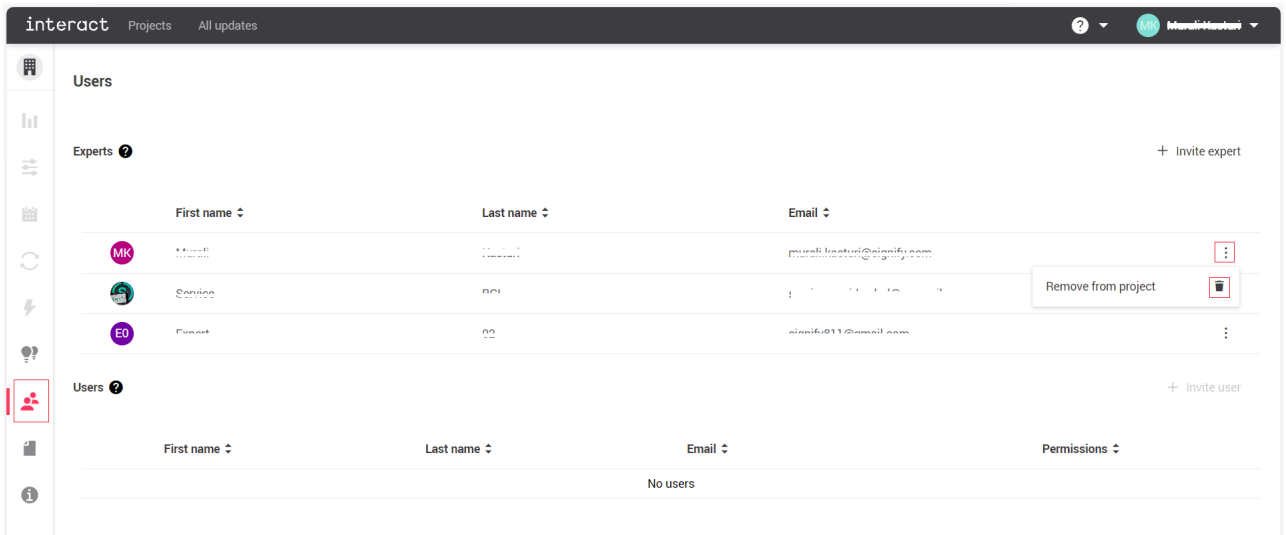
4.

Invite another user to the project by clicking **Invite user** on the top right of the users list. Remember, users can only be invited to projects that have gateways. Otherwise, this option is greyed out.

5. Type the email address of the invitee, choose from the **Permissions** menu which group(s) the user will be allowed to control, then click **Invite**.



6. Remove an expert or user by clicking the three-dot ellipsis to the right of their details, then click **Remove from project**.

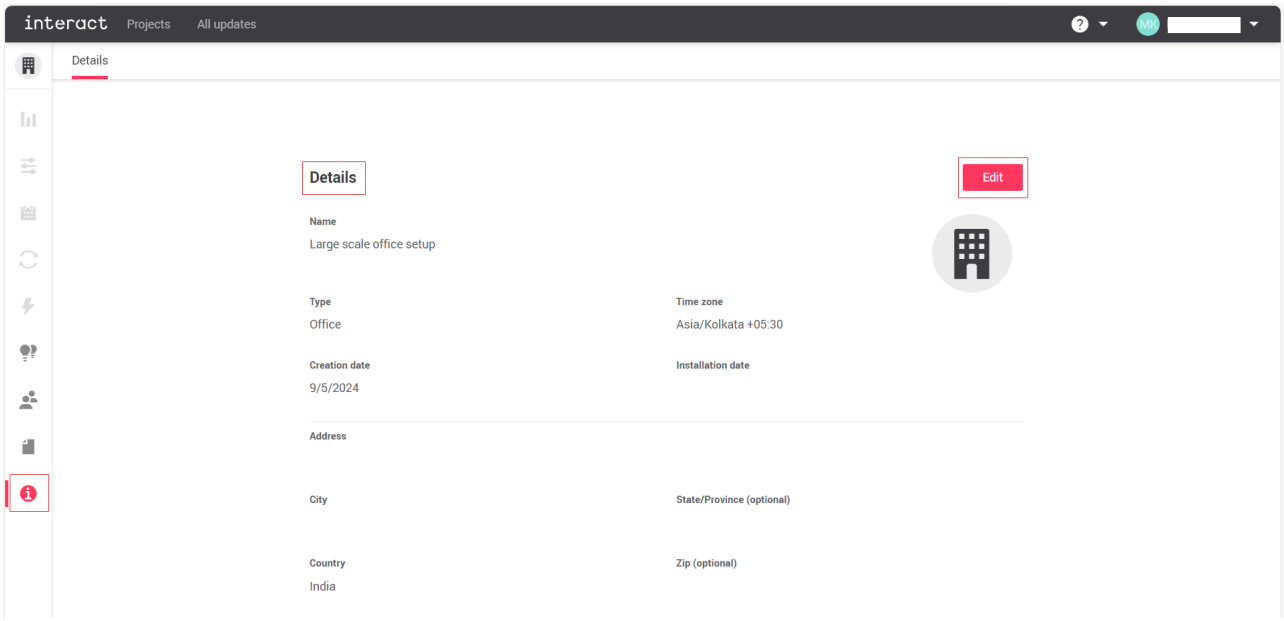


== Project information - portal

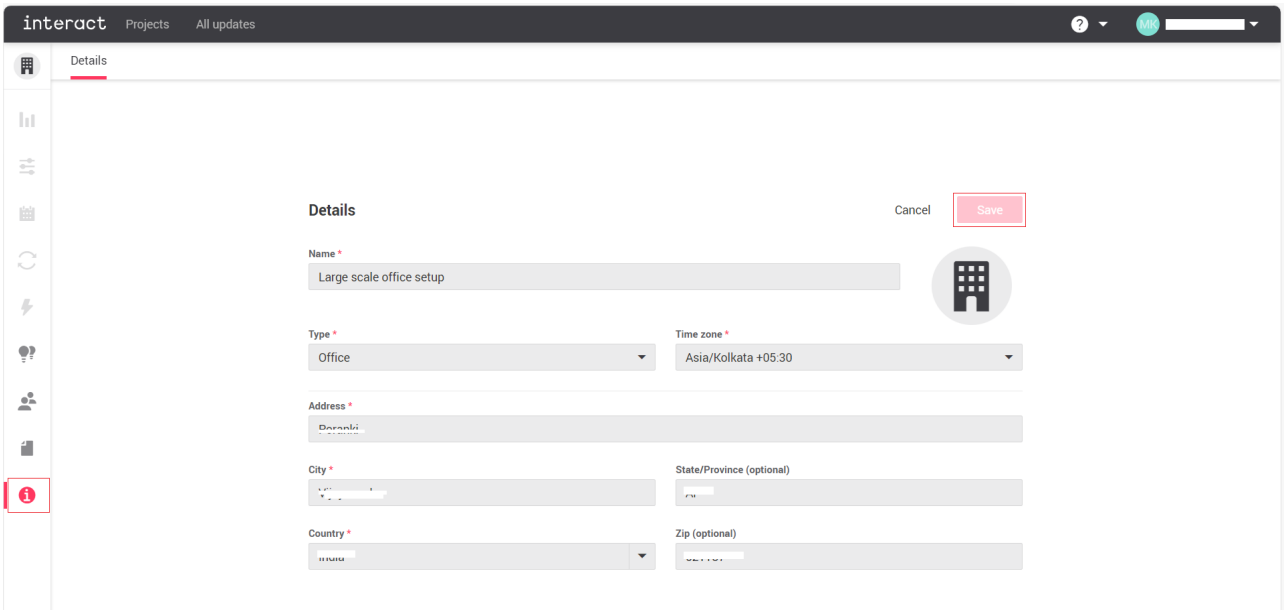
=== Project information - portal

Project information allows you to view and edit the details of the project name, type of project, creation date, address and time zone. You can add an image of your project by clicking the building image. You can edit the project details whenever it is needed.

1. To view and edit the project information, go to your project and click the **Project information** icon from the left side panel menu.



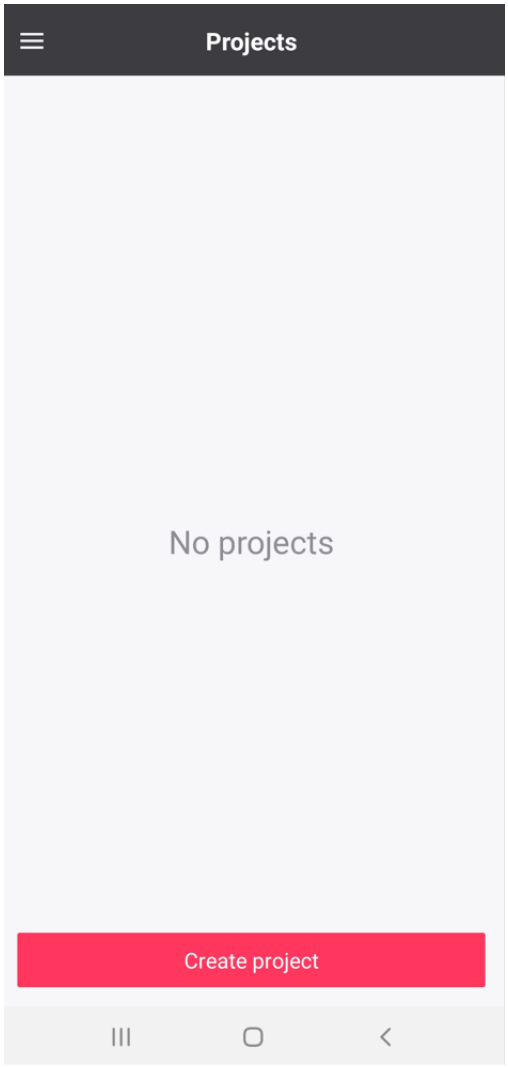
2. Click **Edit** to edit the information, make the changes and click **Save**.



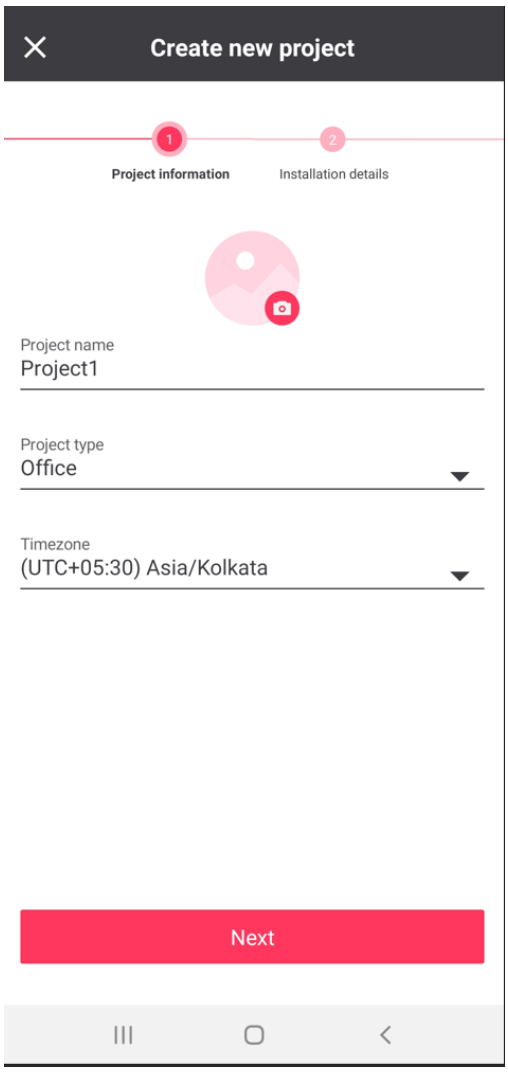
== Create a project - app

=== Create a project - app

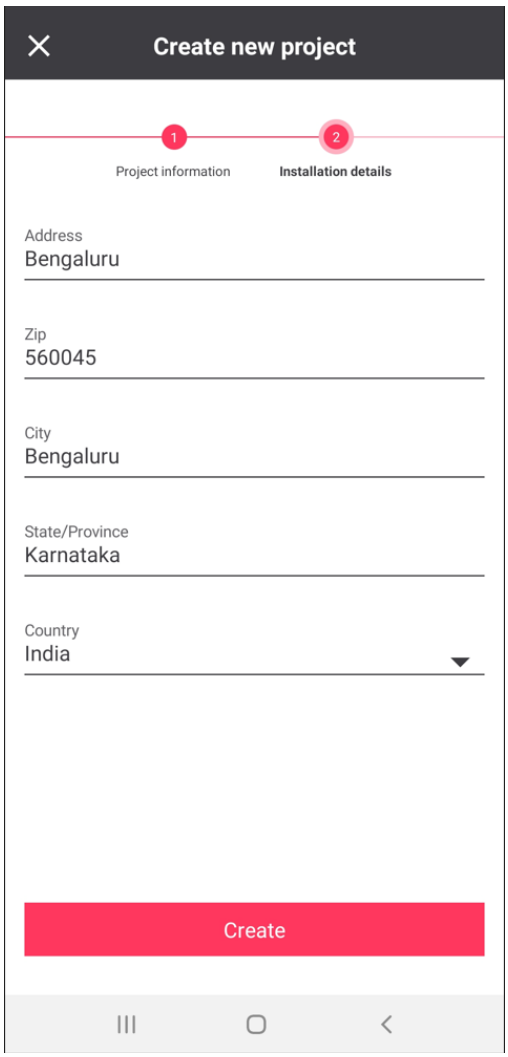
3. Open the Signify Interact Builder app and log in with your email address and password.
4. On the **Projects** screen, tap **Create project**.



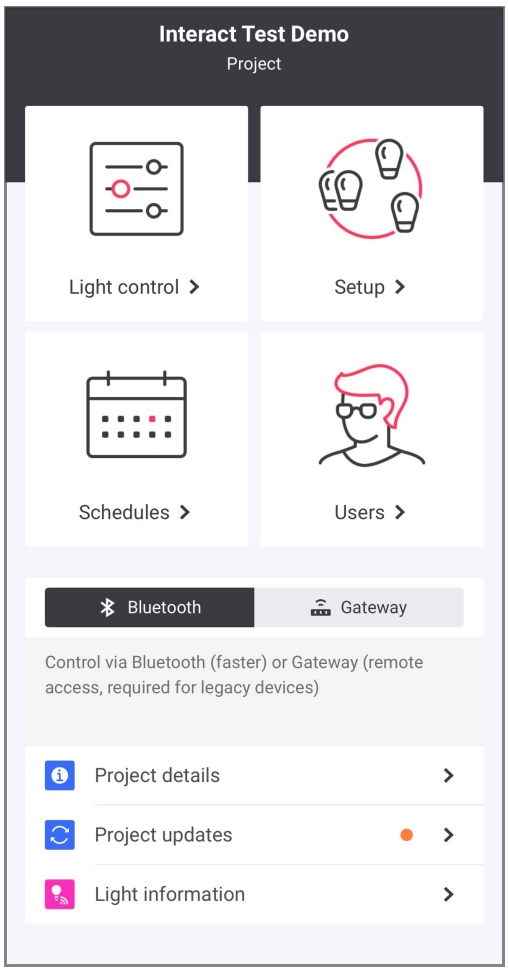
5. Type the **Project name**, then choose the **Project type** and **Timezone** from the dropdown lists and tap **Next**.



6. On the resulting screen, you can allow the app to use your current location to autofill the project location details. Tap your desired option.
7. If you elected not to autofill the project location details on the previous screen, enter the address, then tap **Create**.

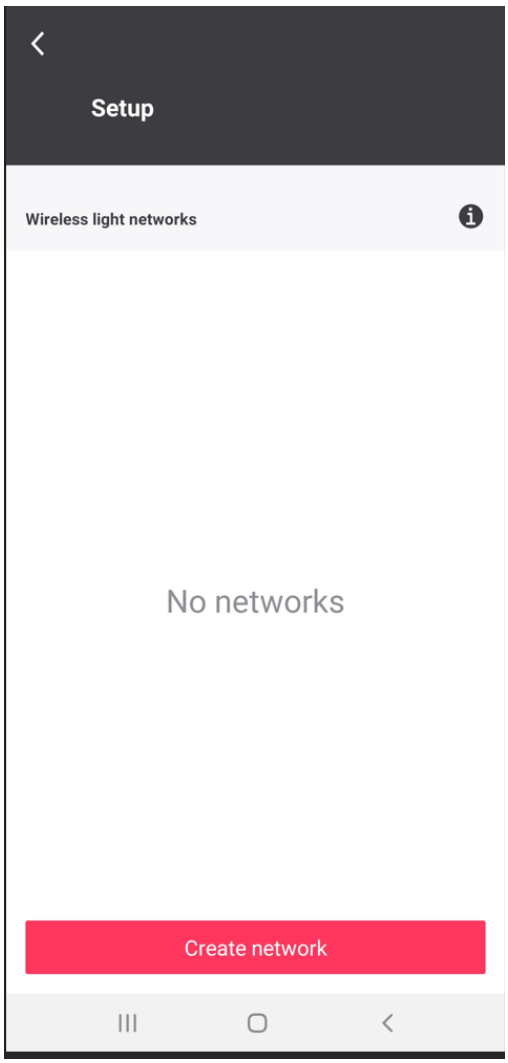


8 . The main **Project** screen is displayed. From here, you can navigate to various screens within the project.



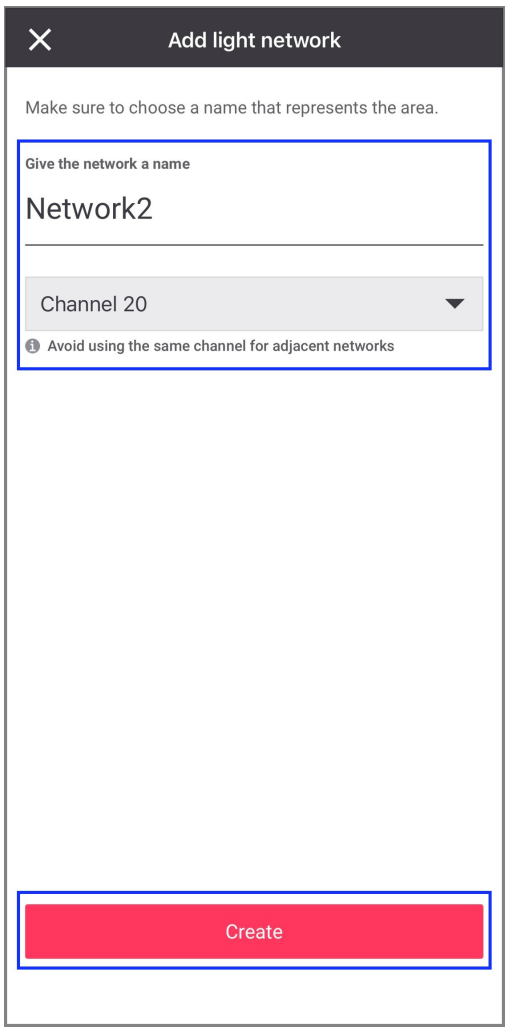
3.2. Create a network

1. From the **Project** screen, tap **Setup**.
2. From the **Setup** screen, new experts are encouraged to tap the **Info** button, which is accessible at any time from the **Setup** screen. The resulting screens guide experts through a series of network instructions.
3. From the **Setup** screen, tap **Create network**.



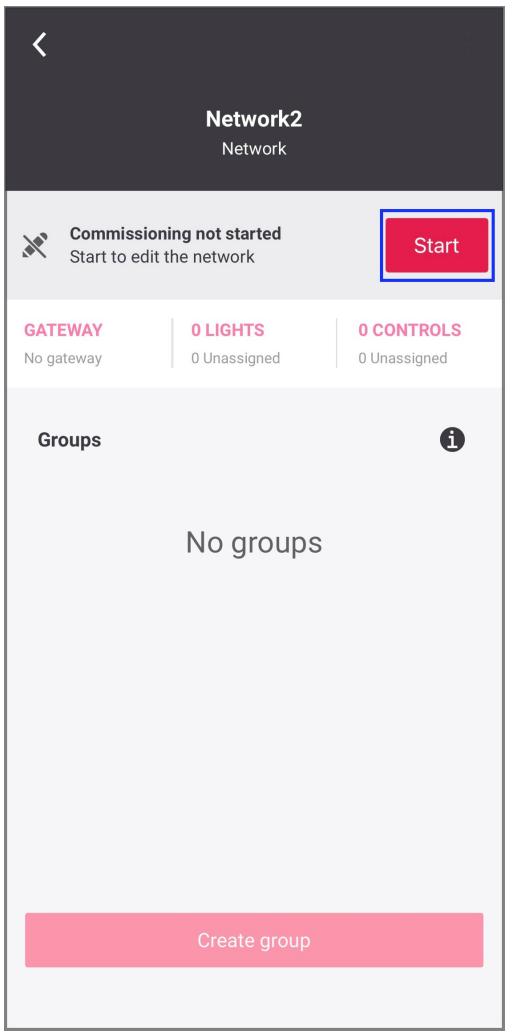
4 . Type a name for your network, select an appropriate Zigbee channel, then click **Create**.

> **Note**
>
> Pay attention to the note under the Zigbee channel selection drop down menu and take care to avoid using the same Zigbee channel for physically adjacent networks in your project. This will avoid scenarios where too many nearby networks are using the same Zigbee channel, which can cause wireless interference in certain cases.

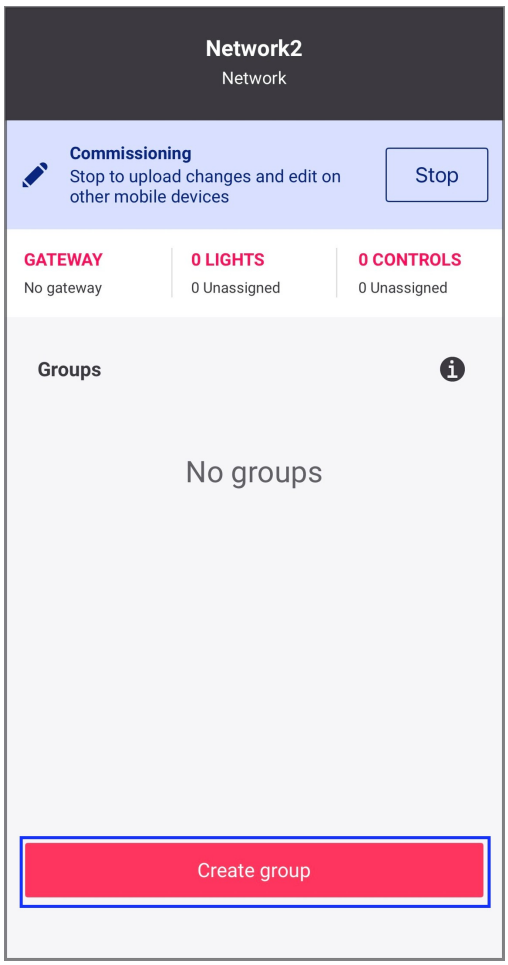


3.3. Create a group

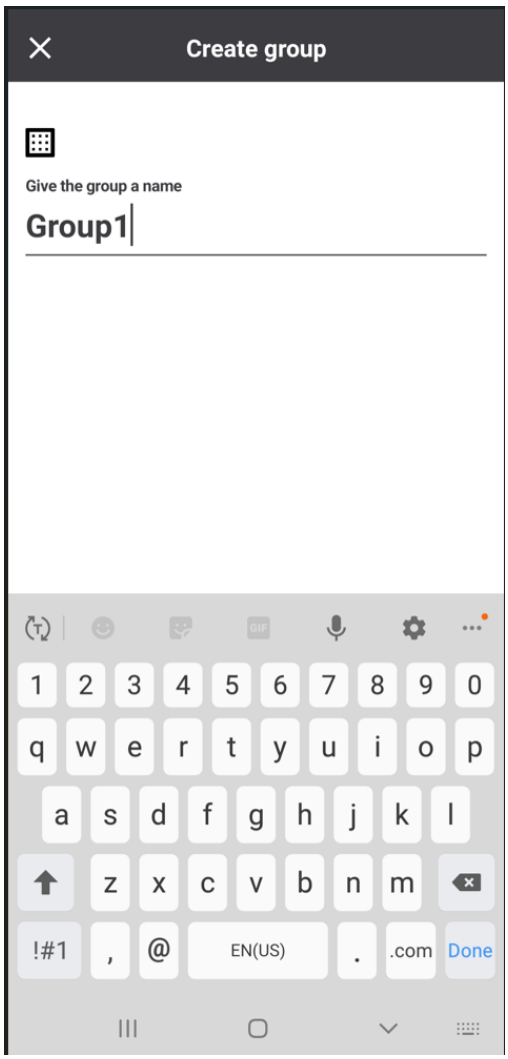
1. From the **Network** screen, new experts are encouraged to tap the **Info** button, which is accessible at any time from the **Network** screen. The resulting screens guide experts through a series of grouping instructions.
2. In the **Network** screen, tap the Start button to edit the network. For more information, refer to Start/Stop commissioning with network view mode



3 . Tap **Create group**.

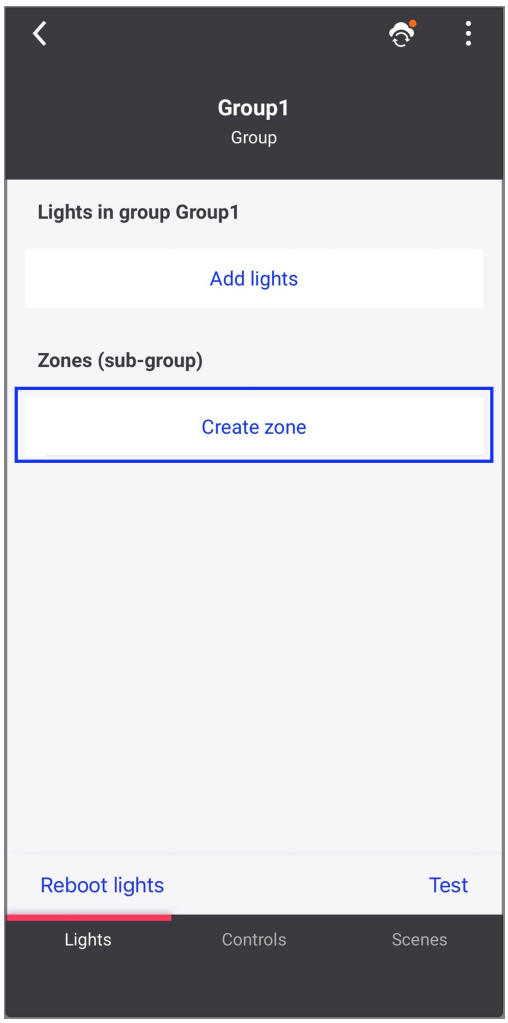


4 . Type a name for your group, then tap **done**.

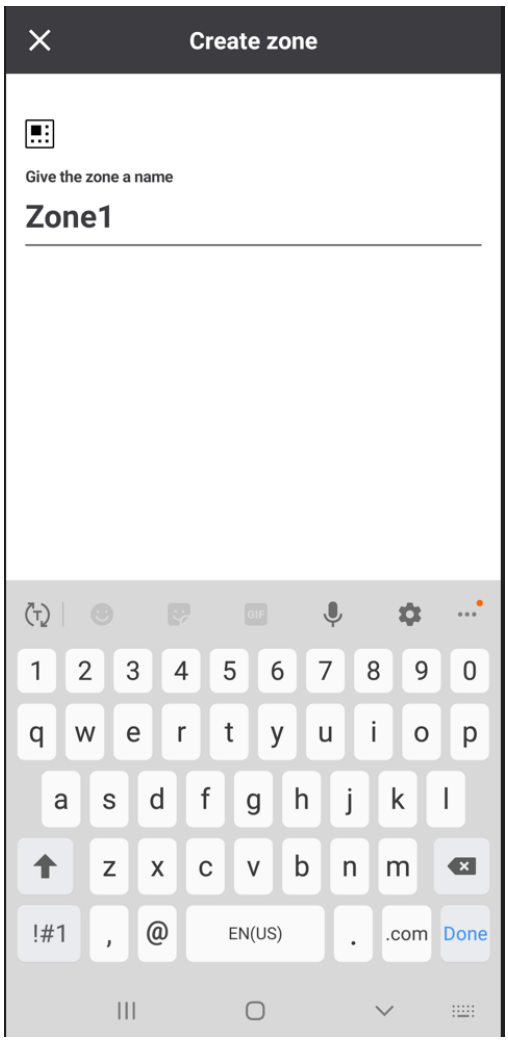


3.4. Create a zone

1. Creating a zone is optional, but is mandatory if you want to use daylight dependent regulation (DDR) in the group. From your **Group** screen, tap **Create zone**.



2 . Type a name for your zone, then tap **done**.

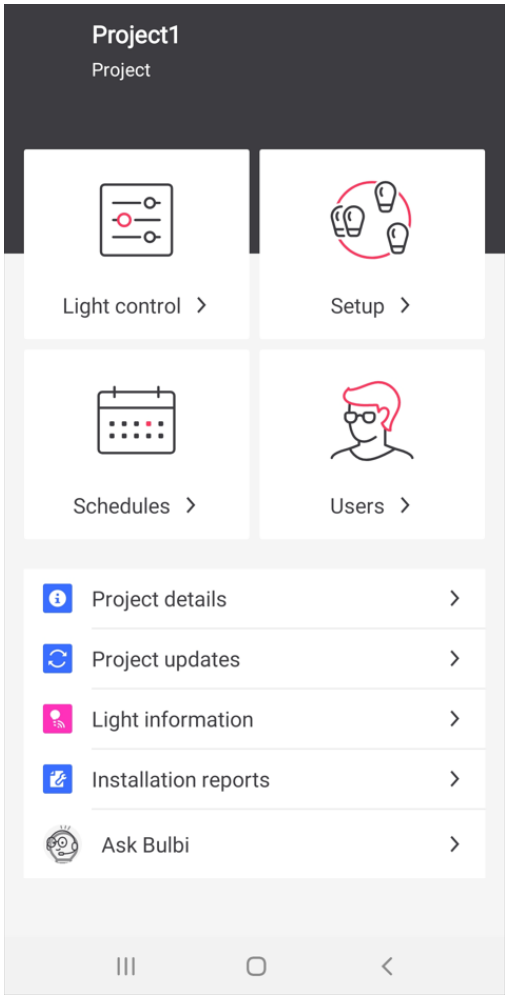

Create zone
Give the zone a name
Zone1
1 2 3 4 5 6 7 8 9 0
q w e r t y u i o p
a s d f g h j k l
z x c v b n m
!#1 , @ EN(US) . .com Done

4. Users - app

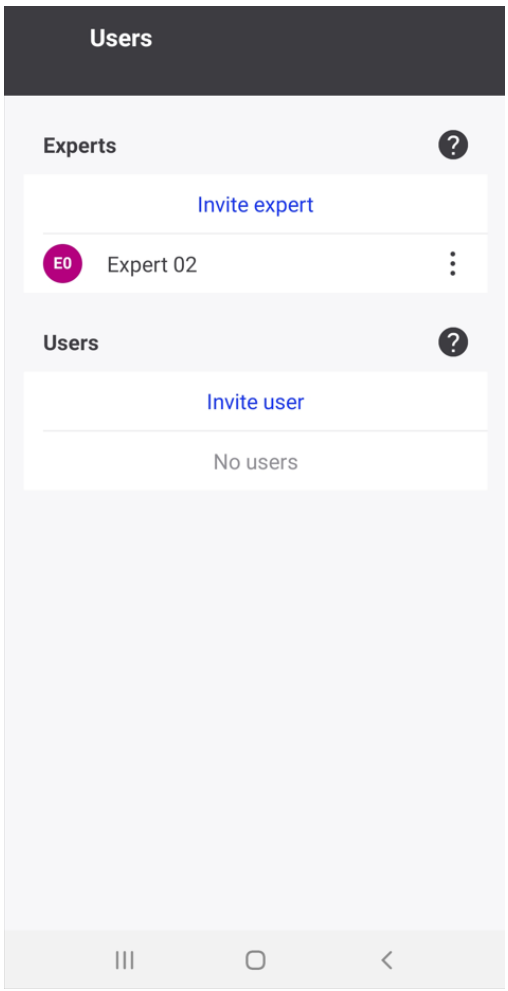
4.1. Users - app

The Users screen allows experts to view the first name and last name of everyone who has access to the project. It also allows experts to invite or remove other experts and users.

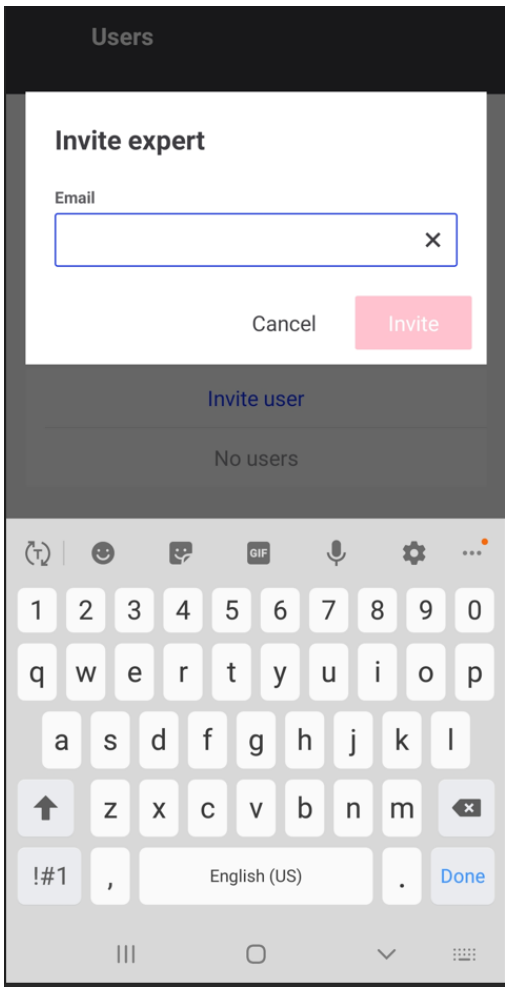
1. Tap the **Users** tile from the main **Project** screen to navigate to the **Users** screen. You can optionally tap the **question mark** icons to review the difference between experts and users.



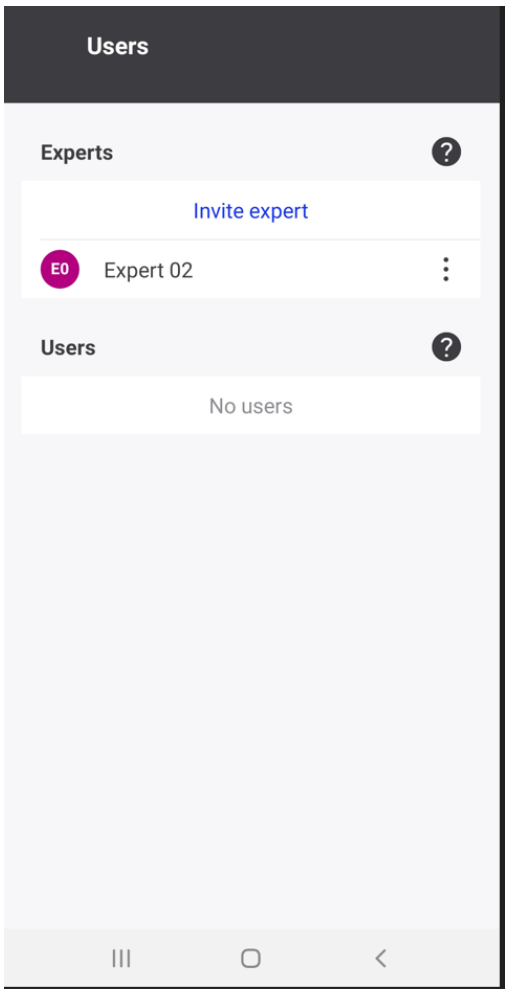
2. Invite another expert to the project by tapping **Invite expert**.



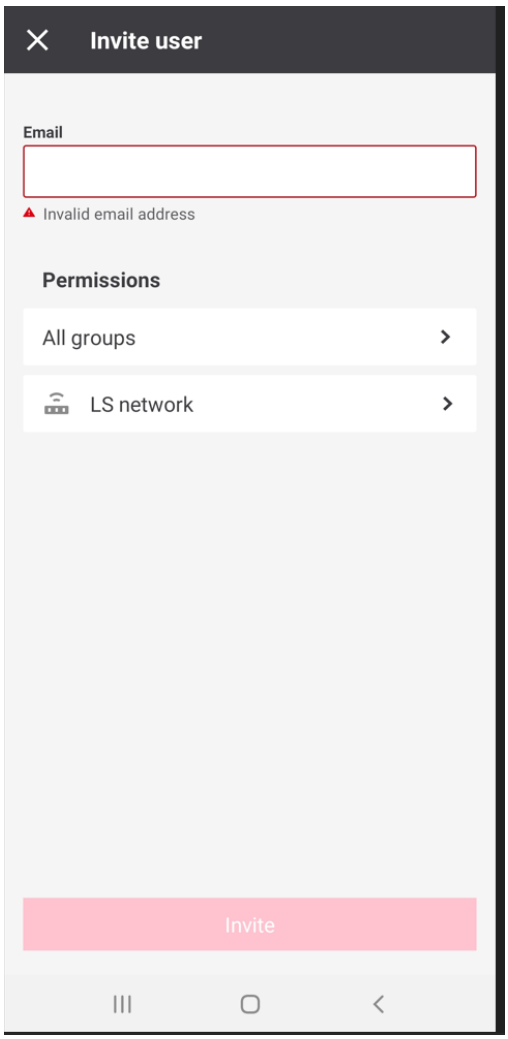
3 . Type the email address of the invitee, then tap **Invite**.



4. Invite another user to the project by tapping **Invite user**. Remember, users can only be invited to projects that have gateways. Otherwise, this option is greyed out.



5. Type the email address of the invitee, choose from the **Permissions** menu which group(s) the user will be allowed to control, then tap **Invite**.



6. Remove an expert or user by clicking the three-dot ellipsis to the right of their details, then click **Remove from project**.

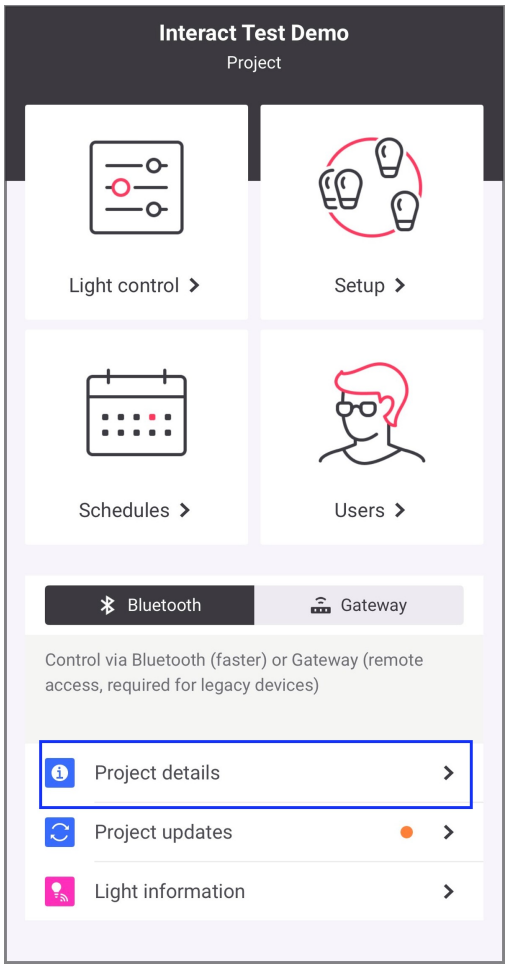
Refer to User Guide for more details about user account creation.

5. Project details - app

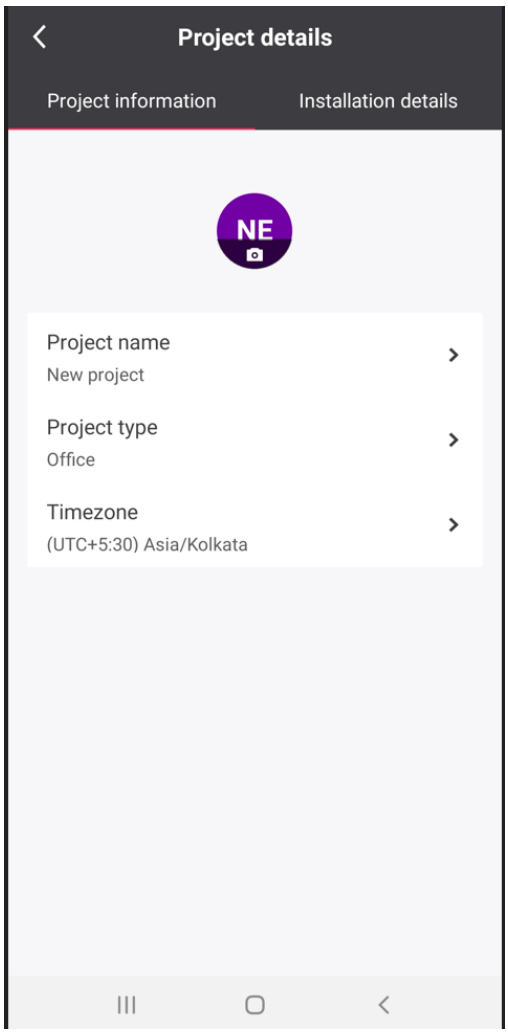
5.1. Project details - app

The Project details option in the app allows you to view and edit information about the project name, type of project, time zone and address. You can edit the project details whenever it is needed.

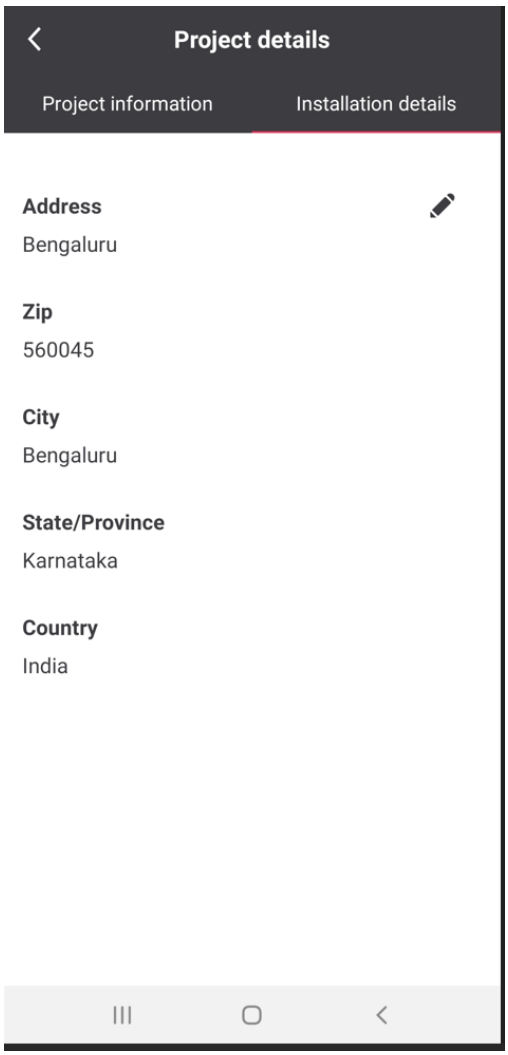
1. From the main **Project** screen, tap the **Project details** option.

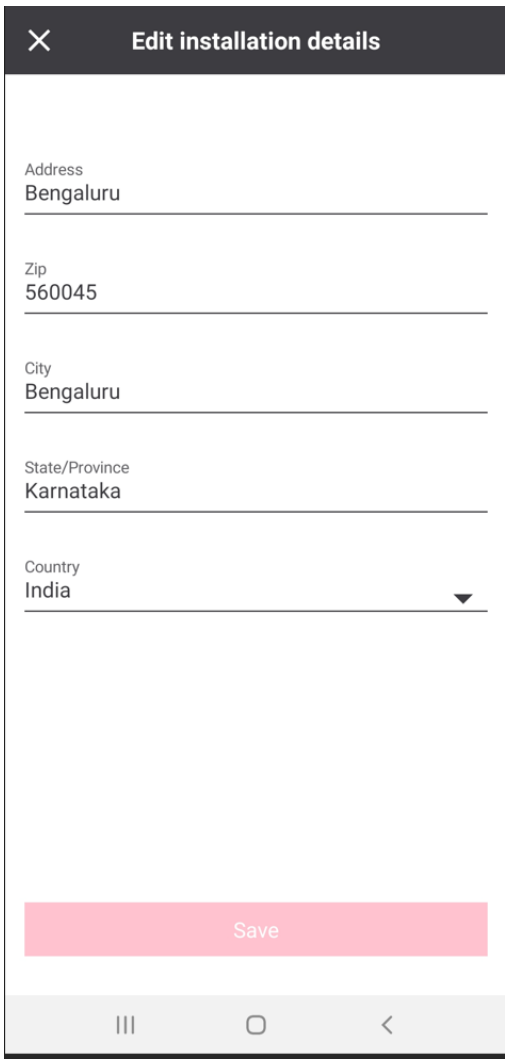


2. The **Project information** tab is displayed, allowing you view, or select, edit and save the project name, type and time zone. You can add an image of your project by tapping the image icon above the project name.



3. Tap the **Installation details** tab to view the project address information. To edit the information, tap the **Pencil** icon, make the changes and tap **Save**.

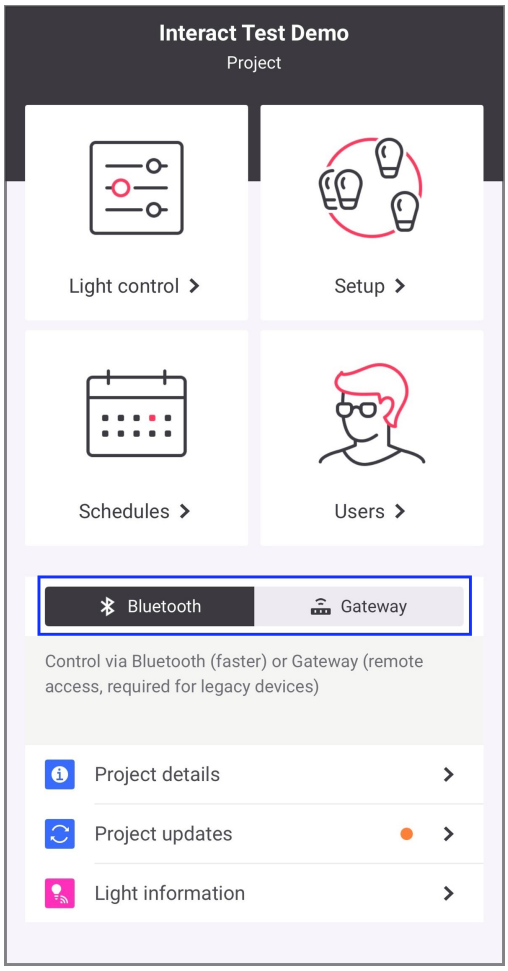

Project details
Project information
Installation details
Address
Bengaluru
Zip
560045
City
Bengaluru
State/Province
Karnataka
Country
India


Edit installation details
Address
Bengaluru
Zip
560045
City
Bengaluru
State/Province
Karnataka
Country
India
Save

6. On-site commissioning

After doing the optional off-site preparation, the system is ready for localizing the Interact ready luminaires and devices and deploying the behavior configurations. This is done by using the mobile app on-site.

6.1. Bluetooth and Gateway mode



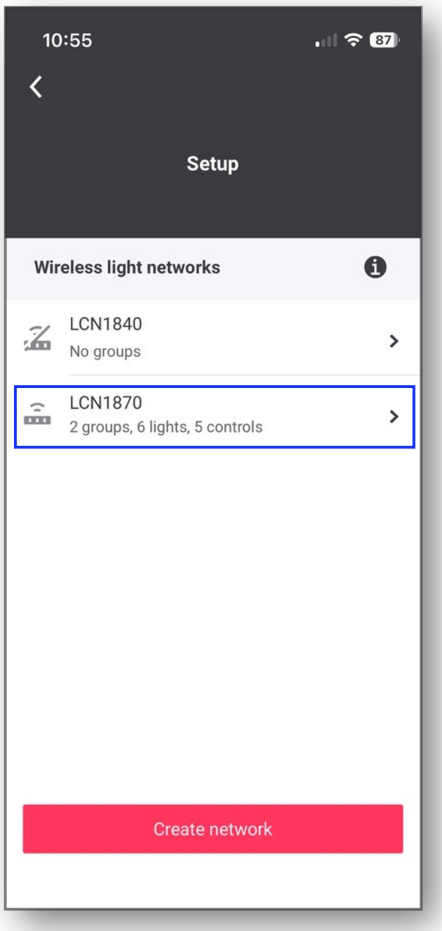
Bluetooth mode utilizes your phone as a proximity antenna to add devices to the Zigbee network and configure behavior settings. It is the default commissioning mode, it is fast and efficient and must always be used unless legacy devices that do not support Bluetooth are part of the network.

Gateway mode uses the cloud and the gateway as the primary access point to end devices. This mode allows for remote adjustments to behavior settings and light control without needing close proximity to the devices. However, it must not be used for commissioning unless legacy devices that lack native Bluetooth support are present on the network. When used for commissioning purposes, the Zigbee network is opened, allowing any powered-on auto-join device to connect based on proximity. For projects with multiple Zigbee networks, ensure that only the devices of one network are powered-on and can be discovered at a time. This prevents unintended devices to join the wrong network during commissioning.

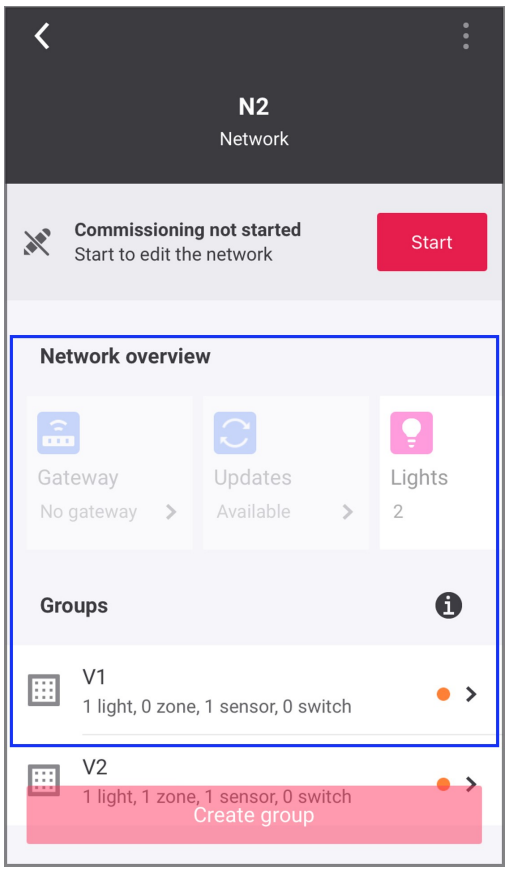
6.1.1. Start/Stop commissioning with network view mode

Perform the following procedure to start/stop commissioning a network.

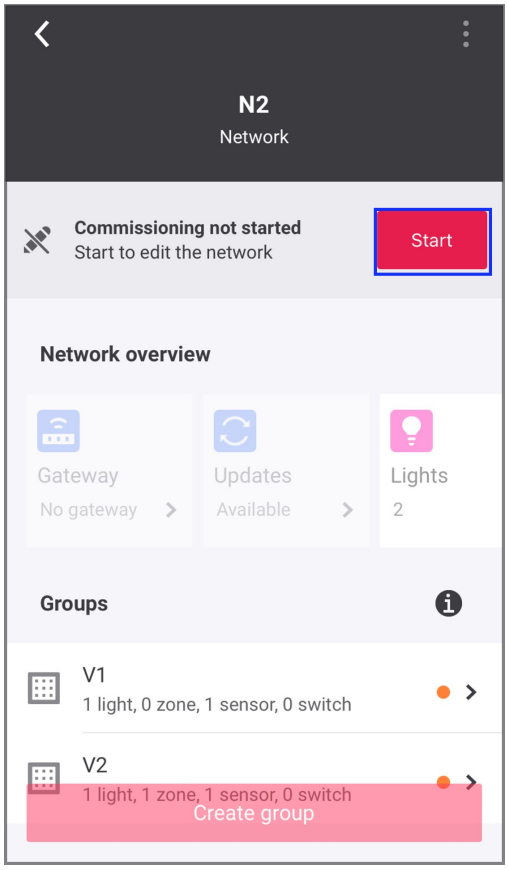
1. In the mobile app, navigate to **Setup** and tap any network available in the list.



Result: The **Network overview** (**Gateway**, **Updates**, **Lights**, **Controls**, **Input/Output**, and **Zigbee channel**), and **Groups** appear in the view mode only for the selected network. You can not edit or commission this network.

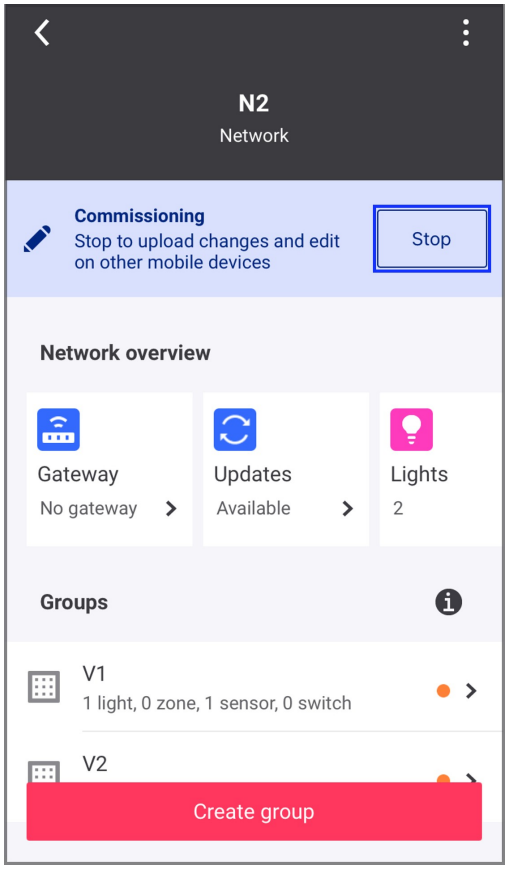


2. In the network screen, tap **Start** to start commissioning a network.



Result: The selected network details will be downloaded and locked to the mobile device for editing.

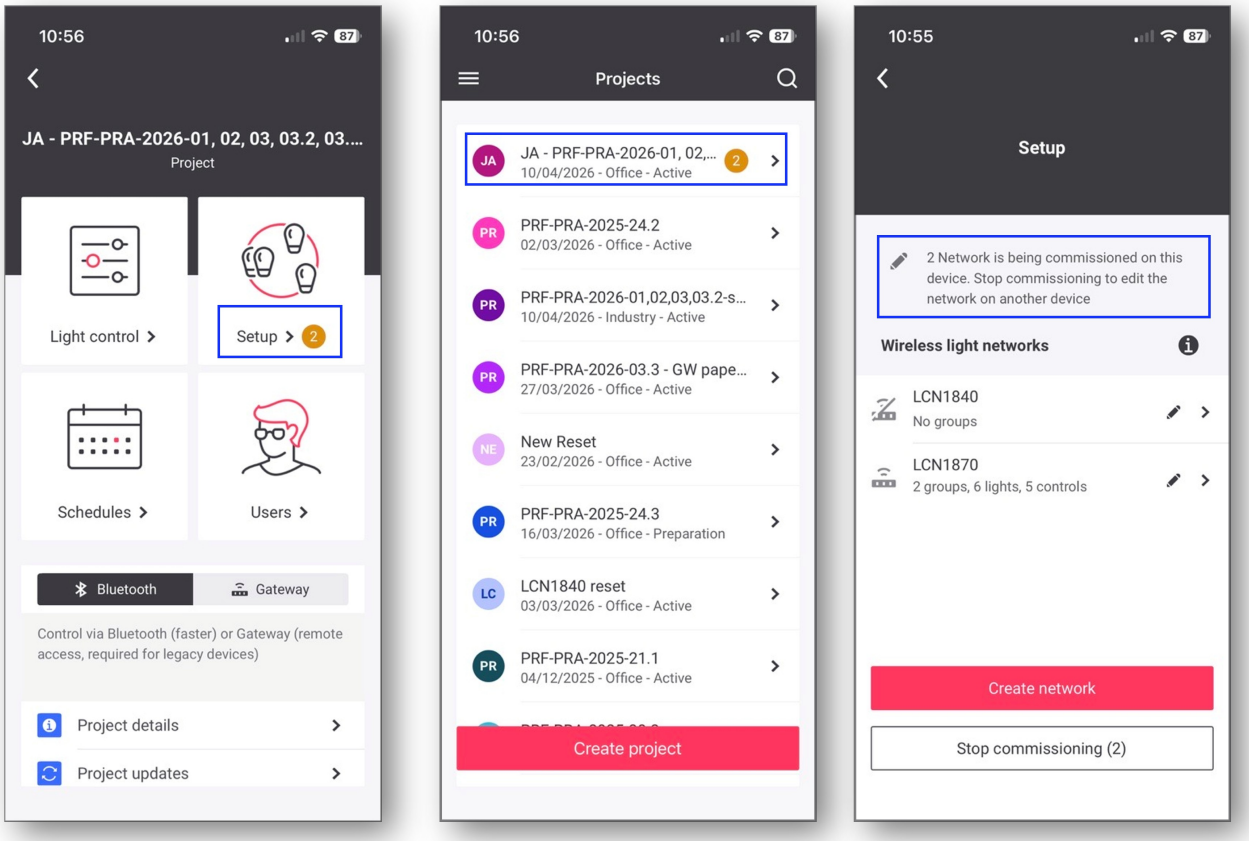
3. Do the required commissioning for the selected network.
4. Once the network commissioning is completed, tap **Stop** in the network screen.



Result: The current network details will be uploaded to the cloud and the network will be unlocked, allowing other mobile devices to access it.

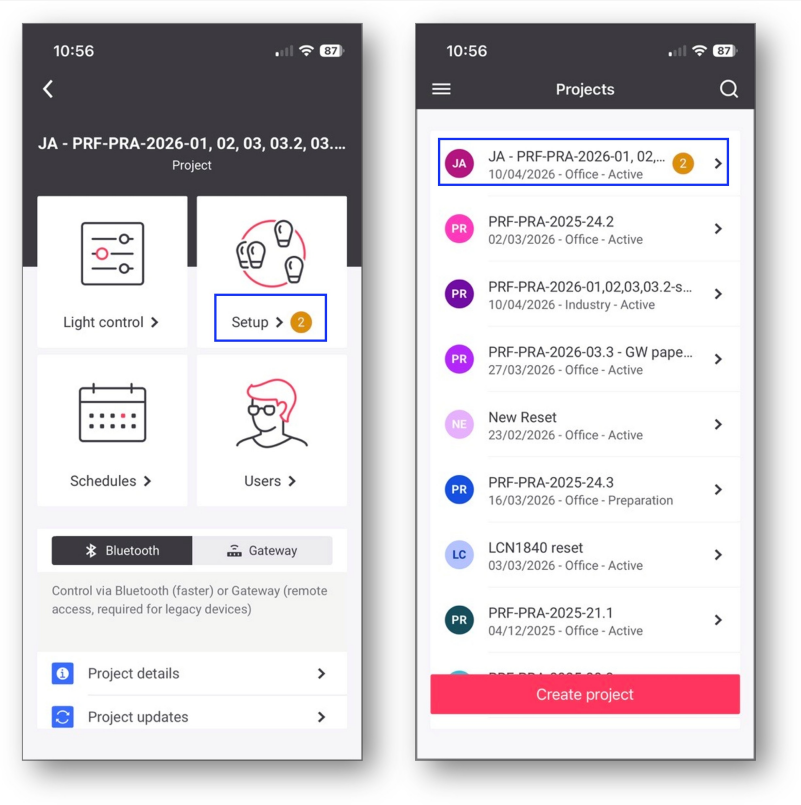
You can start commissioning on multiple networks in parallel by leaving a network without tapping the **Stop** button. While it is generally recommended to stop commissioning when you exit a network, but some situations require keeping multiple networks locked at the same time.

For example, if you are working in a facility without internet access (due to poor or no cellular service or unavailable Wi-Fi), you can start commissioning multiple networks from a place where your phone has internet connectivity. You can then enter the facility and navigate freely between those networks. Once commissioning is completed and your device reconnects to the internet, you can stop commissioning on all networks to sync the latest details to the cloud and unlock the networks so that they are accessible from other mobile devices.


10:56
JA - PRF-PRA-2026-01, 02, 03, 03.2, 03....
Project
Light control
Setup 2
Schedules
Users
Bluetooth
Gateway
Control via Bluetooth (faster) or Gateway (remote access, required for legacy devices)
Project details
Project updates
10:56
Projects
JA - PRF-PRA-2026-01, 02,... 2
10/04/2026 - Office - Active
PRF-PRA-2025-24.2
02/03/2026 - Office - Active
PRF-PRA-2026-01,02,03,03.2-s...
10/04/2026 - Industry - Active
PRF-PRA-2026-03.3 - GW pape...
27/03/2026 - Office - Active
New Reset
23/02/2026 - Office - Active
PRF-PRA-2025-24.3
16/03/2026 - Office - Preparation
LCN1840 reset
03/03/2026 - Office - Active
PRF-PRA-2025-21.1
04/12/2025 - Office - Active
Create project
10:55
Setup
2 Network is being commissioned on this device. Stop commissioning to edit the network on another device
Wireless light networks
LCN1840
No groups
LCN1870
2 groups, 6 lights, 5 controls
Create network
Stop commissioning (2)

Note

- The app indicates when you have one or more networks where commissioning has been started but not completed.



- You cannot log out of the mobile app unless commissioning is stopped in every network of every project on the mobile device.

6.2. On-site guidelines for commissioning

Mains powered Interact ready luminaires and devices are added to groups or zones on-site using the mobile app and Bluetooth Low Energy (BLE) to communicate. To ensure this process proceeds efficiently, follow these recommendations:

1. Ensure your mobile phone is fully charged and Bluetooth is enabled.
2. Set a long screen timeout of 10 minutes or more on your mobile phone. Eventually dim the screen brightness to save battery. The app must stay active while deploying behavior settings to groups. If the phone goes to sleep during deployment, deployment will have to be repeated.
3. Before attempting to add any mains powered luminaires or devices, power cycle them if they have been energized for more than 24 hours. After 24 hours, luminaires or devices at factory default settings may not be discoverable by the app.
4.

Do not walk away with the mobile phone while adding luminaires and devices, or while deploying behavior settings to groups. The mobile app requires a stable BLE connection to each target device it adds to the wireless network. For behavior deployment to a group, the phone establishes a BLE connection with a single device that acts as a BLE to Zigbee gateway, allowing the group behavior to be deployed through this device to all devices in the group/network. In both cases, avoid breaking this connection by walking out of BLE range while the app is still adding or deploying.

5. Zigbee Green Power (ZGP) devices (battery-powered sensors and battery-powered or kinetic switches) require at least one mains powered device to be added to the group first. ZGP devices are transmit only devices, so a mains powered device is required to “hear” these devices to add them to the group. It is recommended to add all mains powered luminaires and devices to the groups in a wireless network first, then add the ZGP devices after.

7. Add lights

The term **Lights** in the app refers to any mains powered luminaire with a built-in sensor, transceiver or wireless driver. It also refers to other mains powered devices such as Smart T-LEDs, smart lamps, switch relays, SR bridges or DALI extenders connected to a wireless sensor or transceiver, and mains powered sensors with a DALI interface (MPS-DALI). Lights can be added to either a group or a zone.

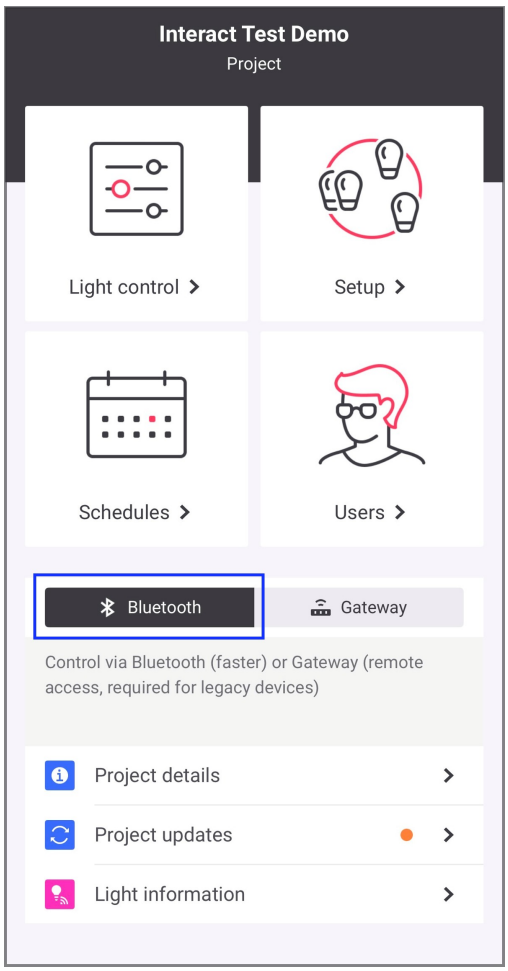
There are two distinct ways to add lights using the mobile app.

- Add lights via Bluetooth Low Energy method - This method is the recommended way to add lights.
- Add lights via Zigbee auto-join method - This method is only possible with certain devices and only when a gateway is assigned to the network. This method also requires careful planning and is generally not the recommended way to add lights that support Bluetooth.

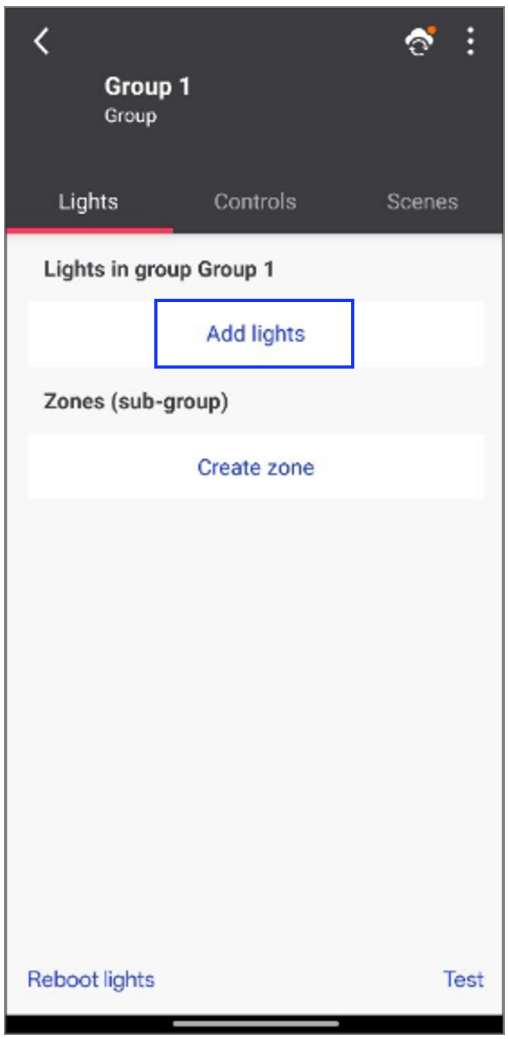
7.1. Add lights via Bluetooth Low Energy (BLE) method

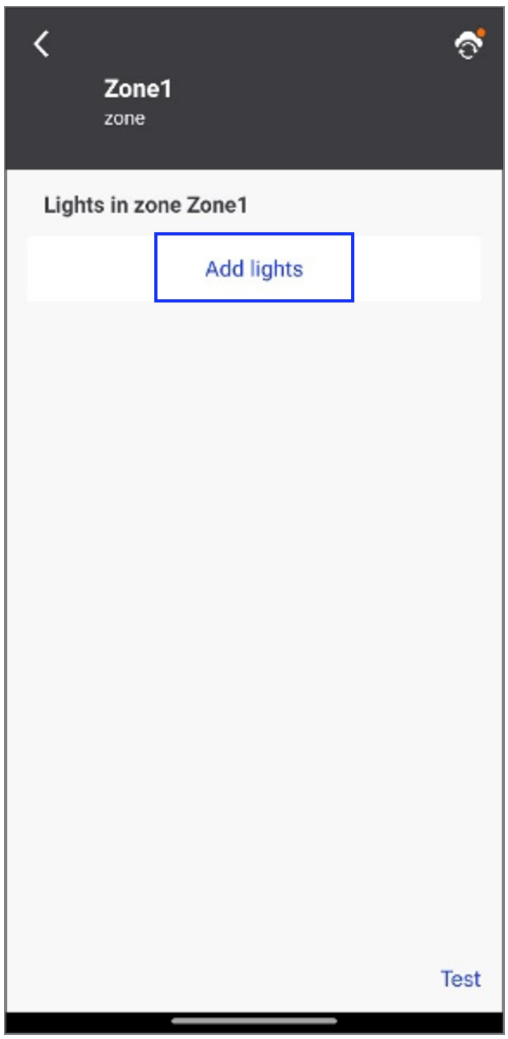
All Gen 2 Interact ready devices (BLE enabled) support this method. Perform the following procedure to add lights via BLE.

1. Go to the physical location of the group/zone where you would like to add lights and ensure that the lights are energized.
    - Luminaires with wireless drivers, Smart T-LEDs, smart lamps, non-Interact luminaires connected to SR Bridges, switch relays or DALI extenders should be ON at full brightness.
    - Luminaires with built-in sensors should be ON at full brightness and each sensor's LED indicator should turn from yellow to red when it detects motion and from red to yellow after motion is no longer detected.
    - Luminaires with DALI drivers connected to a mains powered sensor with a DALI interface (MPS-DALI) sensor should be ON at full brightness. Each MPS-DALI sensor's LED indicator should turn from yellow to red when it detects motion, and from red to yellow after motion is no longer detected.
2. Open and log in to the mobile app. Navigate to the appropriate project and select the **Bluetooth** mode in the **Project** screen.

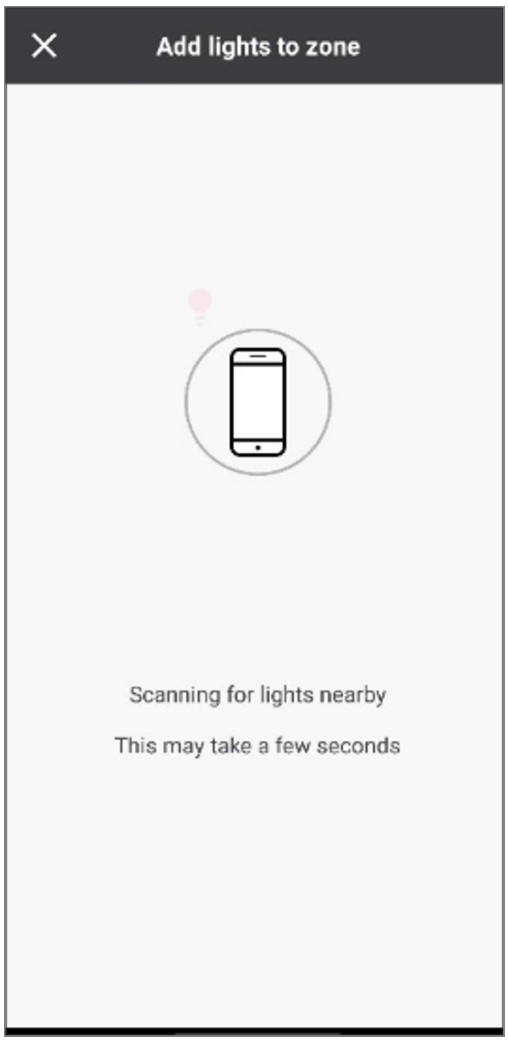


3. Navigate to the project **Setup** screen and select the appropriate wireless network, then tap **Start** on the network screen to start commissioning. Tap the group where the lights are to be added. If the lights are to be added to a zone in the group, tap on the appropriate zone.
4. Tap **Add lights**.

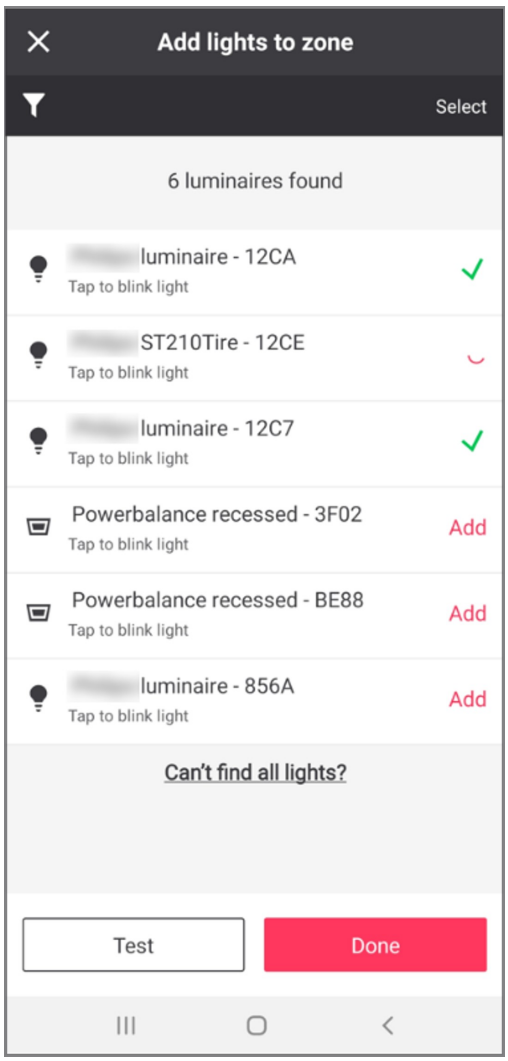

Group 1
Group
Lights
Controls
Scenes
Lights in group Group 1
Add lights
Zones (sub-group)
Create zone
Reboot lights
Test

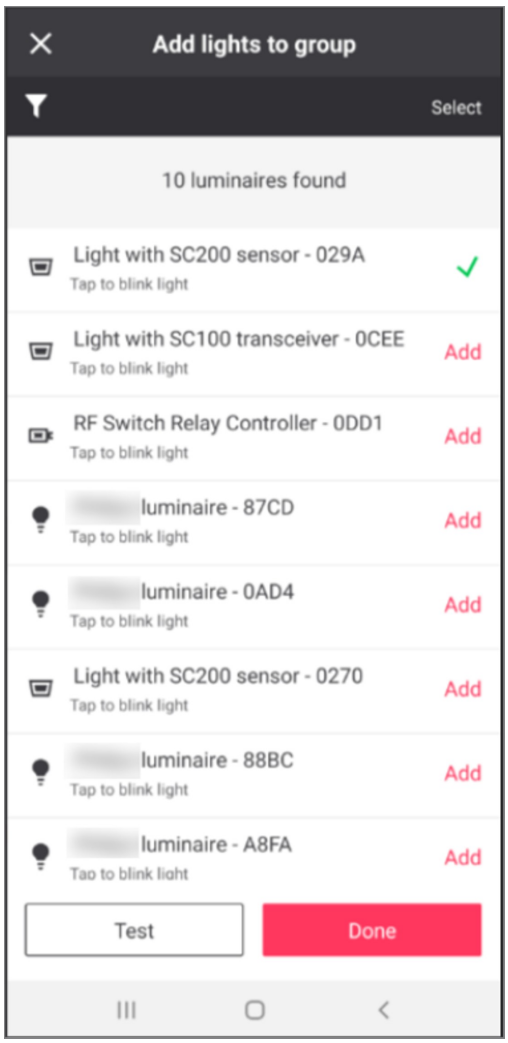


5. Wait approximately 10 seconds for the lights to populate on your screen. During this time, the app is scanning for lights in BLE range of the mobile phone that have not been added to a wireless network yet.



Result: You will see the list of lights within BLE range of the mobile phone on the app screen. The list is in order of BLE signal strength (strongest at the top of the list). In general, the lights at the top of the list are usually the closest physical lights to the phone.


Add lights to zone
Select
6 luminaires found
luminaire - 12CA
Tap to blink light
ST210Tire - 12CE
Tap to blink light
luminaire - 12C7
Tap to blink light
Powerbalance recessed - 3F02
Tap to blink light
Add
Powerbalance recessed - BE88
Tap to blink light
Add
luminaire - 856A
Tap to blink light
Add
Can't find all lights?
Test
Done



6. Some lights are equipped with infrared (IR) receivers (luminaires with built-in sensors or transceivers, and Smart T-LEDs). If the IR receivers are visible (refer to System Guide for more details), you can optionally use an IRT9090/01 or IRT9015/00 IR remote control to trigger and add them. This enables you to add lights in a controlled order instead of blinking them in the scan list first to determine if they belong in the group. To use the IR remote:
   - Stand directly under the light.
   - Point the IR remote control straight up, directly at the IR receiver and press **add** (for IRT9090/01) or **+** (for IRT9015/00). The light will blink several times in response to the IR remote and the corresponding light in the app will move to the top of the scan list. When accidentally pressing **0**, the device does add to the group or zone, but is immediately reset, resulting in a non-operational device. In that case, delete the device from the app and assign it again.

> **Important**
>
> - Only lights with firmware version 8.x.x or higher can be added to Light behavior V2 groups.
> - Do not walk away while adding lights. Be patient and allow the light to finish adding before moving to the next light. You will see a green checkmark beside the light and the mobile phone will emit an audible beep sound when the light is added successfully.

- If the light does not appear as assigned, try linking it again or power cycle the light.
- The app supports adding multiple lights simultaneously. Adding too many lights simultaneously will result in failing assignments. Depending on your mobile device and Bluetooth signal strength, the amount of lights that can be simultaneously added will vary.

7. For lights without IR receivers (luminaires with wireless drivers, switch relays), or if the IR remote cannot see the light's IR receiver, or if you simply prefer to add lights using the blinking method instead of using the IR remote: (refer to System Guide for more details).
   - Tap a light icon in the scan list. The corresponding light will blink several times. If the light that blinks is physically located in the group or zone that you would like to add to it, tap **Add** beside the light. If the light does not belong in the group, move to the next light in the list and repeat this process.

     Important

     - Only lights with firmware version 8.x.x or higher can be added to Light behavior V2 groups.
     - Do not walk away while adding lights. Be patient and allow the light to finish adding before moving to the next light. You will see a green checkmark when the light is added successfully.

   - If the light does not appear as assigned, try linking it again or power cycle the light.
8. Tap **Test** at any time when adding lights. This brings up a screen with an on/off toggle button. Tap the button to turn off/on all the lights in the group to ensure that the lights respond and to check if you have added the correct lights to the group.
9. Tap **Done** when all the lights are added to the group/zone.

7.2. Add lights via Zigbee auto-join method

Adding lights via Zigbee auto-join method (called as **Discover lights** in the mobile app) is only possible when you have assigned a wireless gateway (refer to Add gateway section) to the network and is only supported by certain devices.

Gen 1 devices (BLE not enabled) that only support Zigbee auto-join method and cannot be added via BLE method are:

- SNS441
- Gen 1 wireless drivers
- Gen 1 Smart T-LEDs

Gen 2 devices (BLE enabled) that support both Zigbee auto-join method and BLE method are:

- Gen 2 wireless drivers
- Gen 2 Smart T-LEDs

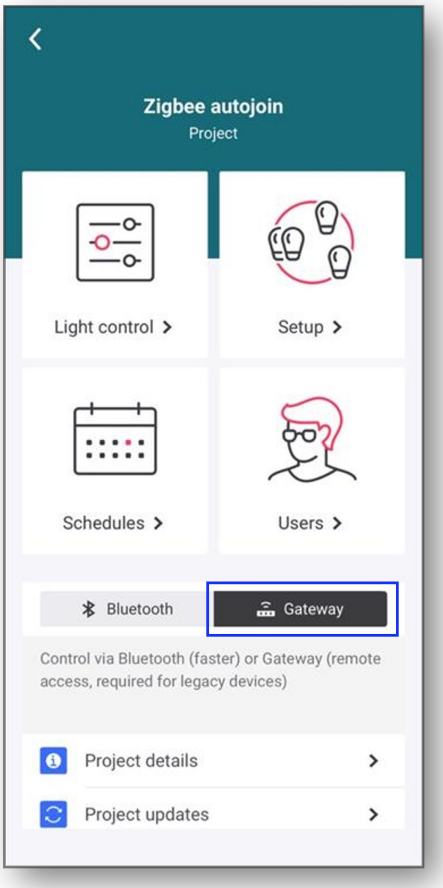
The Zigbee auto-join method requires careful planning and coordination. A powered, unassigned Zigbee device will automatically connect to the first available Zigbee network within its range. For this reason, you must be cautious when opening a wireless gateway to discover lights.

If any unassigned devices that you do not intend to include remain powered on, they may be unintentionally added to the network. This can lead to additional time and effort to diagnose, reset, and rediscover those devices within the correct network.

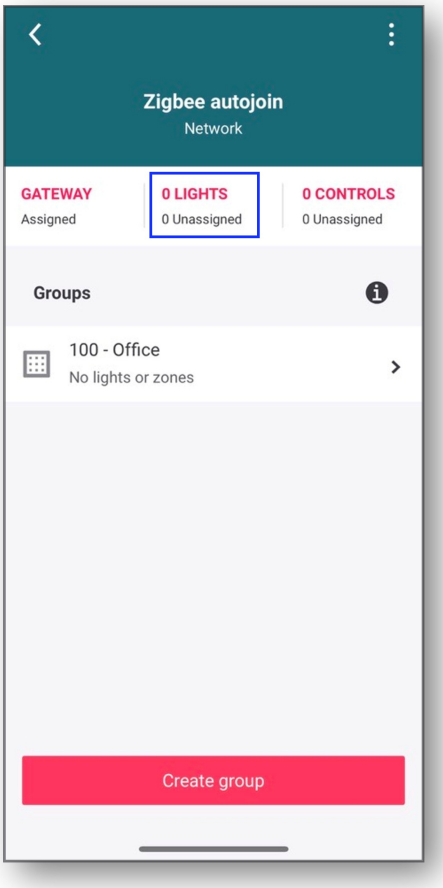
Therefore, unless you are specifically using only Gen 1 devices (older projects and devices), it is highly recommended to use BLE to add lights instead of using the gateway's **Discover lights** feature.

Perform the following procedure to add lights via Zigbee auto-join method.

1. Go to the physical location of the group/zone where lights need to be added and make sure that the lights are energized.
    - Luminaires with wireless drivers, Smart T-LEDs, non-Interact luminaires connected to SR Bridges, switch relays or DALI extenders should be ON at full brightness.
    - Luminaires with built-in sensors should be ON at full brightness and each sensor's LED indicator should turn from yellow to red when it detects motion, and from red to yellow after motion is no longer detected.
    - Luminaires with DALI drivers connected to a mains powered sensor with a DALI interface (MPS-DALI) sensor should be ON at full brightness. Each MPS-DALI sensor's LED indicator should turn from yellow to red when it detects motion, and from red to yellow after motion is no longer detected.
2. Open and log in to the mobile app. Navigate to the appropriate project and select the **Gateway** mode in the **Project** screen.



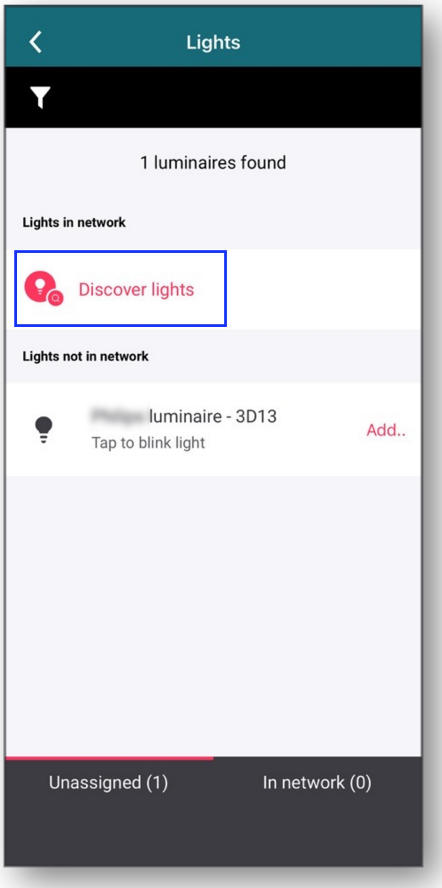
3. Navigate to the project **Setup** screen and select the appropriate wireless network. In the **Network** screen, tap **LIGHTS**.



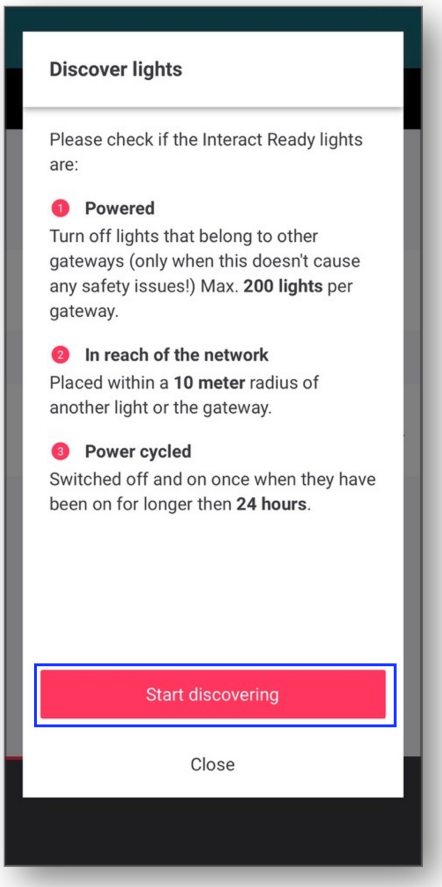
4. By default, the app will run a BLE scan to find lights that support BLE in the range of the mobile phone.

> **Important**
>
> Gen 1 devices have a BLE radio in them, but they are not configured to add them using the BLE scan process. During the BLE scan process, you will discover and can blink these devices, but if you try to add them via the BLE scan list, it will not work and an error **Unable to assign light** appears.
> If you performed this method, you have to power cycle the light or else you will not be able to program it after it was added via the discovery lights method.

5. Once the BLE scan completes, tap **Discover lights**.

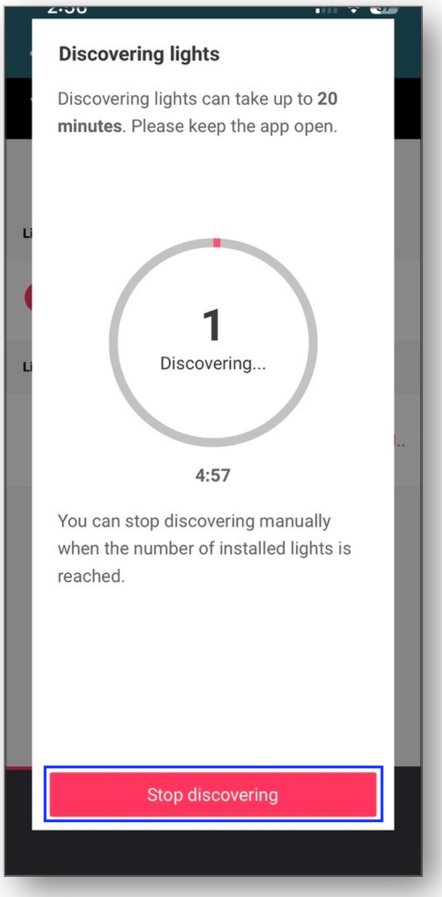


6 . In the **Discover lights** screen, read the information and then, tap **Start discovering**.

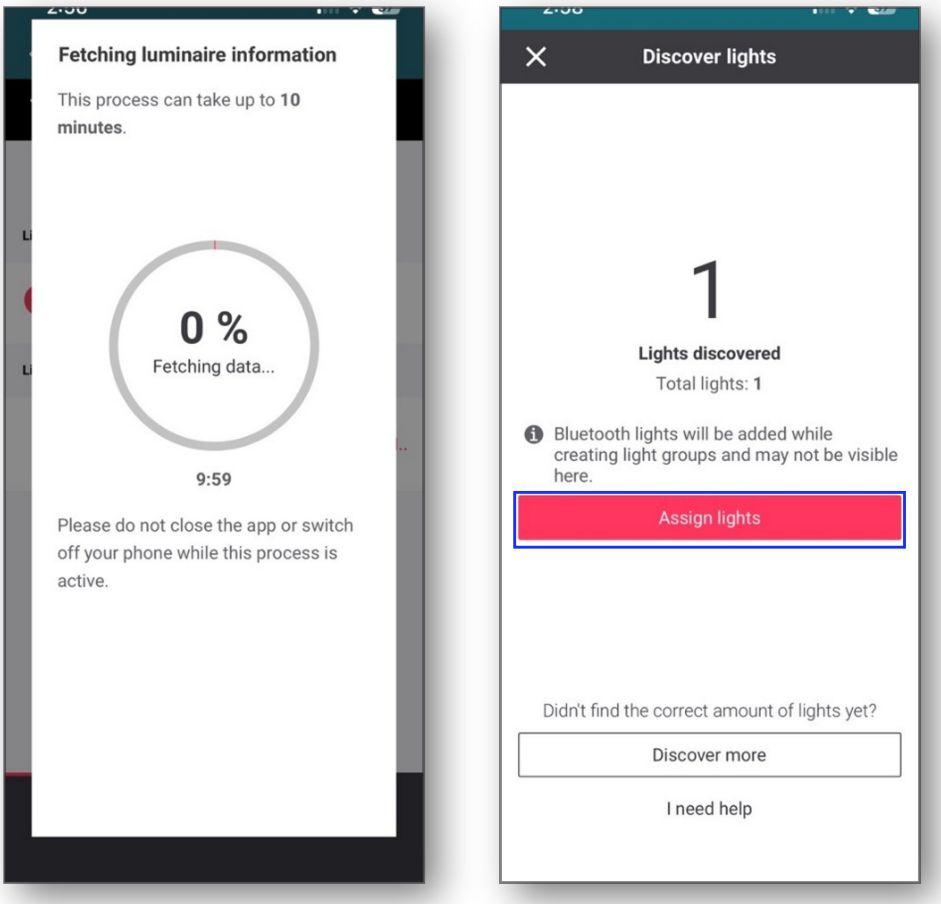


Result: The gateway will open its Zigbee network to allow auto-join devices to join the network.

7. During the discovery process, if the gateway discovers the expected number of devices before the timer elapses, you can tap **Stop discovering** to proceed with light assignment.

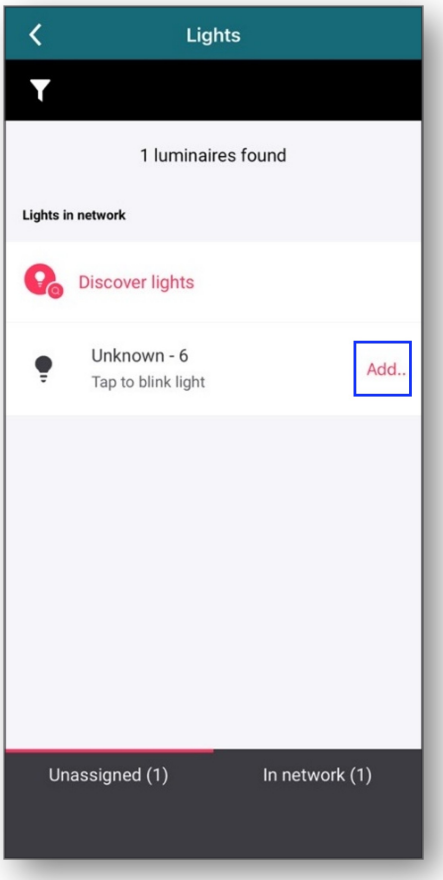


8 . The gateway will start to fetch the discovered light data. Once completed, tap **Assign lights**.

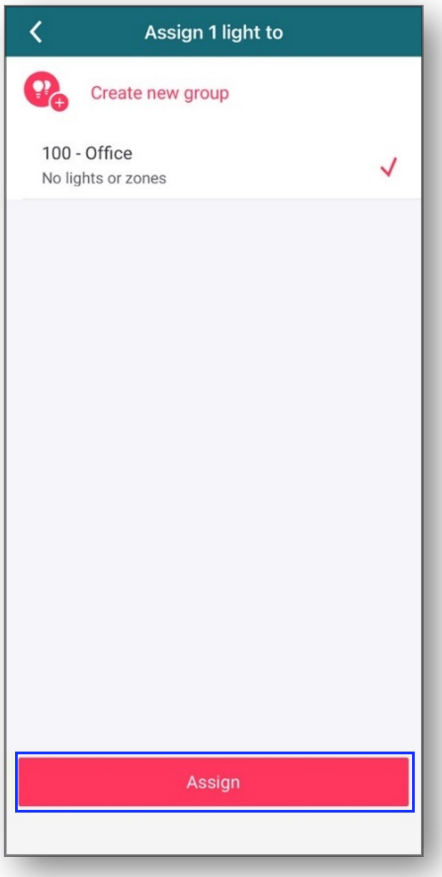


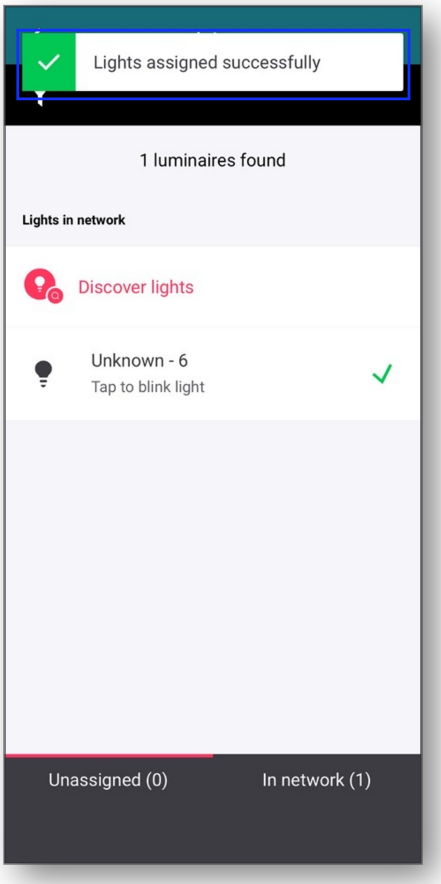
Result: The list displays lights found by the gateway which will have a number, instead of a 4-symbol code.

9. To identify a light physically, tap a light in the list and the respective light will blink. Once the light is identified to assign to a group, tap **Add.**.



10. Select the group you would like to add the light or you can create a new group, and tap **Assign**.





Result: The message **Lights assigned successfully** will appear.

11. Repeat the steps 9 and 10 to assign other lights appeared in the list to a group.
12. Once the light assignment is completed, navigate back to the **Network** screen.

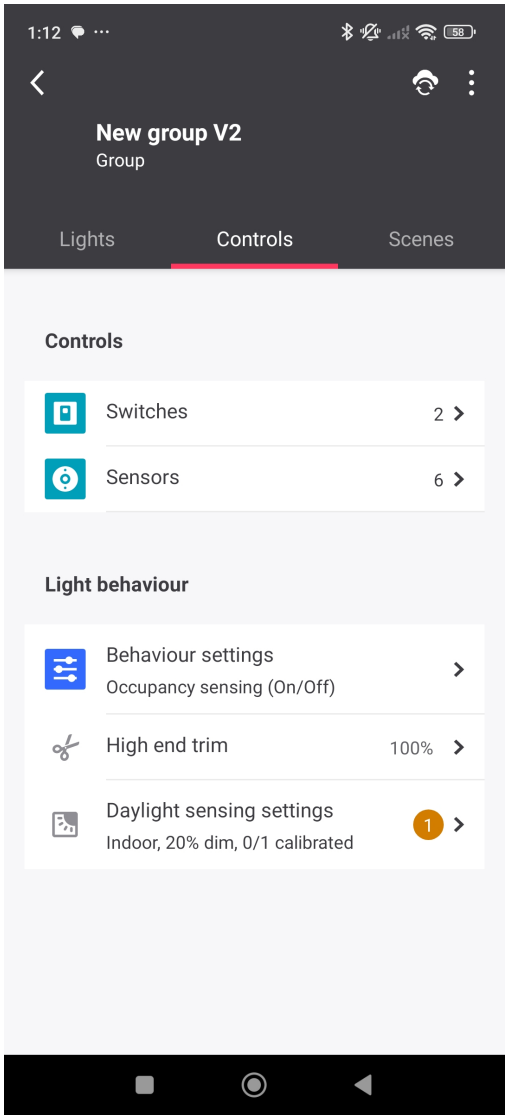
8. Add mains powered sensors

8.1. Add mains powered sensors

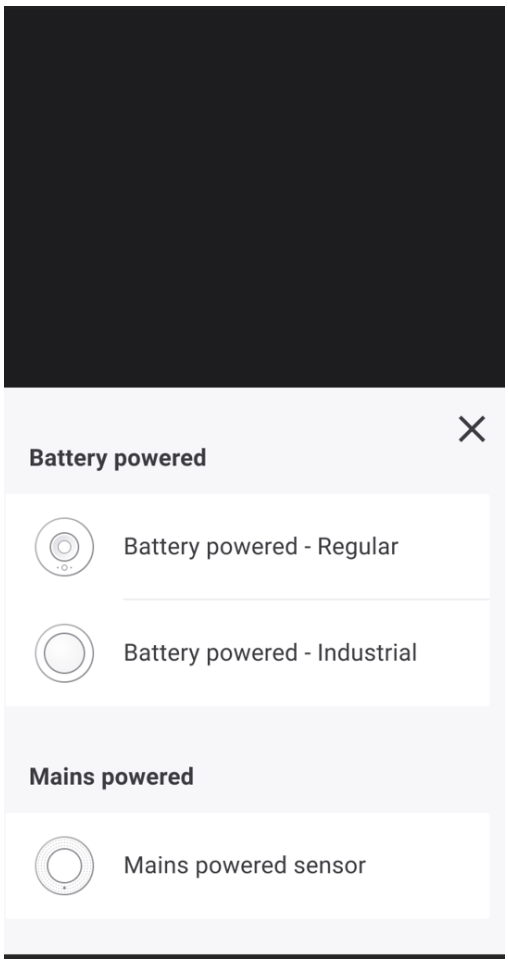
The mains powered sensor acts as an external standalone multi sensor with occupancy and DDR (Daylight Dependent Regulation) control capabilities.

Follow the below steps to commission the mains powered sensor:

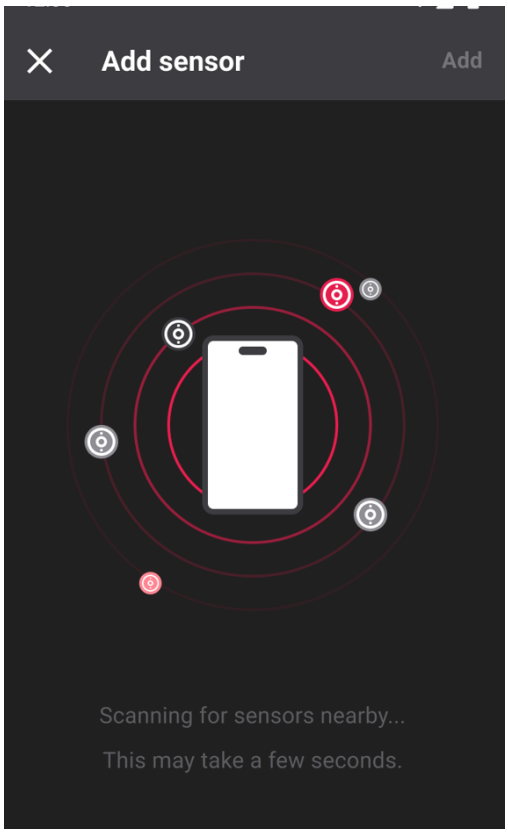
1. Navigate to the appropriate Group, then tap **Controls**.



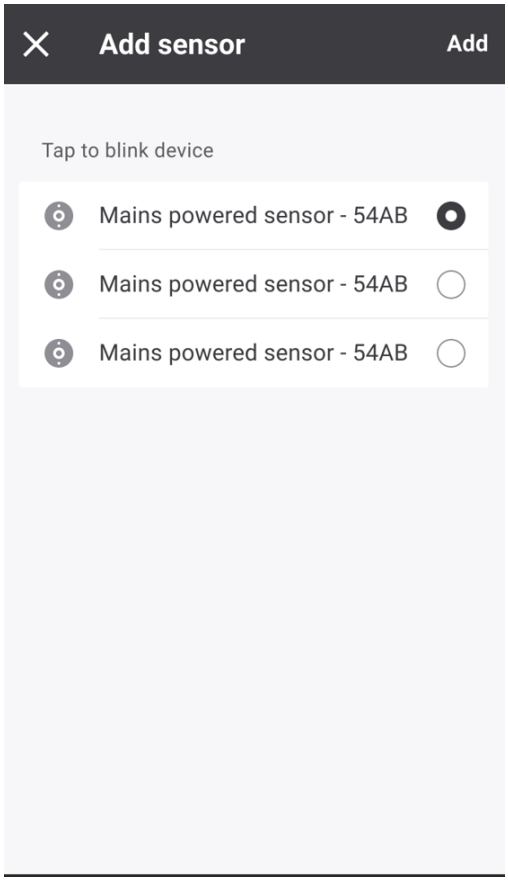
2. Tap **Sensors**.
3. On the Sensors screen, tap **Add sensor**.
4. Tap the mains powered sensor option from the list.



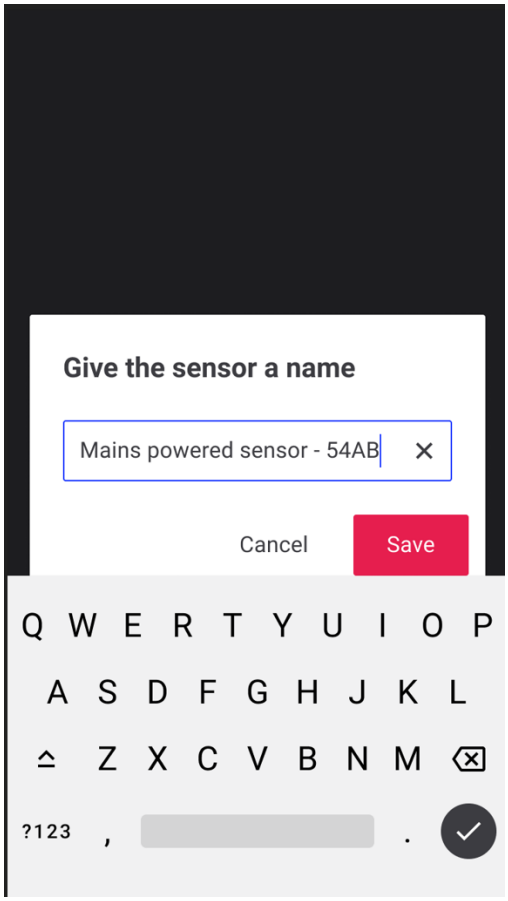
5 . Scanning page opens.



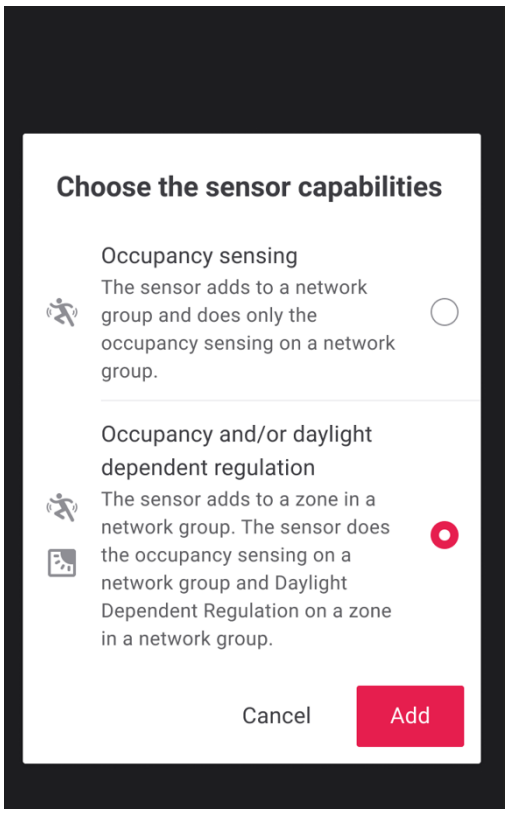
6. Tap on each sensor icon to blink it, the LED will start turning on and off, once the desired sensor is identified, tap on the **Add** button.



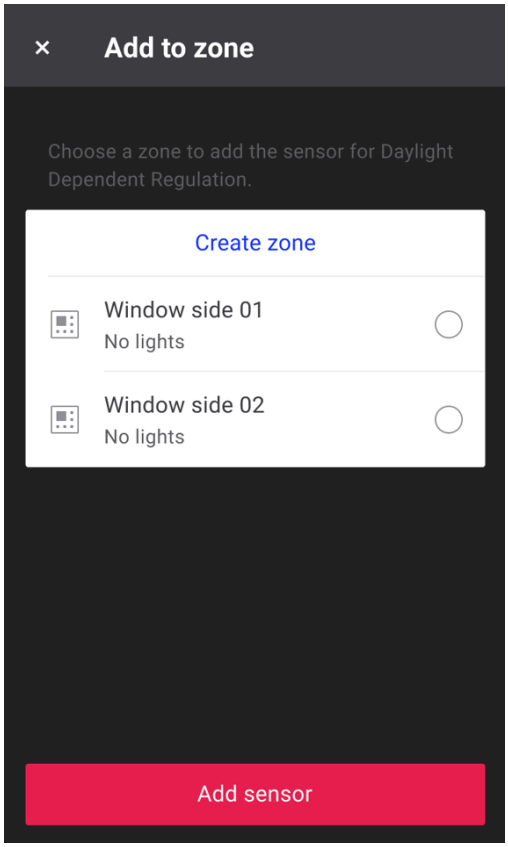
7. Once the sensor is added, a custom name can be given to the sensor, edit the name and then tap **Save**. If not required, tap on cancel and the sensor will get the default name.



8. The **Choose the sensor capabilities** pop-up appears. Here you can set the group behavior using the options presented.



9. (Optional) Add the sensor to a zone by selecting one from the list or creating a new one, then tap **Add sensor**.



== Add Zigbee Green Power devices

=== Add Zigbee Green Power (ZGP) devices

Zigbee Green Power (ZGP) is a technology that enables ultra-low power devices like switches and sensors to operate within Zigbee networks. ZGP devices are designed to be energy-efficient by only transmitting messages during normal operation.

8.2. Add ZGP switches

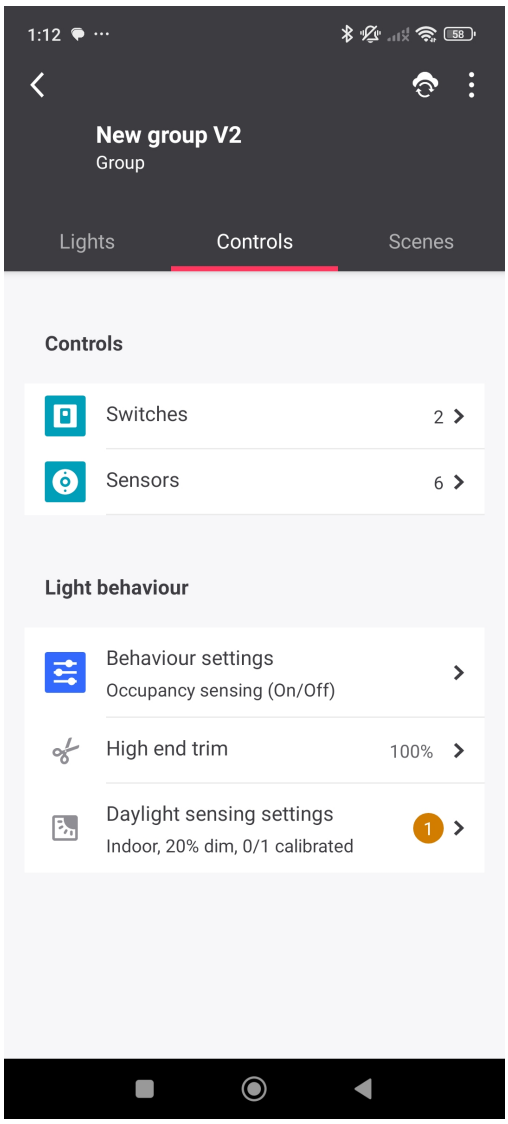
It is recommended to first add lights to all the groups within a wireless network before adding ZGP switches. Unassigned lights nearby create more BLE traffic, which can cause localizing ZGP devices to take longer. Remember, at least one light must be added to a group or zone before any ZGP devices can be added.



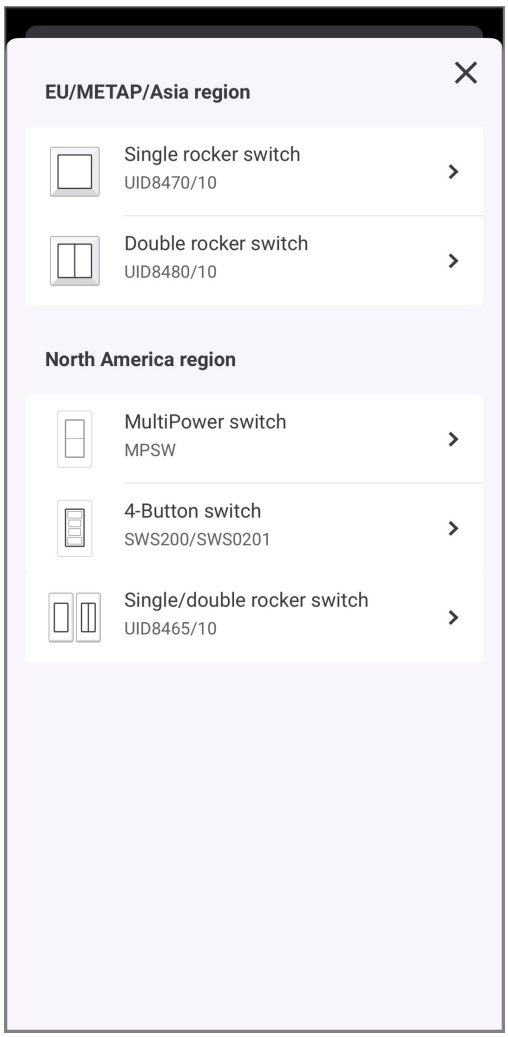
Important

ZGP devices must be localized and installed within direct Zigbee range of the groups they will control.

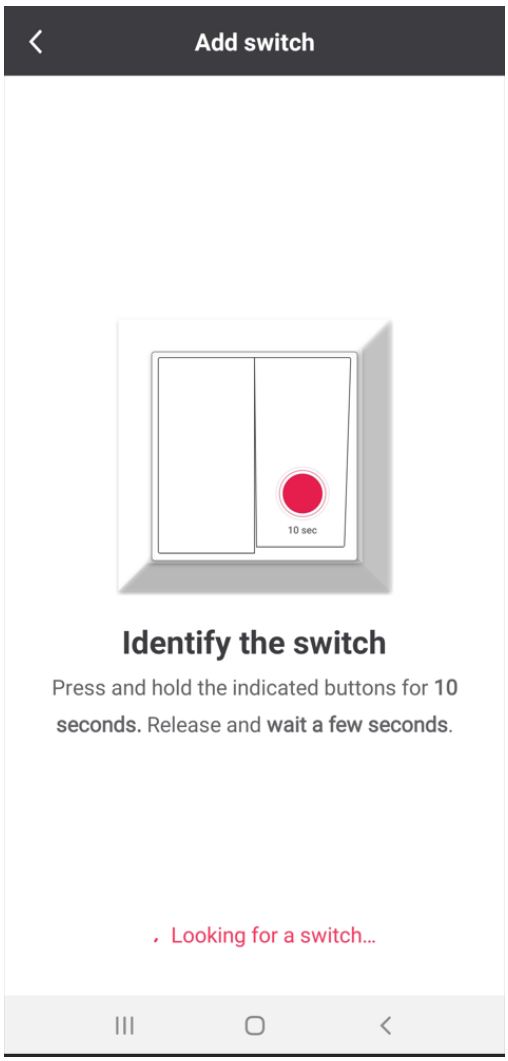
1. Navigate to the appropriate **Group**, then tap **Controls**.



2. Tap **Switches**.
3. Tap **Add switch**.
4. Tap the appropriate switch from the list based on the model of switch installed on-site.



5. Follow the add switch process prompted by the app. The commissioning steps differ for each available ZGP switch type, so read and complete each on-screen instruction carefully to successfully add the switch.

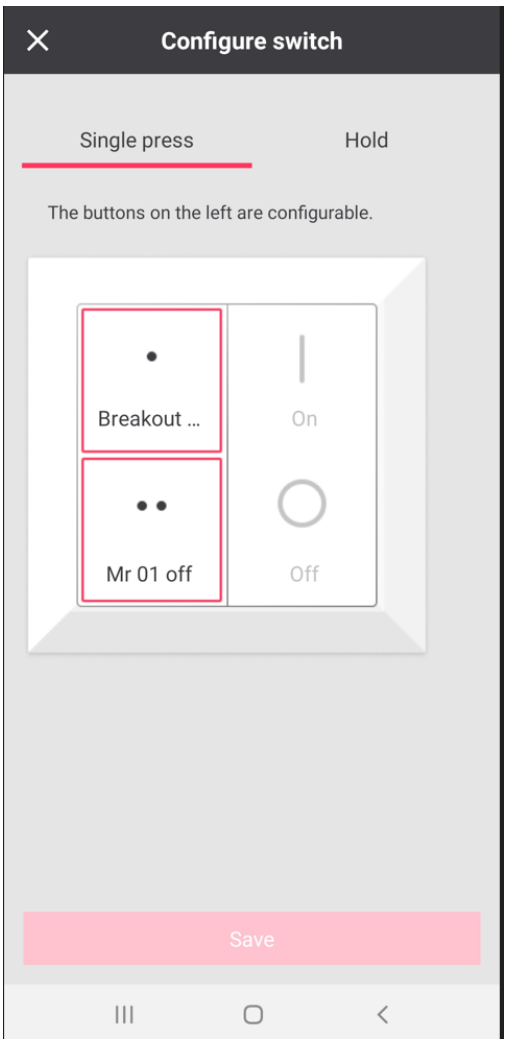


6. To configure a single/dual rocker switch and 4-button switch:

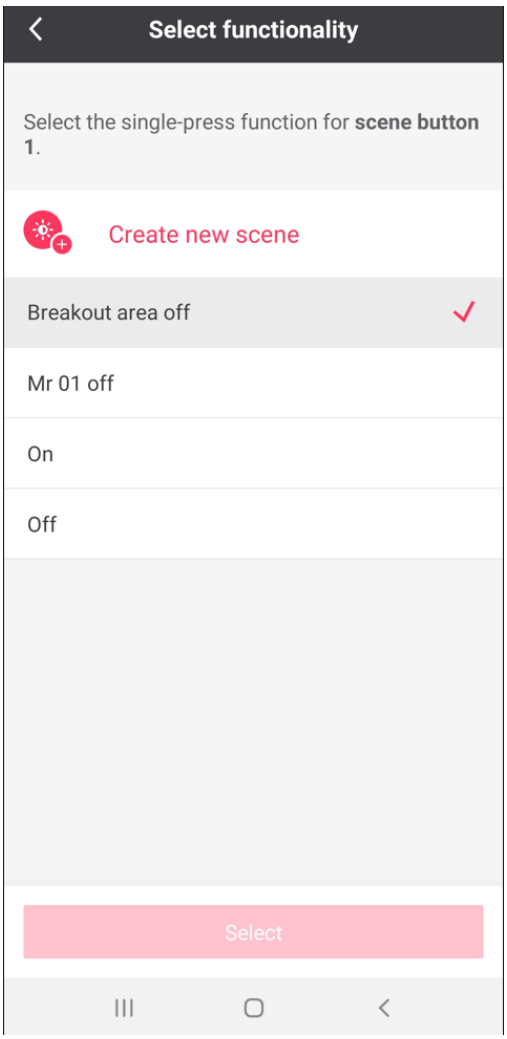
   a. Once the switch is joined, type a name for the switch, then tap **Done**. If you are adding a convertible single/dual rocker switch, a screen will appear for you to select the rocker configuration you desire.

   b. For any 4-button or dual rocker switch joined, the **Configure switch now?** screen will appear. If you tap **Later**, then you will need to edit the switch configuration later if you wish to add scenes to your switch buttons. Single rocker switches cannot be configured further.

   c. For any 4-button or dual rocker switch joined, if you tap **Configure** on the **Configure switch now?** screen, the **Configure switch** screen appears. Tap on each highlighted button to select the desired scene to assign to each switch button.



d . When either button is tapped to add a scene, the **Select functionality** screen appears. If scenes have already been created, you can select them from the list. Alternatively, tap **Create new scene** to configure a new scene to assign to the switch button (Refer to Create Scenes for more details).



e. Tap **Save** to record the changes.

f. Once the switch is joined, If you do not assign scenes to your switch now, or you wish to change the configuration later, just navigate back to the **Controls**, then **Switches** screen in the group.

g. For the switch you wish to configure, tap the 3-dot-ellipsis beside the switch, then tap **Change configuration**. This will open the **Configure switch** screen where you can assign, change or remove scenes from switch buttons.

7. MultiPower switch (MPSW):

   Prerequisites

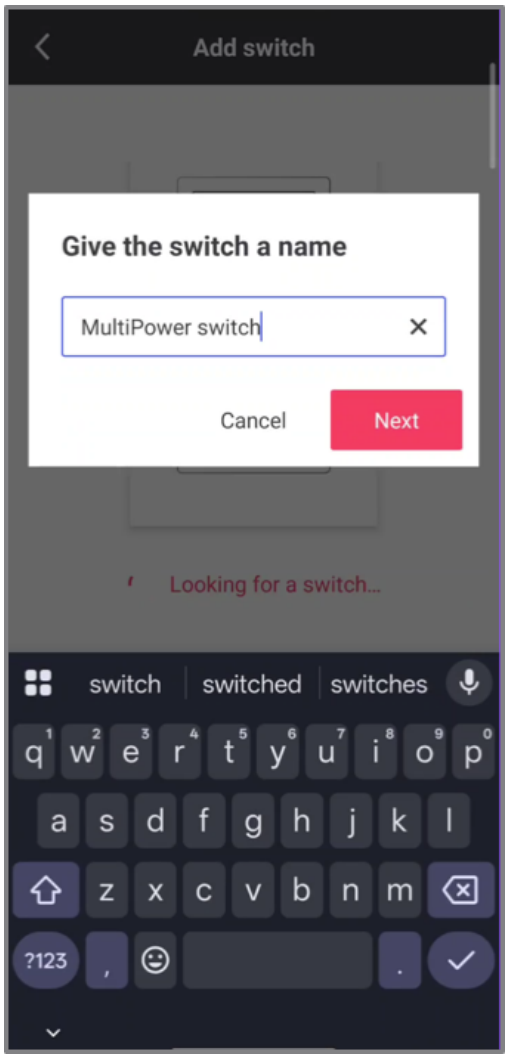
   Before configuring a MultiPower Switch:

   - The MultiPower Switch must be successfully added to the wireless network.
   - At least one light must be assigned to the group before adding and configuring the switch.
   - Existing user-defined scenes are available for assignment to configurable switch buttons. If no suitable scene is available, create a new scene during switch configuration.
   -

Color tuning functions are supported only when the controlled luminaires support adjustable color temperature.

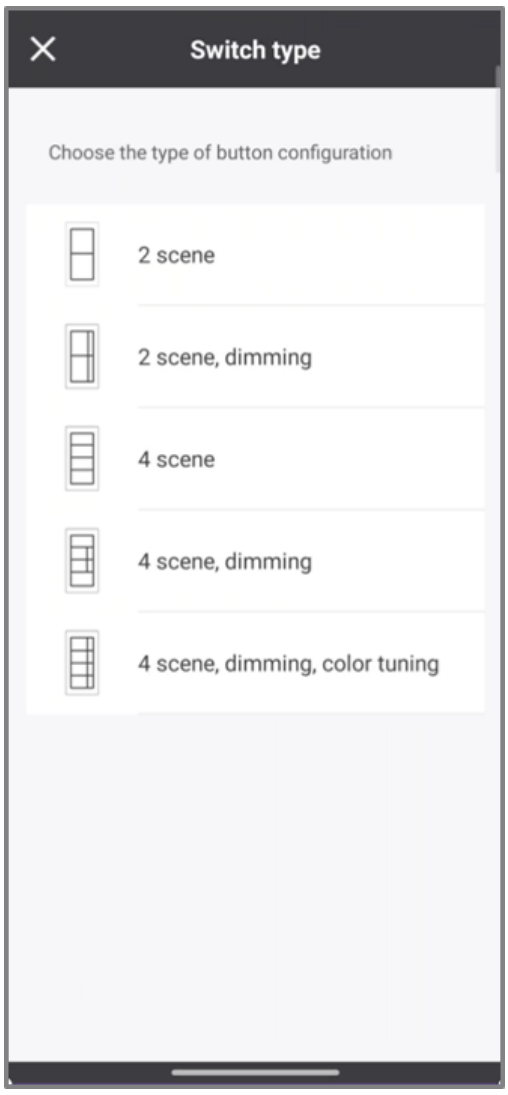
To configure a MultiPower switch:

a. Once the switch is recongonized, type the name of the switch in the **Give the switch a name** field, and then tap **Next**.



b. In the **Switch type** screen, select the button pad configuration that matches the physical switch.

The MPSW supports interchangeable button pad options for scene control, dimming, and color tuning. Available configurations include: 2 Scene; 2 Scene, Dimming; 4 Scene; 4 Scene, Dimming; and 4 Scene, Dimming, Color Tuning.



Note

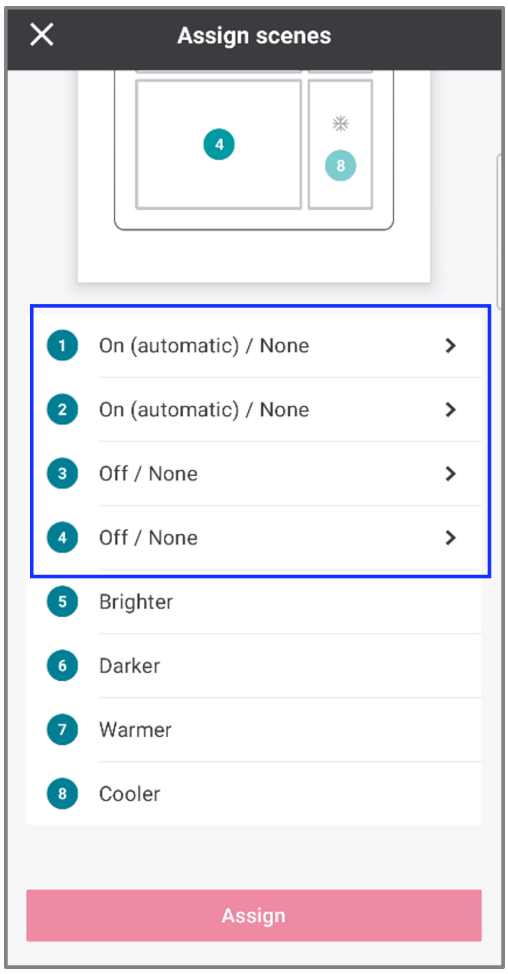
Color tuning functionality is available only when the controlled luminaires support adjustable color temperature. If color tuning is not supported, the Warmer and Cooler actions will not affect the luminaires.

Result: A **Switch added successfully** message appears, and the **Assign scenes** screen displays the selected button pad configuration and its default out-of-box (OOB) button assignments.

c. In the **Assign scenes** screen, select a configurable button (indicated by the '>' arrow) if you want to modify its actions.

Note

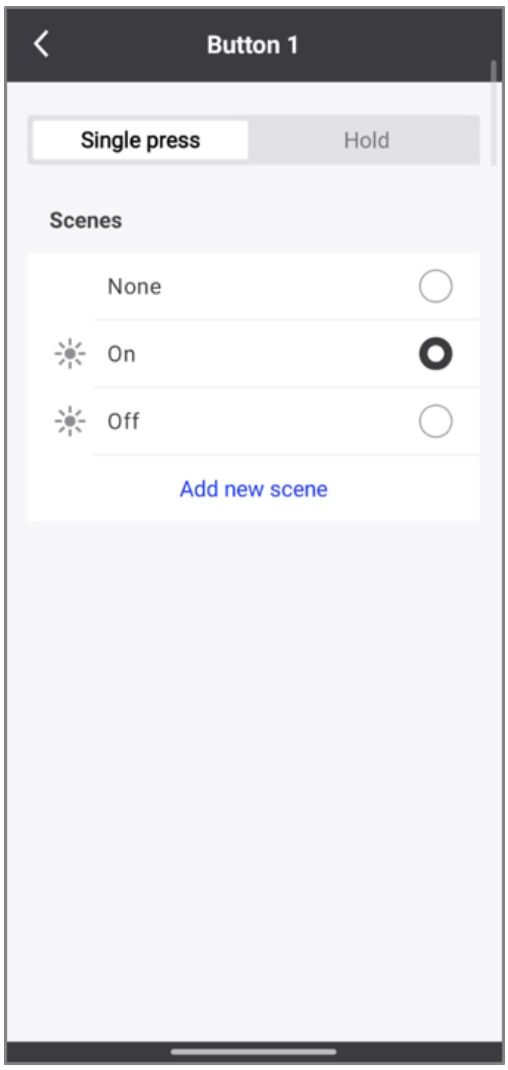
Buttons without the '>' arrow are predefined and cannot be configured.



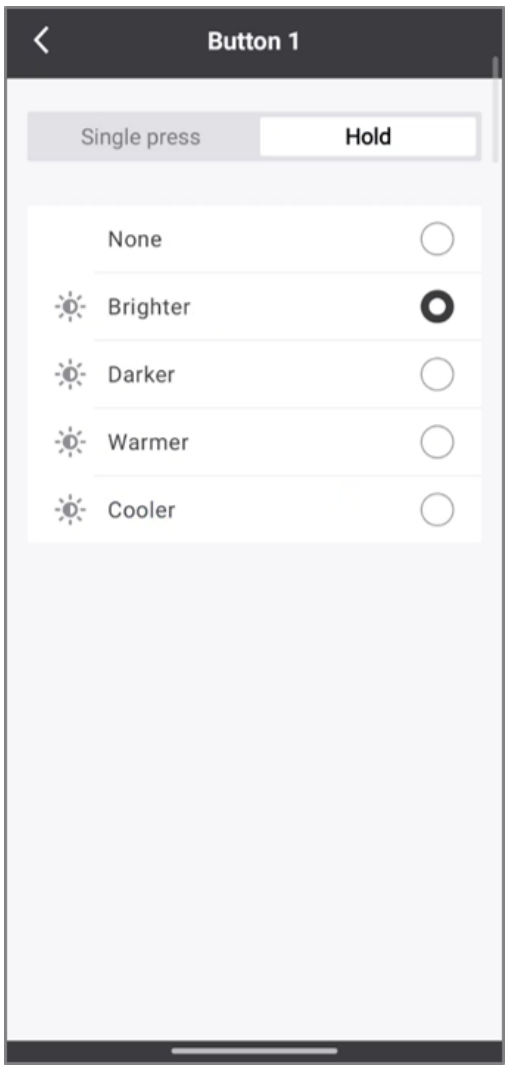
d . Configure the button actions. Select **Single press** or **Hold**, and then assign the desired action.

Available Single press actions include **None**, **On**, **Off**, and user-defined scenes.

> **Note**
>
> User-defined scenes created previously are available for selection. If no scenes are available, click **Add Scene** to create a new scene. To create or manage scenes, see Create scenes.



Available Hold actions include **None**, **Brighter**, **Darker**, **Warmer** and **Cooler**.



Hold action behavior

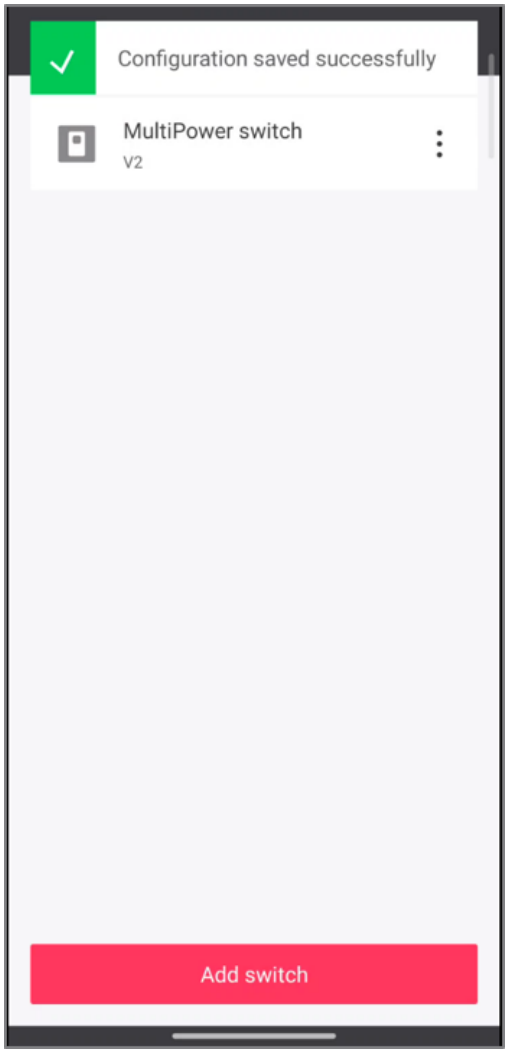
Hold action	Behaviour
Brighter	Press and hold the button to gradually increase light output. Release the button to stop dimming.
Darker	Press and hold the button to gradually decrease light output. Release the button to stop dimming.
Warmer	Press and hold the button to gradually reduce the color temperature, producing warmer light tones.
Cooler	Press and hold the button to gradually increase the color temperature, producing cooler light tones.

Note

- Available button actions depend on the selected button pad configuration and the capabilities of the controlled luminaires.
- All MPSW switches within a group share the same button pad configuration and button assignments. Additional MPSW switches added to the group inherit the configuration of the initially assigned switch. Individual MPSW switches cannot be configured independently.

e. Repeat for additional buttons as required, and then tap **Assign**.

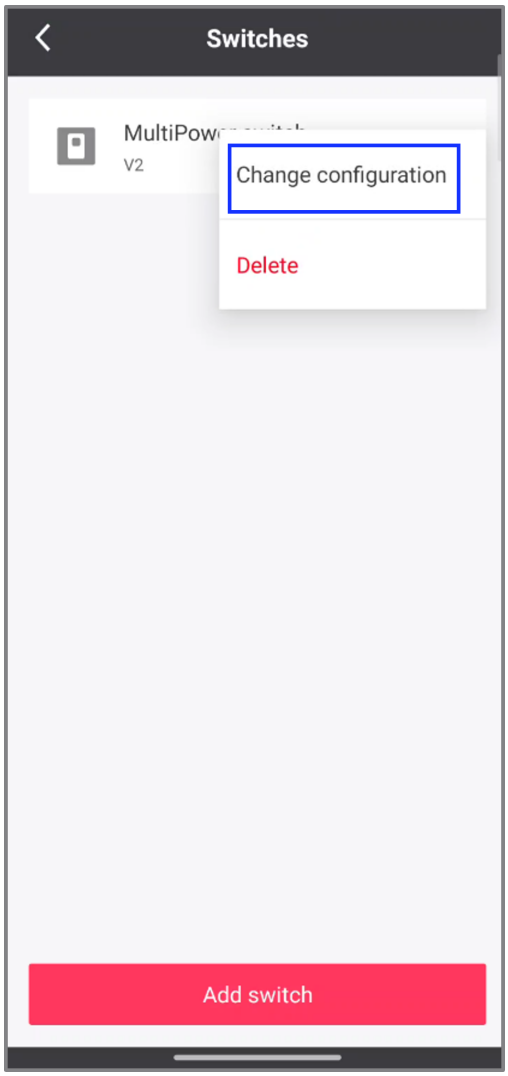
Result: The application displays a **Configuration saved successfully** message. The selected button pad configuration and button assignments are applied.



f. Once the switch is added, if you want to further change the configuration, navigate back to the **Controls**, then **Switches** screen in the group.

g. For the switch you wish to configure, tap the **3-dot-ellipsis** beside the switch, then tap **Change configuration**. This will open the **Assign scenes** screen where you can assign, change or remove

scenes from switch buttons.



8.3. Add ZGP sensors

It is recommended to first add lights to all the groups within a wireless network before adding ZGP sensors. Unassigned lights nearby create more BLE traffic, which can cause localizing ZGP devices to take longer. Remember, at least one light must be added to a group or zone before any ZGP devices can be added.

Important

ZGP devices must be localized and installed within direct Zigbee range of the groups they will control.

There are two types of battery-powered ZGP sensors:

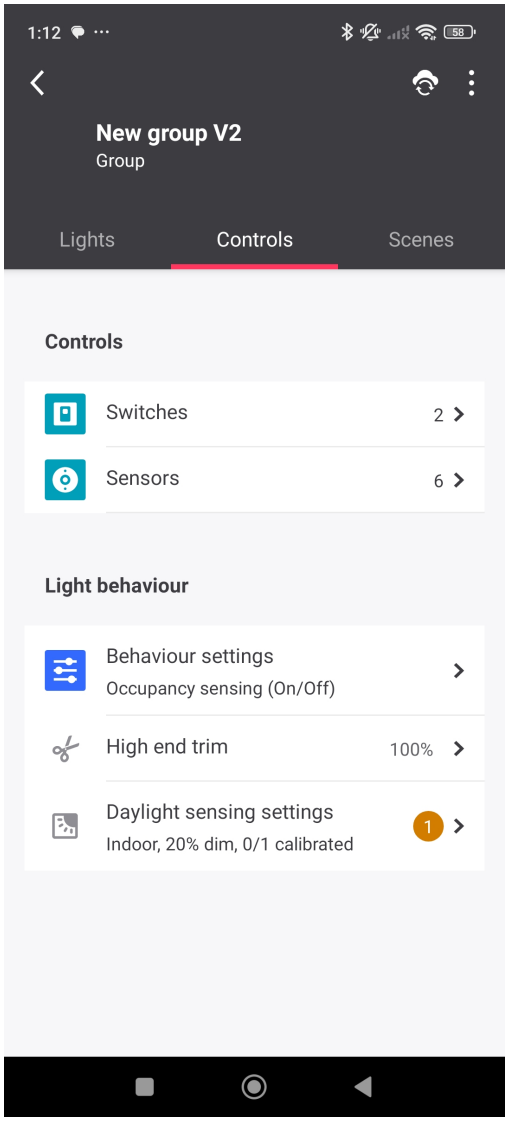
1. ZGP Occupancy sensor:
    - These sensors are used for occupancy sensing only and can detect both major and minor movements.
    - Occupancy sensors do not have the capability for daylight sensing.

ZGP Multi-sensor:

- A multi-sensor has occupancy sensing like the occupancy sensor, but also includes light level detection for daylight sensing, which means it can adjust the lighting level based on the amount of ambient daylight present.
- Multi-sensors cannot be combined in groups with luminaires with built-in sensors, as the built-in sensors ignore both occupancy and daylight sensing messages from multi-sensors. They can only be combined with luminaires and devices without built-in sensors, such as luminaires with built-in transceivers or wireless drivers, as well as Smart T-LEDs and switch relays.
- Multi-sensors must be added to zones (sub-groups), as this is where daylight sensing functionality is accomplished. Only one multi-sensor is allowed per zone, to prevent multiple multi-sensors from sending conflicting daylight sensing messages to the same lights within a zone.

8.4. Add occupancy sensors

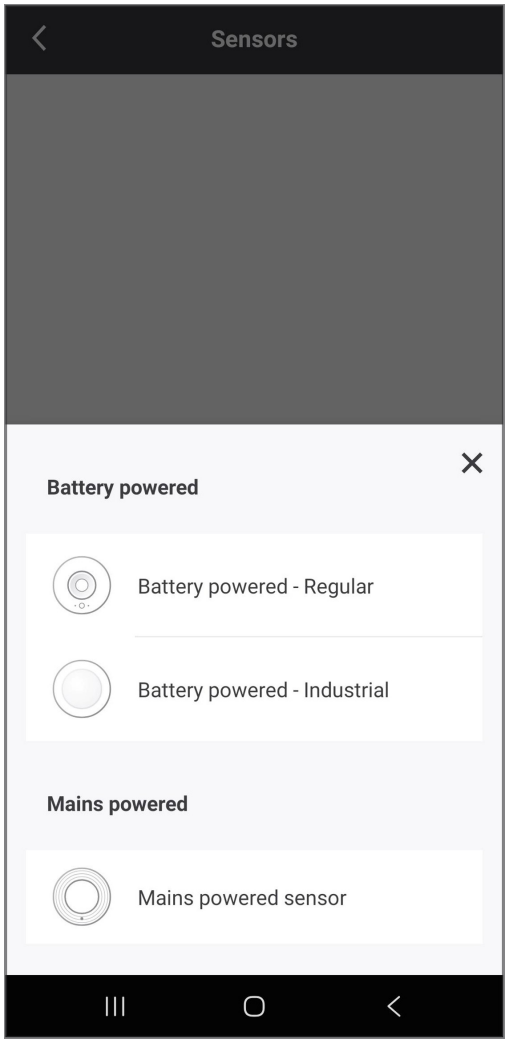
1. Navigate to the appropriate **Group**, then tap **Controls**.



2. Tap **Sensors**.

On the **Sensors** screen, tap **Add sensor**.

4. Tap the appropriate sensor from the list based on the model of sensor installed on-site.

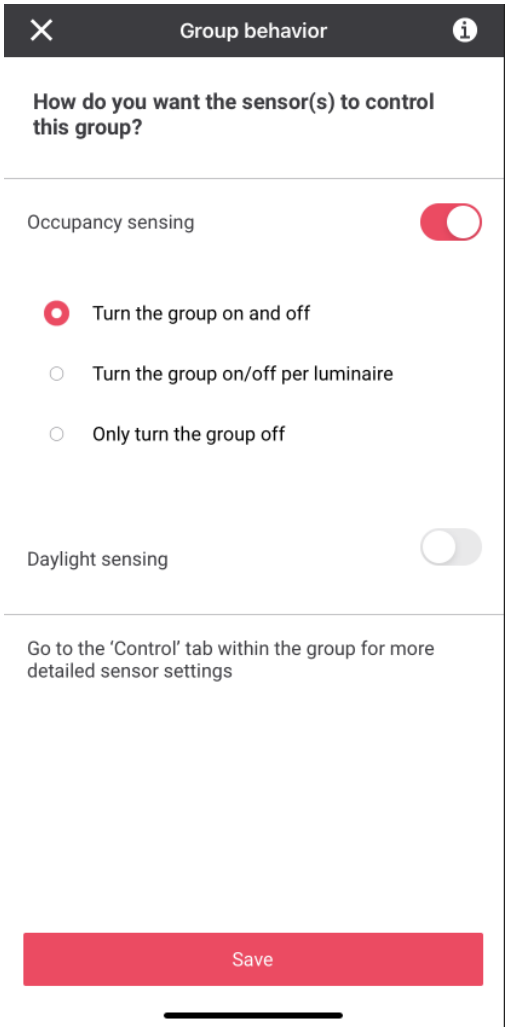


5. Follow the add sensor process prompted by the app. Be aware that sensors have different workflows depending on if they regular or industrial sensors. Read each screen and follow the instructions carefully, as all steps must be completed properly to successfully add the sensor.

6. Note that the green LED indicator on the sensor will blink slowly when the commissioning button is pressed (or when the battery strip is first pulled out), then will blink twice quickly when the sensor successfully joins. If the LED indicator blinks red, reset the sensor by pressing and holding the reset button for approximately 8 seconds (you should see both the red and green indicator LEDs on the sensor blink twice), then retry the process.

7. Once the sensor is joined, type a name for the sensor, then tap **Done**.

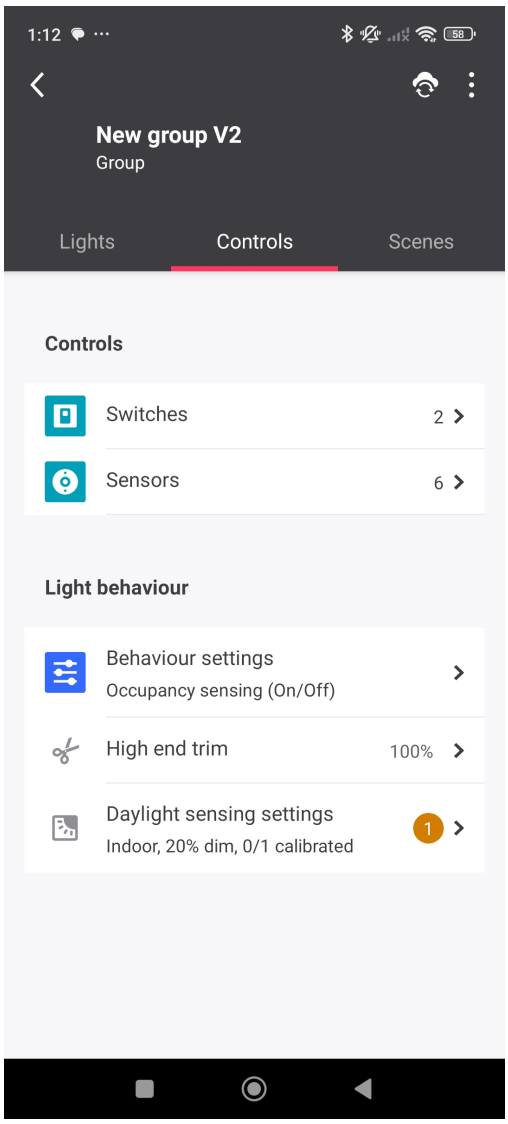
8. The Group Behavior screen appears. On this screen, you can set the group behavior using the options presented. However, this is optional and you may wish to set the group behavior later when you can also modify the behavior parameters. If you wish to set the group behavior later (**recommended**), or you had already set the group's behavior previously, then tap on the **X** symbol to close this screen, or else your parameter settings will be overwritten by default values.



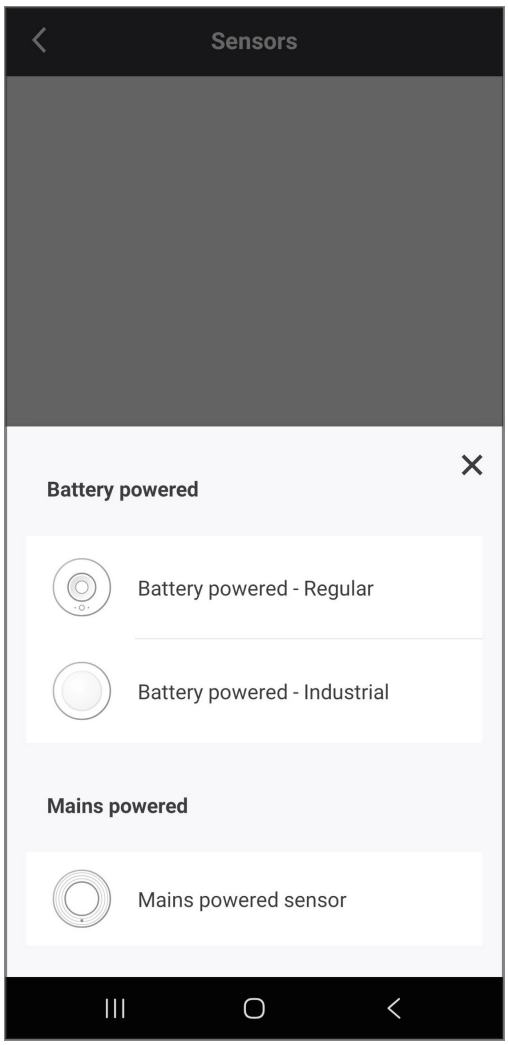
8.5. Add multi-sensor

A multi-sensor enables daylight regulation for lights in a zone without built-in sensors. A maximum of one multi-sensor can be added per zone in the group. Other occupancy-only sensors can be added at the group level if needed..

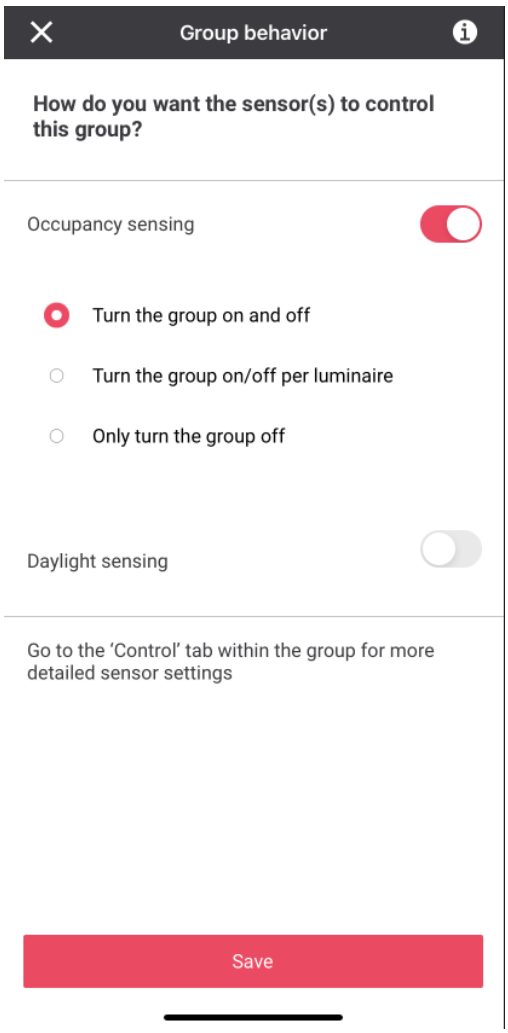
1. Navigate to the appropriate Group, then tap **Controls**.



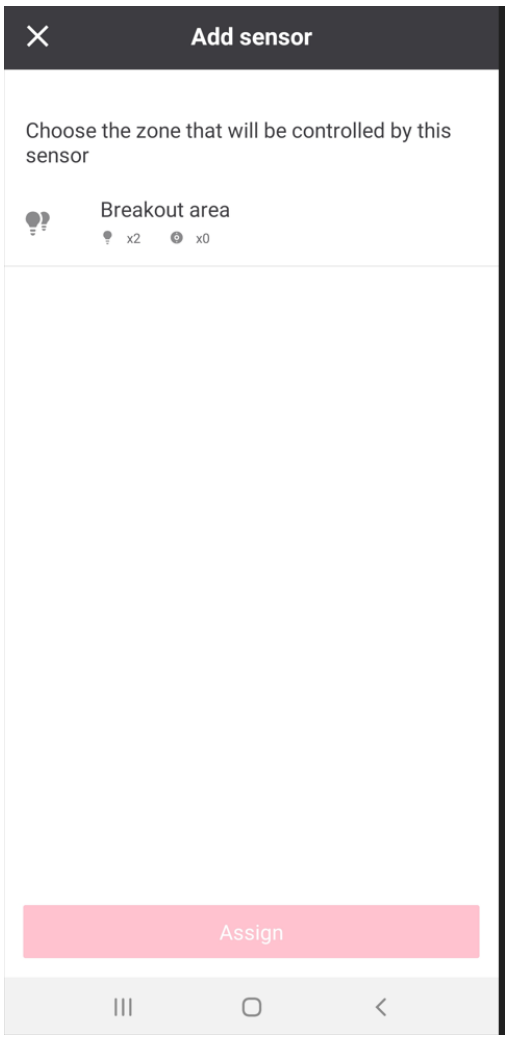
2. Tap **Sensors**.
3. On the **Sensors** screen, tap **Add sensor**.
4. Tap the appropriate sensor from the list based on the model of sensor installed on-site.



5. Follow the add sensor process prompted by the app. Be aware that sensors have different workflows depending on if they regular or industrial sensors. Read each screen and follow the instructions carefully, as all steps must be completed properly to successfully add the sensor.
6. Note that the green LED indicator on the sensor will blink slowly when the commissioning button is pressed (or when the battery strip is first pulled out), then will blink twice quickly when the sensor successfully joins. If the LED indicator blinks red, reset the sensor by pressing and holding the reset button for approximately 8 seconds (you should see both the red and green indicator LEDs on the sensor blink twice), then retry the process.
7. Once the sensor is joined, type a name for the sensor, then tap **Done**.
8. The **Group Behavior** screen appears. On this screen, you can set the group behavior using the options presented. However, this is optional and you may wish to set the group behavior later when you can also modify the behavior parameters. If you wish to set the group behavior later (**recommended**), or you had already set the group's behavior previously, then tap on the **X** symbol to close this screen, or else your parameter settings will be overwritten by default values.



9. Select the appropriate zone from the list, then tap **Assign**.


Add sensor
Choose the zone that will be controlled by this sensor
Breakout area
x2
x0
Assign

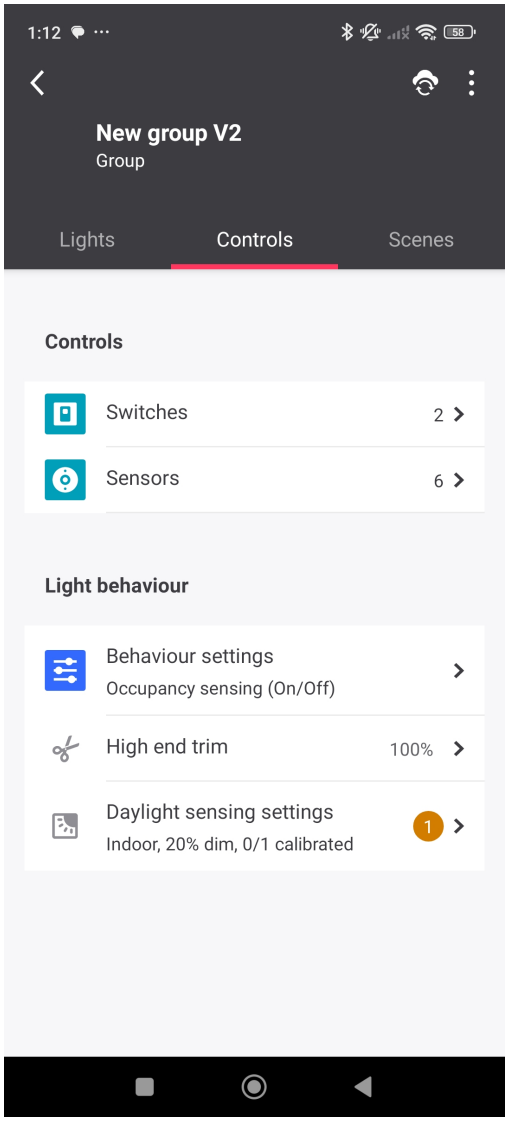
9. Configure light behavior

There are three components to light behavior: behavior settings, high end trim, and daylight sensing settings. Daylight sensor calibration should only be done after the light behaviors and scenes have been deployed to the group, so that will be covered in a following section.

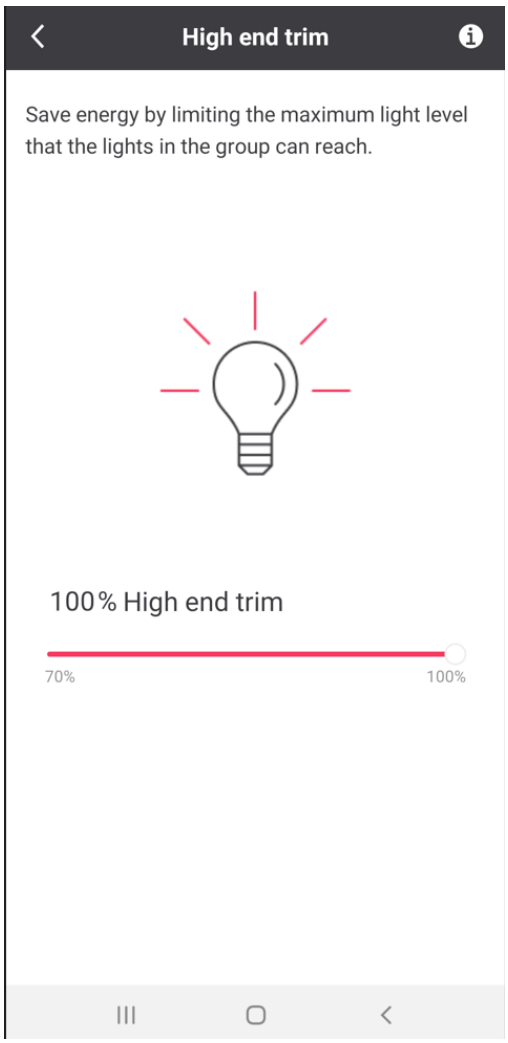
9.1. High end trim

High end trim is an optional setting that limits the maximum light/power output of a group below its normal maximum. If a high end trim is desired, it is advisable to set it before the light behavior and scene levels are configured because it will proportionally reduce these levels, potentially making them too dim.

1. Navigate to the appropriate group, then tap **Controls**.



2. Under the **Light behavior** section, tap **High end trim**.

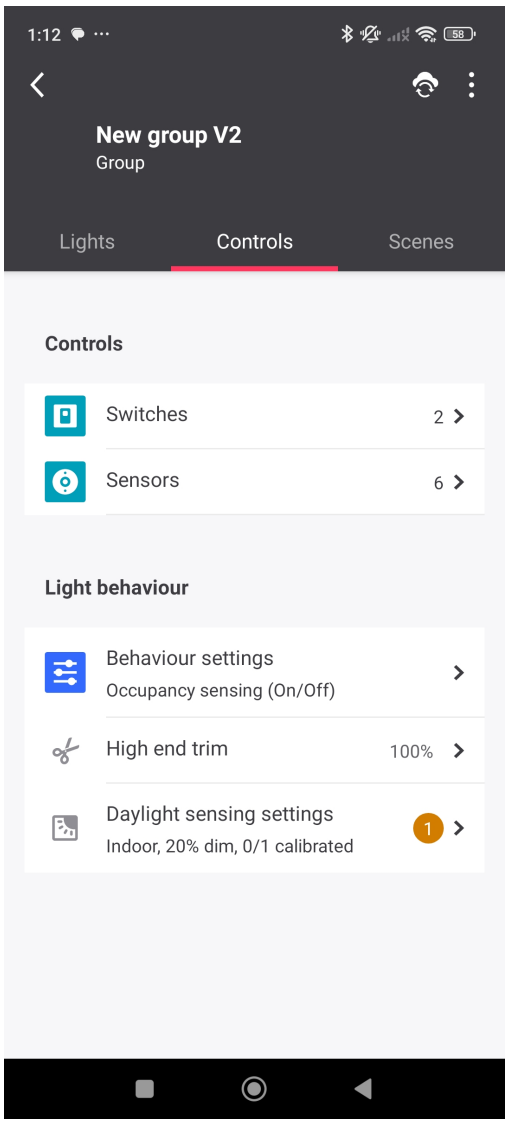


3. Move the slider to achieve the desired reduction in maximum light level or power reduction. The reduction in light level and power is linear to the eye but is exponential in its actual reduction (Refer to Dim curve for more details).
4. Tap the < chevron to navigate back to the group **Controls** screen.

9.2. Behavior settings

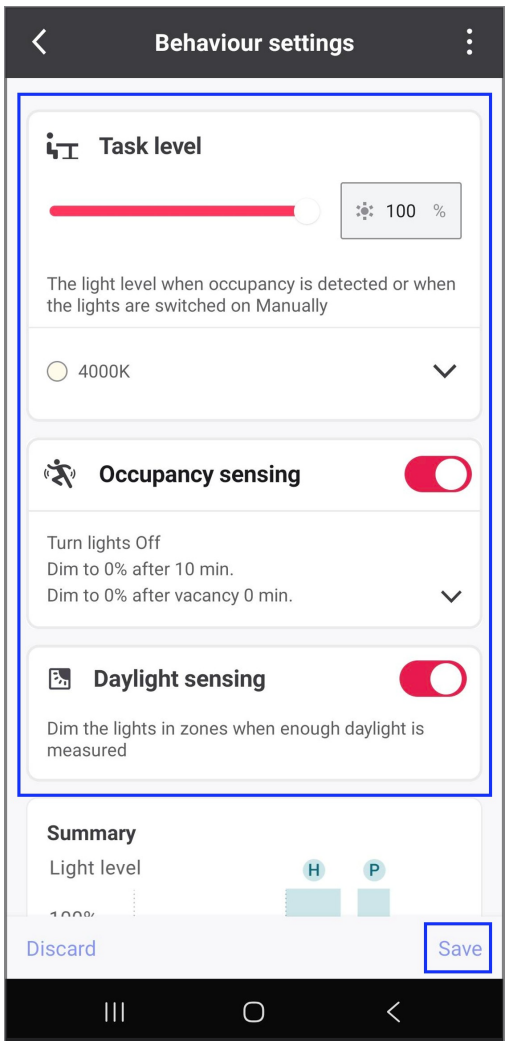
Behavior settings enable different group responses to occupancy, vacancy, and daylight sensing. Light behavior V2 groups allow up to six different states to be stored by devices in the group, while non-Light behavior V2 groups only store a single state. In Light behavior V2 groups, each created state can be independently named and configured. These states can then be recalled by the mobile app, enabling users to switch between lighting behavior states for different operational needs without requiring manual group re-configuration.

1. Navigate to the appropriate group, then tap **Controls**.



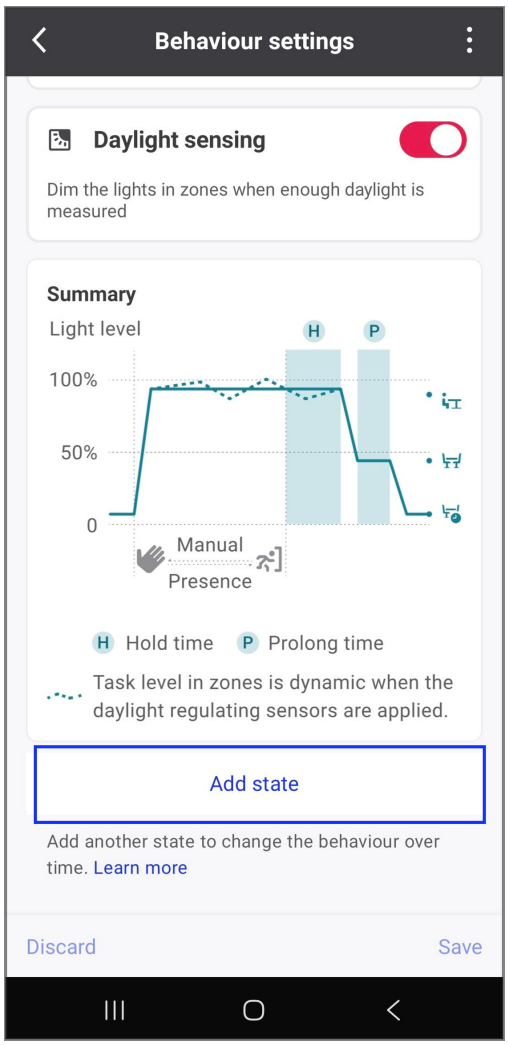
2. Under the **Light behavior** section, tap **Behavior settings**.

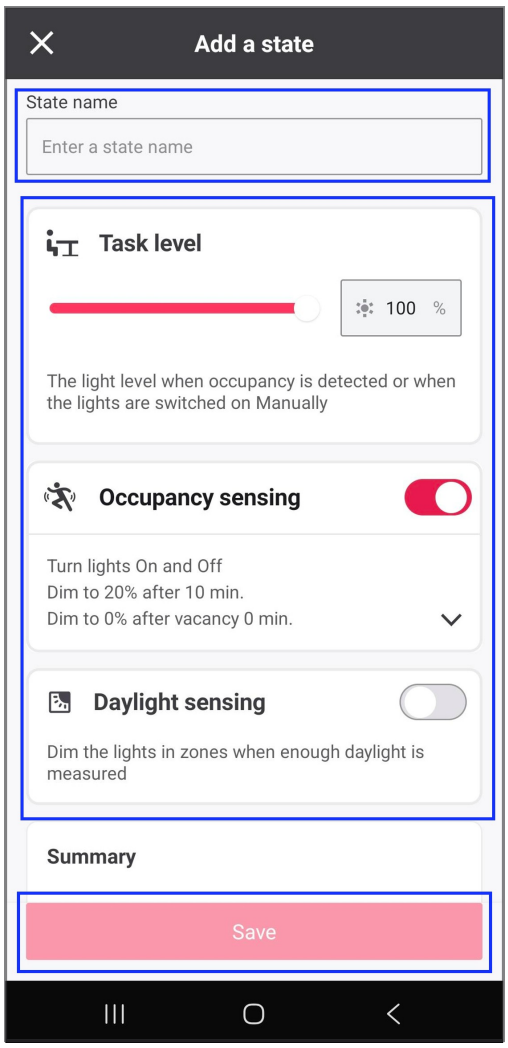
3. For non-Light behavior V2 groups, in the **Behavior settings** screen, configure the light behavior state parameters according to the requirements and tap **Save**. To know more about the light behavior state parameters, refer Light behavior state parameters.



4. For Light behavior V2 groups, in the **Behavior settings** screen, scroll down and tap **Add state**. In the **Add a state** screen, enter a state name in the **State name** field, configure the light behavior state parameters according to the requirements and tap **Save**. To know more about the light behavior state parameters, refer Light behavior state parameters.

> **Note**
>
> For Light behavior V2 groups, up to six light states can be created and saved.


Behaviour settings
Daylight sensing
Dim the lights in zones when enough daylight is measured
Summary
Light level
H
P
100%
50%
0
Manual
Presence
H Hold time
P Prolong time
Task level in zones is dynamic when the daylight regulating sensors are applied.
Add state
Add another state to change the behaviour over time. Learn more
Discard
Save



5 . Tap the < chevron to navigate back to the group **Controls** screen.

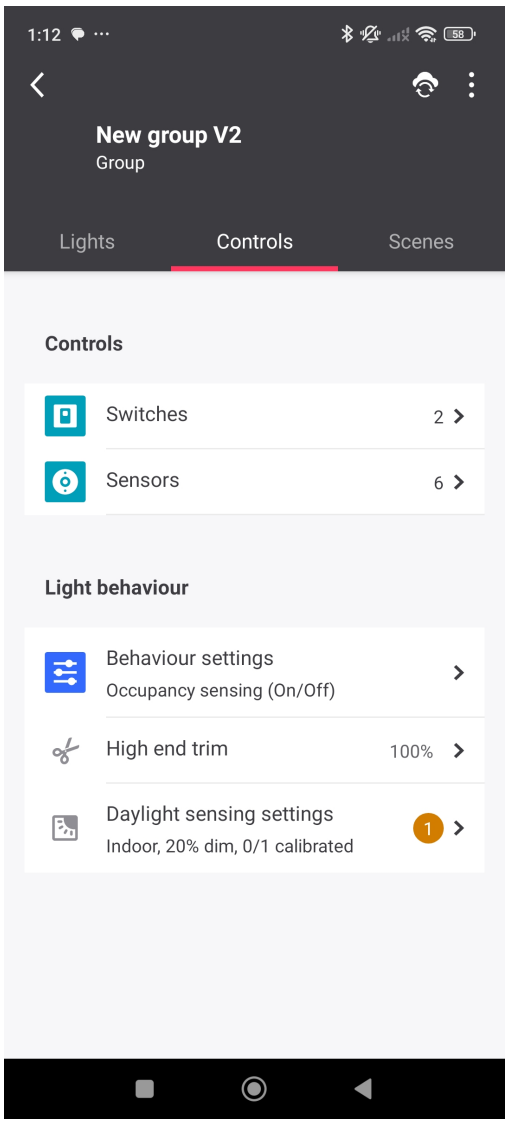
9.3. Daylight sensing settings

Use Daylight sensing settings to configure daylight-based lighting behaviour for a group. The available settings depend on whether the group contains a supported outdoor parking sensor and the selected installation type.

9.3.1. Prerequisites

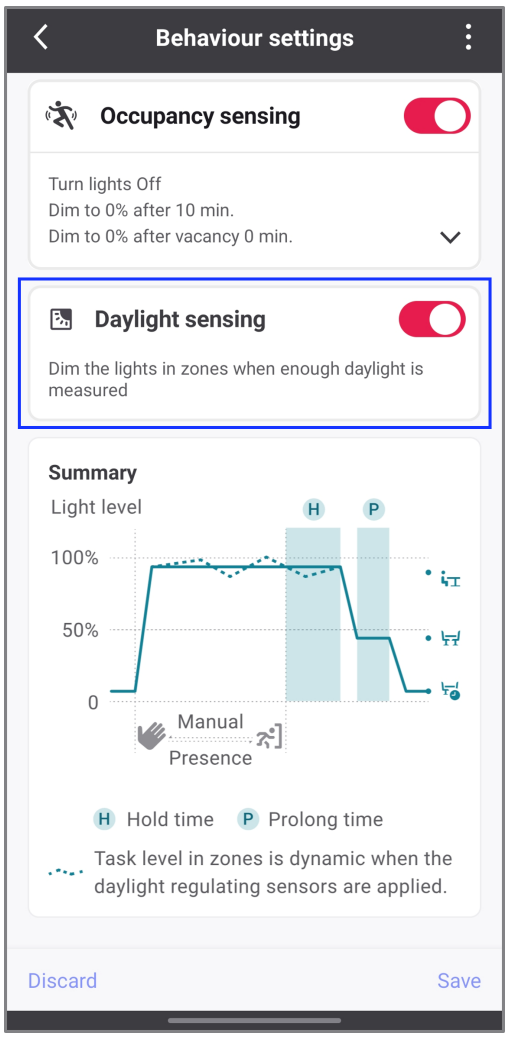
Before configuring Daylight sensing settings:

1 . Navigate to the appropriate **Group**, then tap **Controls**.



2. Under the **Light behavior**, tap **Behaviour settings**.

3. Ensure the **Daylight sensing** toggle is enabled.



> **Note**
>
> In Light behavior V2 groups, when **Minimum dim level** is set to **Off**, the setting works independently of **Daylight sensing**, provided that Daylight sensor zone calibration has been completed. This behavior applies even when **Daylight sensing** is disabled in the active state.

9.3.2. Available UI settings

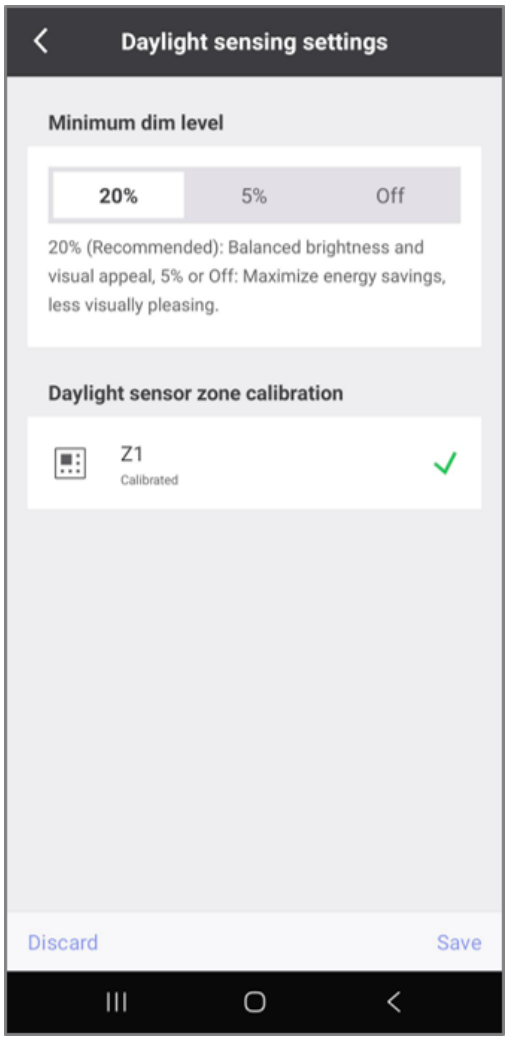
The available UI settings vary depending on whether a supported outdoor parking sensor is present in the group.

No supported outdoor parking sensor present

When no supported outdoor parking sensor is available in the group:

- **Minimum dim level** is displayed.
- **Daylight sensor zone calibration** is displayed.

The **Indoor/outdoor** selection is not displayed.



In this configuration, the group uses standard daylight sensing to maintain the calibrated target light level based on the daylight sensor zone calibration.

Supported outdoor parking sensor present

When a supported outdoor parking sensor is added to the group, the **Indoor/outdoor** setting becomes available.

Select the required installation type:

- **Indoor / covered parking**
- **Outdoor / uncovered parking**

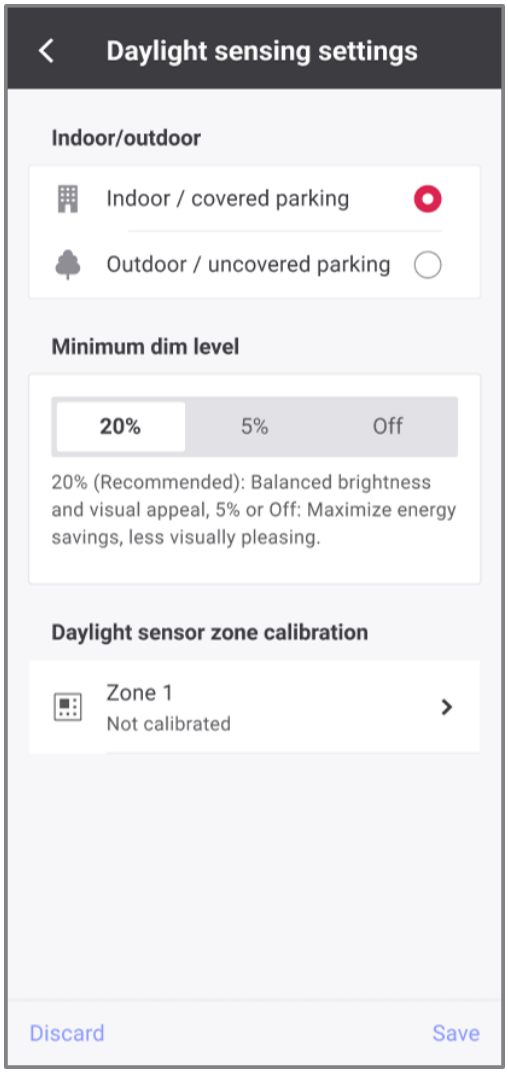
The settings displayed on the screen change according to the selected option.

When **Indoor / covered parking** is selected:

- The **Minimum dim level** section is displayed.

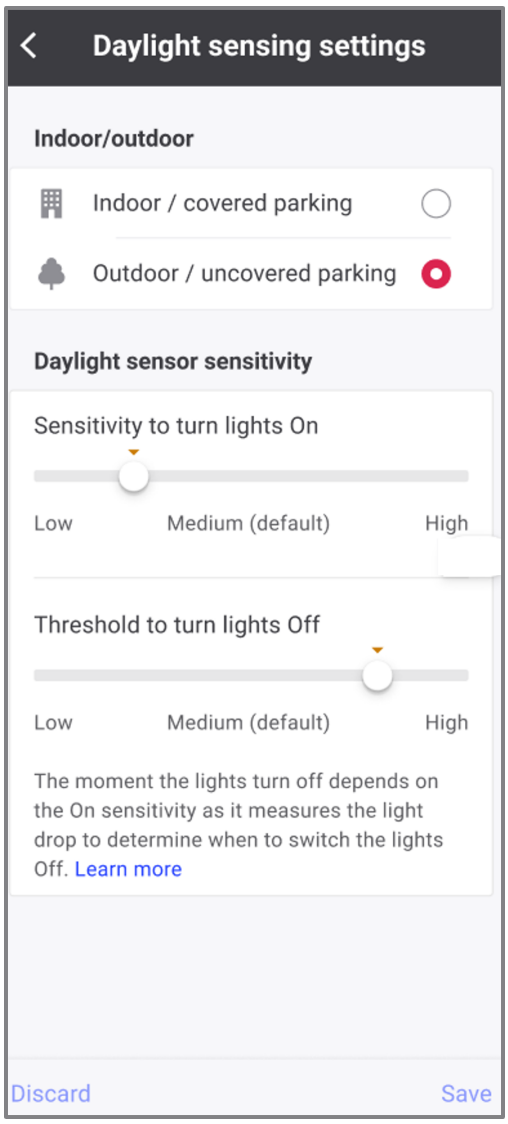
The **Daylight sensor zone calibration** section is displayed.

- The group uses standard daylight regulation based on calibrated daylight sensor zones.



When **Outdoor / uncovered parking** is selected:

- The **Daylight sensor sensitivity** section is displayed.
- The **Minimum dim level** section is hidden.
- The **Daylight sensor zone calibration** section is hidden.



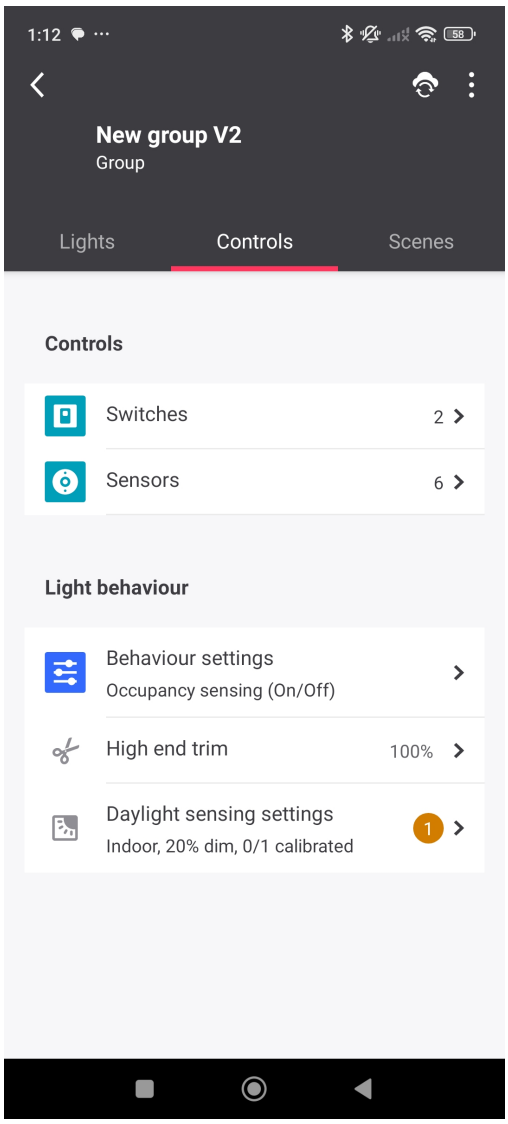
The group uses outdoor daylight override behaviour based on factory-calibrated outdoor parking sensor settings.

9.3.3. Minimum dim level setting

The Minimum dim level setting determines the lowest light output level allowed while regulating daylight.

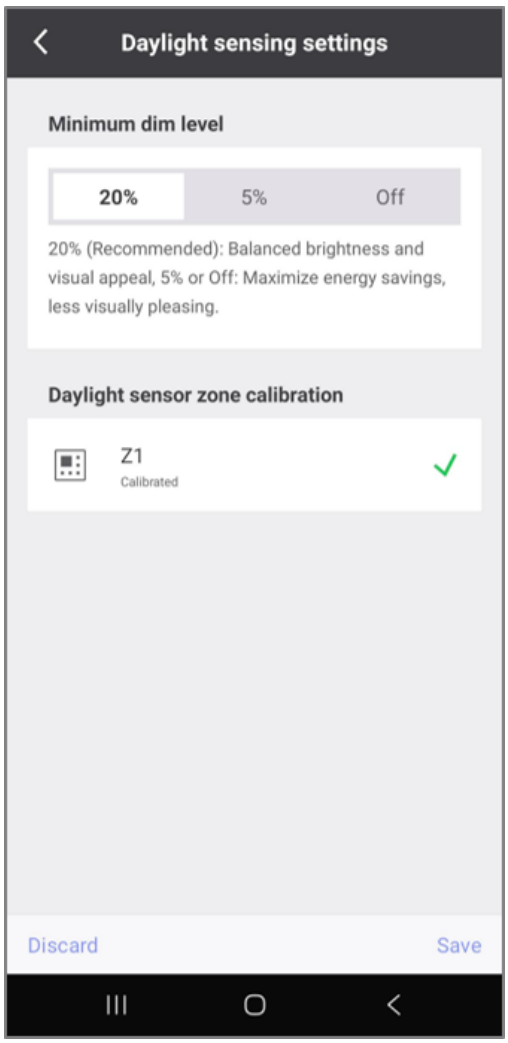
To update the **Minimum dim level** settings:

1. Navigate to the appropriate **Group**, then tap **Controls**.



2. Under the **Light behavior**, tap **Daylight sensing settings**.

3. In the **Daylight sensing settings** screen, select the required **Minimum dim level**.



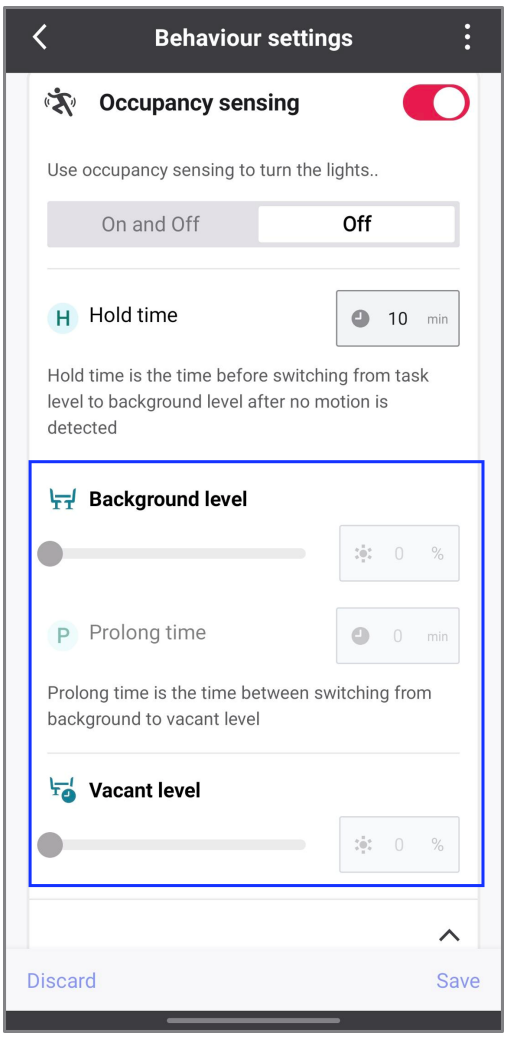
The available options are **20%**, **5%** and **Off**. The default setting is 20%, which is the recommended setting unless a different Minimum dim level is required for the specific installation.

4. In the **Daylight sensor zone calibration**, calibrate the required daylight sensor zones. For more information, see Daylight sensor zone calibration.
5. Tap **Save**.

Non-Light behavior V2 groups

When **Minimum dim level** is selected as **Off** in non-Light behavior V2 groups:

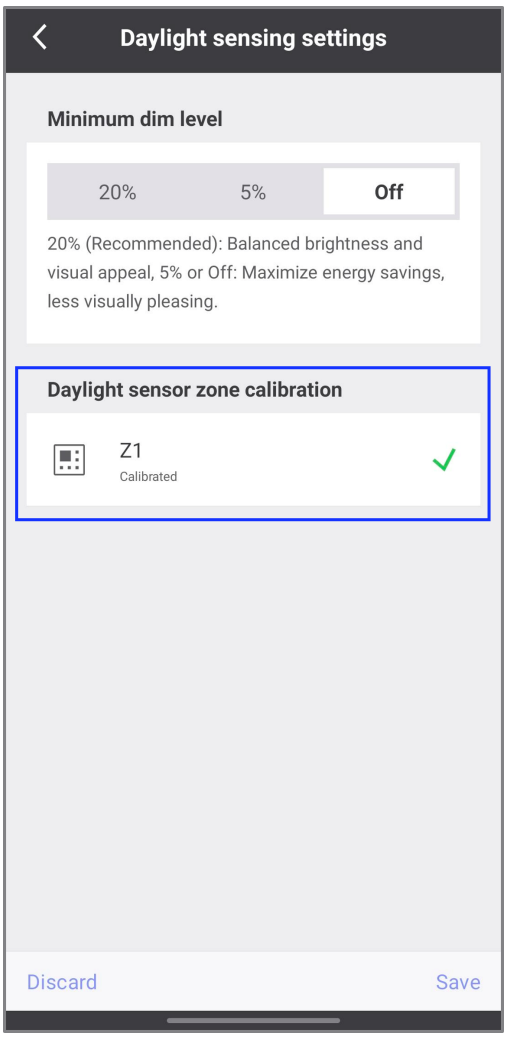
- The **Occupancy sensing** settings (**Backgroud level**, **Prolong time**, and **Vacant level**) are not editable.



Light behavior V2 groups

When **Minimum dim level** is selected as **Off** in Light behavior V2 groups:

- All the **Occupancy sensing** settings remain editable.
- The **Minimum dim level** setting works independently of the **Daylight sensing** setting, provided that the **Daylight sensor zone calibration** section indicates that the zone has been calibrated.

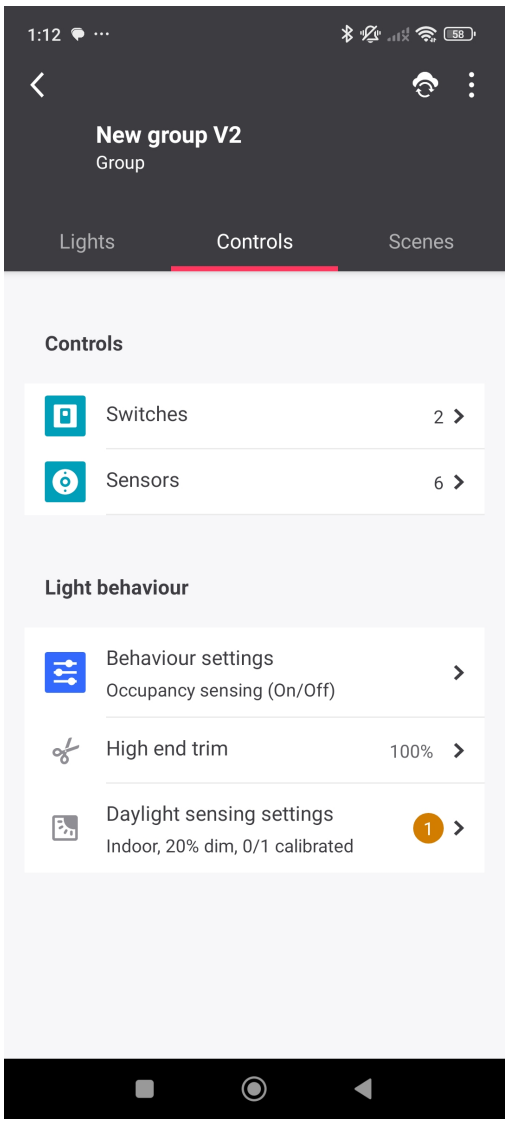


9.3.4. Indoor / Outdoor setting option for an outdoor parking sensor

This option is available only when a supported parking sensor is present in the group.

Configure the Indoor / Outdoor setting

1. Navigate to the appropriate **Group**, then tap **Controls**.



2. Under **Light behaviour**, tap **Daylight sensing settings**.
3. Under **Indoor / outdoor**, select the required installation type:
   - Indoor / covered parking, or
   - Outdoor / uncovered parking
4. Configure the displayed settings as required.
5. Tap **Save**.

Indoor / covered parking

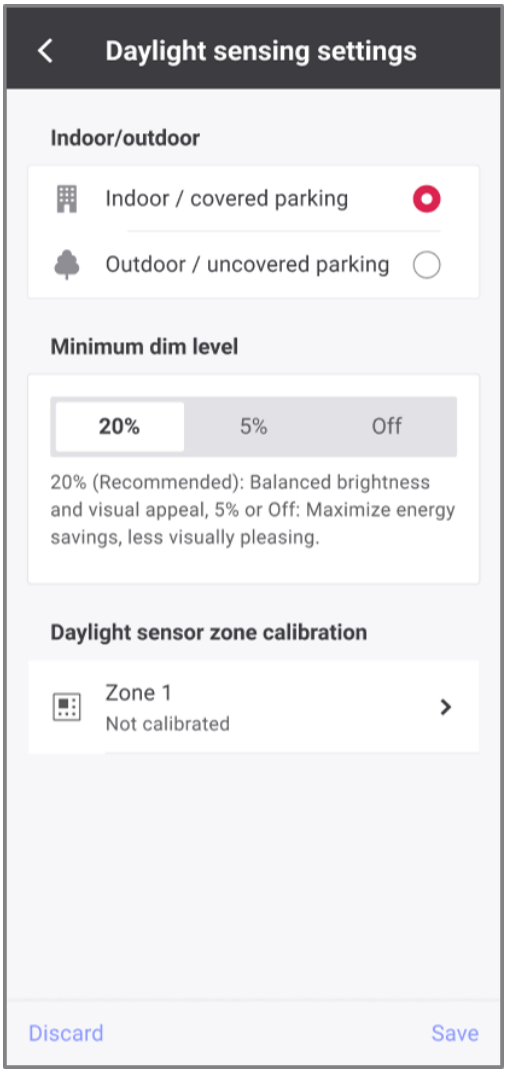
When **Indoor / covered parking** is selected:

1. The **Minimum dim level** setting is displayed.

   Select the required **Minimum dim level**:

   - **20%**

- 5%
- Off



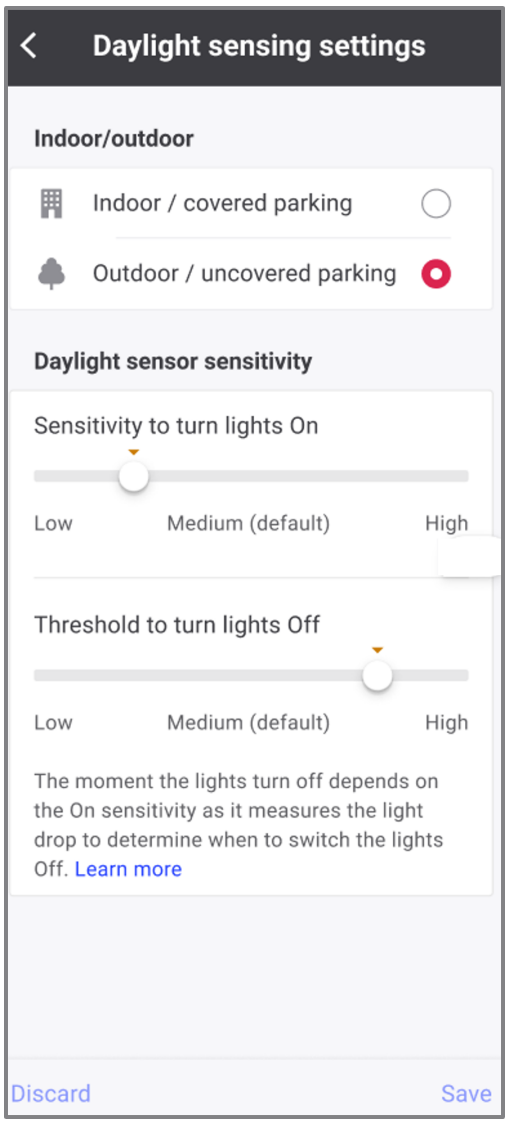
2. The **Daylight sensor zone calibration** section is displayed. Calibrate the required daylight sensor zones. For more information, see Daylight sensor zone calibration.
3. Tap **Save**.

   Result: The lights automatically regulate their output to maintain the calibrated target light level.

Outdoor / uncovered parking

When **Outdoor / uncovered parking** is selected:

The Daylight sensor sensitivity setting is displayed.



1. Adjust the **Sensitivity to turn lights On** slider:
   - Move the slider towards **Low** to require darker conditions before the lights switch on.
   - Move the slider towards **High** to switch the lights on sooner as daylight levels decrease.
   - **Medium** is the default setting.
2. Adjust the **Threshold to turn lights Off** slider:
   - Move the slider towards **Low** to switch the lights off sooner.
   - Move the slider towards **High** to require brighter daylight before the lights switch off.
   - **Medium** is the default setting.
3. Tap **Save**.

   Result: Outdoor daylight override uses factory-calibrated daylight thresholds and does not require daylight sensor zone calibration. Supported outdoor parking sensors automatically control light output based on ambient daylight levels.

9.3.5. Daylight sensor zone calibration

Daylight sensor zone calibration calibrates zones for Daylight sensing and should only be performed after the group settings have been deployed.

The **Daylight sensor zone calibration** section is available when:

- No supported parking sensor is present in the group.
- **Indoor / covered parking** is selected.

The Daylight sensor zone calibration section is not available when Outdoor / uncovered parking is selected because supported parking sensors use factory-calibrated daylight thresholds for daylight override.

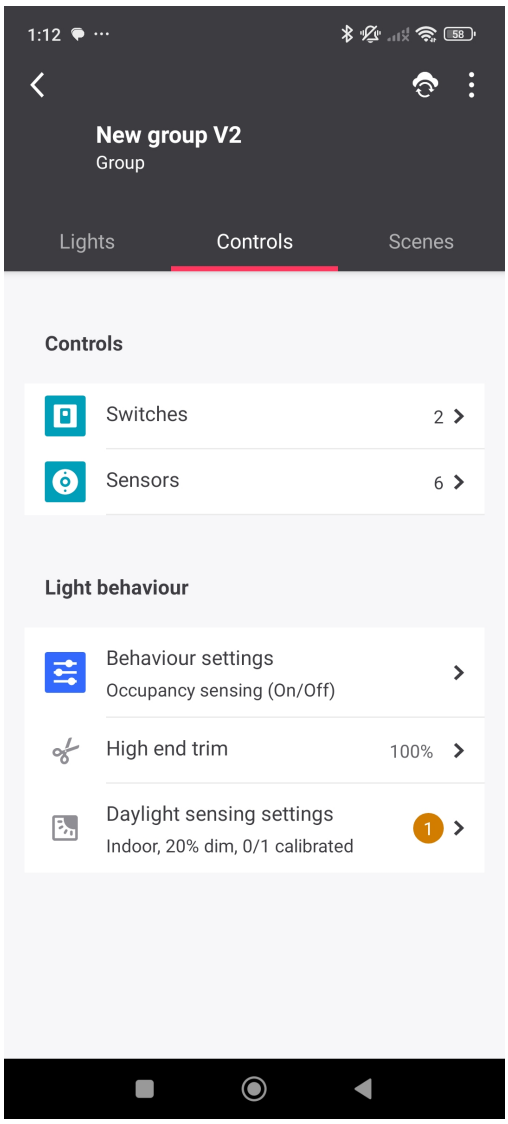
Prerequisites

To ensure accurate and effective daylight sensing operation:

- Perform calibration when ambient light entering the space through windows, skylights, or other openings is minimized. Calibration should preferably be completed at night or when daylight can be blocked using blackout shades, window coverings, or similar methods.
- Calibration of a zone takes approximately six minutes.
- Multiple zones can be calibrated simultaneously if the lights in one zone do not affect the light levels in another zone. If zones influence each other, perform calibration one zone at a time.
- A lux meter is required if the installation must be calibrated to a specific lux level.

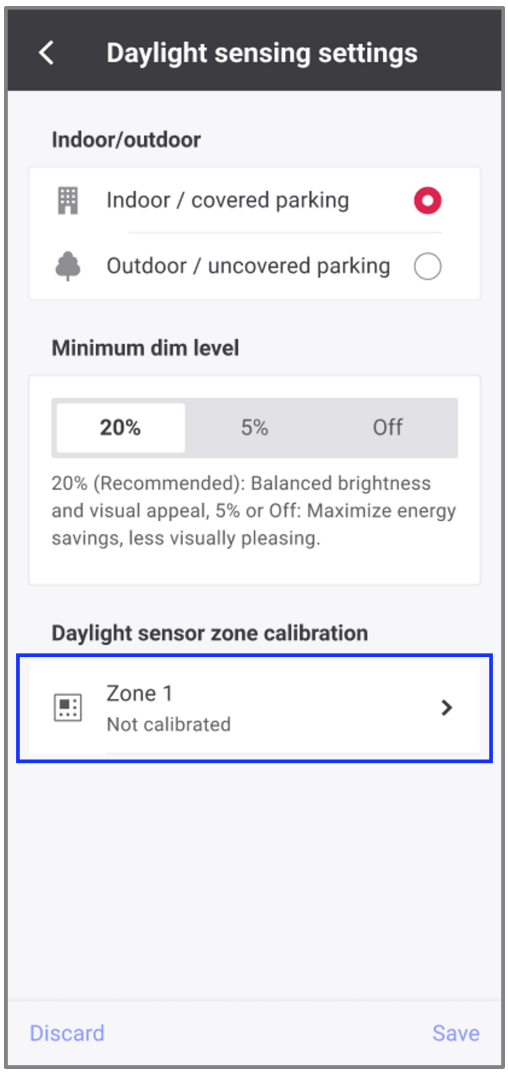
Configure daylight sensor zone calibration

1. Navigate to the appropriate **Group**, then tap **Controls**.



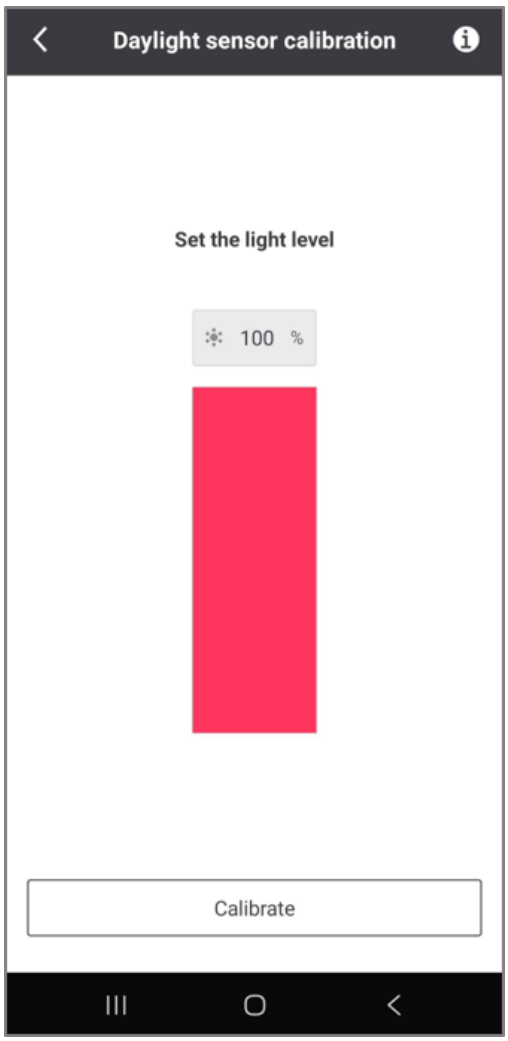
2. Under **Light behaviour**, tap **Daylight sensing** settings.

3. In the **Daylight sensor zone calibration** section, tap the required zone.



4. Review the **Preparing for calibration** information, then tap **Got it**.

5. Adjust the default light level to the required setpoint.



6. Tap **Calibrate**. Wait for the calibration process to complete. Calibration takes approximately six minutes.

> **Important**
>
> Do not control the lights while calibration is in progress. If the hold time is set to five minutes, ensure occupancy is detected during calibration to prevent the lights from transitioning to the background level.

7. Tap **Continue**.
8. Repeat the calibration procedure for any additional zones that require daylight sensing.

9.4. Sensor info – occupancy sensing

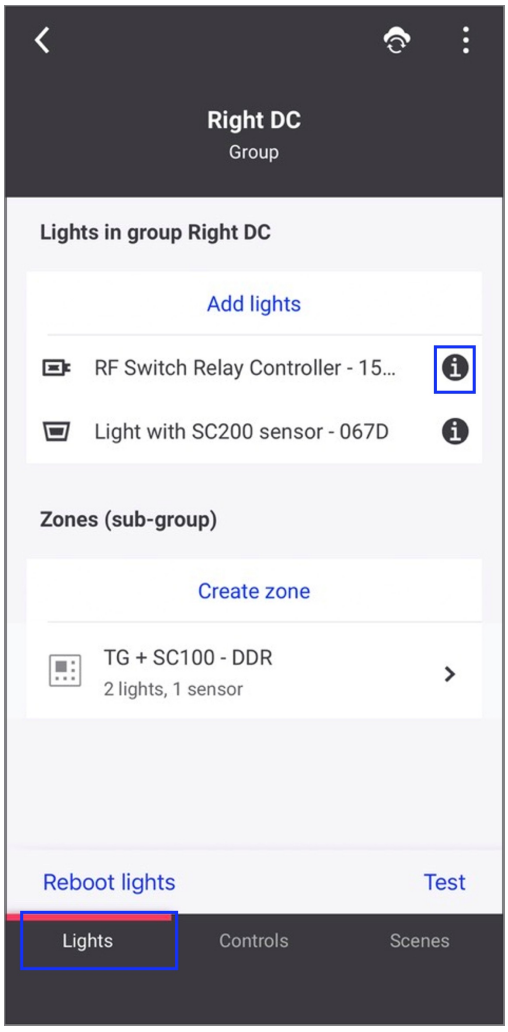
Lights with built-in sensors and standalone mains powered sensors can have their occupancy detection individually enabled or disabled once they are added to a group. If a sensor in a room is too close to a door or HVAC vent for example, its occupancy sensing can be disabled to avoid unnecessary motion triggering from passing motion or HVAC systems.

Occupancy sensing settings are not supported by ZGP battery-powered sensors, as they cannot have their occupancy sensing disabled if added to a group.

Important

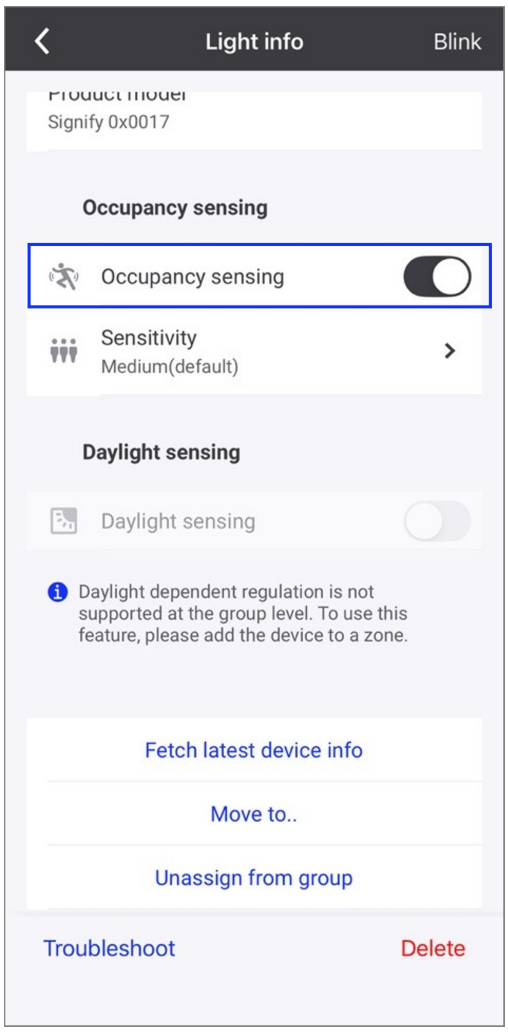
All built-in or mains powered sensors in a group must have the minimum firmware level to support this function. If the minimum firmware version is not met by all sensors in a group, the occupancy sensing per sensor option will be disabled. The firmware of the sensors can be updated by adding gateways and running a project update (Refer to Project Updates for more details), or by updating the sensor(s) using the BLE OTA update function.

1. Navigate to the appropriate group. The **Lights** screen is shown by default.



2. To adjust occupancy sensing settings for lights with built-in sensors from the **Lights** screen, tap the **Info** icon beside the light to load the **Light info** screen. Scroll down to the Occupancy sensing section, then tap to toggle the light's **occupancy sensing** on or off accordingly.

   Tip: Tap the light icons to blink each light if you are not sure which light you need to adjust.



3. To adjust occupancy sensing settings for mains powered sensors, or as an alternative way to adjust occupancy settings for built-in sensors, tap **Controls**, then tap **Sensors** in the **Group controls** section. Sensors will be listed by the types that are installed in the group under three sections: **Battery powered** (occupancy sensing settings not supported), **Mains powered**, and **Integrated sensor luminaires**.
    - For mains powered sensors, tap the chevron beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Occupancy sensing** section, then tap to toggle the sensor's occupancy sensing on or off accordingly.

      Tip:Tap the sensor icons to blink each sensor's LED indicator if you are not sure which sensor you need to adjust.

    - For built-in sensors, tap the **Info** icon beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Occupancy sensing** section, then tap to toggle the sensor's occupancy sensing on or off accordingly.

      Tip: Tap the light icons to blink each built-in sensor if you are not sure which sensor you need to adjust.

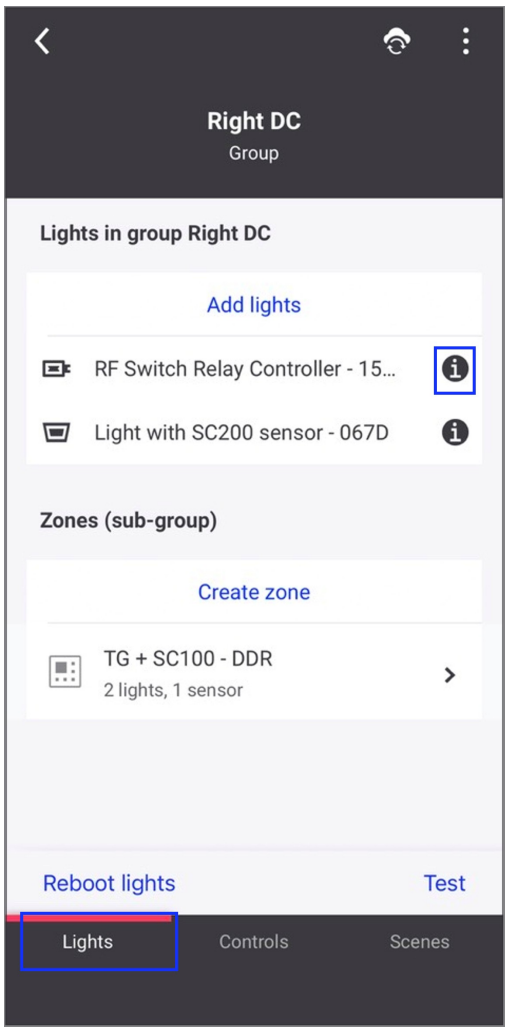
9.5. Sensor info – occupancy sensing sensitivity

Lights with built-in sensors and standalone mains powered sensors can have their occupancy detection sensitivity adjusted individually once they are added to a group. If a sensor is in an office where the occupant sits still for prolonged periods for example, it may be desirable to increase the sensitivity to reduce unnecessary timeouts. Occupancy sensing sensitivity settings are not supported by ZGP battery-powered sensors (they cannot have their occupancy sensing disabled if added to a group).

Important

Only **SC200** built-in sensors and mains powered sensors (MPS) support sensitivity adjustment. Older SNS210 IA built-in sensor models do not support this function. All sensors in a group must have the minimum firmware level to support this function. If the minimum firmware version is not met by all sensors in a group, the occupancy sensing sensitivity per sensor option will be disabled. The firmware of the sensors can be updated by adding gateways and running a project update (Refer to Project Updates for more details), or by updating the sensor(s) using the BLE OTA update function.

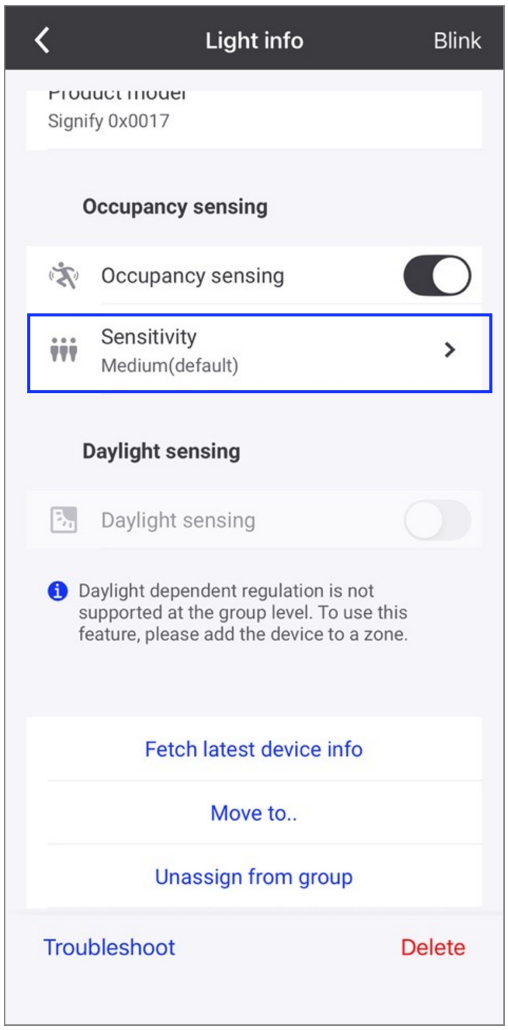
1. Navigate to the appropriate group. The **Lights** screen is shown by default.



2. To adjust occupancy sensing sensitivity settings for lights with SC200 built-in sensors from the **Lights** screen, tap the **Info** icon beside the light to load the **Light info** screen. Scroll down to the **Occupancy**

sensing section, then tap the **Sensitivity** option and choose either **High, Medium (default)** or **Low**.

Tip: Tap the light icons to blink each light if you are not sure which light you need to adjust.





3. To adjust occupancy sensing settings for mains powered sensors, or as an alternative way to adjust occupancy settings for SC200 built-in sensors, tap **Controls**, then tap **Sensors** in the **Group controls** section. Sensors will be listed by the types that are installed in the group under three sections: **Battery powered** (occupancy sensing settings not supported), **Mains powered**, and **Integrated sensor luminaires**.
    - For mains powered sensors, tap the chevron beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Occupancy sensing** section, then tap the **Sensitivity** option and choose between **High, Medium (default)** and **Low**.

      Tip: Tap the sensor icons to blink each sensor's LED indicator if you are not sure which sensor you need to adjust.

    - For built-in sensors, tap the **Info** icon beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Occupancy sensing** section, then tap the **Sensitivity** option and choose between **High**, **Medium (default)** or **Low**.

      Tip: Tap the light icons to blink each built-in sensor if you are not sure which sensor you need to adjust.

> **Note**
>
> Changing the sensitivity of a battery-powered ZGP sensor is not possible via the mobile app. You can change the sensitivity of a ZGP sensor by rotating the sensitivity knob that can be found at the back of the sensor.

9.6. Sensor info - daylight sensing

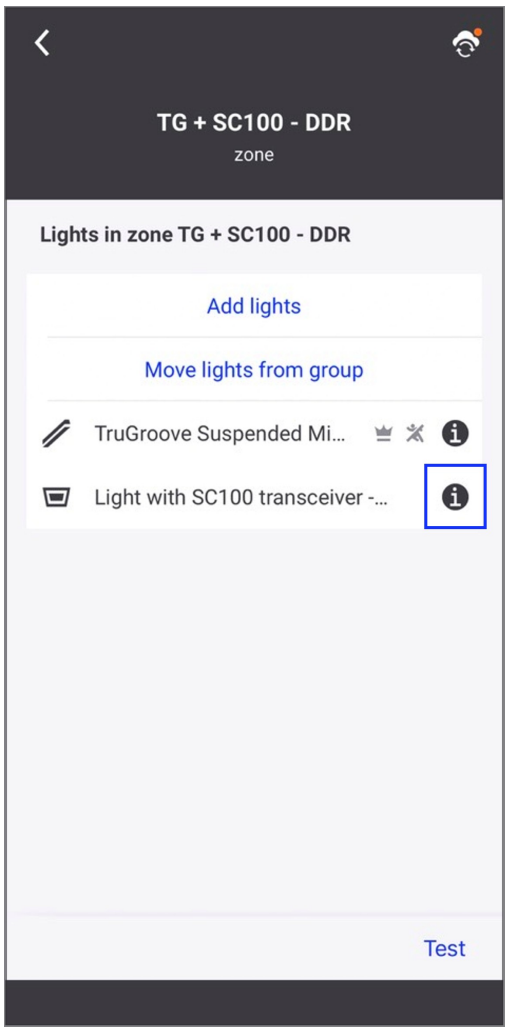
Lights with built-in sensors and standalone mains powered sensors can have their daylight sensing detection for individually enabled or disabled once they are added to a zone in a group. Sensors not added to zones will have their daylight sensing option fixed as disabled. Daylight sensing settings are not supported by ZGP battery-powered multi-sensors. Do not use ZGP multi-sensors in the same zone with built-in and/or mains powered sensors.

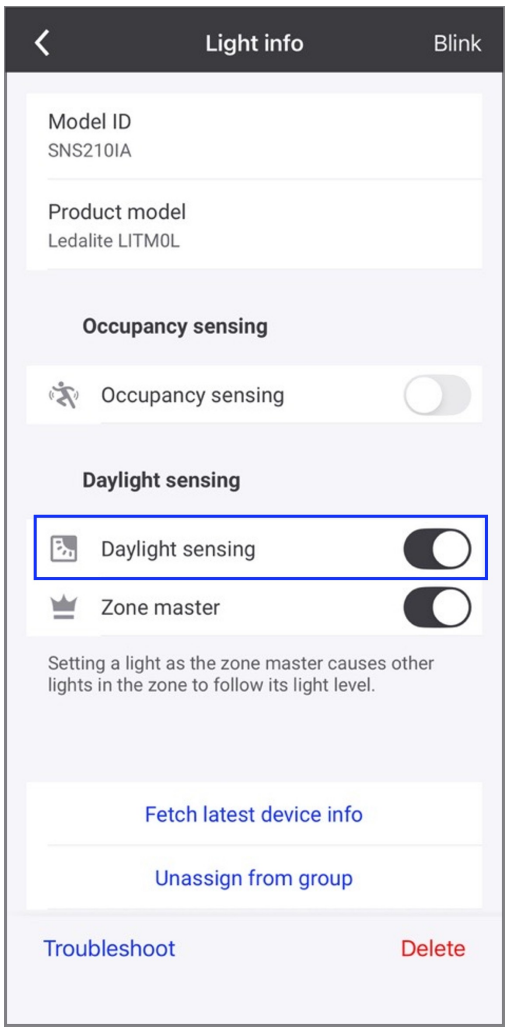
- When daylight sensing is enabled in a sensor, it will regulate the light level based on its own light level detection, independently from other sensors in the zone.
- When daylight sensing is disabled in a sensor, the sensor will follow the **Zone master** for daylight sensing, which is another sensor in the same zone that is selected to be the daylight reference for:
  - All other built-in or mains powered sensors in the zone with their daylight sensing option disabled
  - Any lights in the zone without a built-in sensor

> **Important**
>
> All built-in or mains powered sensors in a group must have the minimum firmware level to support this function. If the minimum firmware version is not met by all sensors in a group, the daylight sensing per sensor option will be disabled. The firmware of the sensors can be updated by adding gateways and running a project update (Refer to Project Updates for more details), or by updating the sensor(s) using the BLE OTA update function.

1. Navigate to the appropriate group. The **Lights** screen is shown by default.
2. Tap the appropriate **Zone** where you wish to configure daylight sensing settings.
3. To adjust daylight sensing settings for lights with built-in sensors from the **Zone** screen, tap the **Info** icon beside the light to load the **Light info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's daylight sensing on or off accordingly.

   Tip: Tap the light icons to blink each light if you are not sure which light you need to adjust.


TG + SC100 - DDR
zone
Lights in zone TG + SC100 - DDR
Add lights
Move lights from group
TruGroove Suspended Mi...
Light with SC100 transceiver -...
Test



4. To adjust daylight sensing settings for mains powered sensors, or as an alternative way to adjust daylight settings for built-in sensors, tap **Controls**, then tap **Sensors** in the **Group controls** section. Sensors will be listed by the types that are installed in the group under three sections: **Battery powered (daylight sensing settings not supported), Mains powered,** and **Integrated sensor luminaires**.
    - For mains powered sensors, tap the chevron beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's daylight sensing on or off accordingly.

      Tip: Tap the sensor icons to blink each sensor's LED indicator if you are not sure which sensor you need to adjust.

    - For built-in sensors, tap the **Info** icon beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's daylight sensing on or off accordingly.

      Tip: Tap the light icons to blink each built-in sensor if you are not sure which sensor you need to adjust.

9.7. Sensor info - daylight sensing zone master

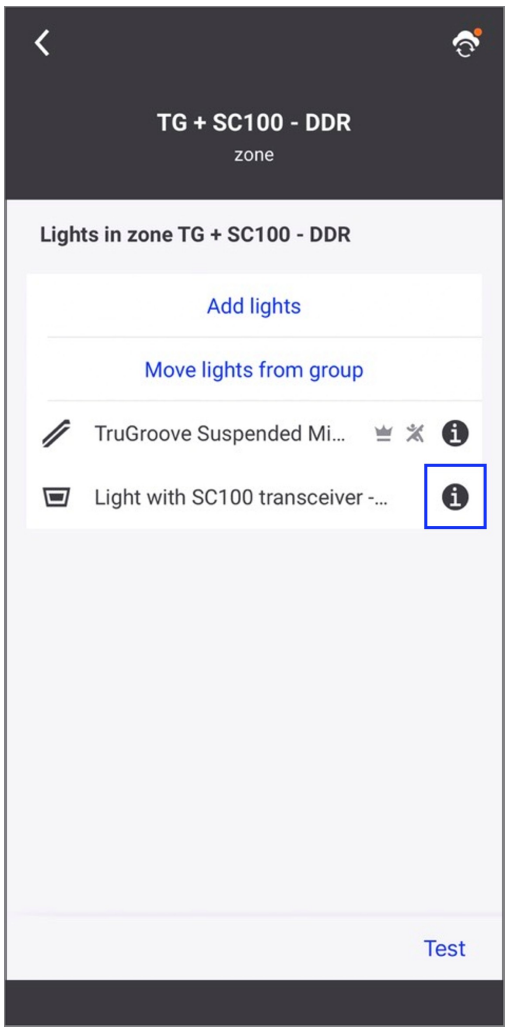
Lights with built-in sensors and standalone mains powered sensors can be chosen as a zone master once they are added to a zone in a group and their daylight sensing option is enabled. Zone master settings are not supported by ZGP battery-powered multi-sensors. Do not use ZGP multi-sensors in the same zone with built-in and/or mains powered sensors.

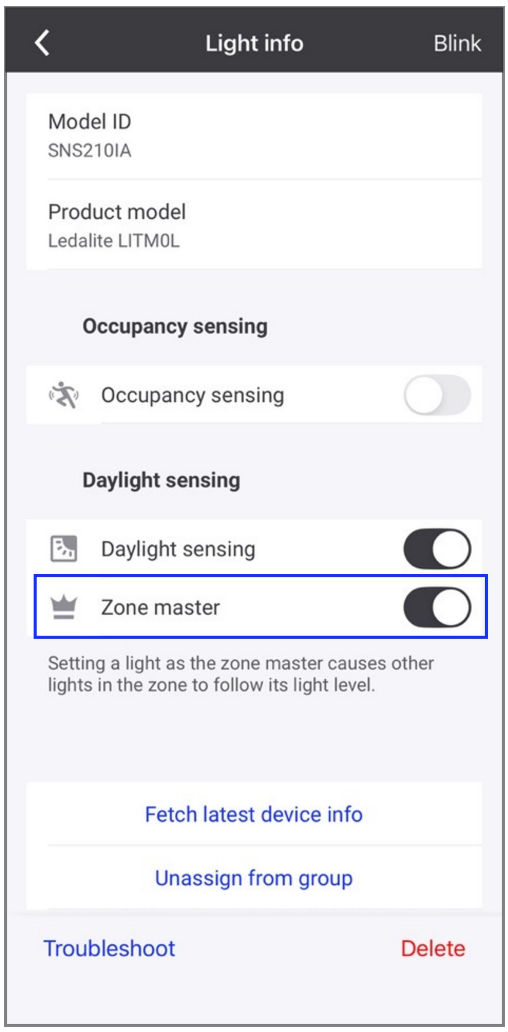
- When daylight sensing is enabled in a sensor, it will regulate the light level based on its own light level detection, independently from other sensors in the zone.
- When a sensor is additionally enabled as the **Zone master** for daylight sensing, that sensor becomes the daylight reference for:
  - All other built-in or mains powered sensors in the zone with their daylight sensing option disabled
  - Any lights in the zone without a built-in sensor
- There can only be one zone master sensor per zone. Enabling a sensor as a zone master will automatically disable any other sensor that was previously set as the zone master.
- When there are lights in the zone without a built-in sensor, a zone master must be enabled for these lights to respond to daylight sensing.

> **Important**
>
> All built-in or mains powered sensors in a group must have the minimum firmware level to support this function. If the minimum firmware version is not met by all sensors in a group, the daylight sensing zone master per sensor option will be disabled. The firmware of sensors can be updated by adding gateways and running a project update (Refer to Project Updates for more details), or by updating the sensor(s) using the BLE OTA update function.

1. Navigate to the appropriate group. The **Lights** screen is shown by default.
2. Tap the appropriate **Zone** where you wish to configure zone master settings for daylight sensing.
3. To adjust zone master settings for lights with built-in sensors from the **Zone** screen, tap the **Info** icon beside the light to load the **Light info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's zone master setting on or off accordingly.

   Tip: Tap the light icons to blink each light if you are not sure which light you need to adjust.


TG + SC100 - DDR
zone
Lights in zone TG + SC100 - DDR
Add lights
Move lights from group
TruGroove Suspended Mi...
Light with SC100 transceiver -...
Test



4. To adjust daylight sensing zone master settings for mains powered sensors, or as an alternative way to adjust zone master settings for built-in sensors, tap **Controls**, then tap **Sensors** in the **Group controls** section. Sensors will be listed by the types that are installed in the group under three sections: **Battery powered** (daylight sensing settings not supported), **Mains powered**, and **Integrated sensor luminaires**.
    - For mains powered sensors, tap the chevron beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's zone master setting on or off accordingly.

      Tip: Tap the sensor icons to blink each sensor's LED indicator if you are not sure which sensor you need to adjust.

    - For built-in sensors, tap the **Info** icon beside the desired sensor to load the **Sensor info** screen. Scroll down to the **Daylight sensing** section, then tap to toggle the light's zone master setting on or off accordingly.

      Tip: tap the light icons to blink each built-in sensor if you are not sure which sensor you need to adjust.

10. Create scenes

Different lighting atmospheres for various activities can be created by using scenes. Scenes can be called using:

- MultiPower Switch (MPSW). User-defined scenes can be assigned to configurable switch buttons. The available scene assignments depend on the selected button pad configuration.
- 4-button ZGP switches. Scenes can be assigned to 2 of the 4 buttons for manual recall by users in the group. You can optionally create scenes and assign them to ZGP switch buttons as you are adding the switch to your group.
- Schedules, when a gateway is assigned to the wireless network.
- The light control function in the app.

Note

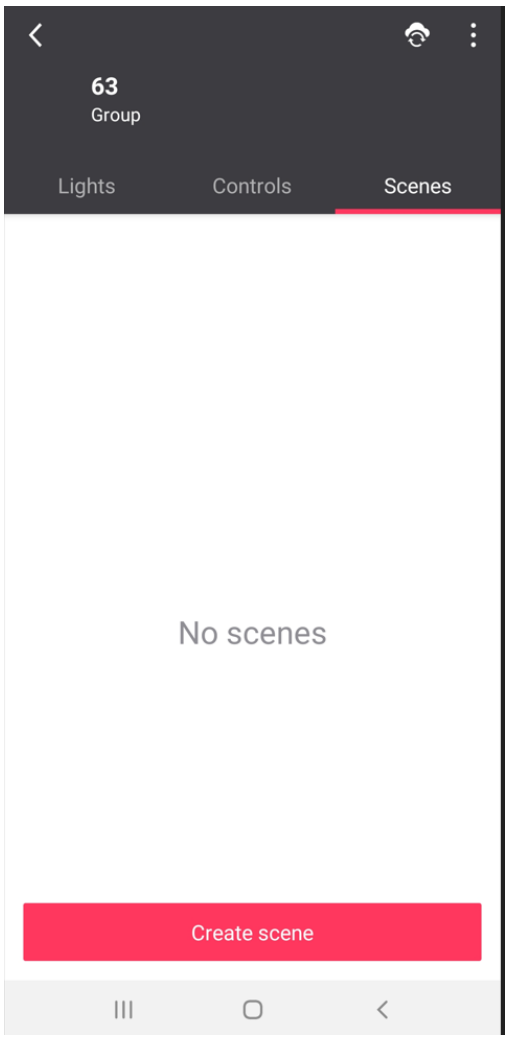
App light control can be used by an expert when in Bluetooth range, if no gateway is assigned to the wireless network. When gateway is assigned, it can be used by experts and users who have been granted access to the group from anywhere.

Note

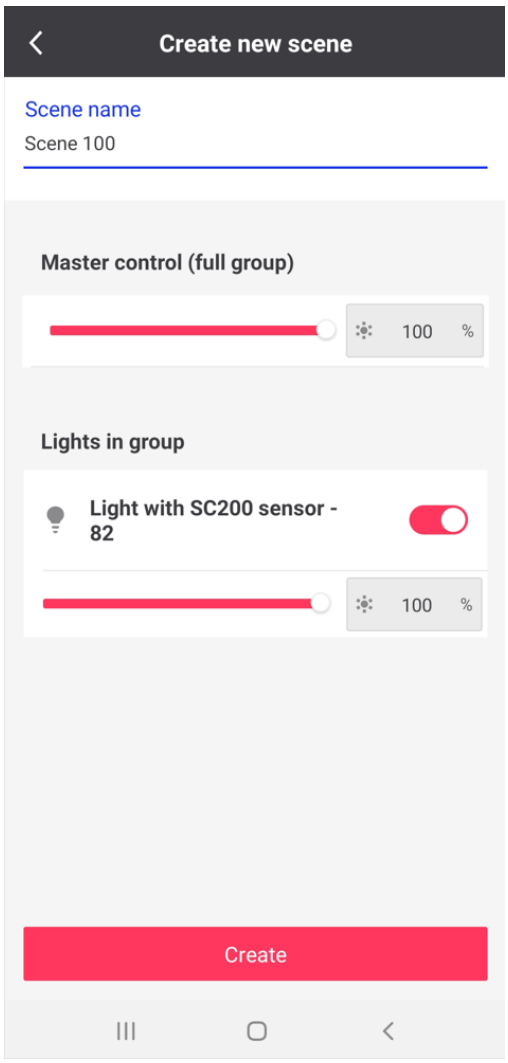
Web portal light control can be used used by experts and users who have been granted access to the group from anywhere when gateway is assigned to the wireless network.

Follow the below steps:

1. Navigate to the appropriate **Group**, then tap **Scenes**.
2. Tap **Create scene**.



3. Type a name for the scene and choose the brightness and color temperature (if tunable white lights are added to the group) manually, using the sliders or numeric input fields. Note that lights in the group that are not in zones are individually adjustable, while lights in zones are only adjustable per zone. Once your light levels and color temperature are as desired, tap **Create**.



4. If you didn't create your scenes as you added your ZGP switches, you should assign them now before you deploy your group settings. Refer to ZGP Switches for details on changing ZGP switch configuration.

11. Deploy settings

Before deploying settings, make sure that all steps to set up the group are completed. This includes:

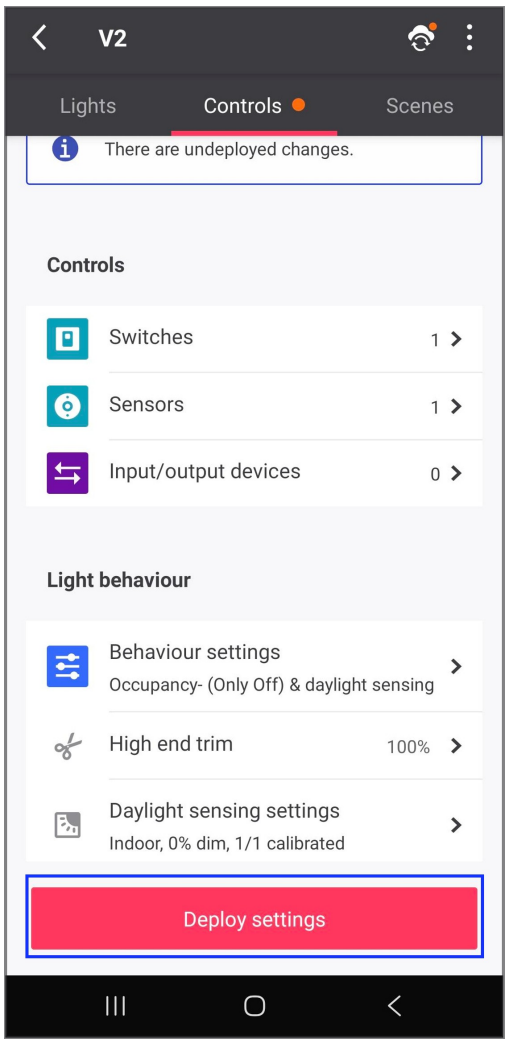
- Adding all lights, sensors and switches to the group
- Configuring the desired group behavior (High end trim, Behavior settings, Daylight sensing settings / Minimum dim level)
- Creating scenes and assigning them to switches if required

The only exception is that Daylight sensor zone calibration should be done after you deploy settings to the group. If the wireless network will not have a gateway assigned, then deployment is done from the Signify Interact Builder app directly to the lights using Bluetooth Low Energy (BLE). The app establishes a BLE connection with a single device that acts as a BLE to Zigbee gateway, allowing the group behavior to be deployed through this device to all devices in the target group. For best results when deploying to groups:

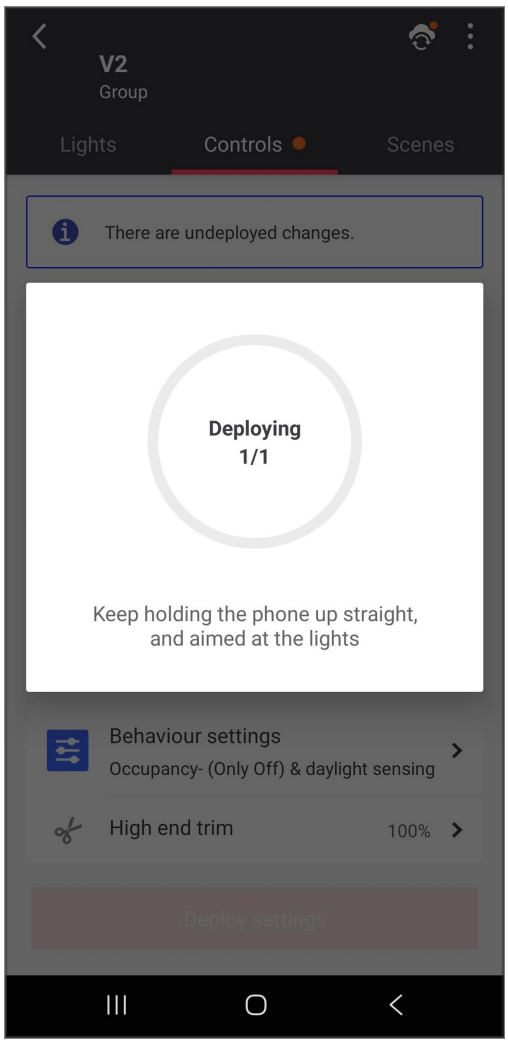
- Go to the group location first with your mobile phone before you deploy. This will minimize the amount of Zigbee hops (delay) required for the phone to reach the target lights. It is possible to deploy settings to any group in a wireless network so long as the phone is in BLE range of any light in that network, but being as close as possible to the target group is recommended.
- While you are deploying group settings, do not walk away or let the app go to the background. The phone must maintain the BLE connection with the gateway device until the group settings are completely deployed.

If the wireless network will have a gateway assigned, it is not a requirement to deploy group settings before adding your gateways. Running a project update after your gateways are added will do this automatically for all groups in wireless networks with gateways, as part of updating the project settings. You don't have to be on-site or keep the app active once the update is started for this to happen.

1. Navigate to the appropriate **Group**, then tap **Controls**.
2. Tap **Deploy settings**. Deployment begins.



3. The app shows you the progress of the deployment.



4. On successful completion of deployment, a green tick mark with a message **Deployed** is seen. Once the deployment is successful, the lights will begin to operate as per the configured light behavior.

12. Stop commissioning wireless networks

When an expert starts commissioning a wireless network in Bluetooth mode using the Signify Interact Builder app, the network becomes locked to the mobile phone and the key to unlock it is stored in the phone's local app data. No other experts, even the same expert with a different phone, may enter the network while it is locked to the phone. While working inside a network, all configuration data about the luminaires and devices added to the network is also stored in the local app data. Once work is completed or paused within the network, commissioning should be stopped in order to sync the latest configuration data with the cloud and to allow other expert's mobile devices to enter the network.

Important

If network commissioning is not stopped and the Signify Interact Builder app is deleted, re-installed, the local app data is erased, or the phone is lost or damaged beyond repair, the network will remain locked and the key will be lost. To access the devices again, the network needs to be force unlocked by an expert user assigned to the project. Force unlocking a network may prevent you from having to reset and re-commission some or all of the networks. However, there is a risk that the network configuration data is not fully synced with the cloud before the key is lost. This may lead to out-of-sync behavior and even "lost" devices that must be reset following a force unlock. Alternatively, you may elect to reset and delete the entire network using BLE, then re-commission all devices in the network. Always stop commissioning the wireless networks when work is completed or paused to avoid these scenarios.

Once the app starts commissioning a wireless network, commissioning work can optionally be done while the phone is "offline" (has no internet connection). However, to stop commissioning a wireless network, the mobile phone must have an internet connection. To stop commissioning a wireless network:

1. Tap **Stop** on the **Network** screen. This will sync and unlock the network. If you are actively commissioning multiple networks in the project in parallel, you can optionally navigate to the project **Setup** screen, where you can tap the **Stop commissioning (x)** button (where x = the number of networks in the project the mobile device is actively commissioning). This will sync and unlock all networks in the project.
2. If you have forgotten to stop commissioning networks in any projects, the app will remind you with a pop up and allow you to continue or stop commissioning any networks locked to the phone the next time you log in to the app, or whenever the main **Projects** screen is loaded. Never delete or re-install the app without first logging in and stopping all network commissioning to ensure all networks across all projects are synced and unlocked.
3. You may optionally sync your wireless network while working within it without stopping commissioning. In any **Group** screen of a network where commissioning is started, a sync icon is displayed in the top right corner of the screen. Any time there is unsynced data in the network, an orange dot will be displayed on the icon. Tap the sync icon to synchronize the network data with the cloud.

12.1. Network force unlock

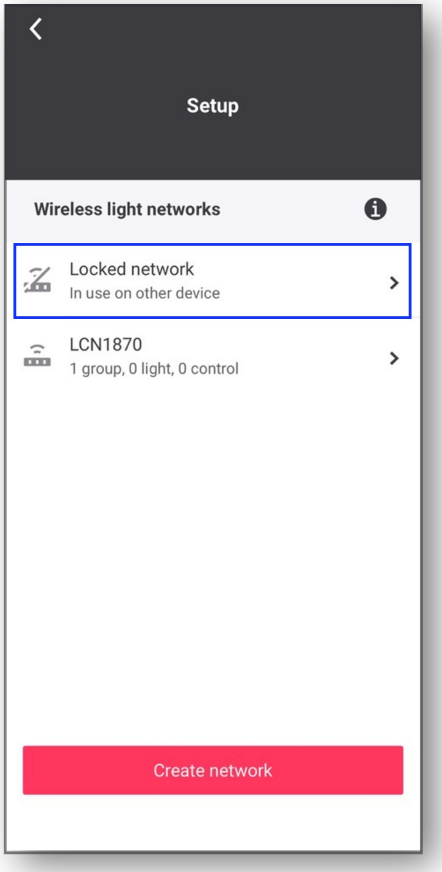
Any Expert user with access to the project can now unlock a locked network within the project, regardless of which user originally applied the lock.

Perform the following procedure to unlock the locked network.

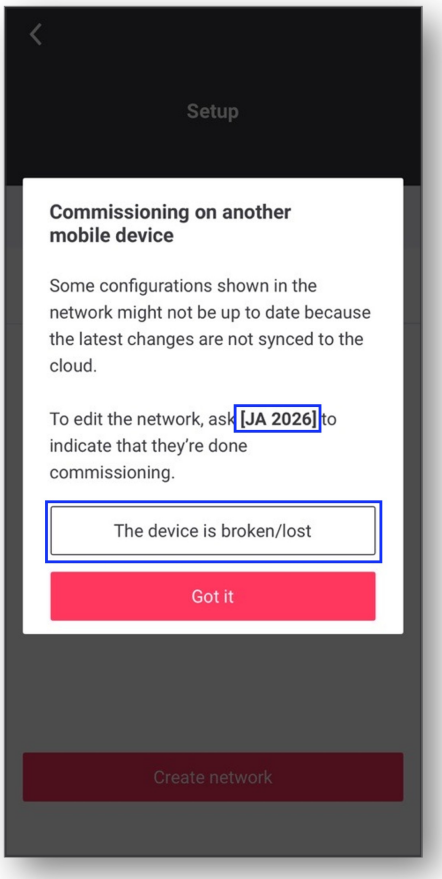
Prerequisite: The network was locked by a mobile device, and the user lost the key to unlock the network, such as through phone loss or app deletion.

1. In the mobile app, navigate to the locked network.

> **Note**
>
> Any Expert users in the same project can perform this action.

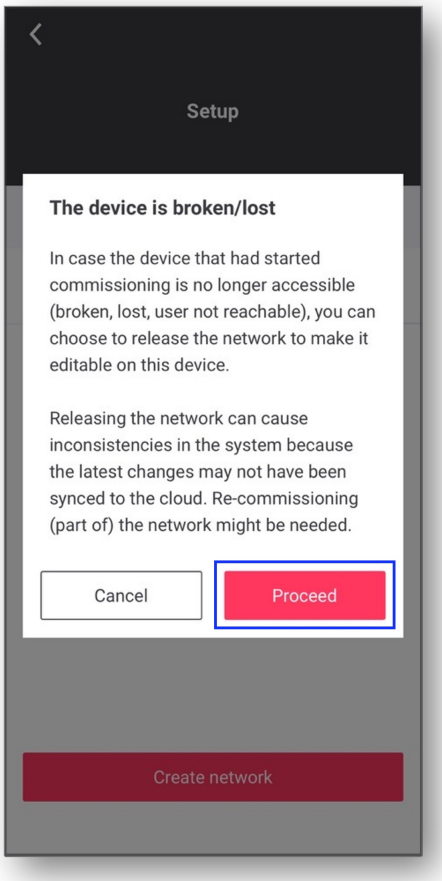


2. Tap the locked network and the **Commissioning on another mobile device** dialog box appears. In the dialog box, the user who locked the network appears.



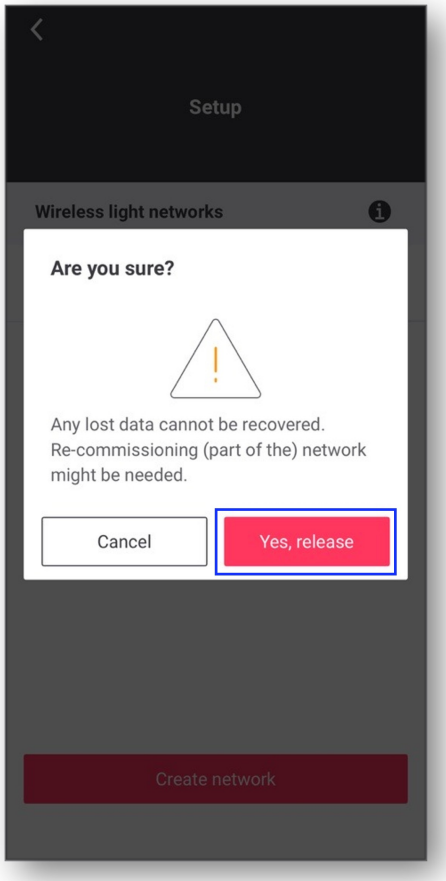
3. Tap **The device is broken/lost**.

4. In the **The device is broken/lost** dialog box, tap **Proceed**.

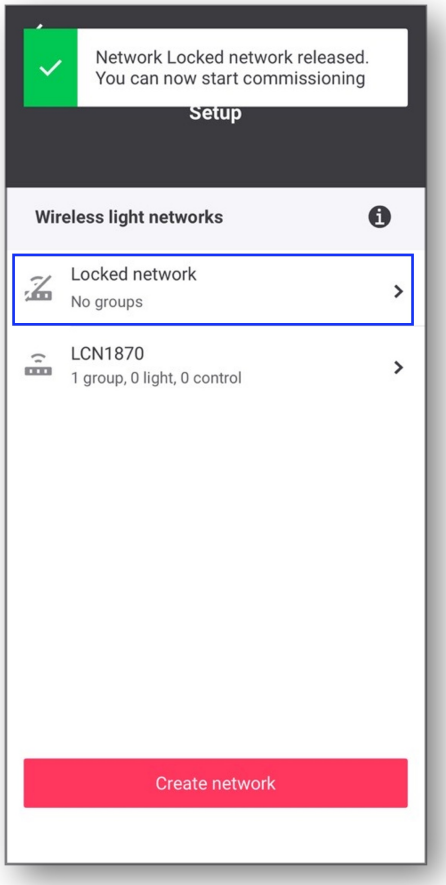


5. In the **Are you sure?** dialog box, tap **Yes, release** to unlock the locked network.

> **Note**
>
> If you tap **Yes, release**, any changes made by the user who locked the network that were not synchronized to the cloud before losing the key cannot be recovered and recommissioning may be needed.



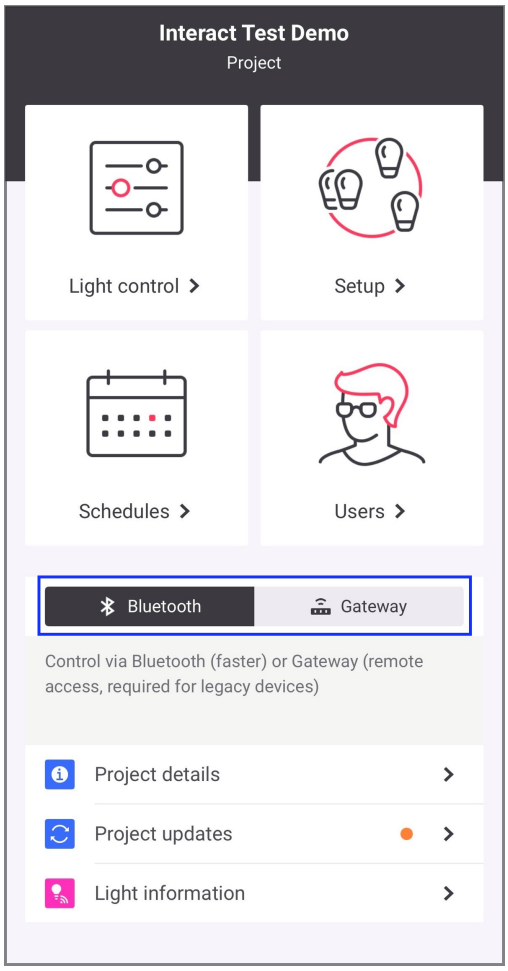
Result: In the **Setup** screen, the locked network is unlocked and it is available to start commissioning.


Network Locked network released.
You can now start commissioning
Setup
Wireless light networks
Locked network
No groups
LCN1870
1 group, 0 light, 0 control
Create network

13. Add gateway

A gateway may be assigned to a wireless network at any point during commissioning. After a gateway is assigned to a network, experts can still continue commissioning the network via Bluetooth, which is the recommended method because it is much faster than communicating with devices via the gateway. After a gateway is added to a network, the app can optionally communicate with the devices in the network through the cloud, then the gateway, with the exception of blinking and adding lights directly via BLE. This significantly increases the time it takes the app to add ZGP switches and sensors and to deploy settings to groups, but it also allows experts to perform functions remotely, out of BLE range of the network.

To select the method the app uses to communicate with the network once gateway have been assigned to networks, navigate to the **Project** screen. Here you can select between **Bluetooth** (default, recommended method for all on site commissioning) and **Gateway** (recommended only when remote operations are required).



Note

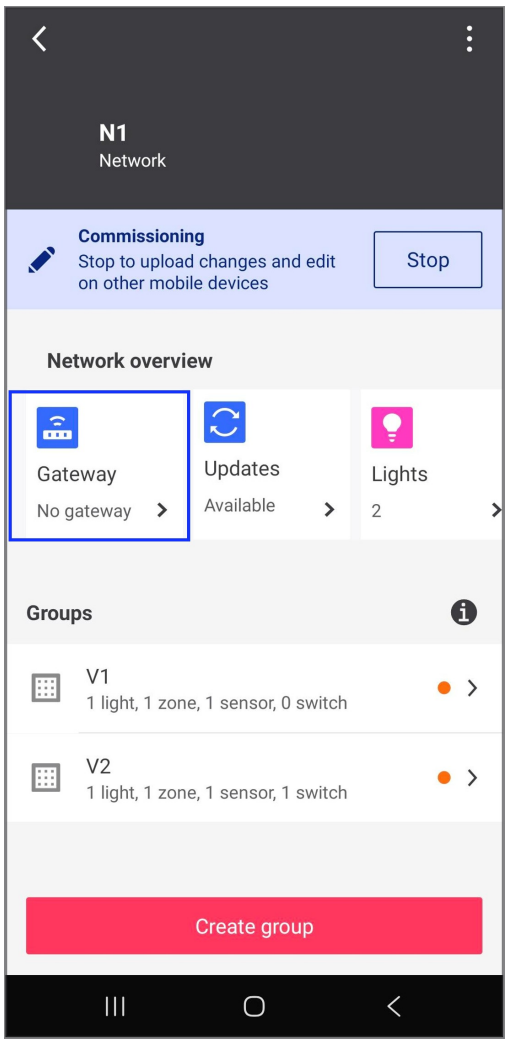
- When you select **Gateway**, the app background color changes to provide visual feedback that you are operating in the **Gateway** mode. Only networks with gateways are accessible in the **Gateway** mode.
- Deploying settings does not need to be done before adding the gateway since this is done automatically during a project update. Daylight sensor zone calibration should only be done after group settings are deployed.

1. The gateway can be added to a wireless network either from the **Setup** screen where the wireless networks in the project are listed, or from within a wireless network from the **Network** screen.

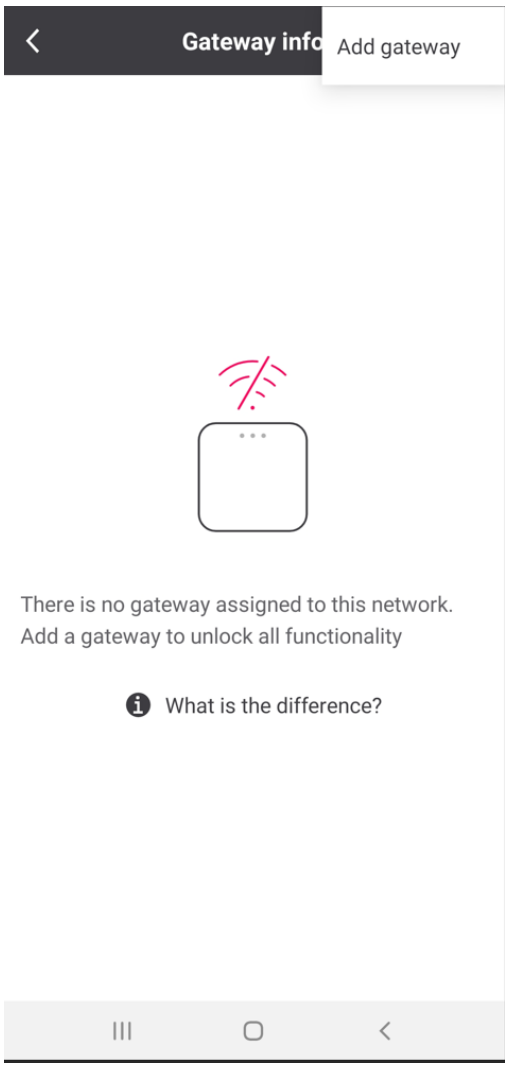
Important

Gateways must be fully connected to the internet before they can be added. If you attempt to add a gateway that is not fully connected, it will result in a failed attempt. While adding a gateway, the connection status can be visually confirmed by observing the three LED indicators on the front of the gateway. When all three LED indicators are lit solid blue, the gateway is fully connected. If any of the LED indicators are off or blinking, the gateway is not connected.

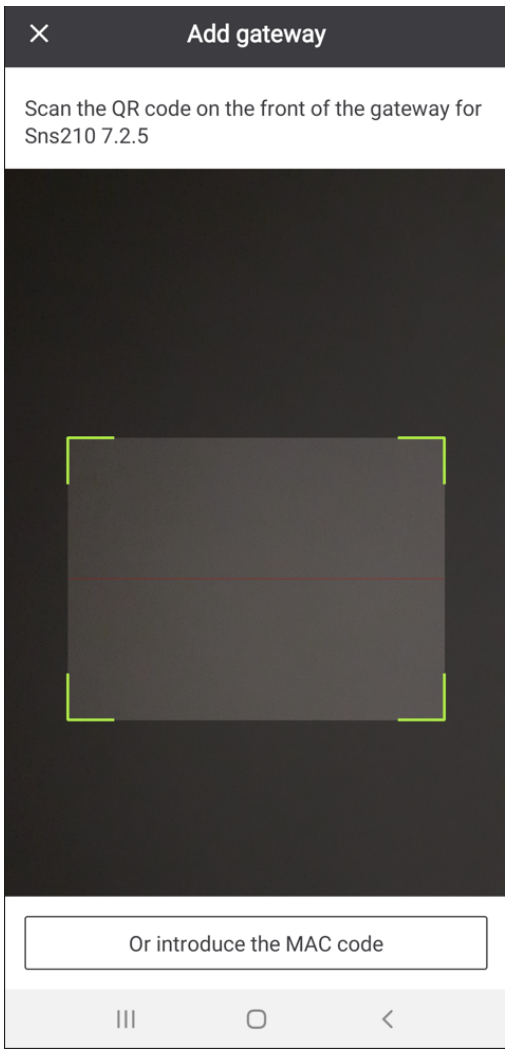
2. To add a gateway from the project **Setup** screen, swipe left on the appropriate network, tap the 3-dot-ellipsis, then tap **Assign gateway**.
3. To add a gateway from the **Network** screen, tap the appropriate network from the project **Setup** screen, then tap the **Start** button to start commissioning the network. Then, tap **Gateway** from **Network overview**.

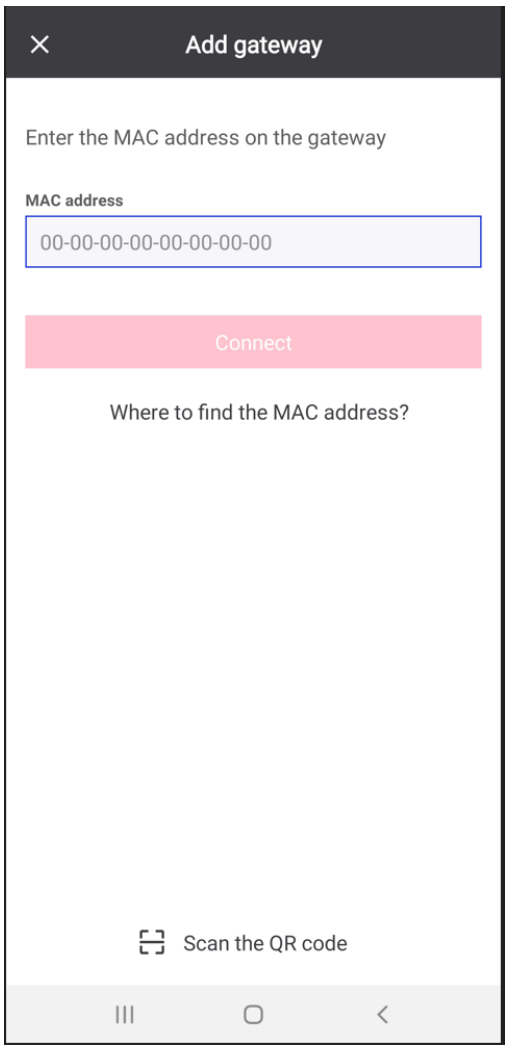


4. In the **Gateway info** screen, tap the three-dot-ellipsis and tap **Add gateway**.

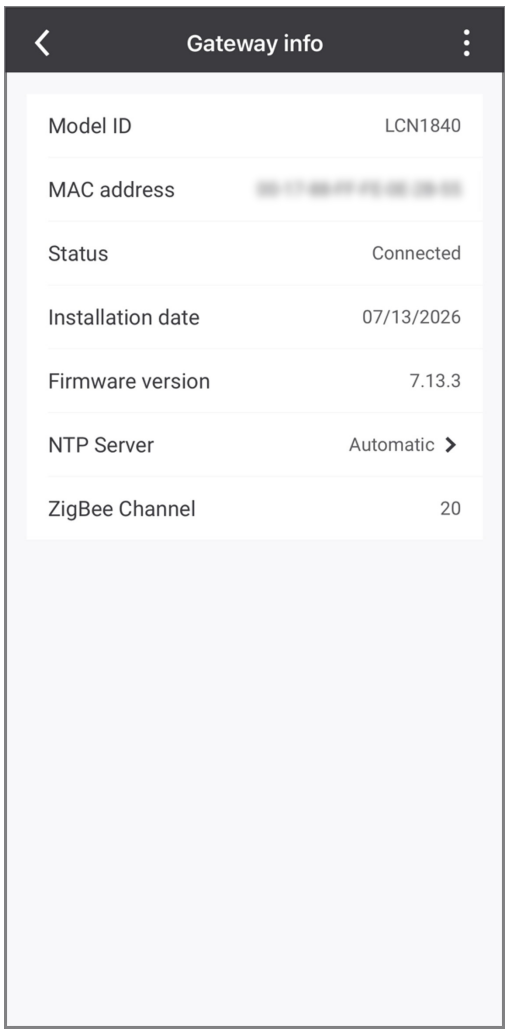


5. In both cases, the app will open the phone's camera. Scan the QR code on the front or back of the gateway. Alternatively, on the **QR code** screen, you may tap **Or introduce the MAC code** and enter the MAC address printed on the QR code sticker on the back of the gateway manually, then tap **Connect**. If you are having trouble finding the MAC address of the gateway when entering it manually, just tap **Where to find the MAC address?** and the app will show you where to look.


Add gateway
Scan the QR code on the front of the gateway for Sns210 7.2.5
Or introduce the MAC code



Result: Once the Gateway MAC ID is successfully scanned or entered, it will update its firmware to the latest available version and this may take up to 15 minutes. Once the gateway update is finished, the **Gateway info** screen appears showing the gateway details and connection status.


Gateway info
Model ID
LCN1840
MAC address
Status
Connected
Installation date
07/13/2026
Firmware version
7.13.3
NTP Server
Automatic
ZigBee Channel
20

14. Configure project-specific NTP server

By default, the gateway synchronizes its internal clock with the default Network Time Protocol (NTP) server. If your organization requires a specific NTP server, you can configure the gateway to use a project-specific NTP server using the Signify Interact Builder mobile app and web portal.

Before you begin, ensure that:

- The gateway is powered on and connected to the network infrastructure.
- UDP port 123 is open on the network firewall or router to allow communication with the NTP server.

> **Note**
>
> The gateway uses NTP server to synchronize its internal clock, which is required for accurate schedule execution. If the "NTP Server Unreachable" message is displayed, verify that UDP port 123 is open on the network router or firewall and the specified NTP server is available.

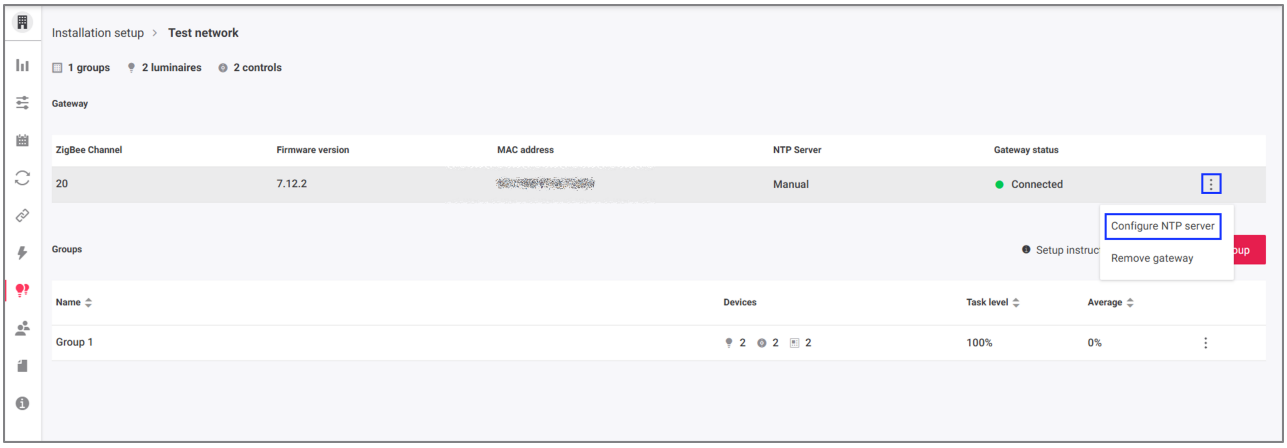
14.1. Project-specific NTP server configuration using the web portal

To configure a project-specific Network Time Protocol (NTP) server in the web portal, follow these steps.

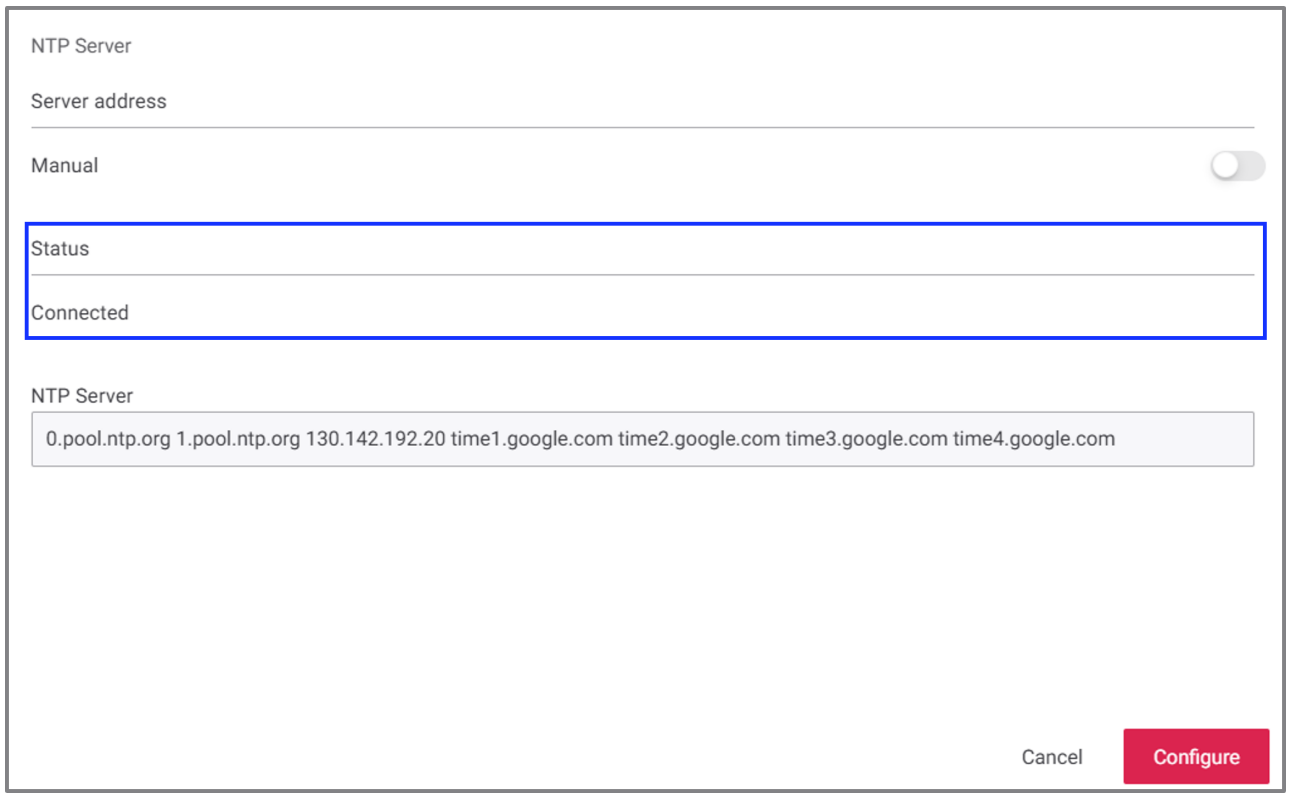
1. In the navigation pane, select **Setup**.
2. In the **Wireless light networks** list, select the required network.

   Result: The network details page opens.

3. In the **Gateway** list, click the **Actions** menu (⋮) for the required gateway, and select **Configure NTP server**.



4. Verify the **Status** field displays **Connected**.



5. In the **Server address** field, click the toggle button to switch from **Automatic** to **Manual** mode.



6. In the **NTP Server** field, enter the hostname or IPv4 address of the NTP server.

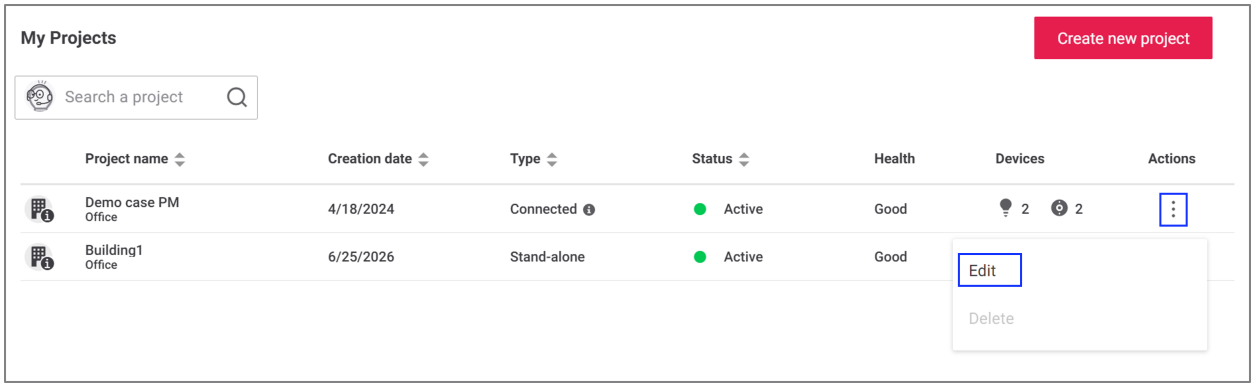
> **Note**
>
> Enter a hostname such as pool.ntp.org or an IPv4 address such as 192.168.1.1. Do not include URL prefixes such as http:// or https://. Hyphens (-) are not supported.

7. Click **Configure** to save the changes.

   Result: The gateway attempts to connect to the specified NTP server and synchronize its internal clock.

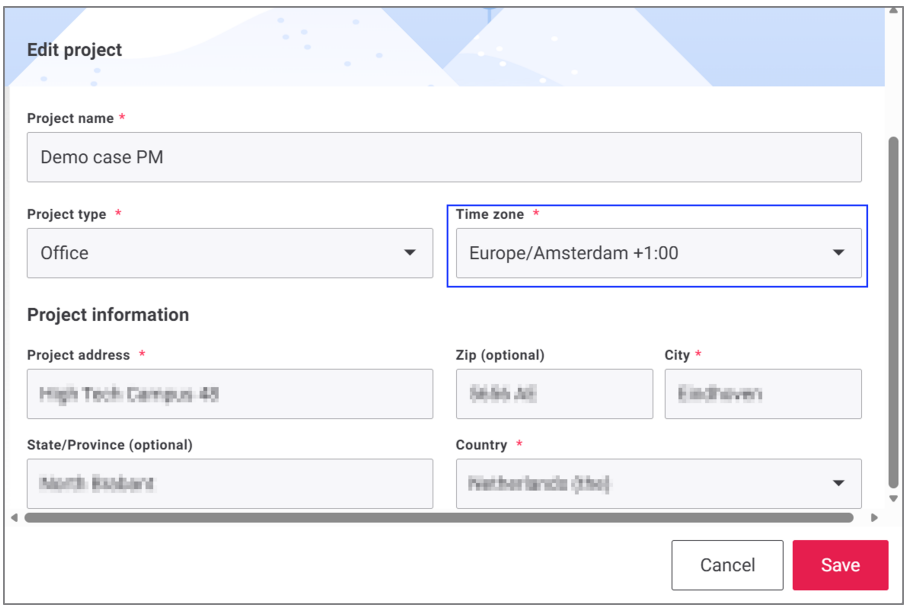
8. Update the project time zone if required.

   a. Navigate to the **My Projects** page, click the **Actions** menu (⋮) for the required project, and select **Edit**.



   Result: The **Edit project** dialog box appears.

   b. In the **Time zone** field, select the required time zone from the drop-down list.

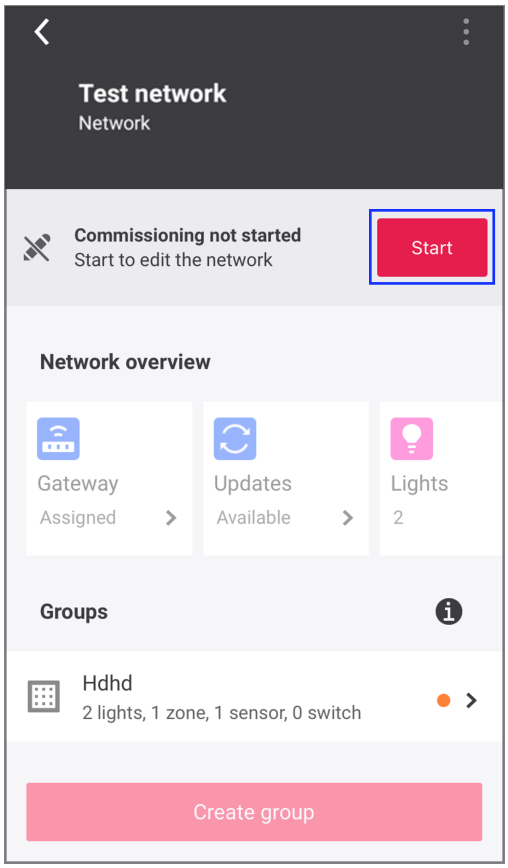


   c. Click **Save**.

14.2. Project-specific NTP server configuration using the mobile app

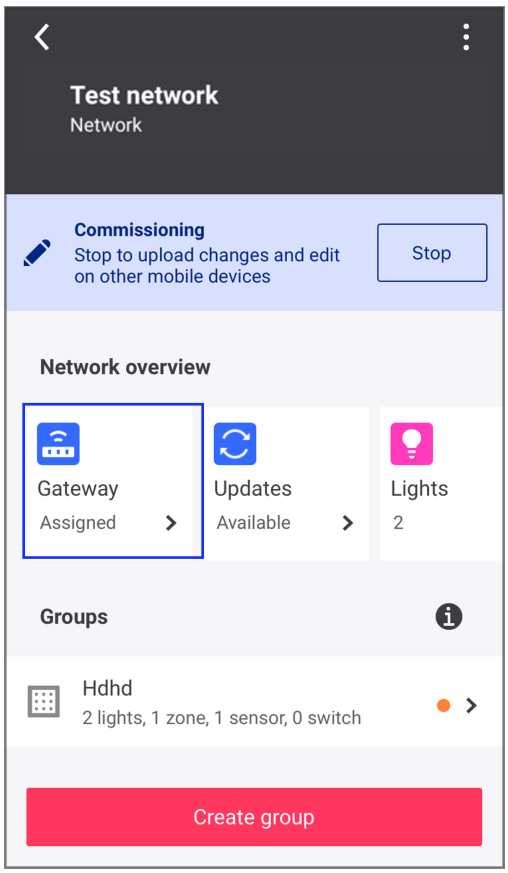
To configure a project-specific Network Time Protocol (NTP) server in the mobile app, follow these steps.

1. Navigate to the required project, and tap **Setup**.
2. In the **Wireless light networks** list, tap the network you want to check.
3. In the **Network** screen, tap **Start** to start commissioning the network.

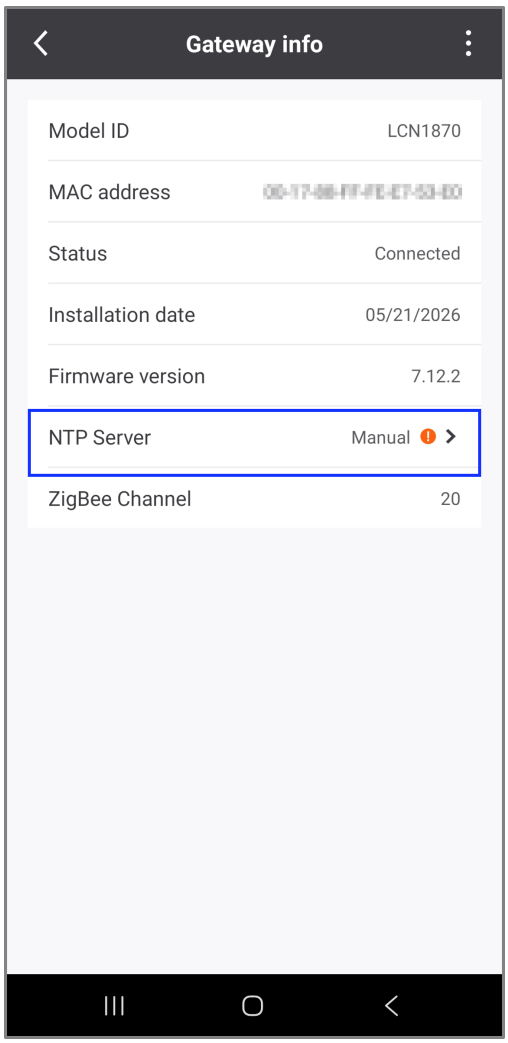


Result: The selected network details will be downloaded and locked to the mobile device for editing.

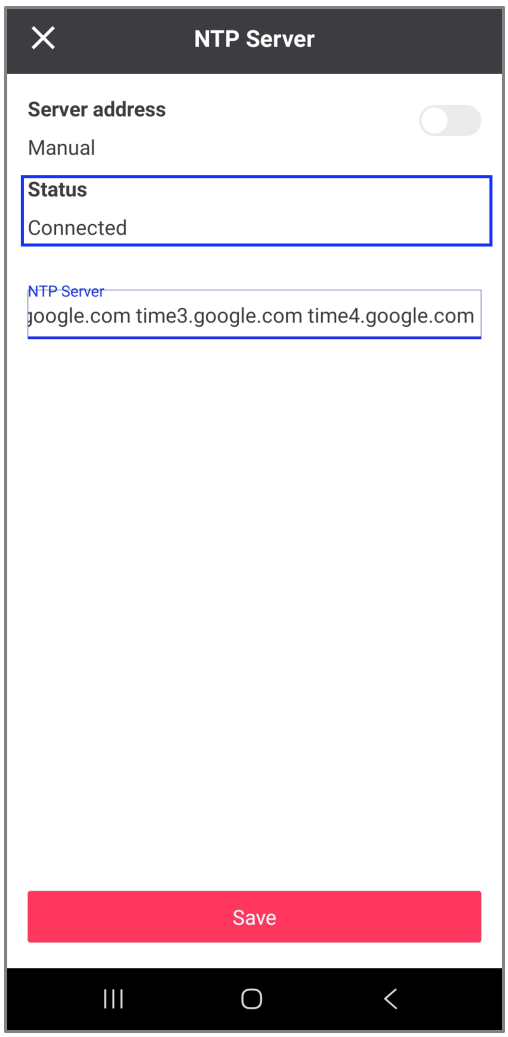
4. Tap **Gateway** from **Network overview**.



5. In the **Gateway info** screen, tap **NTP Server**.



6. Verify the **Status** field displays **Connected**.



7. In the **Server address** field, tap the toggle button to switch from **Automatic** to **Manual** mode.



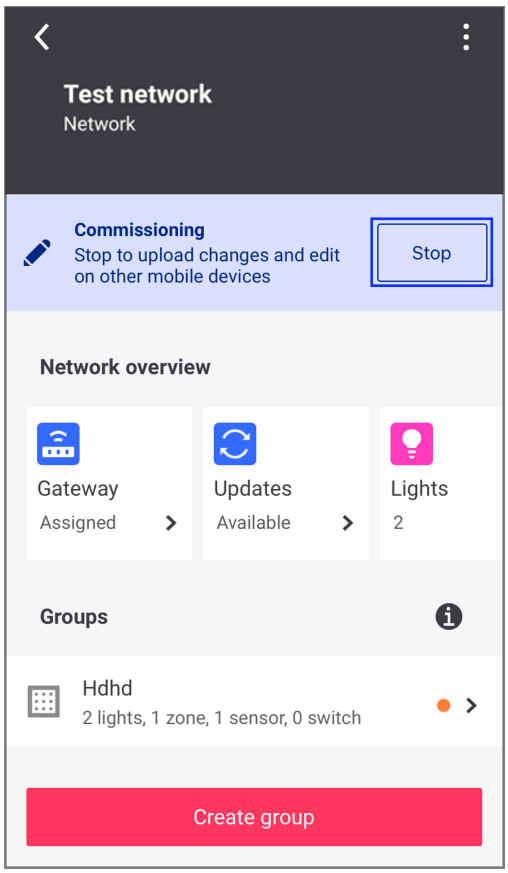
8. In the **NTP Server** field, enter the hostname or IPv4 address of the NTP server.

> **Note**
>
> Enter a hostname such as pool.ntp.org or an IPv4 address such as 192.168.1.1. Do not include URL prefixes such as http:// or https://. Hyphens (-) are not supported.

9. Tap **Save** to save the changes.

   Result: The gateway attempts to connect to the specified NTP server and synchronize its internal clock.

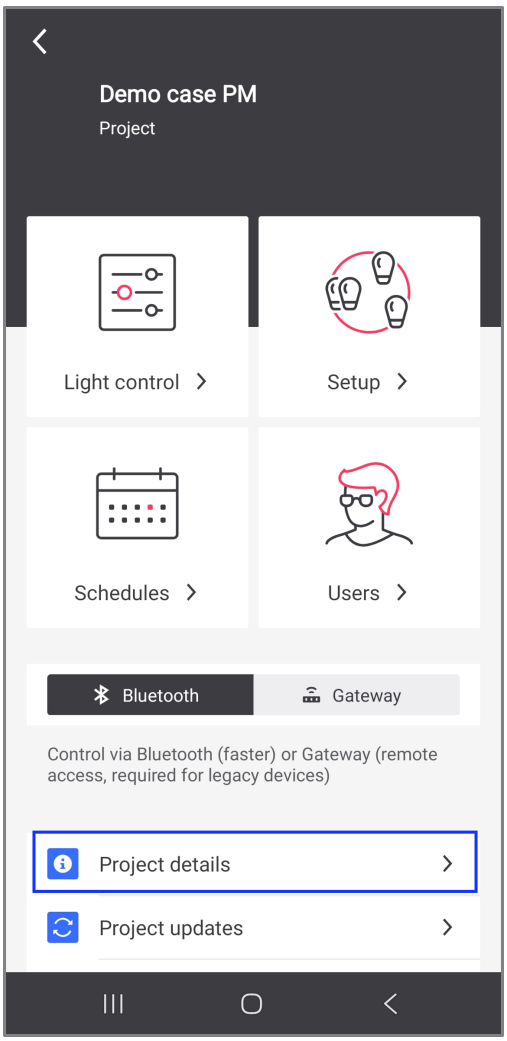
10. Navigate back to the **Network** screen, and tap **Stop** to stop commissioning the network.



Result: The changes will be synced and the network is unlocked.

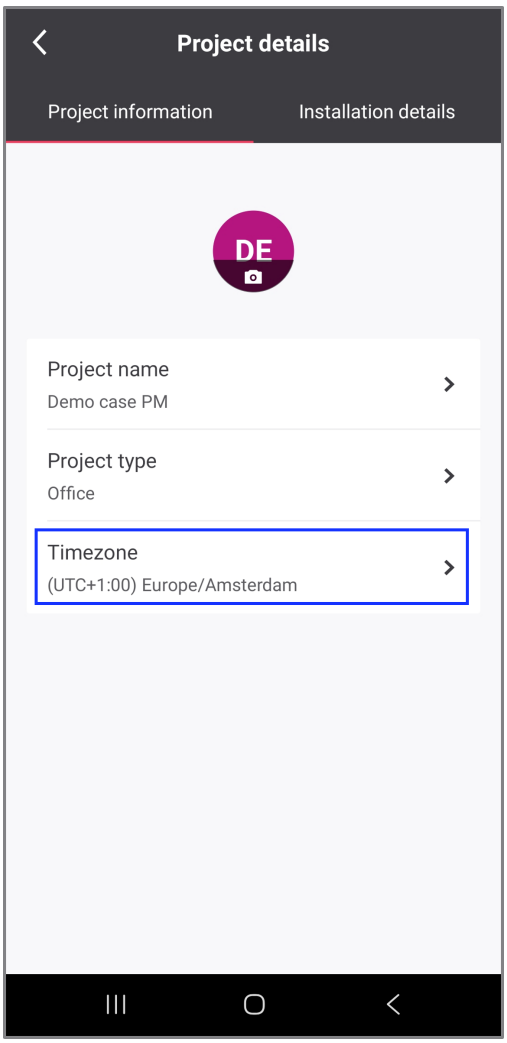
11. Update the project time zone if required.

    a. Navigate to the required project, and tap **Project details**.



Result: The **Project details** page opens.

b . In the **Project information** tab, tap **Timezone**.



c. Select the appropriate time zone from the drop-down list.

d. Tap **Save**.

15. Project updates

Project updates allow the smart lighting system to enable new system features and functionalities as they become available. Project updates are important to complete once commissioning is completed, as well as after commissioning when new updates become available, to ensure that the smart lighting system stays up to date with the latest features, functionalities, security updates and bug fixes. Project updates:

- Update firmware to the latest available version. This can be gateway firmware only, light firmware, or both.
- Update device project settings and groups to the latest available version. This will migrate each light and group's configuration settings to enable support for the latest features and functionalities of the system.

Project updates require all lights added to the project to be reachable during the update. Lights that are offline or are unreachable over Zigbee during an update via a gateway will result in a failure to fully update the project. To prepare a project for a successful update, follow these tips **before** initiating a project update:

- **Force delete (remove) non-existing lights**: Use the app to force delete any lights that no longer exist in the project. This includes lights that have been replaced, moved, or factory reset.
- **Power cycle all lights**: Turn off power for at least 10 seconds, then re-energize the lights. After a power cycle, make sure all lights are energized and remain so during the project update process. Avoid any interruptions such as circuit breakers being turned off or existing systems cutting power to the lights.
- **Power cycle all gateways**: Turn off power for at least 10 seconds, then re-energize the gateways. After a power cycle, wait at least 5 minutes for all gateways to boot up before checking gateway status. Ensure the gateways stay energized and have a stable internet connection during the project update process. Ensure each gateway is physically installed within range of at least two lights in the wireless network that it needs to update.
- **Check gateway status**: Gateway connection status can be confirmed using the Signify Interact Builder web portal or app:
  - **Using the portal**: Navigate to the project and click the **Installation setup** page from the side panel. Check that all wireless networks with gateways have a 'Connected' gateway status.
  - **Using the app**: Navigate to the project **Setup** screen, then enter each network with a gateway one by one. In the **Network** screen, tap the **Gateway** tile. Each gateway should report a 'Connected' status.
- **Limit interference**: Reduce or eliminate sources of interference, such as other 2.4GHz devices (Bluetooth, ZigBee, Wifi, microwave oven...), to ensure smooth communication during the update.

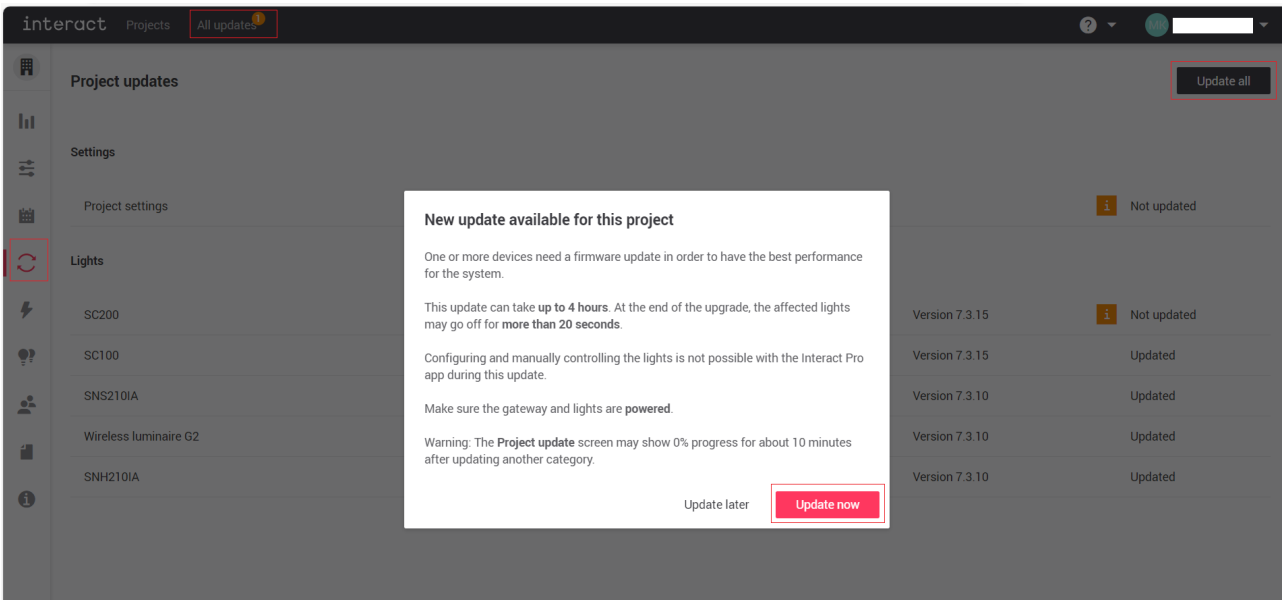
By following these steps, you can improve the likelihood of a successful project update process.

Project updates can be initiated using the Signify Interact Builder web portal or app.

15.1. To initiate a project update using the web portal:

Navigate to the appropriate project, then click the **Project updates** icon from the side panel. If a project update is available, the **New update available for this project** page is displayed.

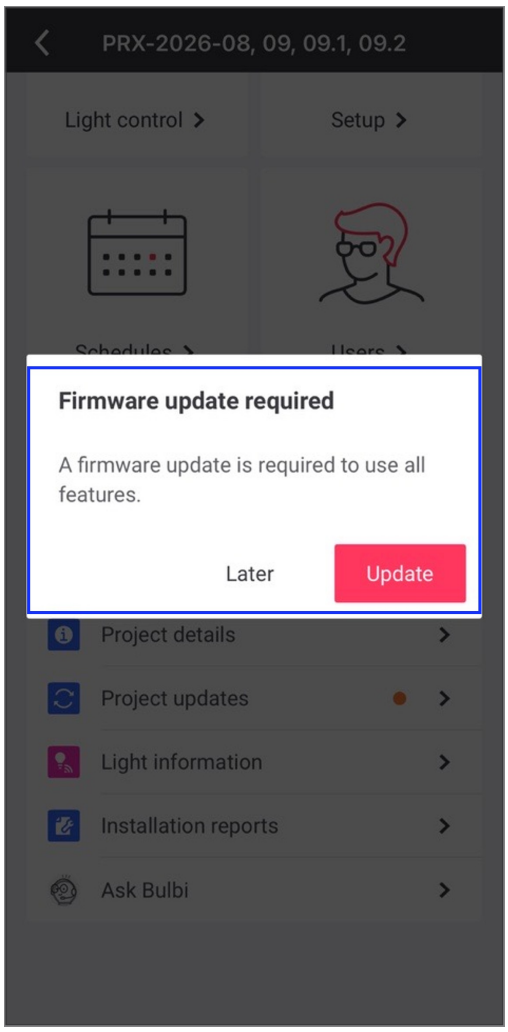
2. Click **Update now** to initiate the project update. Click **Update later** if you would like to view more details first.



3. If you closed the **New update available for this project** page and wish to start a project update, click **Update all** on the top right to start the project update.

15.2. To initiate a project update using the app:

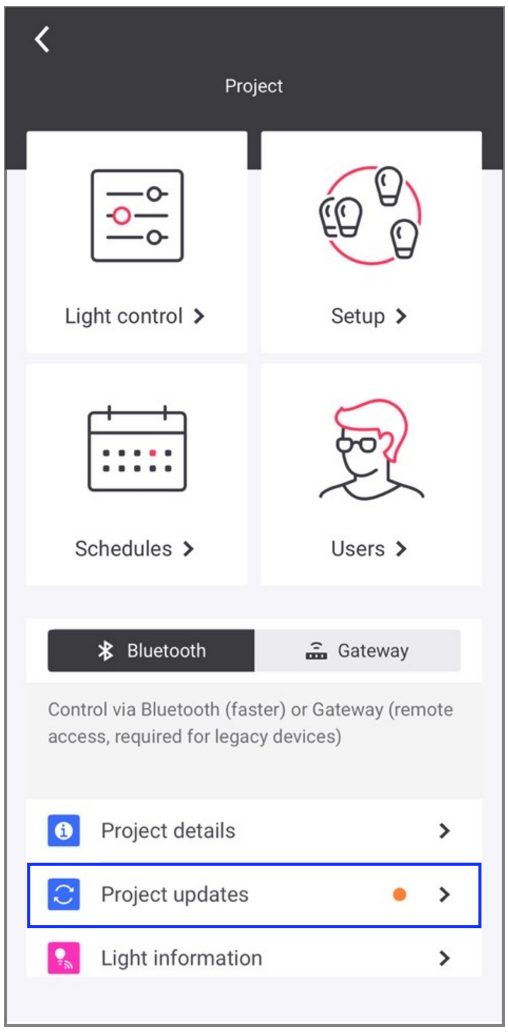
1. Navigate to the appropriate project, the **Firmware update required** pop-up screen appears if any update is needed to the selected project.



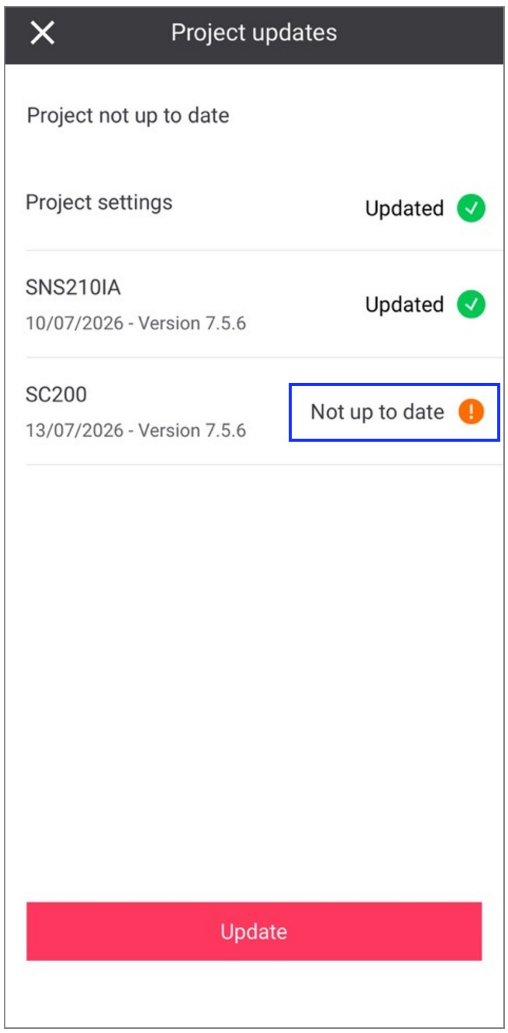
OR

Tap **Project updates** in the **Project** screen.

> **Note**
>
> An orange-color dot at the **Project updates** option indicates that an update is required to that project.



2 . In the **Project updates** screen, you can view the firmware updates required for that project.



3. Tap **Update now** to initiate the project update. Tap **Remind me later** if you would like to view more details first.
4. If you closed the **New update available for this project** page and wish to start a project update, tap **Update** on the **Project updates** screen to start the project update.

> **Note**
>
> During firmware updates initiated via the gateway or through the update screen for connected networks, the Signify Interact Builder mobile app is unavailable for the project being updated, and a message appears as **Update in progress...**.

15.3. Time estimation to update a project

Updating a project with gateway(s) consumes time. The updated device firmware files and project settings need to be downloaded by the gateway(s) and transmitted to all of the devices in the wireless network(s) via Zigbee, which is relatively a slow wireless protocol. Project update time mostly depends on the quality of the Zigbee network and reachability of all devices in the network(s).

Assuming that there is a high-speed internet connection to the gateway (>10 Mbps to download, and >1 Mbps to upload), the following table summarizes the approximate time taken to update a project based on the number of device types and network size.

> **Note**
>
> - If the Zigbee network quality is poor, the project update time may take longer than estimated.
> - If devices in a network are unreachable, the project update will be timed out and you must retry the project update.

Update process description	Time estimation (approx.)
Gateway firmware update **Note:** All gateways in the project are updated in parallel.	15 minutes (time out after 20 minutes)
Device firmware update **Note:** The device firmware update occurs project-wide, sequentially by device type. Consider the firmware update time for each device type in the project to estimate the total device firmware update time. Examples of device types include: Smart T-LEDs, Wireless drivers, SNS210 IA, SNS441 IA, SNH210 IA, RFSR20, LCN4120, LCN4150, SC100, SC200, and MPSxxxx.	60–90 minutes per device type (time out after 12 hours)
Project settings update **Note:** The project settings update occurs project-wide, sequentially for each device within each network in parallel. To estimate the project settings update time, consider the time it takes to update all devices in the network that has the highest number of devices.	45–60 seconds per device

Example to calculate the project update time

Consider a project having three networks with gateway, and the devices assigned to each network are as follows.

Network 1 with gateway:

- 50 x SNS210 IA built-in luminaire sensors
- 50 x SNS441 IA built-in luminaire transceivers

Network 2 with gateway:

- 80 x SNS210 IA built-in luminaire sensors
- 20 x SNS441 IA built-in luminaire transceivers

30 x Wireless driver gen 2

Network 3 with gateway:

- 100 x SNS210 IA built-in luminaire sensors
- 20 x SNS441 IA built-in luminaire transceivers
- 30 x Smart T-LED gen 2

Time estimation

1. **Total firmware update time**
    - Gateway firmware update time = 15 minutes (all three gateways are updated in parallel)
    - Device firmware update time = (60–90) minutes x 4 device types (SNS210 IA, SNS441 IA, Wireless driver gen 2, and Smart T-LED gen 2) = (240–360) minutes
    - Total firmware update time = 15 minutes + (240–360) minutes = (255–375) minutes
2. **Project settings update time**
    - Project settings update time = (45–60) seconds x 150 devices (highest number of devices is 150 in Network 3) = (113–150) minutes
3. **Total estimated time to update a project**
    - Total estimated time to update a project = (Total firmware update time) + (Project settings update time) = (255–375) minutes + (113–150) minutes = (368–525) minutes

Total estimated time to update a project = (368–525) minutes = (6.13 to 8.75) hours



Note

- When a firmware update is completed for Wireless drivers and Smart T-LED devices, the luminaires will be turned off for about 5 to 20 seconds maximum while the device reboots.
- Drivers in luminaires with built-in sensors/transceivers will not be turned off after a firmware update, because the sensor/transceiver is the device being firmware updated and rebooted. During this reboot period, the driver operates to full output due to the absence of any dimming signal from the sensors/transceivers.

16. Update lights using mobile app

The firmware version of the luminaires and sensors can now be easily updated via the mobile app and Bluetooth connection, without requiring a gateway.

Important

Firmware updates via the mobile app (Bluetooth) are optional. Updating devices is only needed when the latest features or bug fixes are not available with the current version.

Updates can be carried out for either the complete group or for a single device. Up to six devices can be updated at the same time. If more than six devices in a group are selected to update, the additional devices are queued to update as soon as a spot becomes available. Each set of up to six devices will take around 8-10 minutes to be updated.

Note

Devices with older firmware may require multiple steps to update to the current firmware version. In these cases, the mobile app will perform these multiple steps automatically, but each step will add 8-10 minutes to the update time. Therefore, devices could take up to 30 minutes to complete the update process.

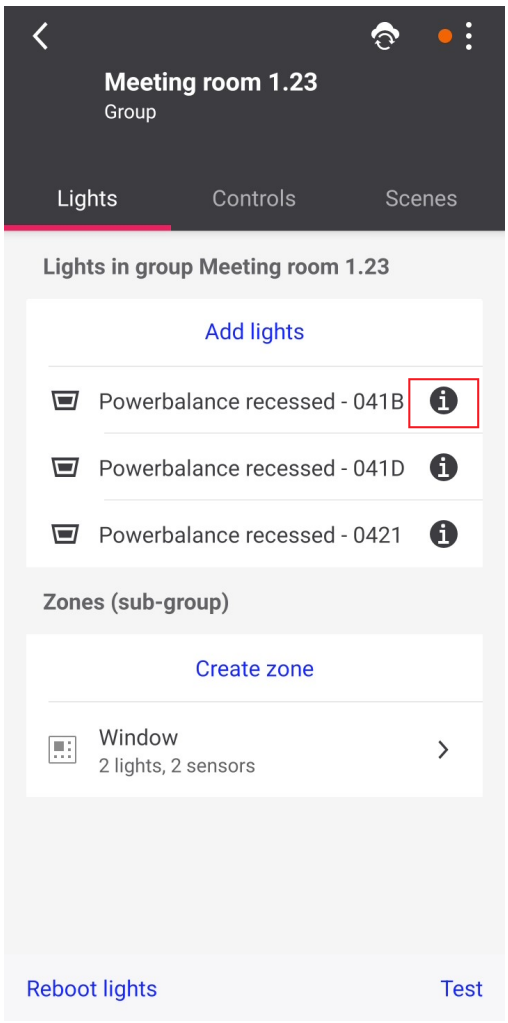
Important

It is crucial to ensure that during the update, the phone remains within close proximity to the devices being updated, with the app open and the screen active. If the app is closed, the update process may be interrupted. Only the last device being updated will need to be restarted after an interruption.

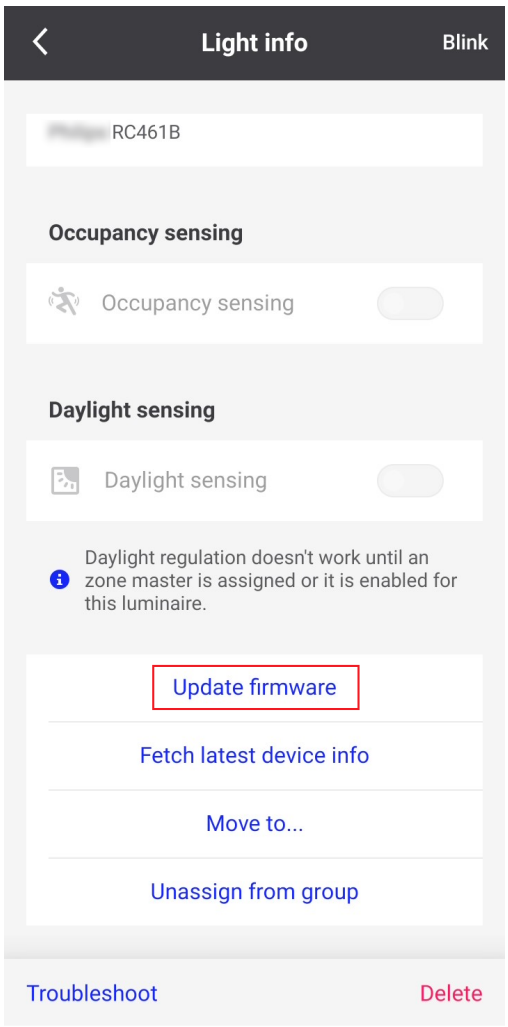
After the update, the groups settings must be manually redeployed.

16.1. Update firmware for a single device

1. Go to the **Setup** screen and select a network. Tap **Start** to start commissioning the network. Next, select a group, then on the **Lights** tab, tap on the information (i) icon next to the device to be updated.



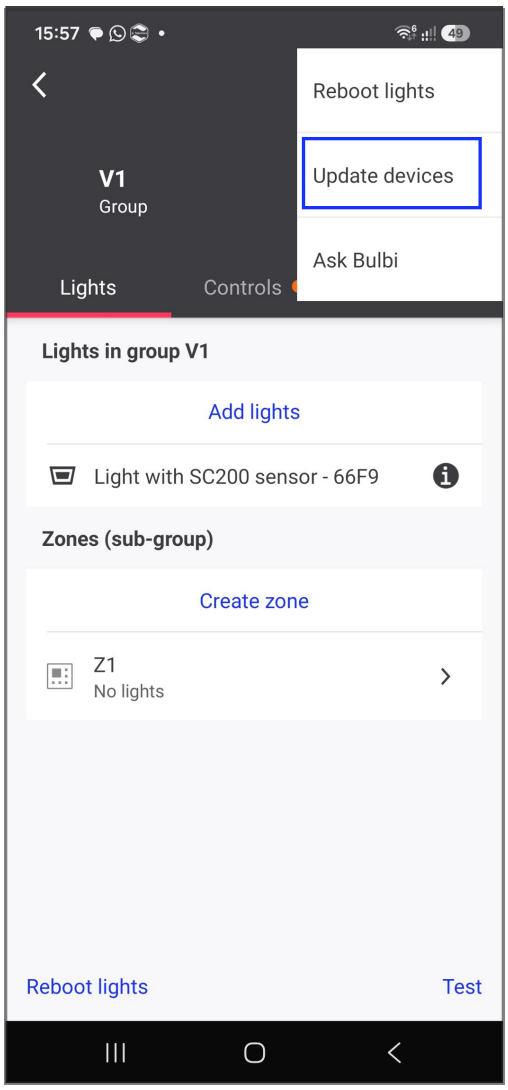
2. Scroll down to the bottom of the screen and tap on **Update firmware**.



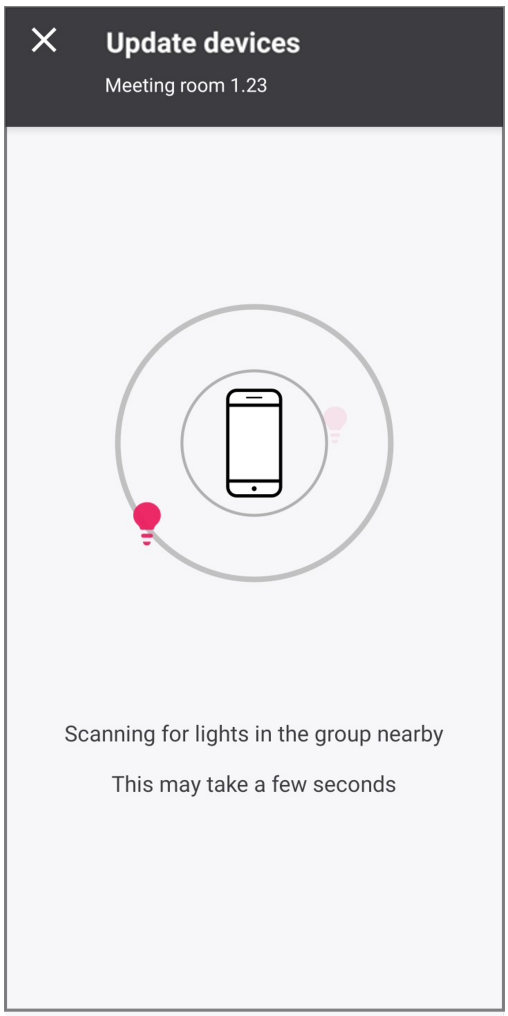
3. After updating the lights, re-deploy the group settings. For more information, refer to Deploy settings.

16.2. Update lights for a group

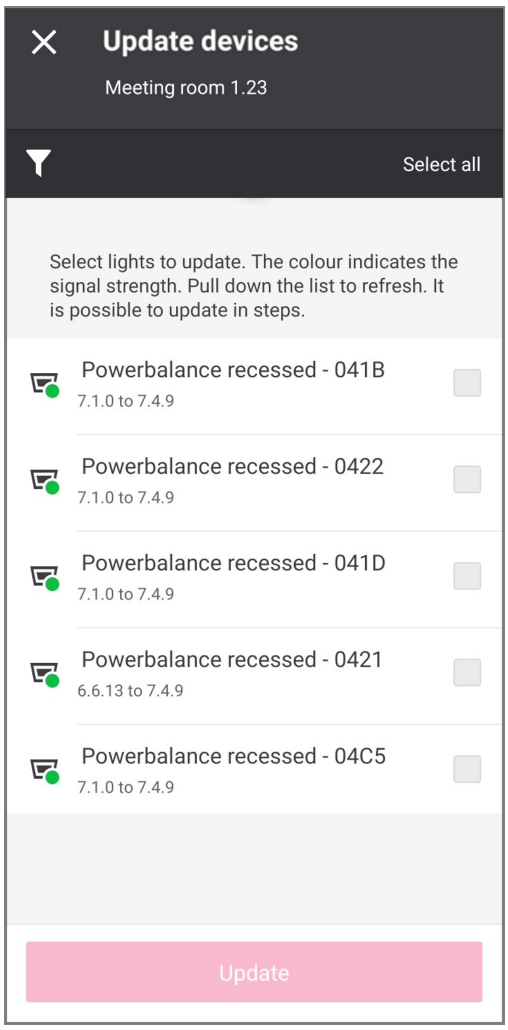
1. Go to the **Setup** screen and select a network. Tap **Start** to start commissioning the network.
2. In the **Network** screen, select a group. On the **Lights** tab, tap the three dot icon at the top right corner and tap **Update devices**.



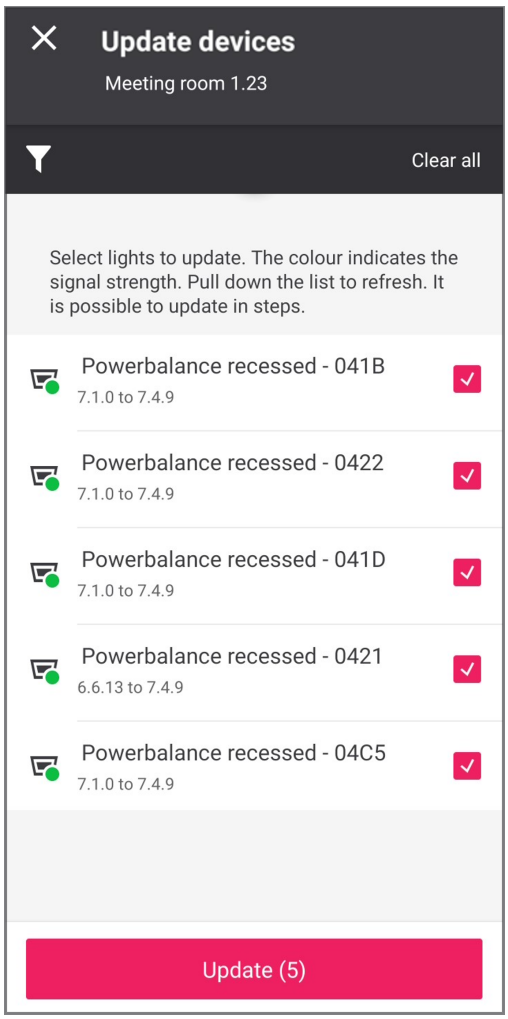
3. The app starts scanning for lights in the group within Bluetooth range (within a maximum radius of 10-15m from your phone).



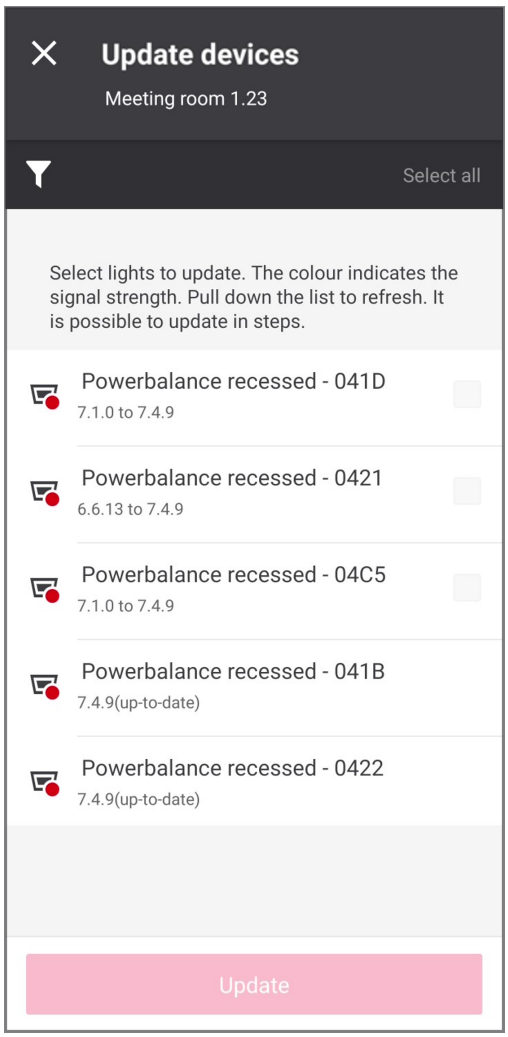
4. Select the lights to be updated. If the lights show a green dot, they are within reach or a red dot if they are not. Only lights with available updates can be selected.



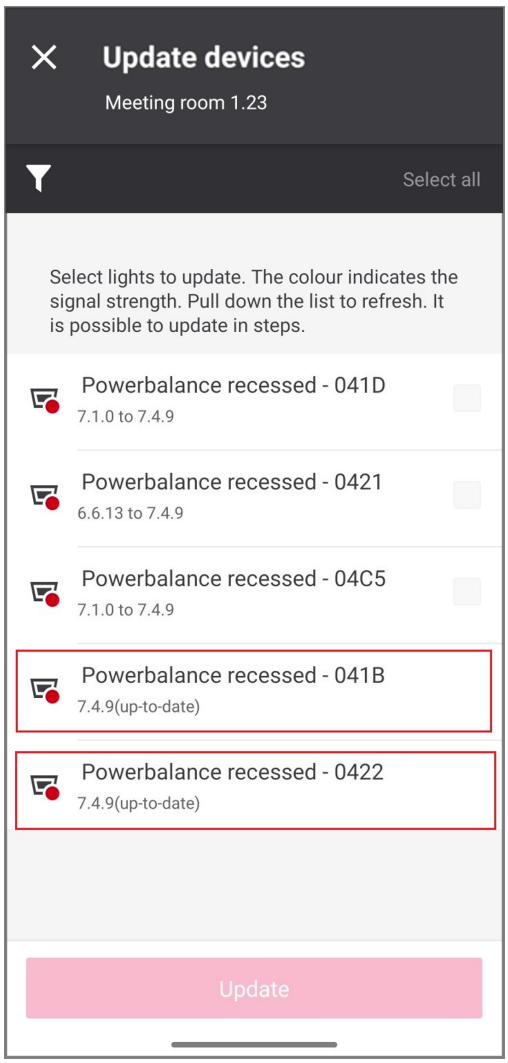
5. After selecting the lights within range, tap on Update, note that up to 6 lights/sensors can be updated at the same time and will take around 8-10 minutes to be updated.



6. If the update fails, then an error message will be displayed on your screen showing which luminaires failed, make sure the devices are energized and respond to a blink before re-trying again to maximize the chance of a successful update.



7. If the lights are successfully updated, a message stating **up-to-date** appears next to the light in your app.



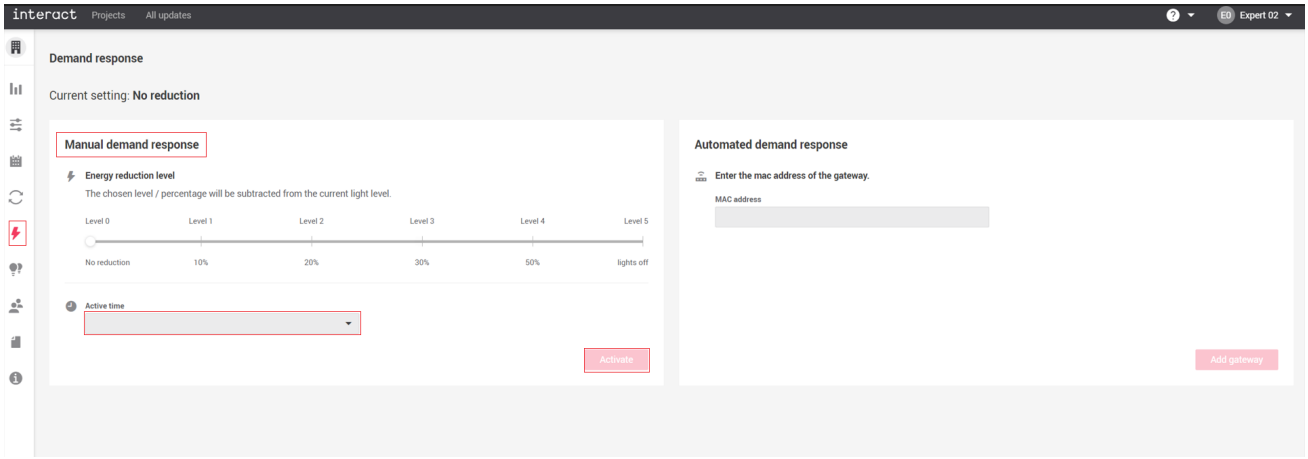
8 . After updating the lights, re-deploy the group settings. For more information, refer to Deploy settings.

17. Demand response

Demand response is a feature only available in the Signify Interact Builder web portal that temporarily reduces the maximum allowable amount of power that the lighting system uses. Demand response operates at the project level for all wireless networks with gateways. It acts as a temporary high end trim for the entire project. Local controls and automatic operation continue to work normally during demand response, except that the maximum power output of the system is limited by the set demand response level. For example, a 'Level 2' demand response level reduces the maximum power output of the entire project by 20%. It is important to note that this is a true power output reduction in watts, not a “linear to eye” light level reduction. There are two types of demand response that can be used: **Manual demand response** and **Automated demand response**.

17.1. To initiate Manual demand response:

1. Navigate to the project and click the **Demand response** icon from the side panel.
2. Select the **Energy reduction level**. This is the % reduction in energy that will be applied to the entire project.
3. Select the **Active time** for which demand response will be enabled.
4. Click **Activate**. Demand response begins immediately and a timer starts on the page with an **Active** status in green color showing the remaining time.



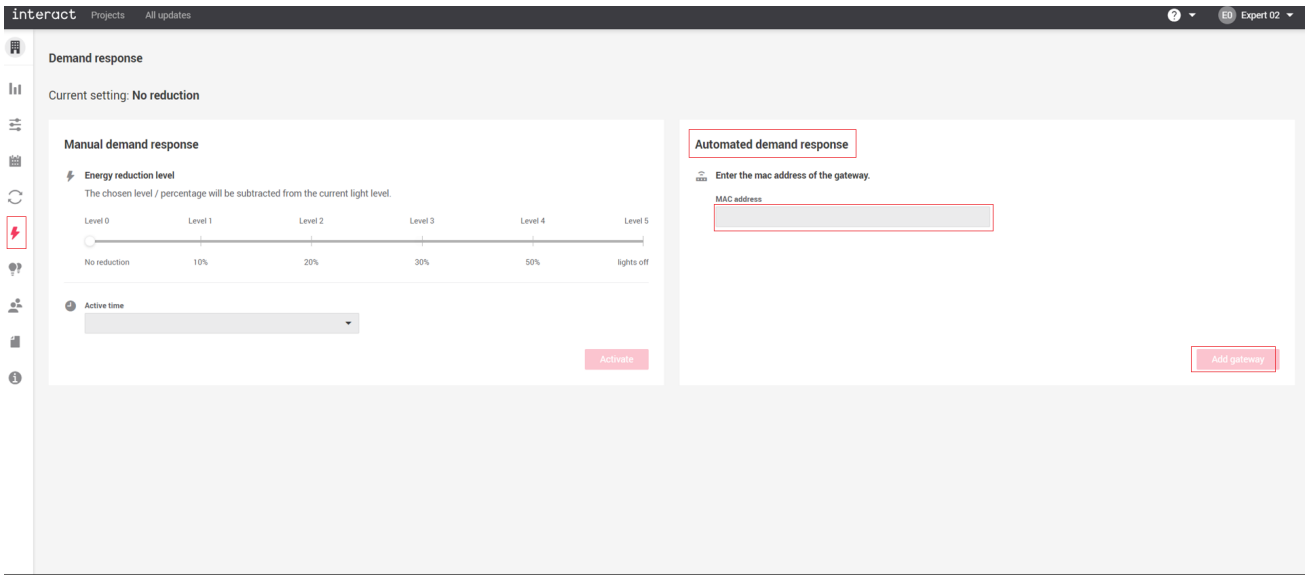
17.2. To enable Automated demand response:

Automatic demand response is a feature typically used in the America’s. A single ADR gateway is required for the project, in addition to the wireless network gateway(s). Under normal operating circumstances, the ADR gateway is de-energized (powered off) by an ADR “Virtual End Node” (VEN) device, such as an “EISS Box”, that interprets OpenADR signals from the local power utility company. During periods of peak demand, the utility company sends a signal to VEN devices to initiate automated demand response. The ADR gateway will ultimately be connected to a relay output of a VEN such that during “normal” periods, the ADR gateway is powered off. During demand response events, the VEN switches its relay output, turning the ADR gateway

on. When energized, the ADR gateway applies a default 'Level 2' 20% power reduction across the entire project.

> **Important**
>
> Once the ADR gateway is added to a project, it will need to be updated to the latest firmware. This is done by running a project update. During the update process, the ADR gateway must remain powered and connected to the internet.

1. The ADR gateway must be powered and connected (all three LED indicators on the gateway must be solid blue) before it can be added to the project. Therefore, it is recommended to first add, then update the gateway while it is connected to an un-switched power source before it gets connected to the VEN relay output.
2. Navigate to the project and click the **Demand response** icon from the side panel.
3. Type the **MAC address** of the ADR gateway in the prescribed text box, then click **Add gateway**.
4. Once added to the project, the ADR gateway will send a 'Level 2' signal to all wireless network gateways to reduce maximum power output by 20%, whenever the ADR gateway is powered on. When the ADR gateway is powered off, the system returns to a 'Level 0' state, which is no reduction.
5. When enabling **Automated demand response**, the **Manual demand response** feature gets disabled. The manual demand response is only enabled when the ADR gateway is removed.



18. Installation reports

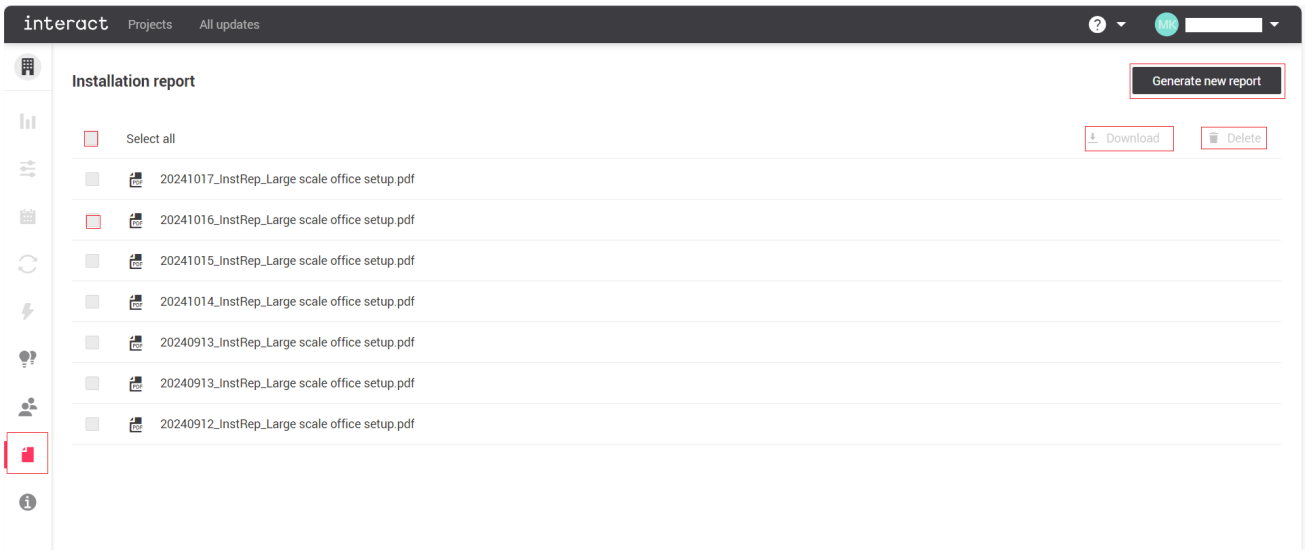
An installation report provides an installation summary of your project. It provides project details, expert and user details, gateway information (if applicable), group, light and sensor information. Installation reports can be generated and accessed using the Signify Interact Builder web portal or app.

18.1. Generate and access installation reports from the web portal:

1. Navigate to the project and click **Installation reports** from the side panel.
2. Click **Generate new report** on the top right to see a new report on the page.
3. Click the relevant report to open the Installation summary in a new browser tab.
4. Installation reports can be downloaded as .pdf files by selecting the check box beside the report on the page, then clicking **Download**.

> **Note**
>
> 'High end trim' will be displayed as 'Task tuning' in the reports.

5. Installation reports can be deleted by selecting the check box beside the report on the page, then clicking **Delete**.





Installation summary
Building1

Report created on: 09/26/2024

Project details	
Project ID	14582
Installation date	09/26/2024
Address	Bengaluru
Zip/City	560045 Bengaluru
State/Province	Karnataka
Country	India

Experts	
Expert 02	[redacted]

Users

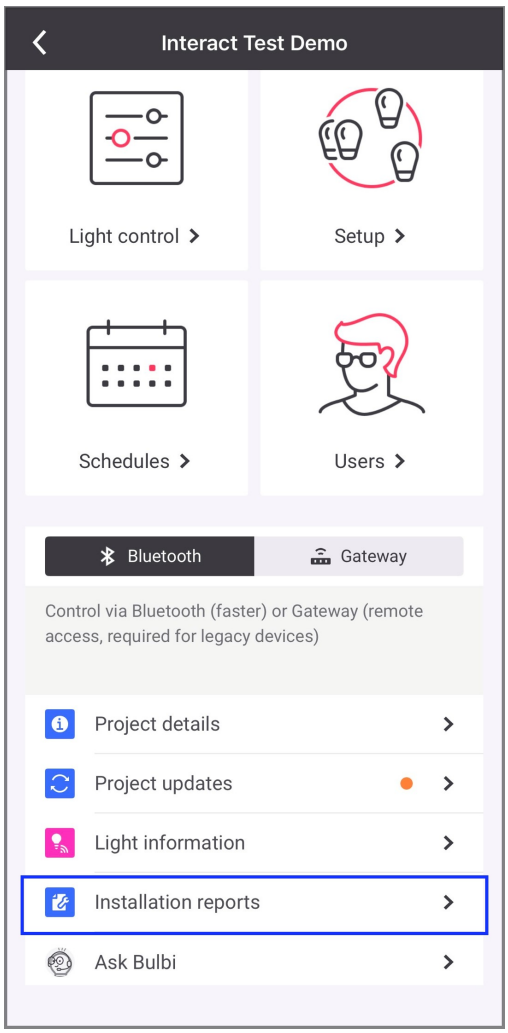
Gateway information		
Network name	**MAC Address**	**Firmware version**
Network1	[redacted]	7.8.0

Group parameters			
Group	**Behaviour**	**Hold time**	**Task tuning**
Group1	Light Auto On Auto Off with DDR	10 minutes	100%

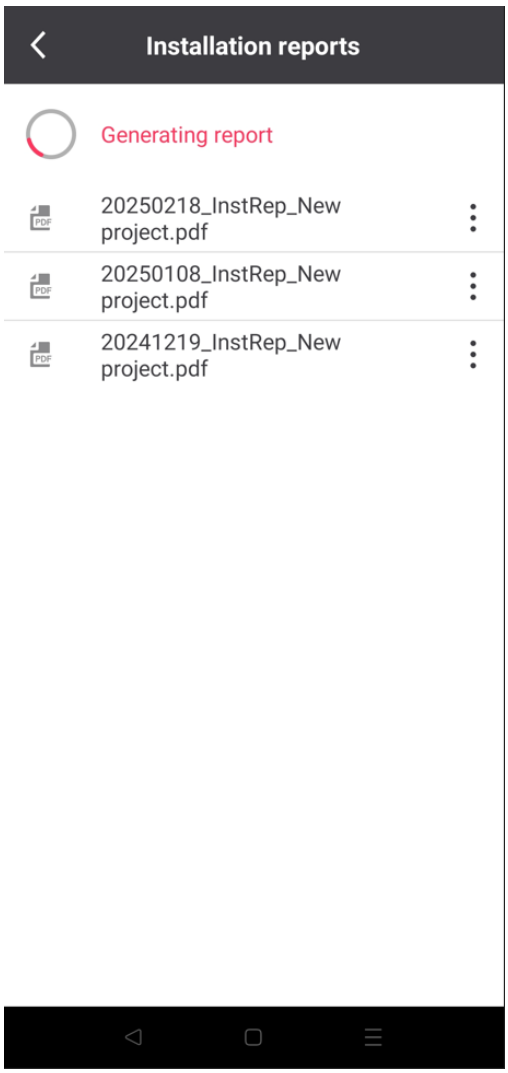
Group structure			
Group	**Zone**	**Model**	**Amount**

18.2. Generate and access installation reports from the app:

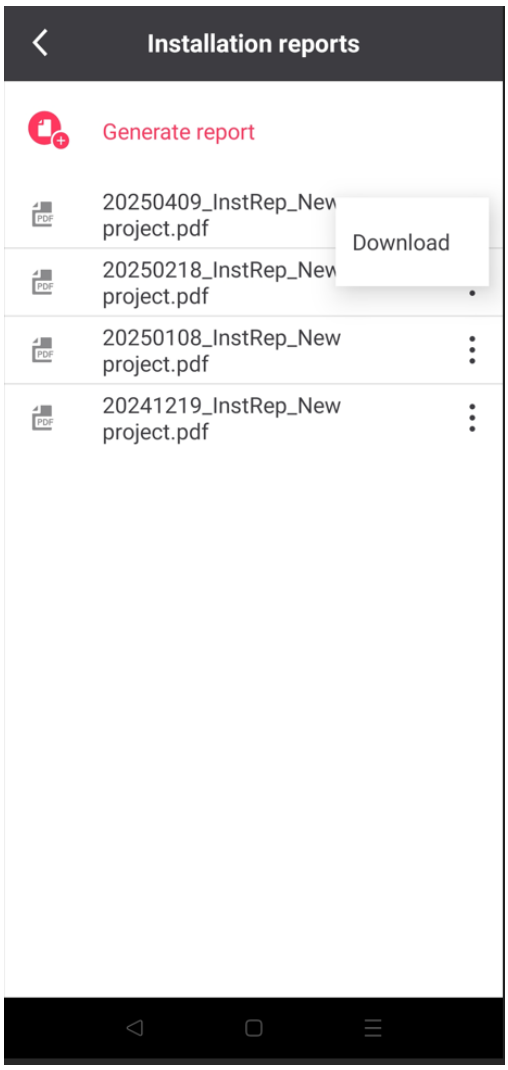
1. Navigate to the appropriate project, then tap **Installation reports** from the main project screen.



2. Tap **Generate new report** on the top of the screen to see a new report on the screen.



3 . Click the relevant report to open the Installation summary.



4. Installation reports can be downloaded as .pdf files by selecting the 3-dot-ellipsis beside the report on the page, then tapping **Download**.

19. BACnet configuration

BACnet integration is an on-premise, IP-based communication between the interact gateways and a third-party BACnet system. It supports manual control and occupancy data reporting of lighting groups.

> **Note**
>
> The cloud connectivity is not required for BACnet to work, but it is still required for commissioning, updating devices, and performing changes to a project.

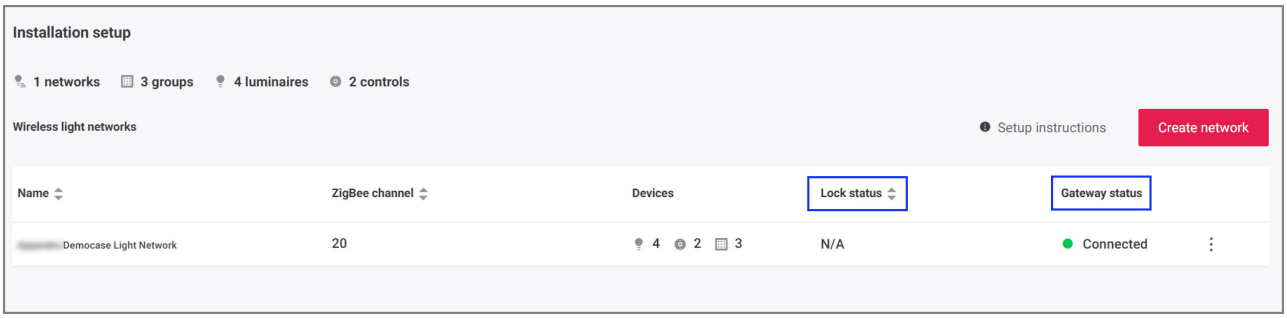
Prerequisite:

- All lights and groups must be added and deployed.
- Gateways must be added, updated, and connected to the Interact Builder cloud.

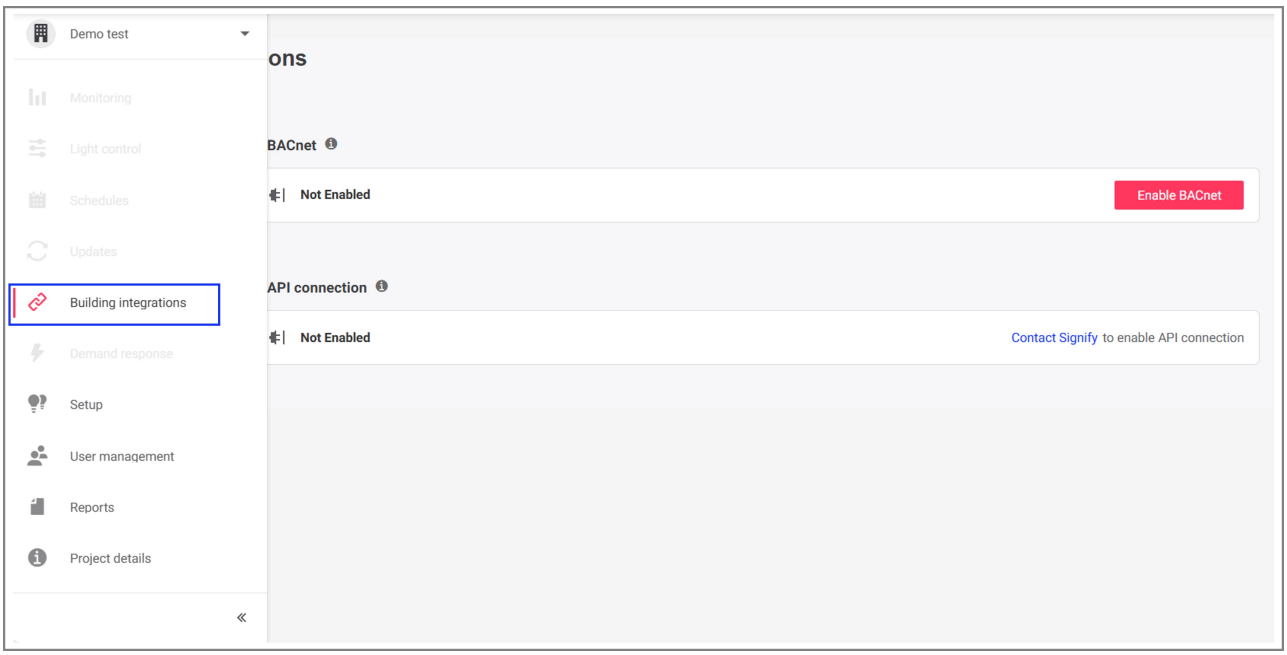
Perform the following steps to commission the BACnet network.

1. In the Signify Interact Builder web portal, navigate to the **Setup** page and make sure all networks are unlocked in the **Lock status** column and all gateways have a **Connected** status in the **Gateway status** column.

   > **Note**
   >
   > You may have multiple pages to check if you have many networks in your project. Any gateways that report the status as **Unreachable** are offline and should be investigated.

2. Click **Building integrations** in the navigation pane.



3. In the **Building integrations** screen, click **Enable BACnet** to deploy the BACnet configuration for all gateways in the building.

> **Warning**
>
> Once the BACnet is enabled, it cannot be disabled again. If BACnet needs to be disabled then recommissioning is required.

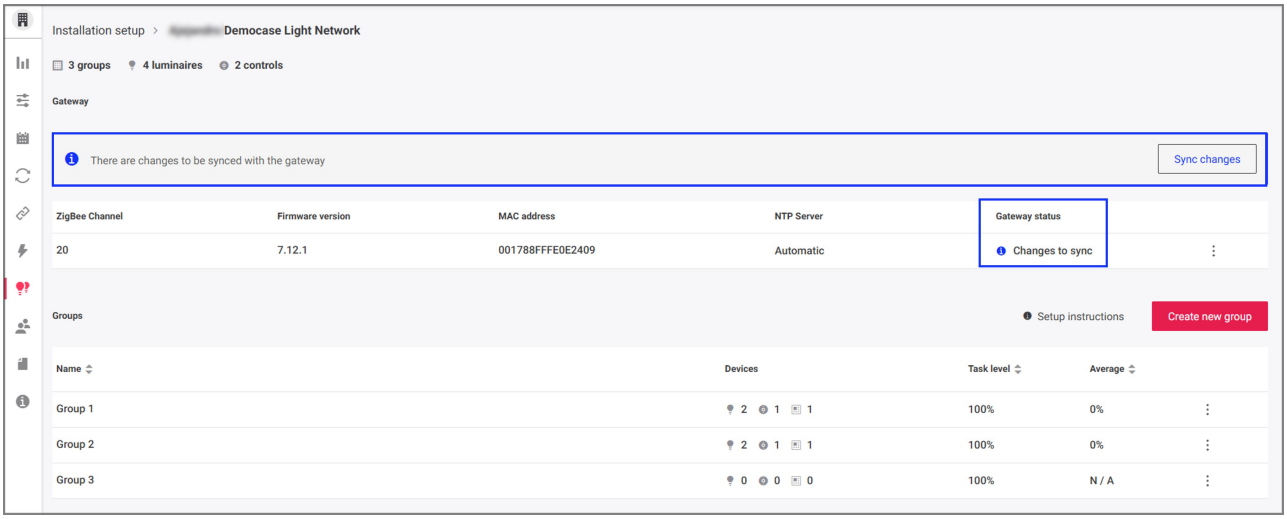


4. Click **Setup** in the navigation pane. In the **Installation setup** screen, click the 3-dot Actions menu and select **Sync changes** to perform the sync changes action for each gateway individually.



OR

From the **Installation setup** screen, navigate into each individual network and click the **Sync changes** button for each gateway.



> **Note**
>
> Whenever a project undergoes any changes such as adding or deleting areas, the **Sync changes** action needs to be performed again to make sure that the added or deleted areas are accessible and updated for the BACnet integration.

5. Once all gateways are synced, click **Building integrations** in the navigation pane and click the download icon to download the **Project data for BACnet (.CSV)** file.



Share the downloaded file with the system integrator. Refer to BACnet support to know more information about the BACnet points.

> **Note**
>
> Whenever a project undergoes any changes such as adding or deleting areas, groups, luminaires or sensors, then the changes need to be synched to cloud. Download a new .CSV file with the latest updates and share it with the system integrator.

20. Light Control REST API

Light Control REST API enables third-party systems to override the automatic light behavior of a group by setting a dim level, recalling a scene, or sending an on/off command. When group occupancy sensing is enabled, the group will automatically revert to automatic lighting behavior when the Hold time of the group expires. When group occupancy sensing is disabled, the group will remain overridden until another manual override is issued.

For more information, see:

- *Interact Developer - API Docs* (*will be available soon*)
- *Enable gateway REST API user guide*

21. Migration scenarios for Light behavior V2

21.1. Rules to enable Light behavior V2 features

- The Light behavior V2 feature is available only for devices operating on firmware version 8.x.x or above.
- Following the Light behavior V2 system release, all newly created networks and groups in each network support Light behavior V2 functionality by default.
- Following the Light behavior V2 system release, all newly created groups in the network support Light behavior V2 functionality by default.

  When the first device added to a new group has firmware below 8.x.x:

  - The group is downgraded and supports only non-Light behavior V2 features.
  - Any device with firmware 8.x.x or above that is subsequently added to the group is also restricted to non-Light behavior V2 features. To regain Light behavior V2 capability, affected devices must be deleted (reset).
  - If all devices are deleted from the group, the group auto-upgrades to support Light behavior V2 features.

  When the first device added to a new group has firmware 8.x.x or above:

  - The group is locked as a Light behavior V2 group.
  - Devices having firmware below 8.x.x cannot be added to the group.
  - Any attempt to add a device with firmware below 8.x.x results in the device becoming an unassigned device in the network. Such devices must be upgraded to firmware version 8.x.x or later using the **Updates** function in **Network overview** and then deleted (reset) before they can be added to a Light behavior V2 group.
- Groups created before the Light behavior V2 system release support only non-Light behavior V2 features. Following a successful project update (gateways required), new groups created in existing networks with gateways will support Light behavior V2.

21.2. Migration scenarios for new projects

Perform the applicable scenario-based procedure to enable Light behavior V2 functionality for the group.

21.2.1. Scenario 1: All devices having firmware version 8.x.x

1. Create new project, networks, groups, and zones.

   For more information, see:

   - Project creation via web application
   - Project creation via mobile app
2. Add devices to groups or zones.

For more information, see:

- Add lights
- Add mains powered sensors
- Add Zigbee Green Power devices

3. Deploy the Light behavior V2 configurations to groups.

21.2.2. Scenario 2: Devices having firmware version above and below 8.x.x

1. Create new project, networks, groups, and zones.

   For more information, see:

   - Project creation via web application
   - Project creation via mobile app

2. Add devices to groups or zones.

   For more information, see:

   - Add lights
   - Add mains powered sensors
   - Add Zigbee Green Power devices

3. Update all devices firmware version via gateway or bluetooth.

   For more information, see:

   - Project updates
   - Update lights using mobile app

4. Delete all updated devices to reset them and empty all groups.

   Note

   Empty groups will auto-upgrade to Light behavior V2 functionality.

5. Add the updated devices to groups or zones.
6. Deploy the Light behavior V2 configurations to groups.

21.2.3. Scenario 3: Devices having firmware version below 8.x.x

1. Create new project, networks, groups, and zones.

   For more information, see:

   - Project creation via web application

Project creation via mobile app

2. Add devices to groups or zones.

   For more information, see:

   - Add lights
   - Add mains powered sensors
   - Add Zigbee Green Power devices

3. Update all devices firmware version via gateway or bluetooth.

   For more information, see:

   - Project updates
   - Update lights using mobile app

4. Delete all updated devices to reset them and empty all groups.

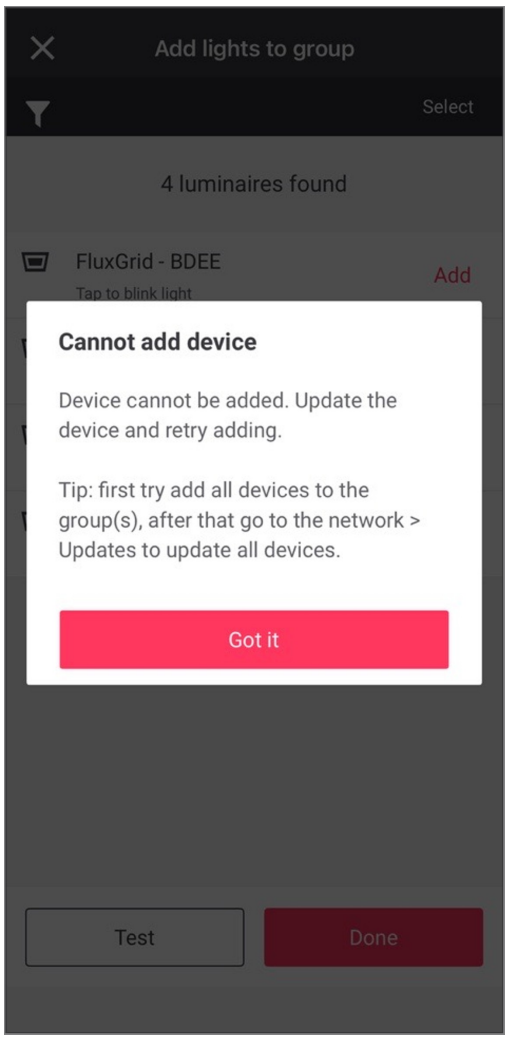
   > **Note**
   >
   > Empty groups will auto-upgrade to Light behavior V2 functionality.

5. Add the updated devices to groups or zones.
6. Deploy the Light behavior V2 configurations to groups.

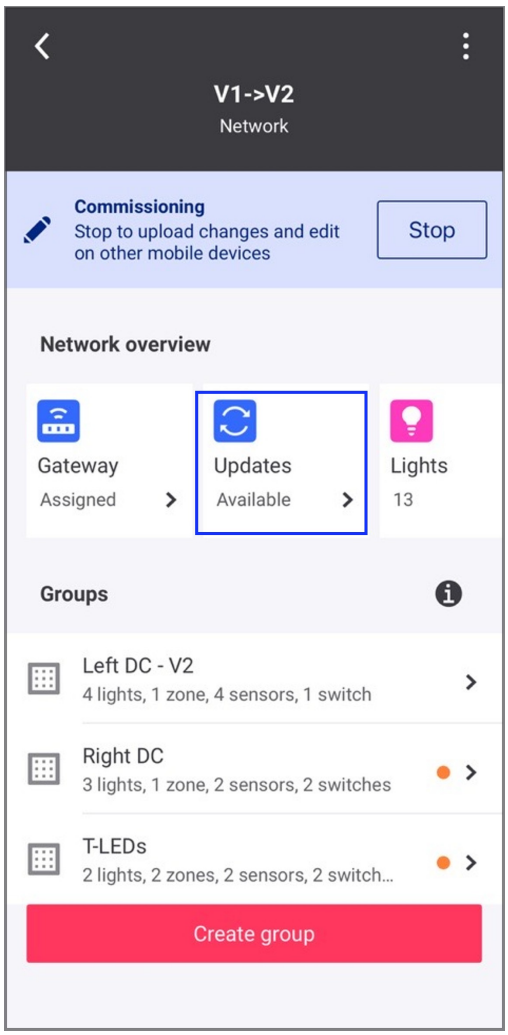
21.2.4. Scenario 4: Adding devices with firmware version below 8.x.x to a Light behavior V2 group after the first device added had firmware version 8.x.x or above.

1. Add devices with firmware version below 8.x.x to a Light behavior V2 group where a device with 8.x.x firmware was the first device added to the group.

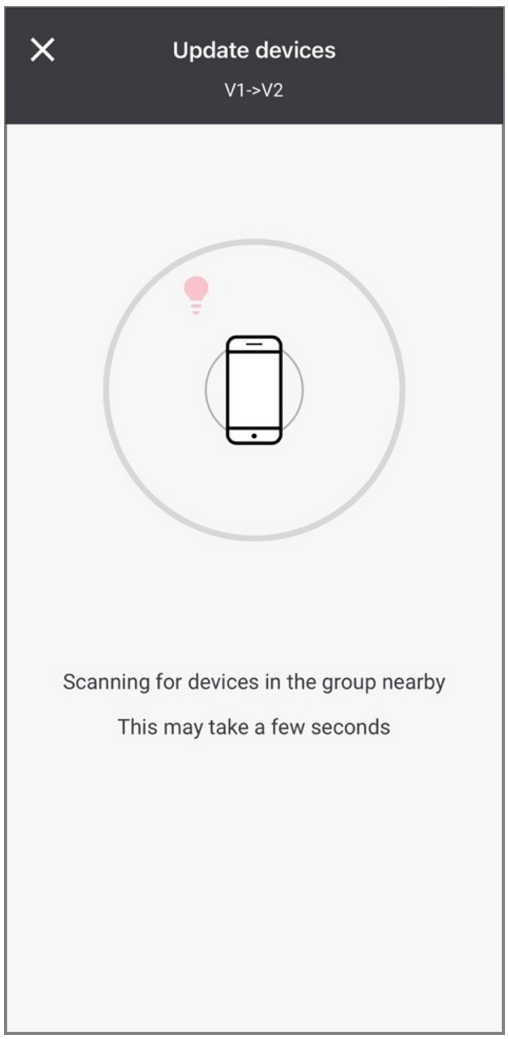
   Result: The devices cannot be added to the group and are listed as unassigned devices in the network.



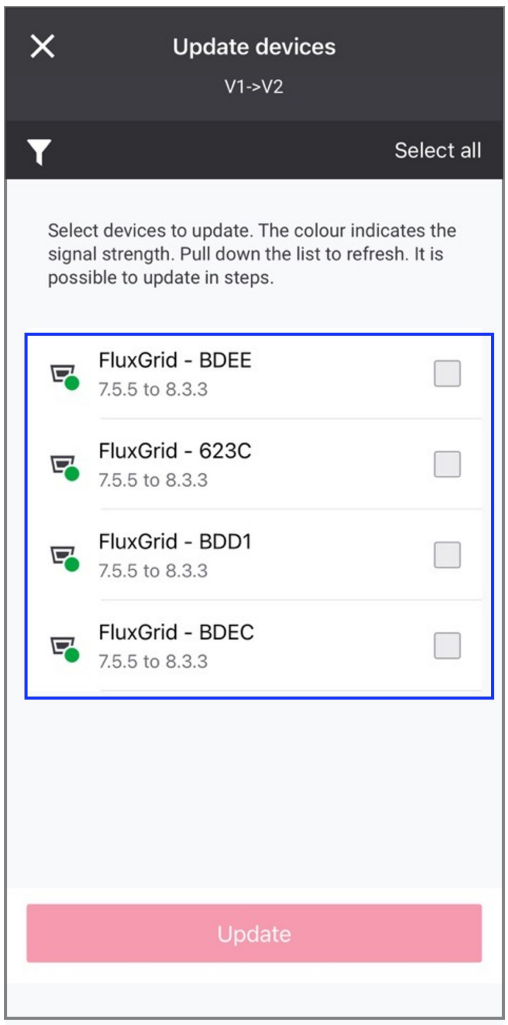
2. Navigate to the **Network** screen, then tap **Updates** from **Network overview**.



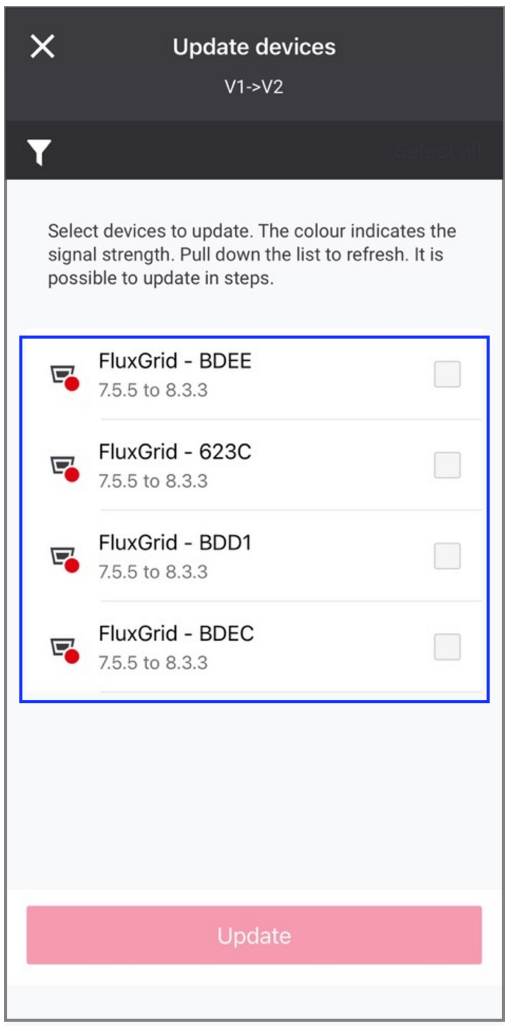
Result: If there are unassigned devices in the network, the app will perform a Bluetooth scan to determine which unassigned devices in the network are currently in Bluetooth range of the mobile phone.



Unassigned devices that are in Bluetooth range will be shown with green dots, indicating good Bluetooth signal strength, allowing these devices to be selected for an update.

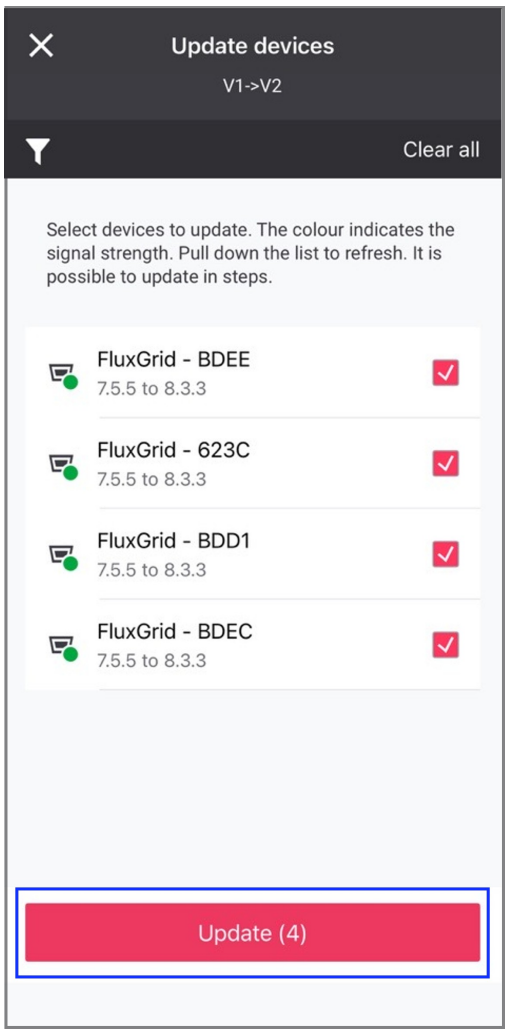


Unassigned devices that are out of Bluetooth range or are unreachable for any reason will be shown with red dots and cannot be selected for an update.

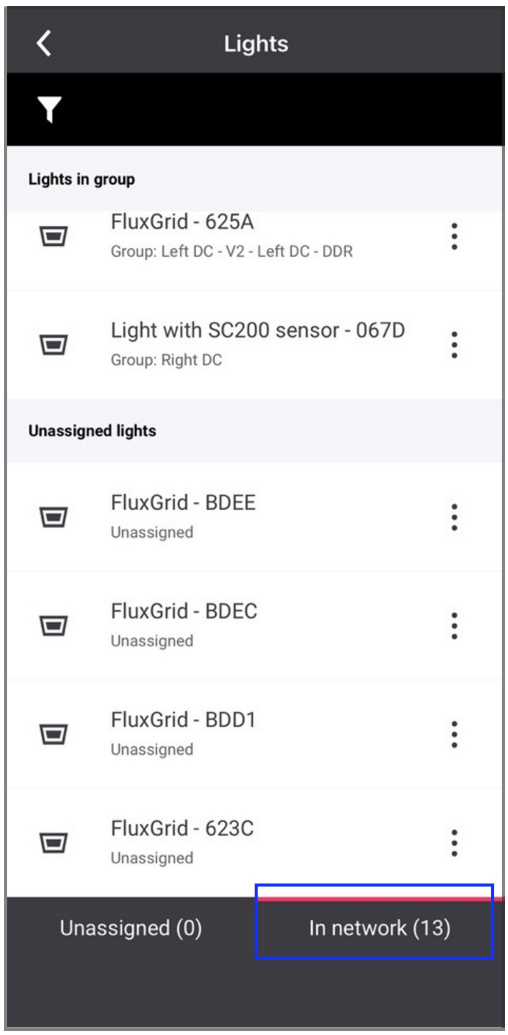


3. In the **Update devices** screen, select any or all devices with green dots indicating they are in Bluetooth range, then tap **Update** and allow the Bluetooth update to complete.

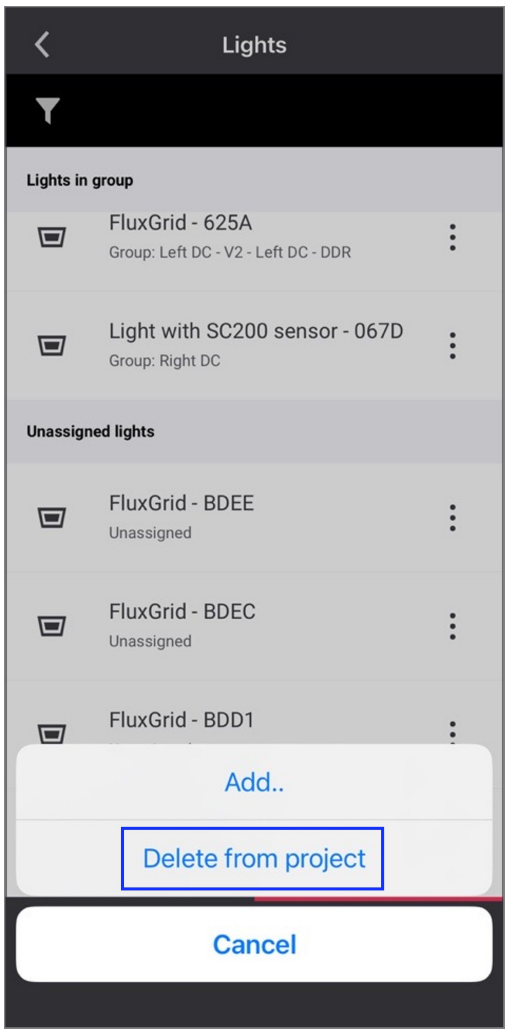
> **Note**
>
> Do not move around or allow the mobile app to close or go to the background while scanning and updating devices via Bluetooth, or updates may fail and require further attempts.



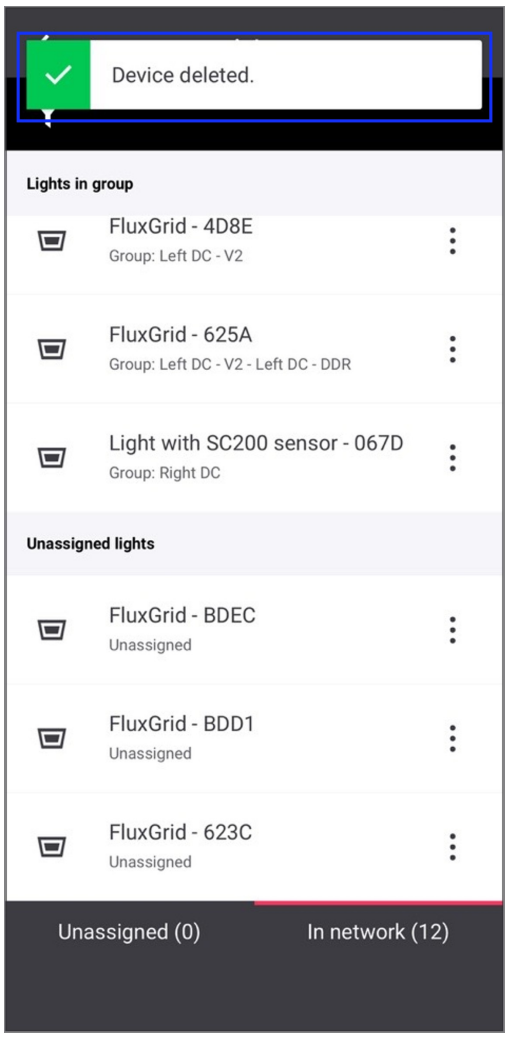
4. Once the unassigned devices have been updated, they must be reset before they can be added to Light behavior V2 groups. Navigate to the **Network** screen, then tap **Lights** → **In network**. Unassigned devices are listed at the bottom, scroll down if required to view the unassigned devices.



5. Tap the 3-dot icon beside each unassigned device, then tap **Delete from project**.



Result: The app will indicate **Device deleted** message following a successful reset.



6. Add the updated devices to groups or zones.

   For more information, see:

   - Add lights
   - Add mains powered sensors
   - Add Zigbee Green Power devices

7. Deploy the Light behavior V2 configurations to groups.

21.3. Migration scenarios for existing projects

Perform the applicable scenario-based procedure to enable Light behavior V2 functionality for the group.

21.3.1. Scenario 1: Projects with gateways and devices with firmware version below 8.x.x

1. Initiate the project update and ensure all device firmware versions and project settings are updated completely.

Delete all updated devices to reset them and empty all groups.



Note

Empty groups will auto-upgrade to Light behavior V2 functionality.

3. Add the updated devices to groups or zones.

   For more information, see:

   - Add lights
   - Add mains powered sensors
   - Add Zigbee Green Power devices

4. Deploy the Light behavior V2 configurations to groups.

21.3.2. Scenario 2: Projects without gateways and devices with firmware version below 8.x.x

1. Update all devices firmware version via bluetooth.

   For more information, see Update lights using mobile app.

2. Delete the updated devices to reset them.
3. Delete the existing networks/groups/zones and create new equivalent networks/groups/zones.
4. Add the updated devices to new networks/groups/zones.

   For more information, see:

   - Add lights
   - Add mains powered sensors
   - Add Zigbee Green Power devices

5. Deploy the Light behavior V2 configurations to groups.

21.3.3. Scenario 3: Hybrid projects and devices with firmware version below 8.x.x

Hybrid project: A project that contains a combination of networks with gateways and networks without gateways.

- For networks with gateways, follow the migration procedure described in Projects with gateways.
- For networks without gateways, follow the migration procedure described in Projects without gateways.

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