interact

Commissioning guide

Interact Pro

Version v2.7

8 March 2025

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This section covers the commissioning guide for Interact Pro.

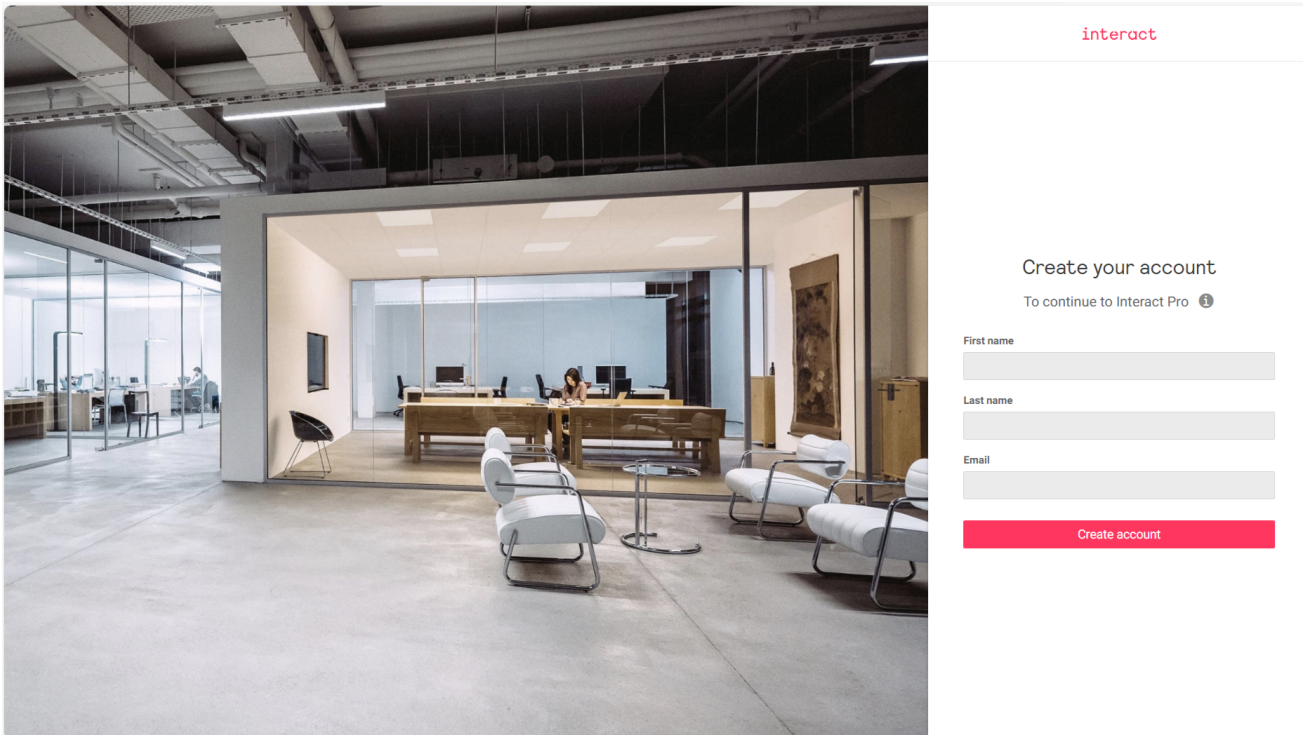
1. Create an account

Before individuals can begin creating and commissioning Interact Pro 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 Interact Pro web portal or using the Interact Pro mobile app.

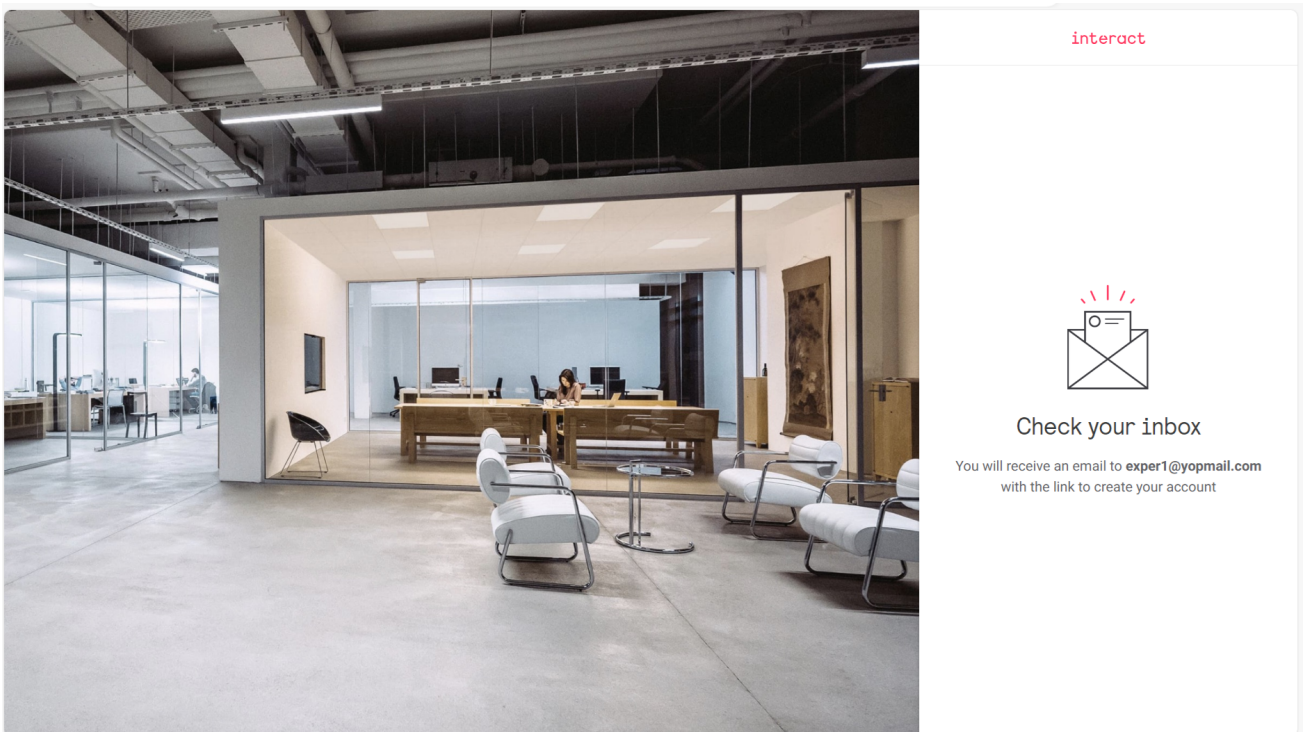
1.1. To create a new account using the web portal, follow the steps below:

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:

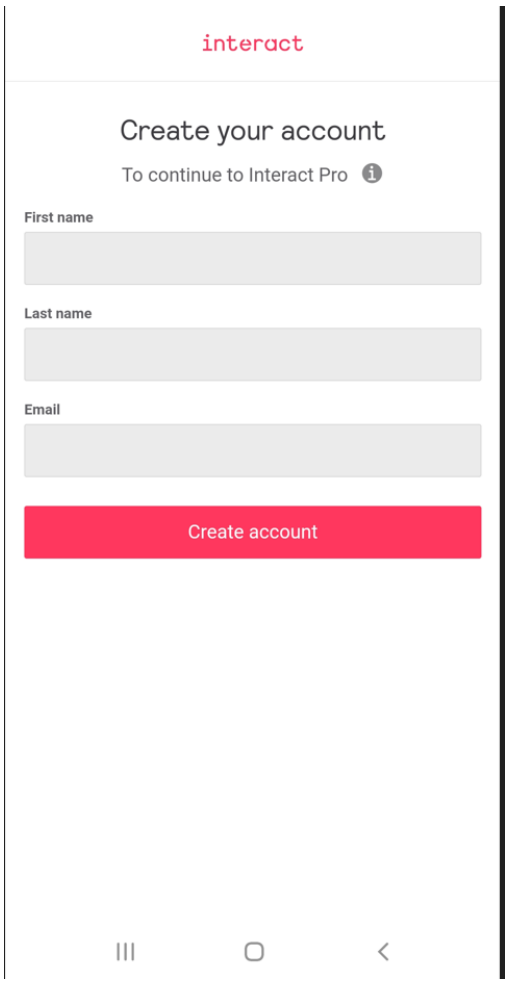
1 Download the Interact Pro app from the application store:

2 IOS: https://apps.apple.com/us/app/interact-pro/id1353793570

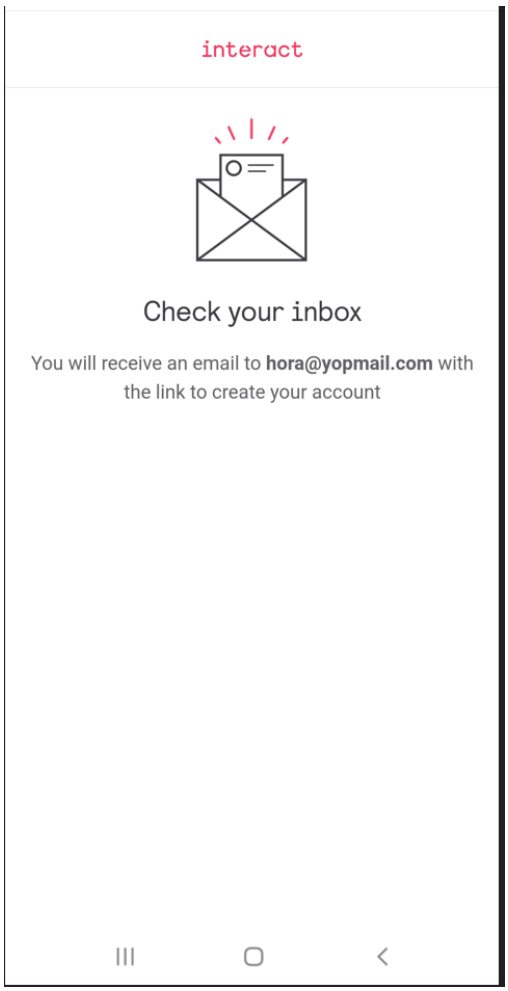
3 Android:https://play.google.com/store/apps/details?id=com.philips.li.c4m&hl=nl

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

5 Tap **Create an account**.



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

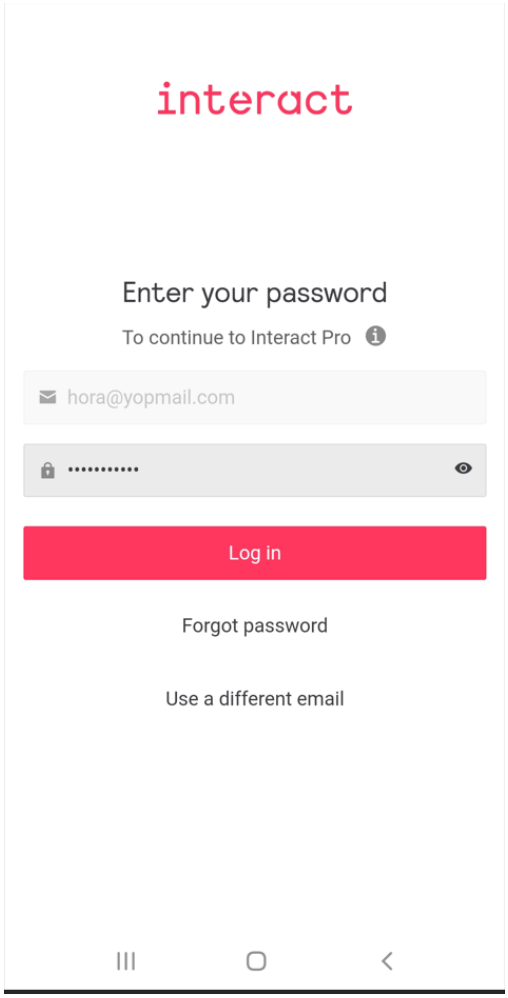


7 You will receive an email with the steps to activate your account. Read the email, then tap **Activate your account**.

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

9 Review the Interact Account Terms of Use, then tap **I accept the ToU**.

10 Log in to the app with your new credentials.


interact
Enter your password
To continue to Interact Pro
hora@yopmail.com
Log in
Forgot password
Use a different email

2. 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).

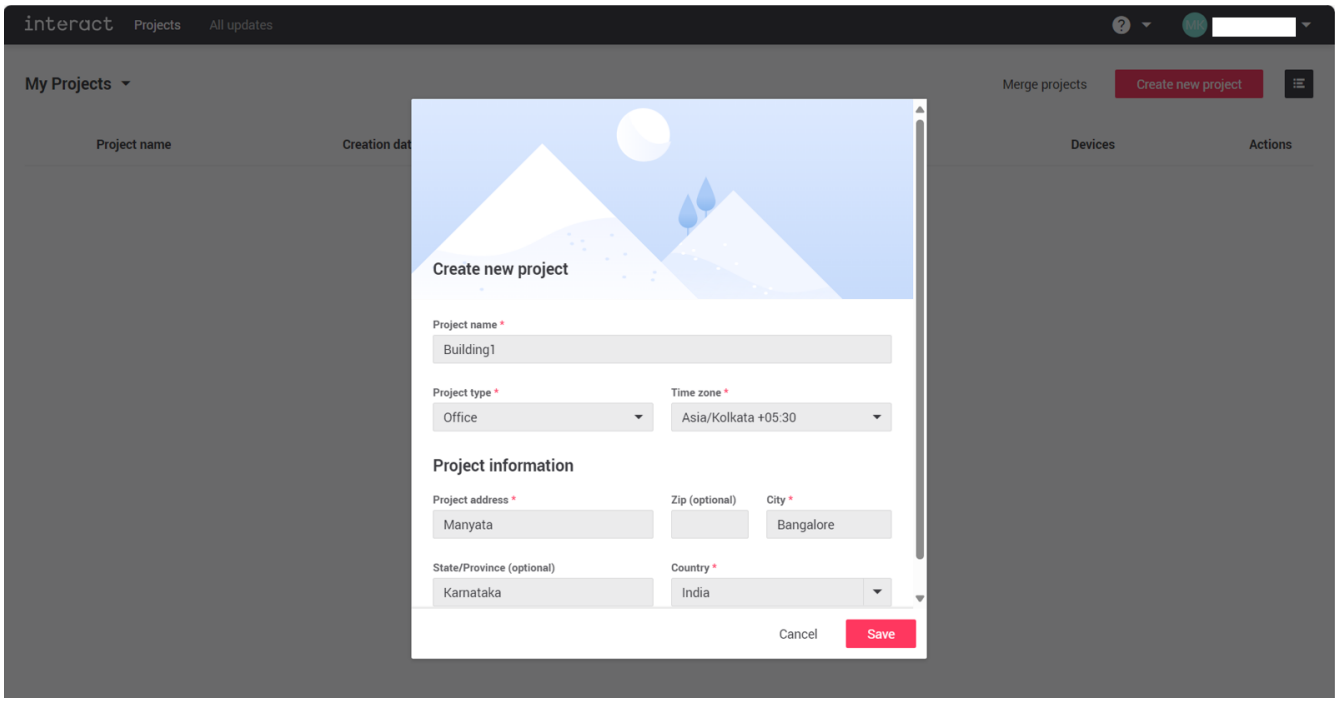
3. Create a project - portal

3.1. Create a project - portal

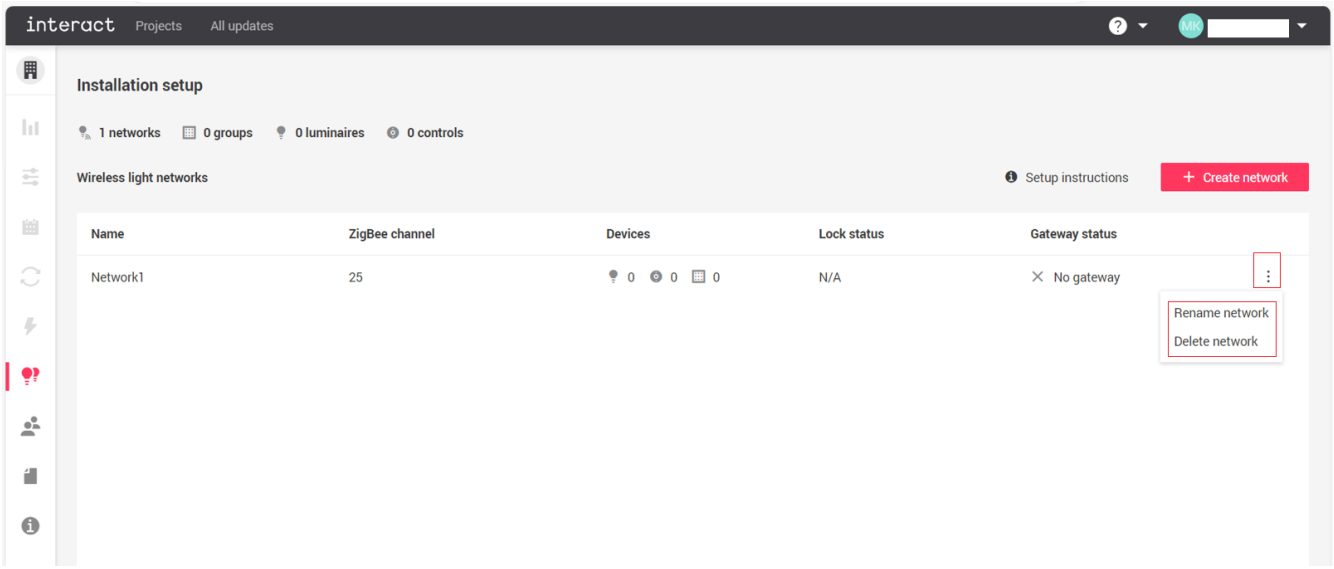
1 Open the web portal with the link: https://sme.interact-lighting.com . Log in with your email address and password.

2 From the **My Projects** dashboard, click **Create new project** on the top right.

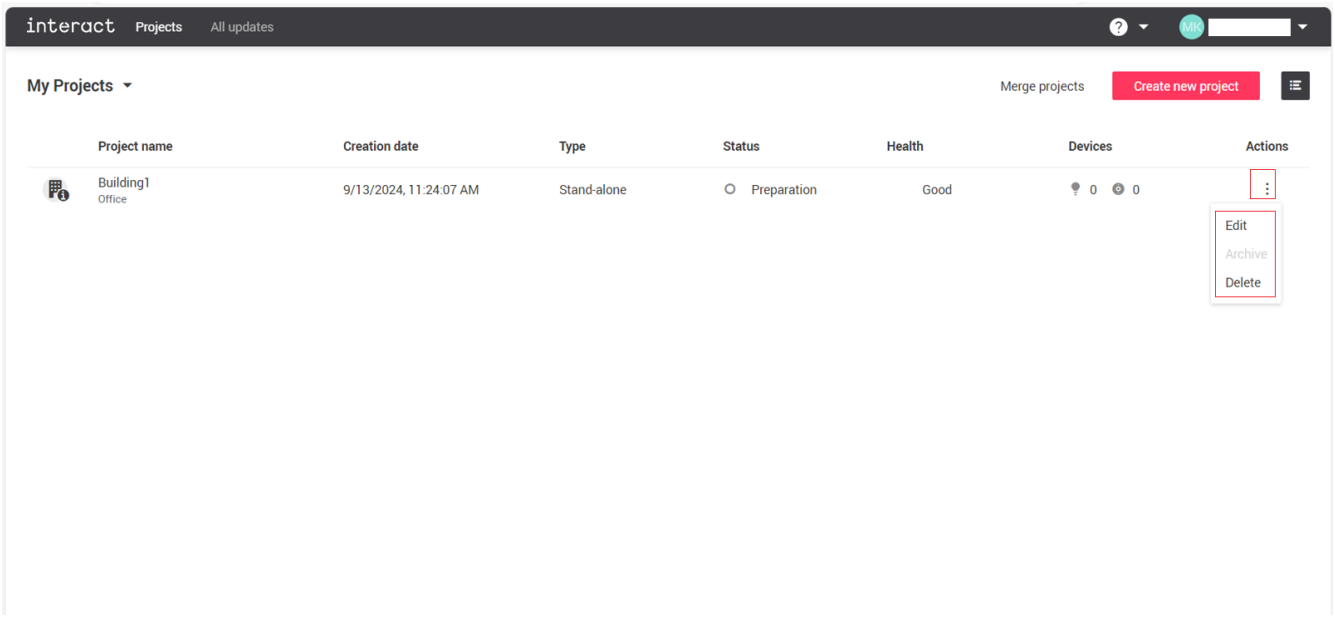
3 Fill in the project details as prompted and click **Save**.



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.



3.2. Create a network

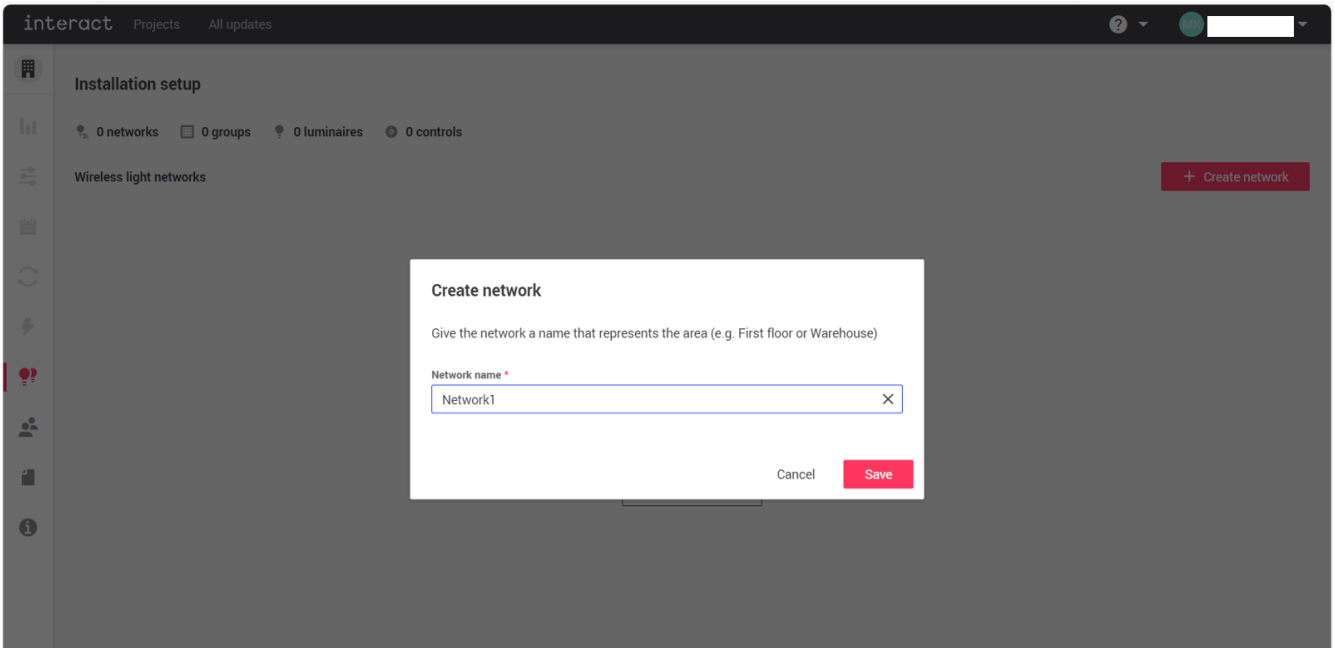
1 From the Installation setup page, new experts are encouraged to click View instructions. The resulting pages guide experts through a series of network instructions. Once networks are created, these instructions are accessed by clicking Setup instructions on the Installation setup page.

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

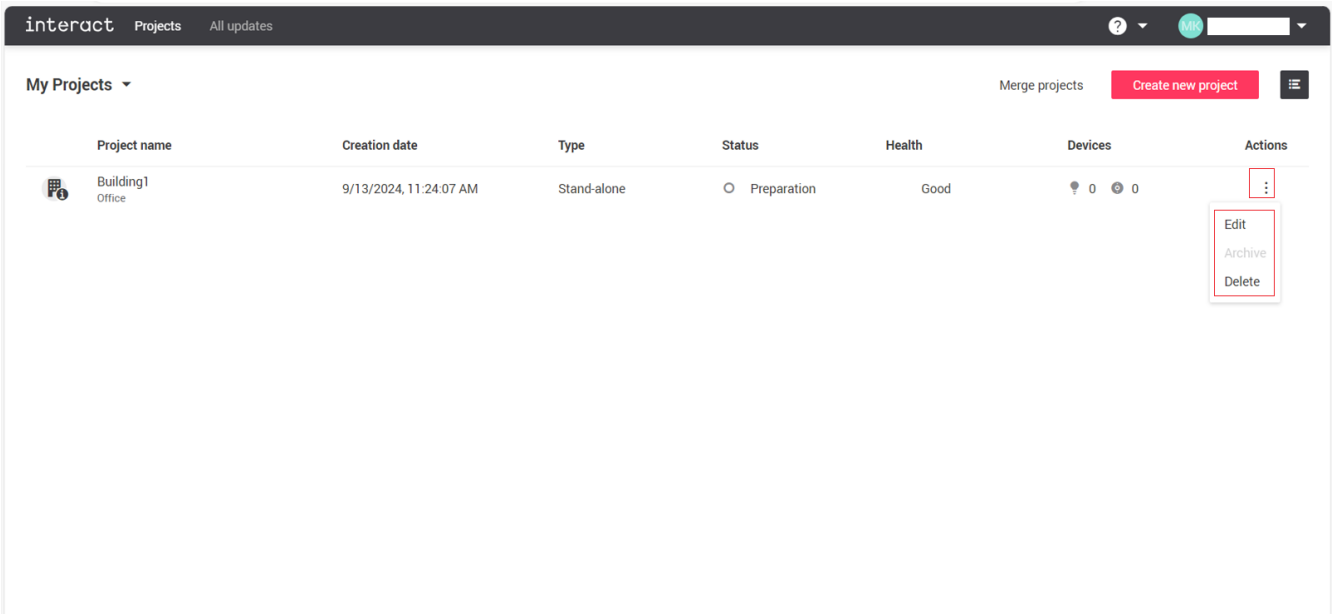
=== Pay attention to the note under the Zigbee channel selection drop down menu and take care to avoid using the same Zigbee channel for physically adjacent networks in your project. This will avoid scenarios where too many nearby networks are using the same Zigbee channel, which can cause wireless interference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

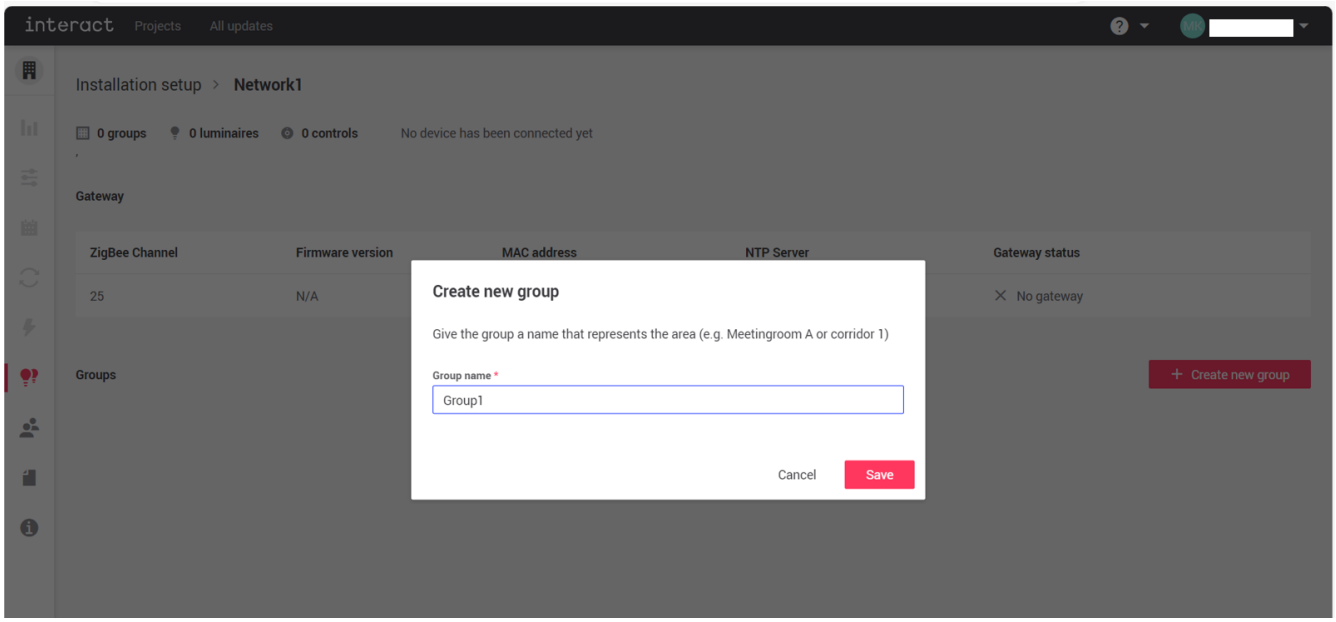


3.3. Create a group

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**.



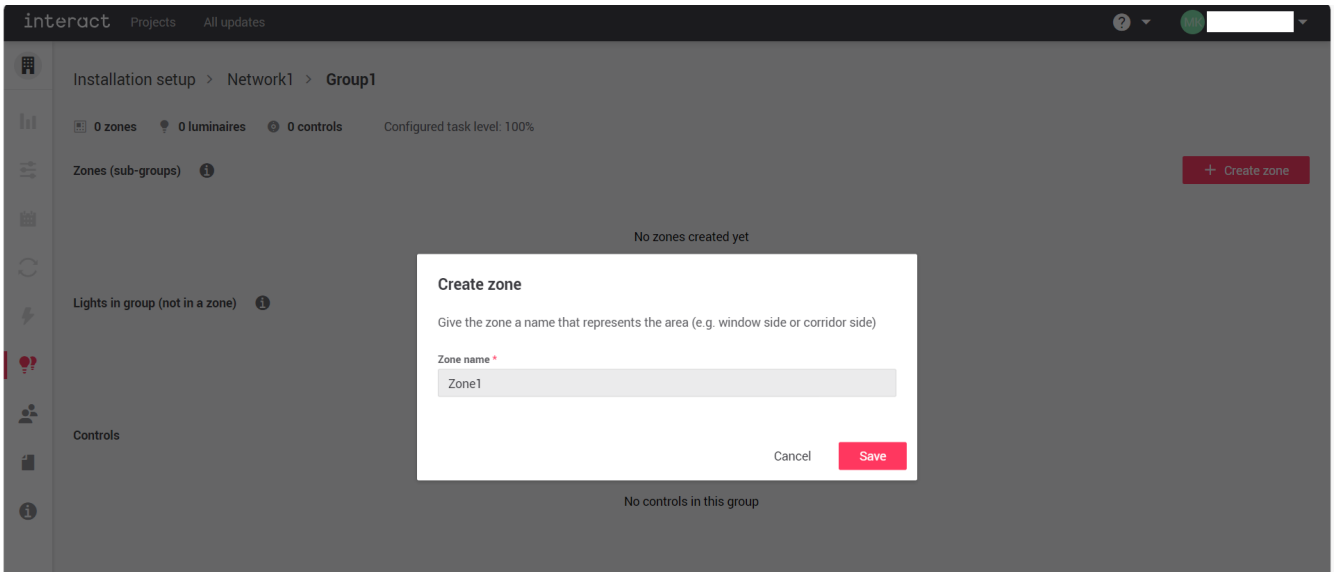
4 Groups can be renamed or deleted at a later stage, if needed, by clicking the three-dot-ellipsis on the right side of each group.

3.4. 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**.

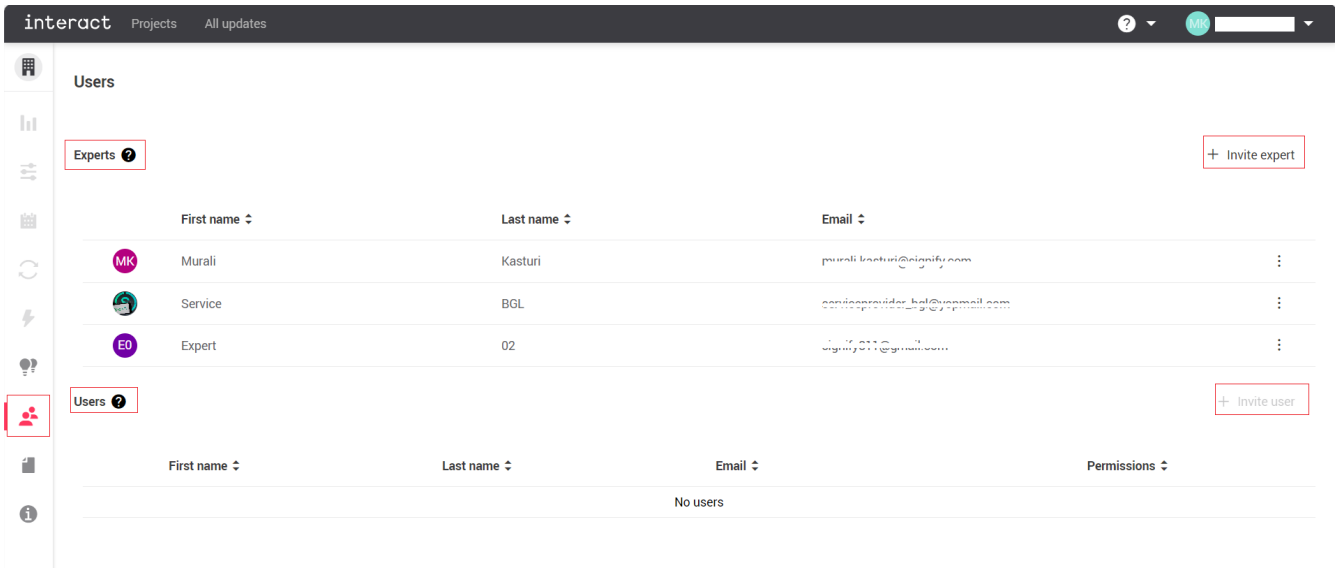


4. User management - portal

4.1. User management - portal

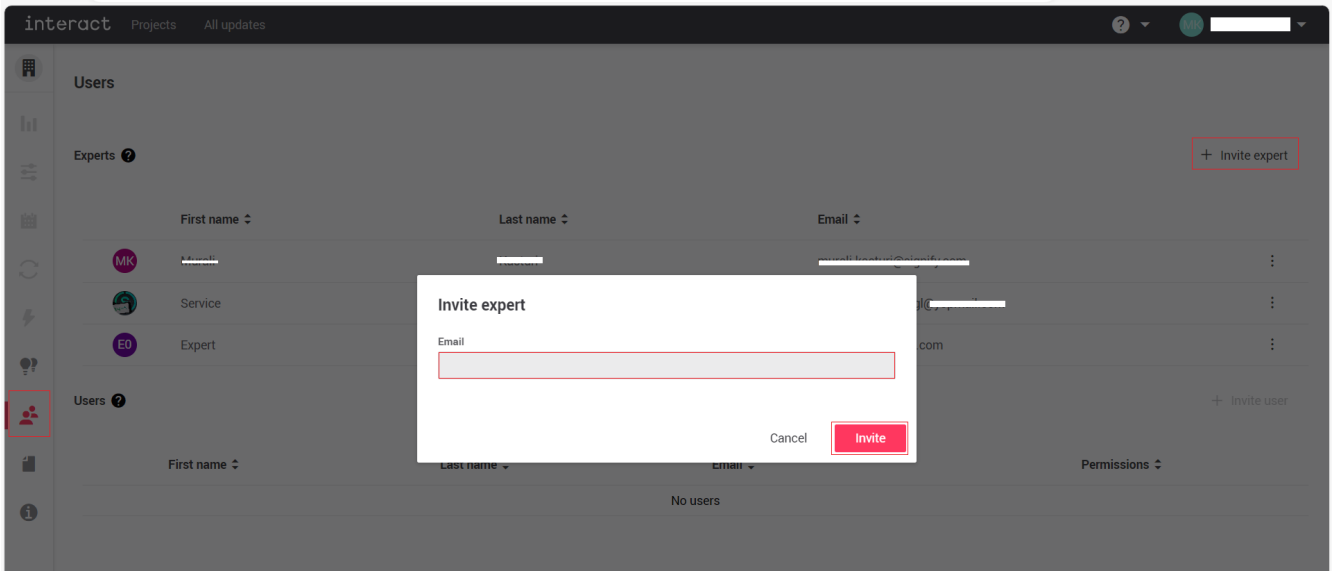
User management allows experts to view the first name, last name and email address of everyone who has access to the project. It alsoallows experts to invite or remove other experts and users.

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.



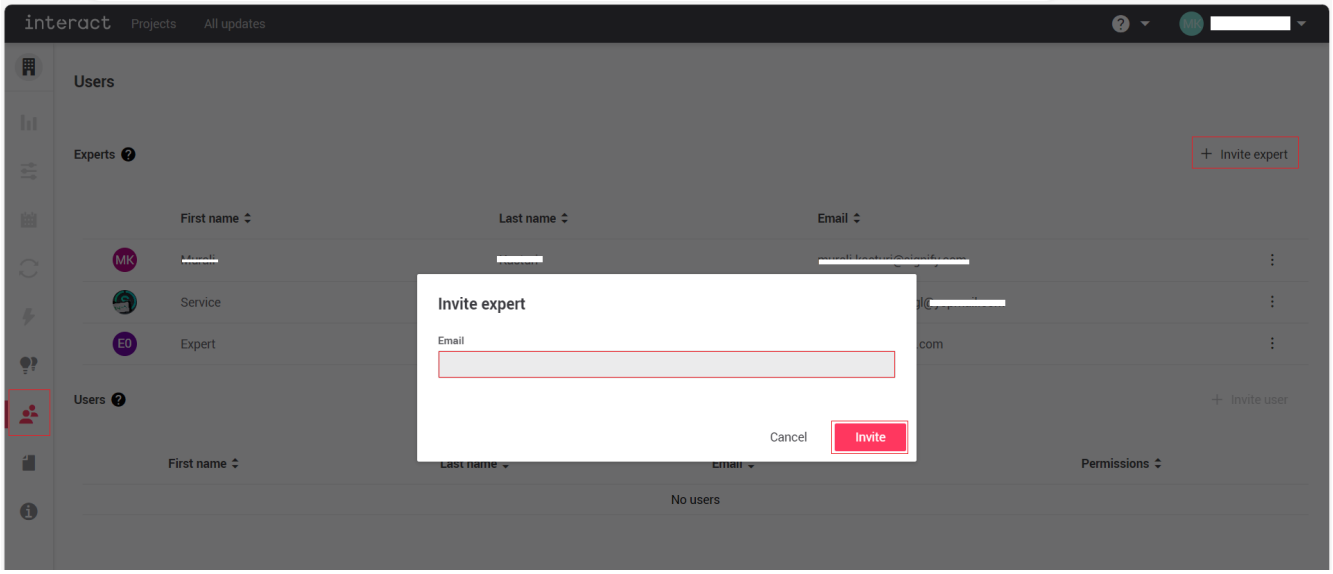
2 Invite another expert to the project by clicking **Invite expert** on the top right.

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

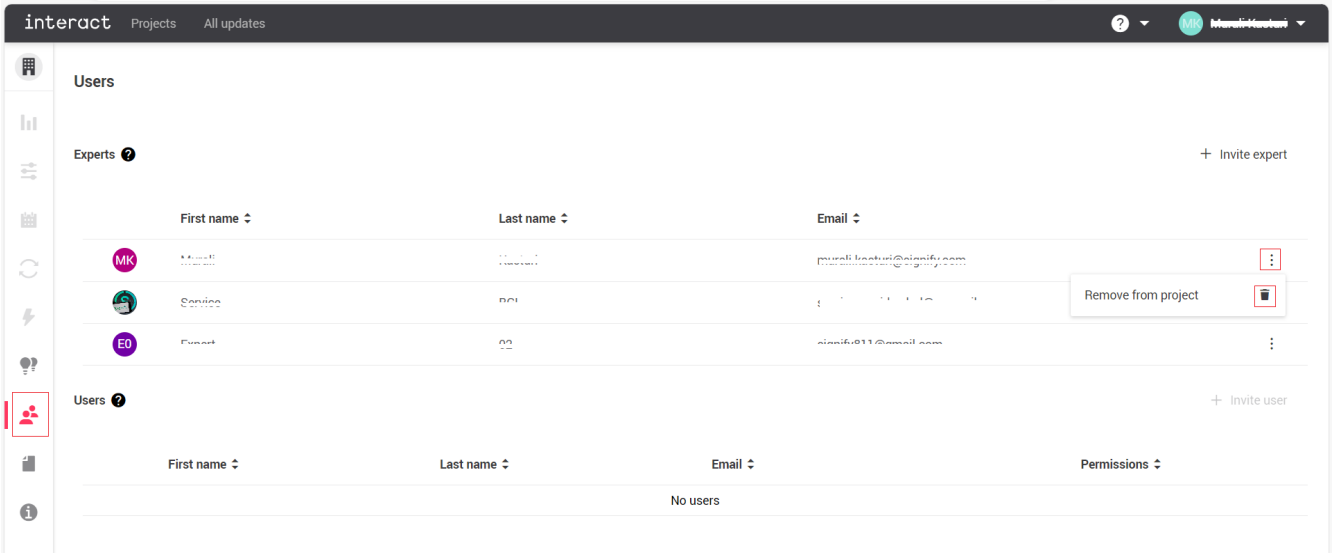


4 Invite another user to the project by clicking **Invite user** on the top right of the users list. Remember, users can only be invited to projects that have gateways. Otherwise, this option is greyed out.

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**.

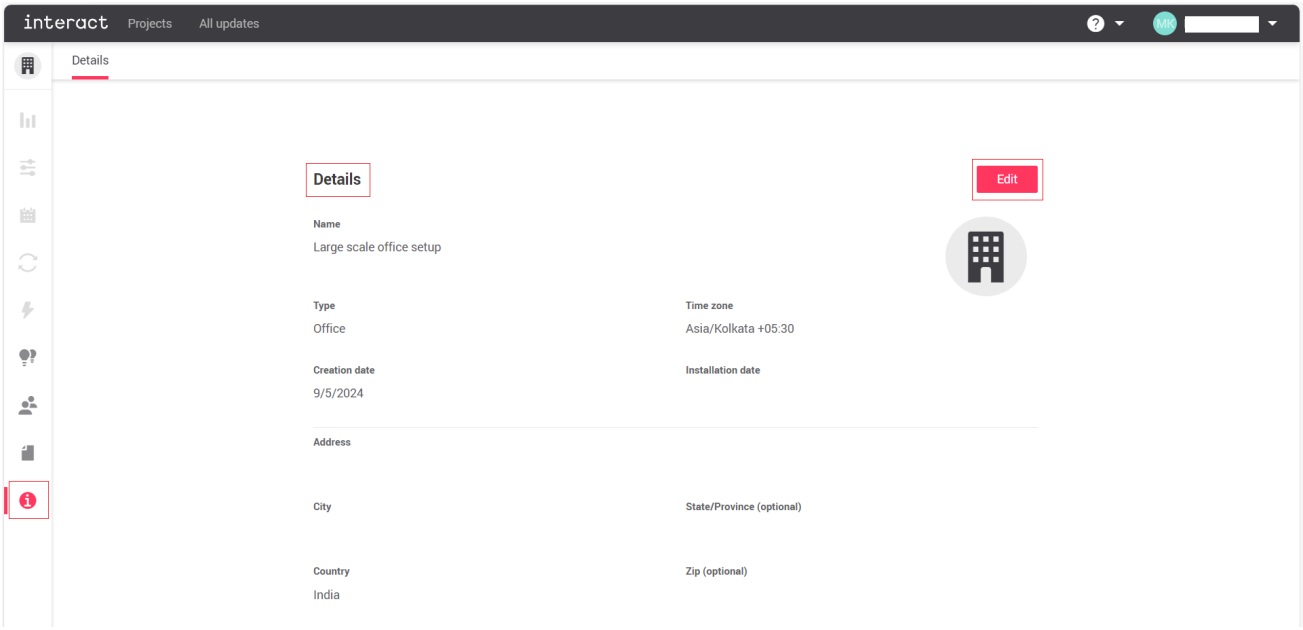


5. Project information - portal

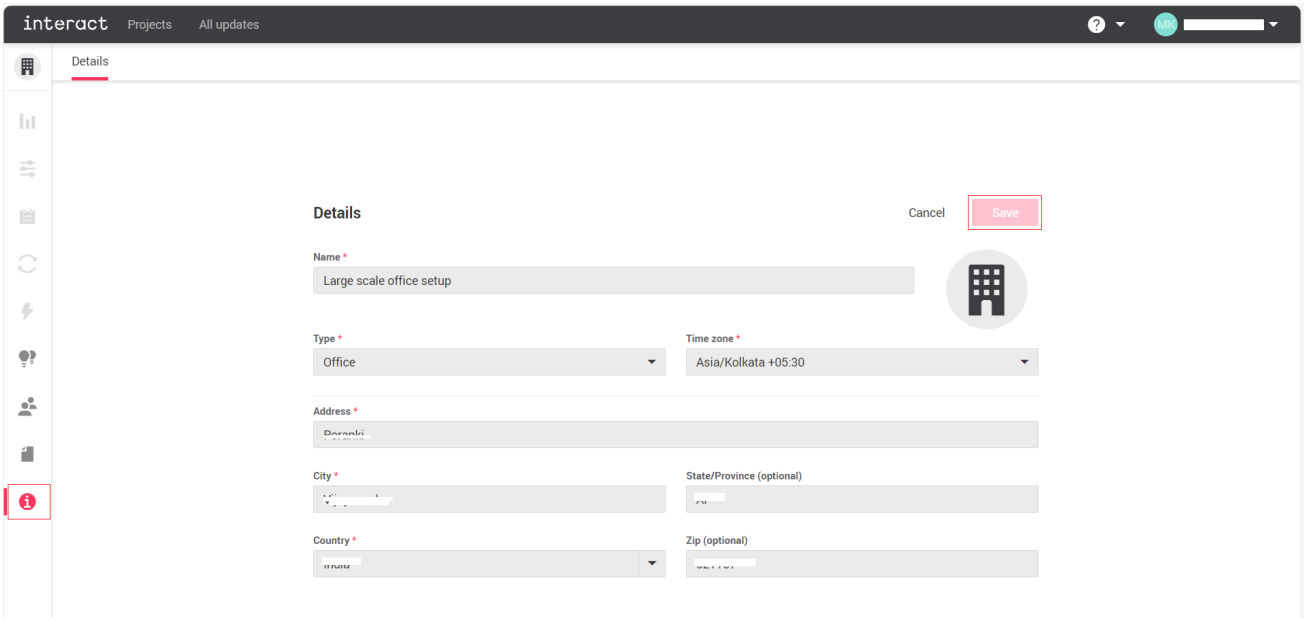
5.1. Project information - portal

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**.

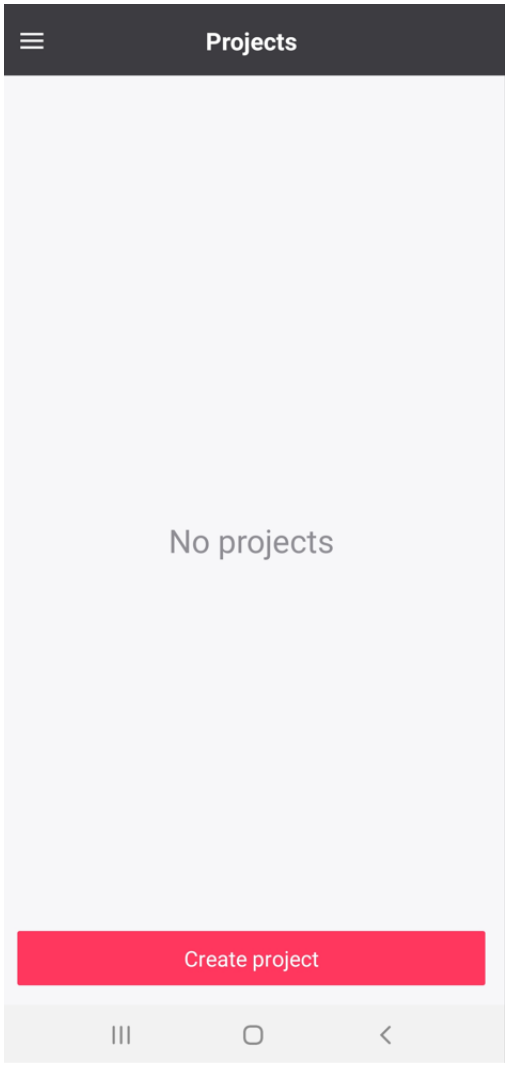

interact
Projects
All updates
Details
Details
Cancel
Save
Name *
Large scale office setup
Type *
Office
Time zone *
Asia/Kolkata +05:30
Address *
City *
State/Province (optional)
Country *
Zip (optional)

6. Create a project - app

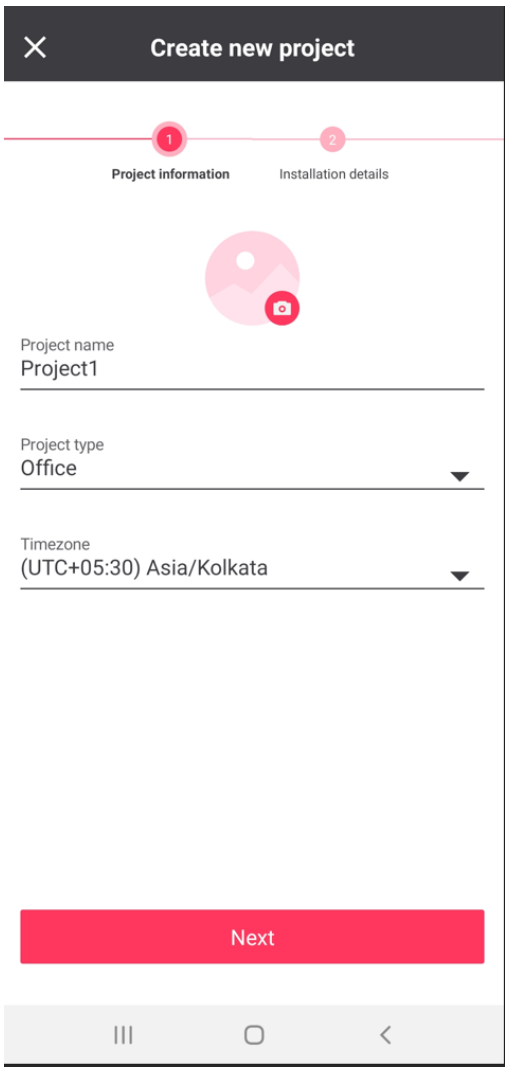
6.1. Create a project - app

1 Open the Interact Pro app and log in with your email address and password.

2 On the **Projects** screen, tap **Create project**.

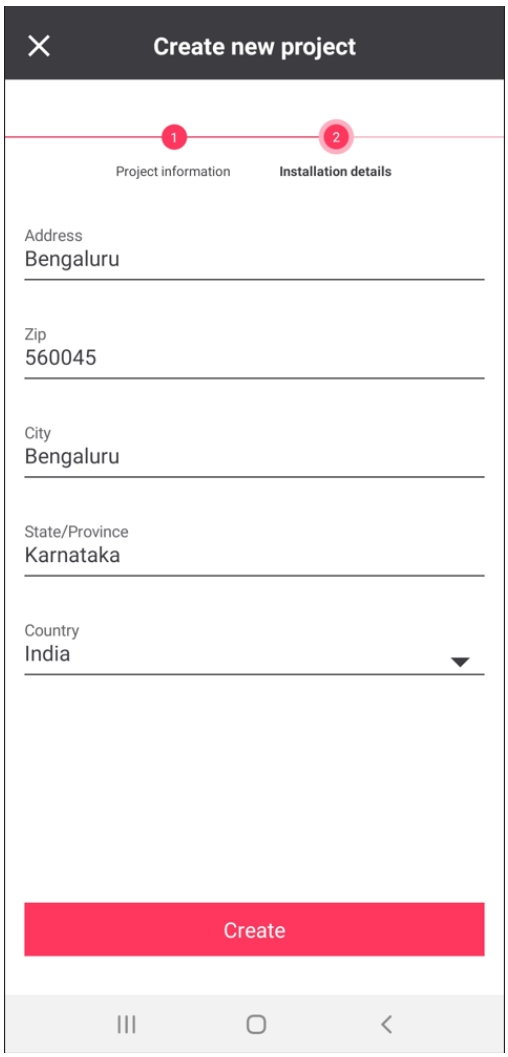


3 Type the **Project name**, then choose the **Project type** and **Timezone** from the dropdown lists and tap **Next**.

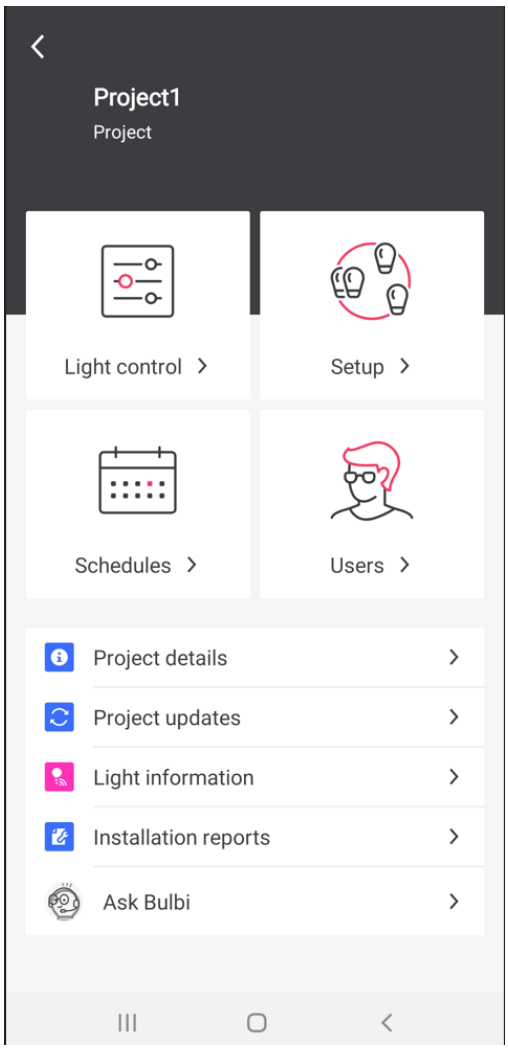


4 On the resulting screen, you can allow the app to use your current location to autofill the project location details. Tap your desired option.

5 If you elected not to autofill the project location details on the previous screen, enter the address, then tap **Create**.



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

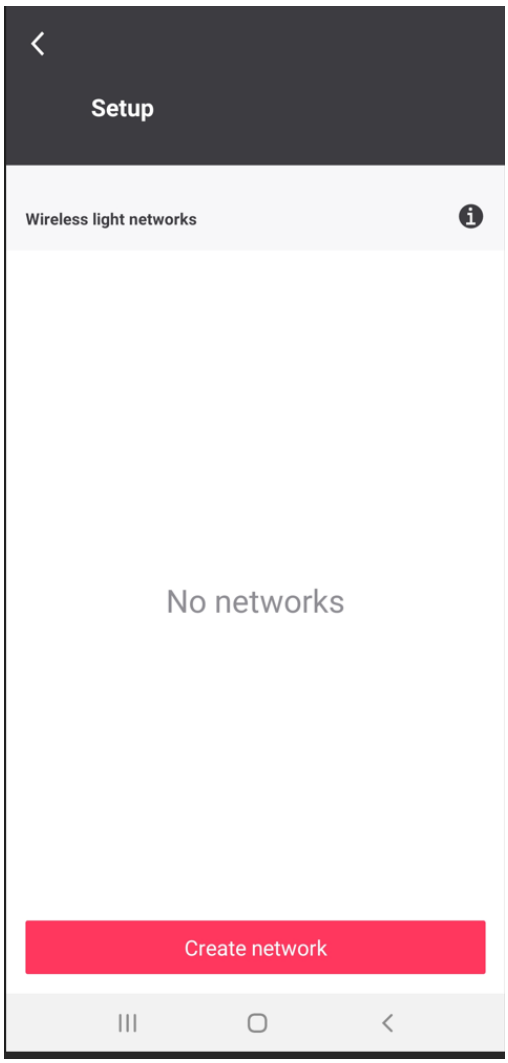


6.2. Create a network

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.

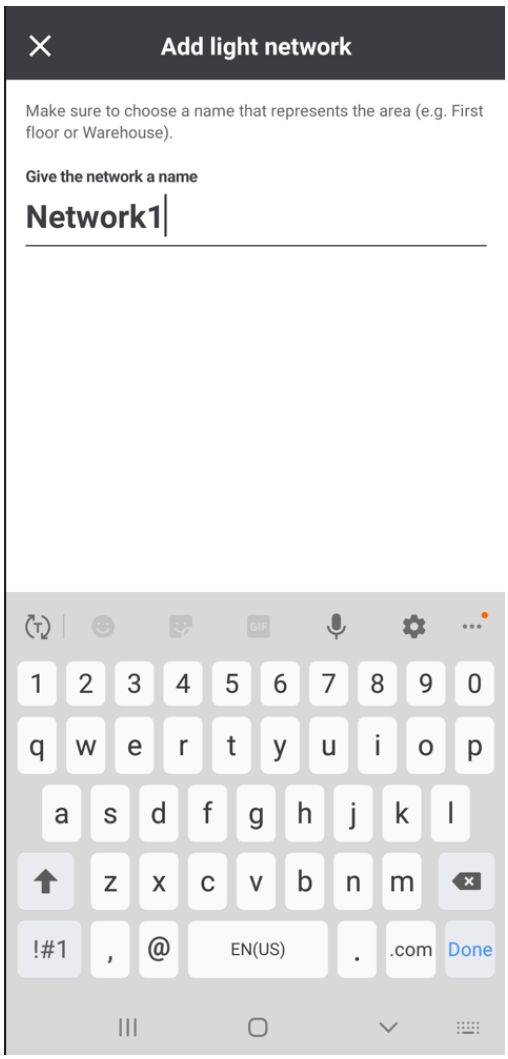
3 From the **Setup** screen, tap **Create network**.



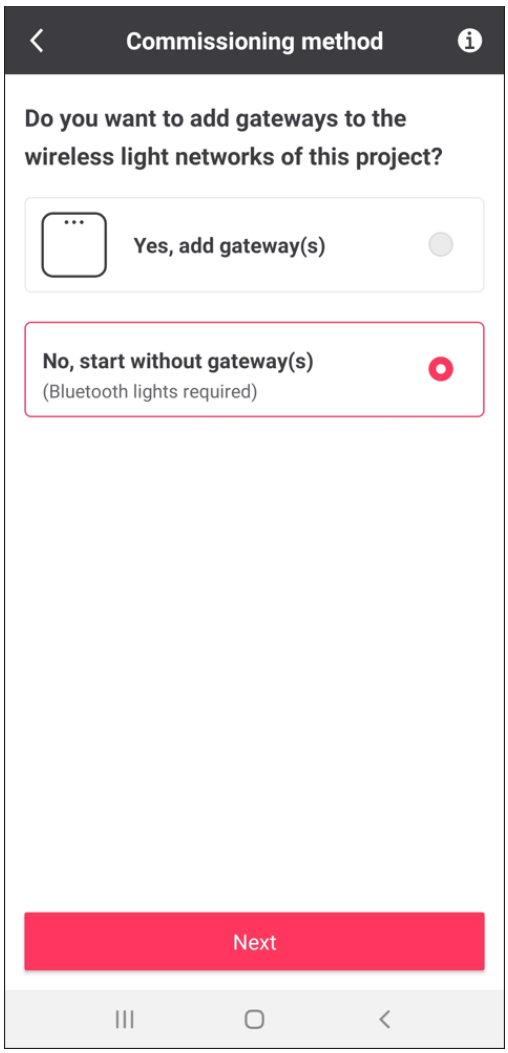
4 Type a name for your network, select an appropriate Zigbee channel, then click **Create**.

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. ===



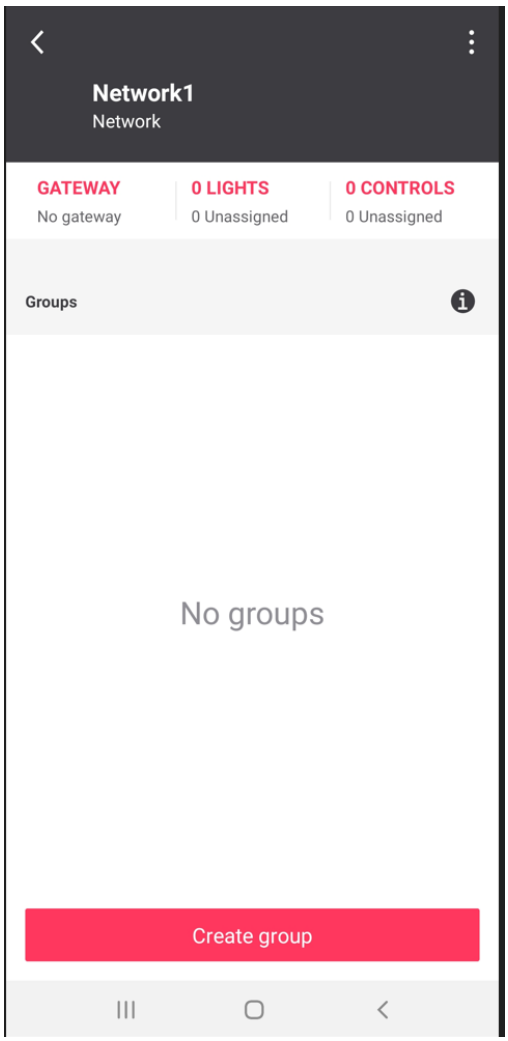
5 Select **No, start without gateway(s)**. This is highly advisable even if your project requires gateways. Adding gateway(s) after localizing all the Interact ready luminaires and devices to the network and setting the desired behavior will make the deployment process faster. Tap **Next** to create the network.



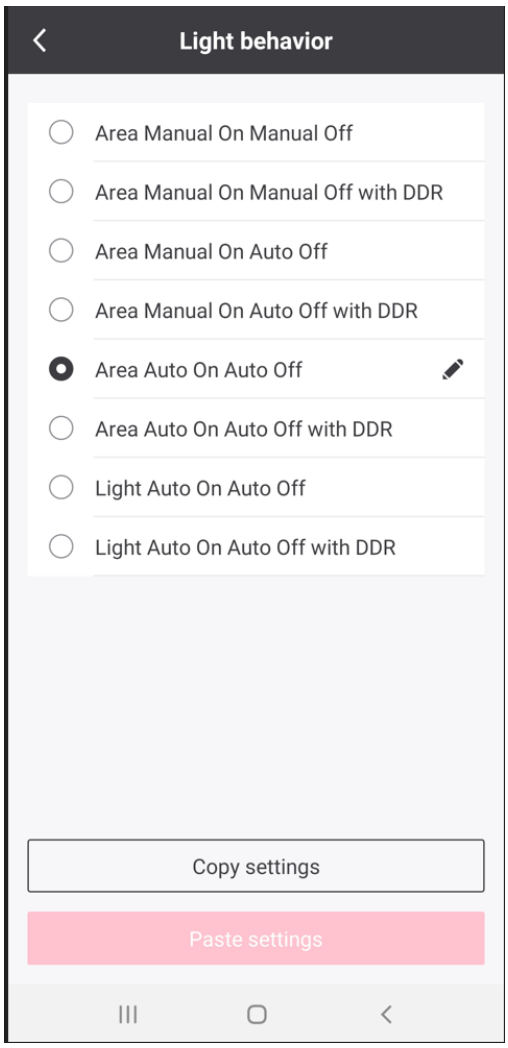
6.3. Create a group

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 From the **Network** screen, tap **Create group**.

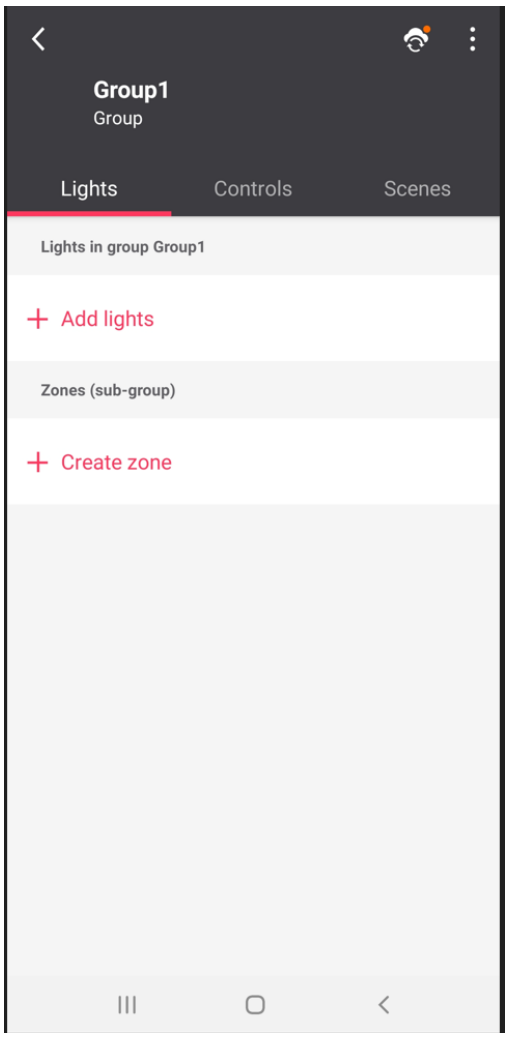


3 Type a name for your group, then tap **done**.

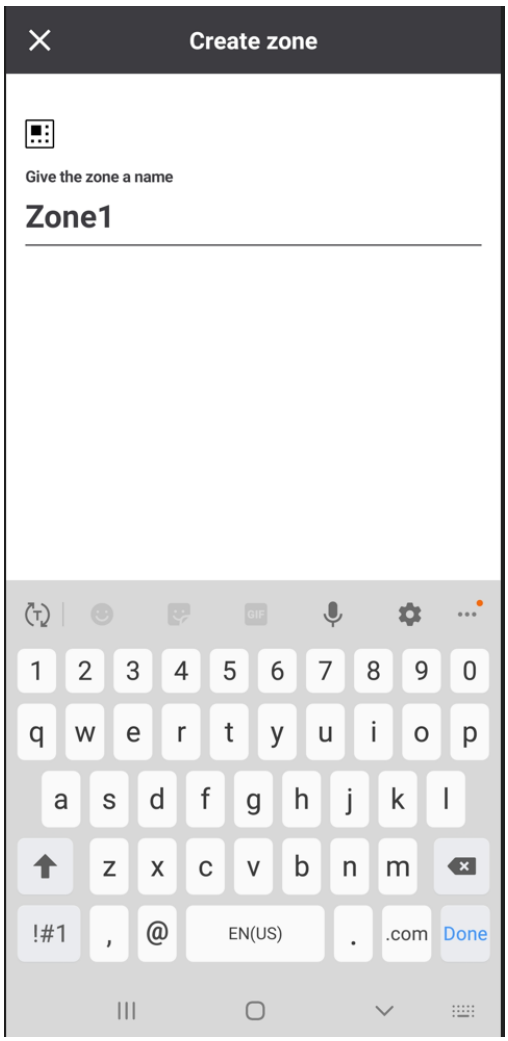


6.4. Create a zone

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**.

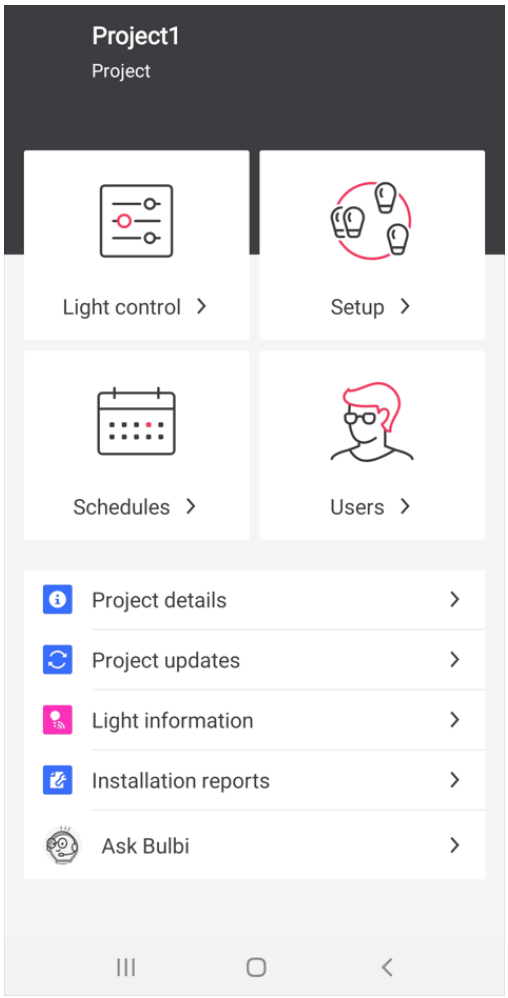

Create zone
Give the zone a name
Zone1
1 2 3 4 5 6 7 8 9 0
q w e r t y u i o p
a s d f g h j k l
z x c v b n m
!#1 , @ EN(US) . .com Done

7. Users – app

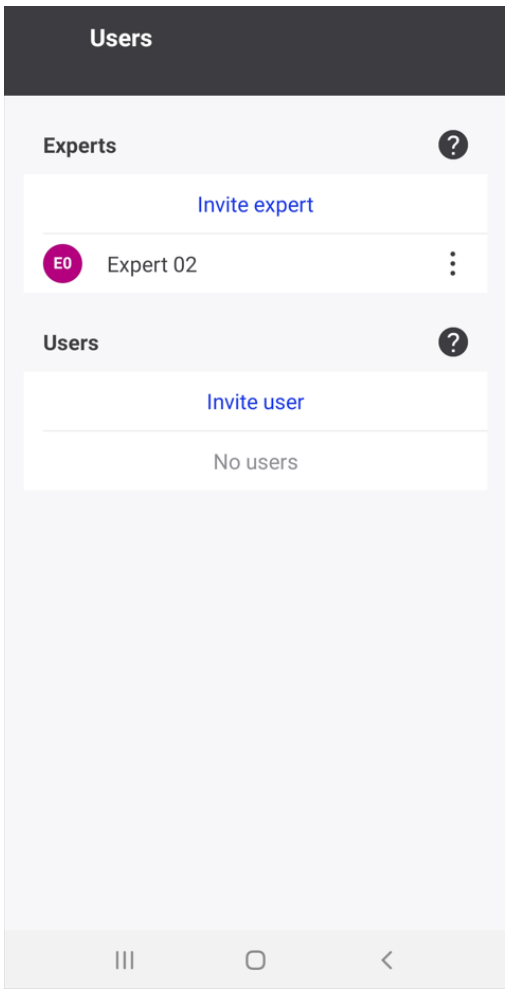
7.1. Users – app

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.

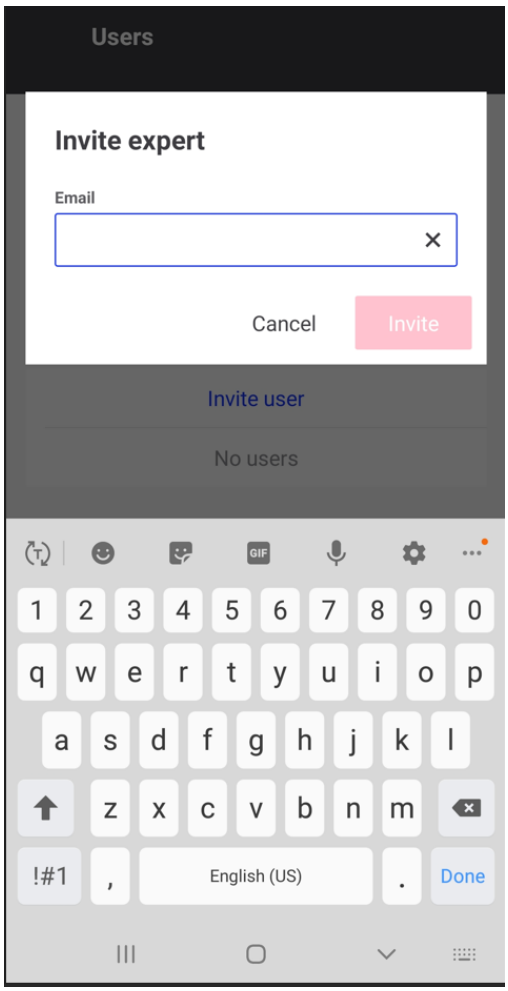
1 Tap the **Users** tile from the main **Project** screen to navigate to the **Users** screen. You can optionally tap the **question mark** icons to review the difference between experts and users.



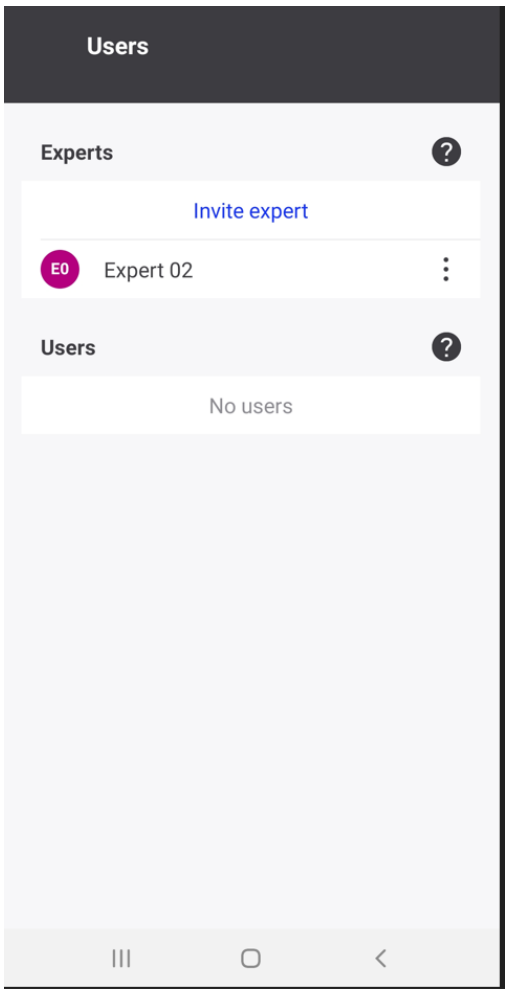
2 Invite another expert to the project by tapping **Invite expert**.



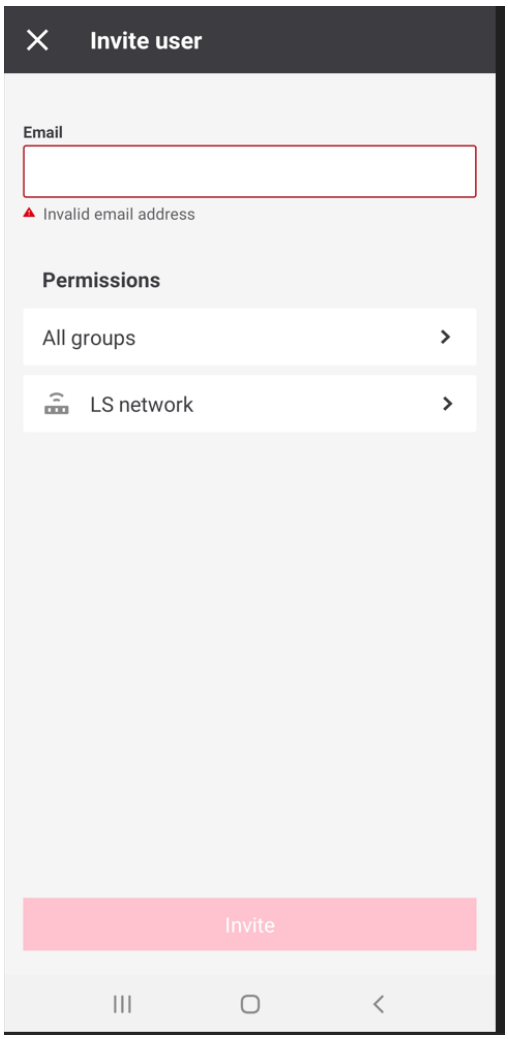
3 Type the email address of the invitee, then tap **Invite**.



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**.

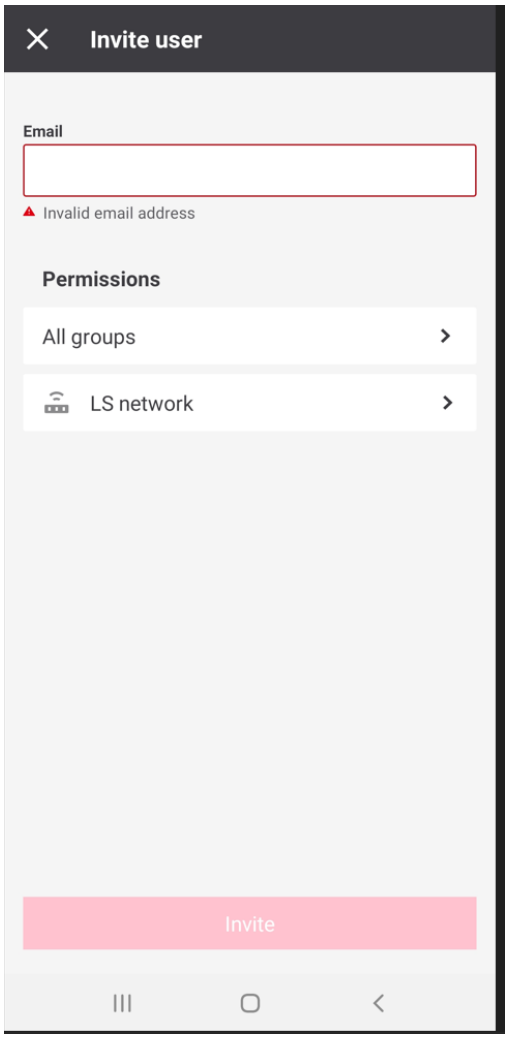
8. Project details - app

8.1. 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. 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.

2 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**.



9. On-site commissioning

9.1. 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.

9.2. 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.

10. Add lights

10.1. Add lights

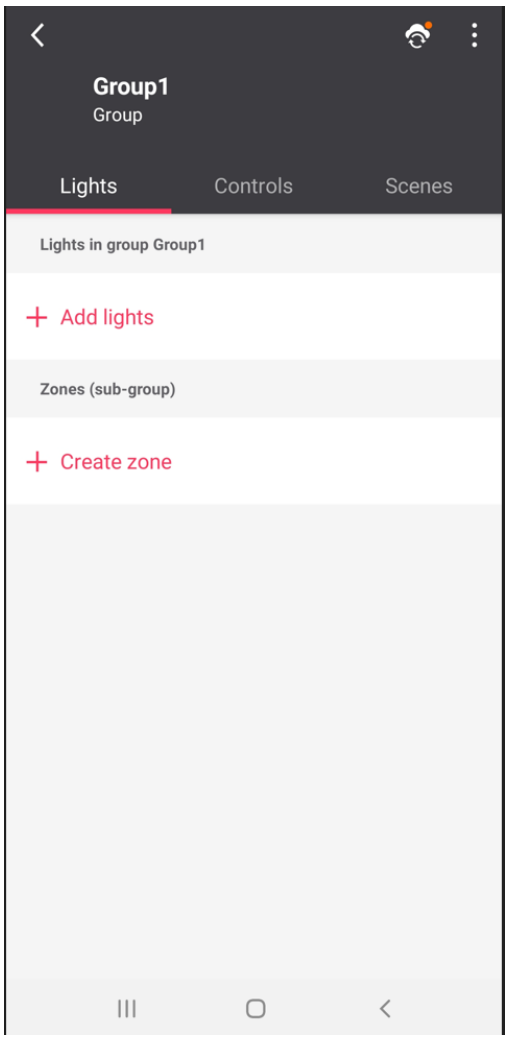
The term **Lights** in the app refers to any mains powered luminaire with a built-in sensor, transceiver or wireless driver. It also refers to other mains powered devices such as Smart T-LEDs, switch relays, and SR bridges or DALI extenders connected to a wireless sensor or transceiver. Lights can be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

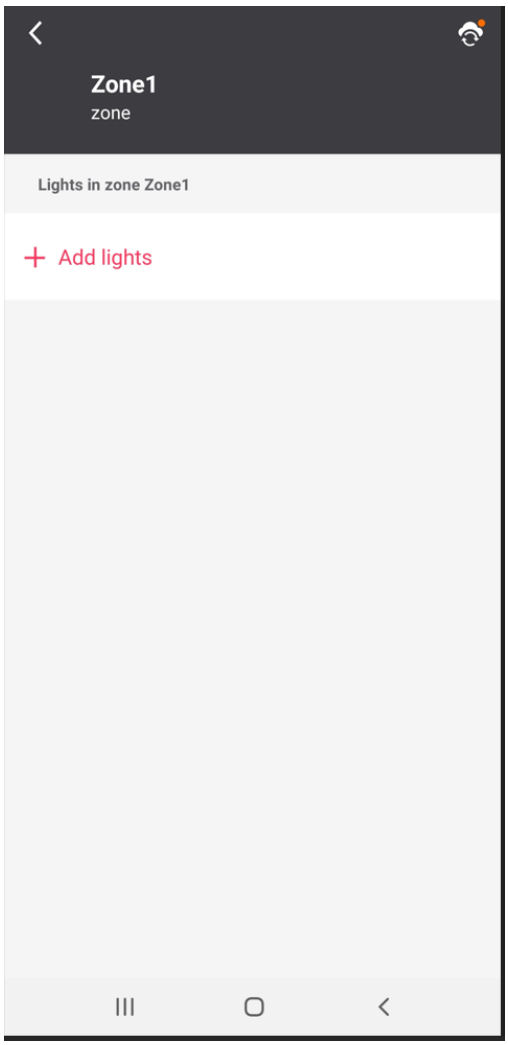
1 Go to the physical location of the group/zone where you would like to add lights and ensure that the lights are energized.

- Luminaires with wireless drivers, Smart T-LEDs, 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.

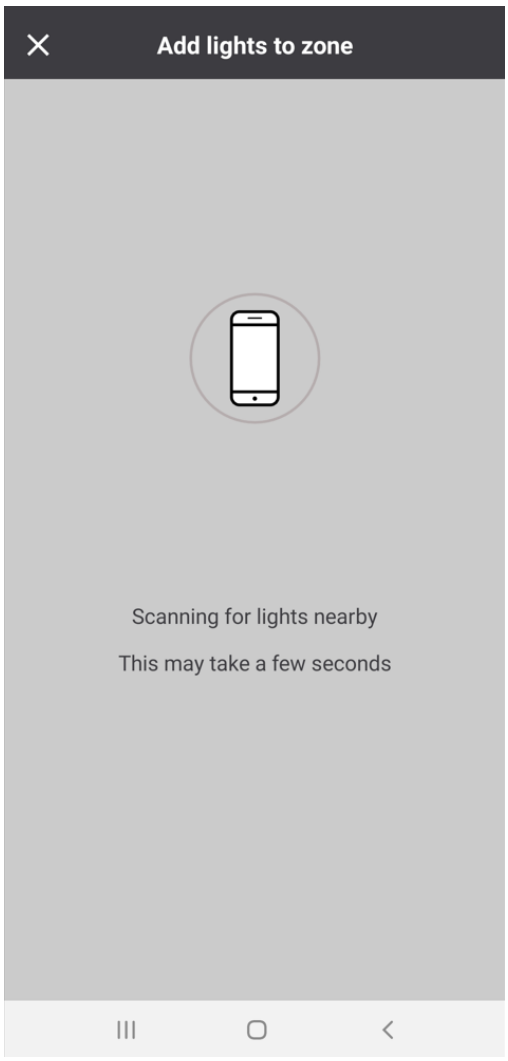
2 Open and log in to the app, navigate to the project **Setup** page, tap the appropriate wireless network, then tap the group where the lights to be added. If the lights are to be added to a zone in the group, tap on the appropriate zone.

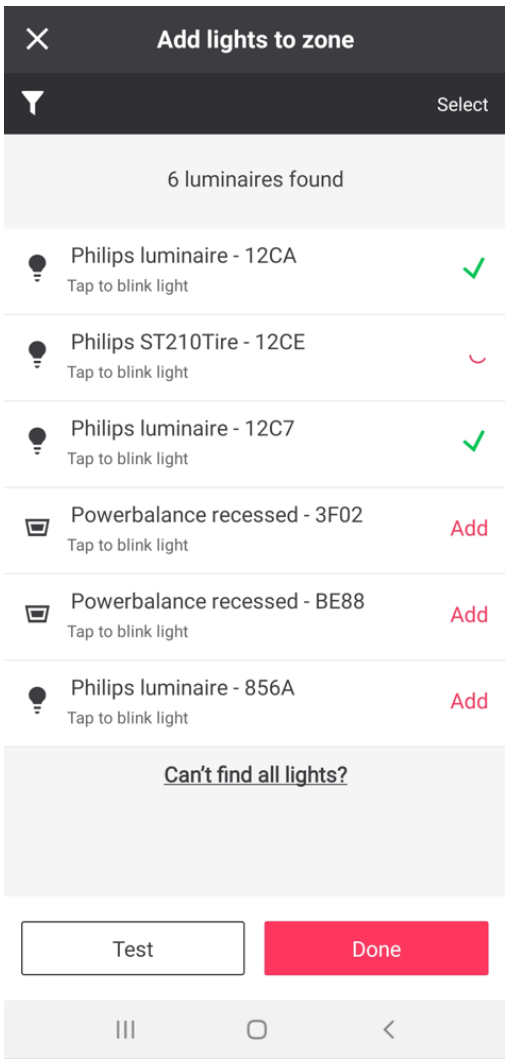
3 Tap **Add lights**.

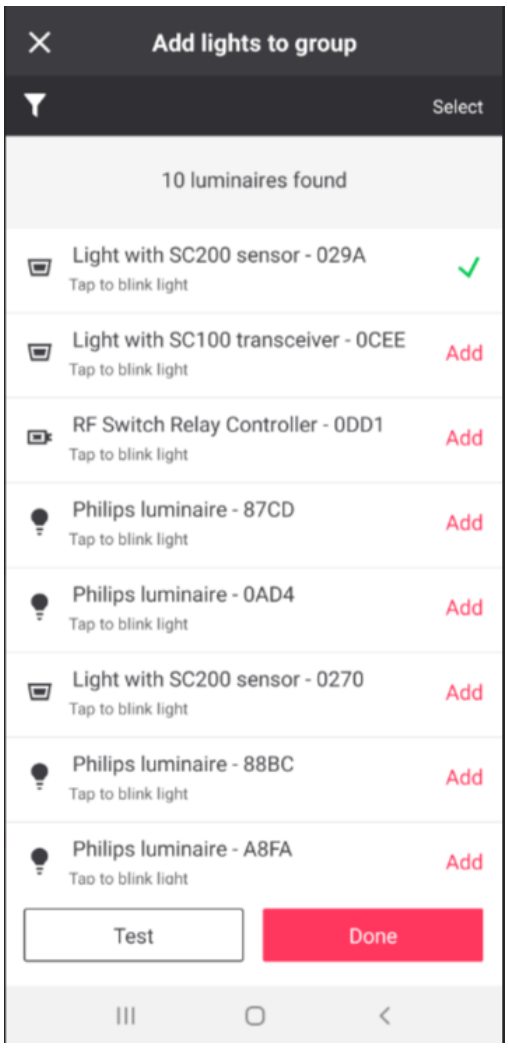

Group1
Group
Lights
Controls
Scenes
Lights in group Group1
Add lights
Zones (sub-group)
Create zone



4 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.


Add lights to zone
Scanning for lights nearby
This may take a few seconds


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



5 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.

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 (hyperlink to system guide), you can optionally use an IRT9090/01 or IRT9015/00 IR remote control to trigger 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 **-** the device does add to the program, but is immediately reset. Resulting in a non-operational device. In that case, delete the device from the app and assign it again.

Important

=== Do not walk away while lights are adding. 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 when the light adds successfully. ===

- If the light does not appear as assigned, try linking it again or power cycle the light.

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: (hyperlink to system guide)

- 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 it to, 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.

Do not walk away while lights are adding. Be patient and allow the light to finish adding before moving to the next light. You will see a green checkmark when the light adds 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 of 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.

11. Add Zigbee Green Power devices

11.1. 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.

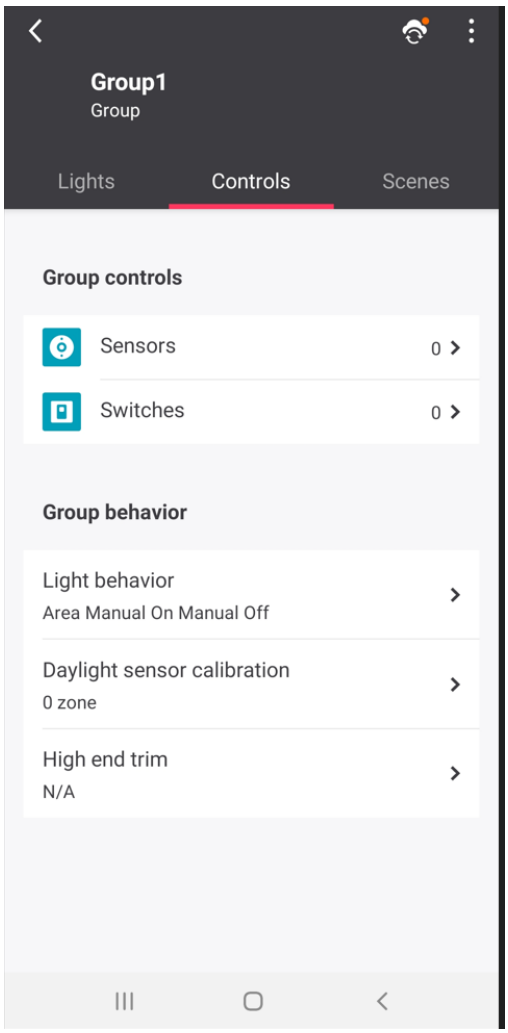
11.2. Add ZGP switches

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. ===

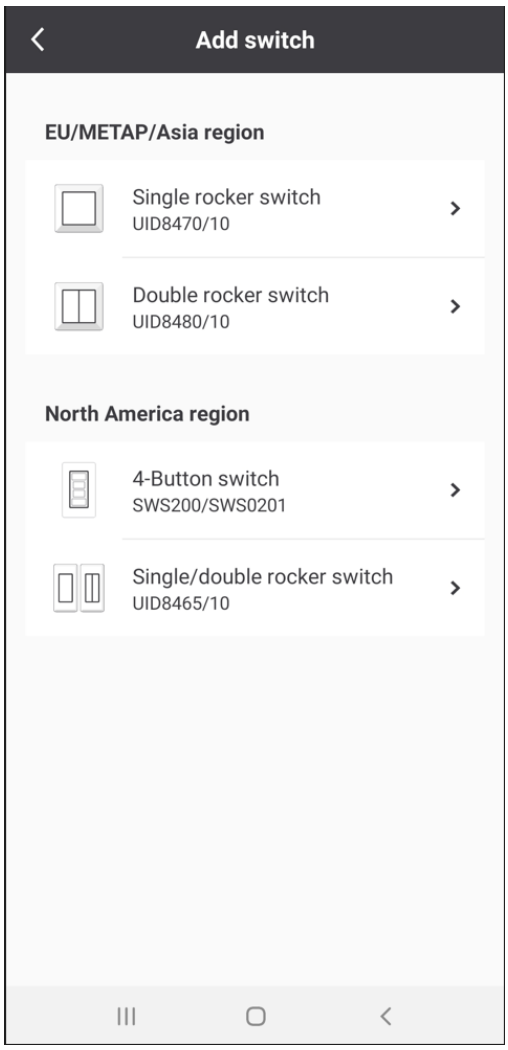
1 Navigate to the appropriate Group, then tap **Controls**.



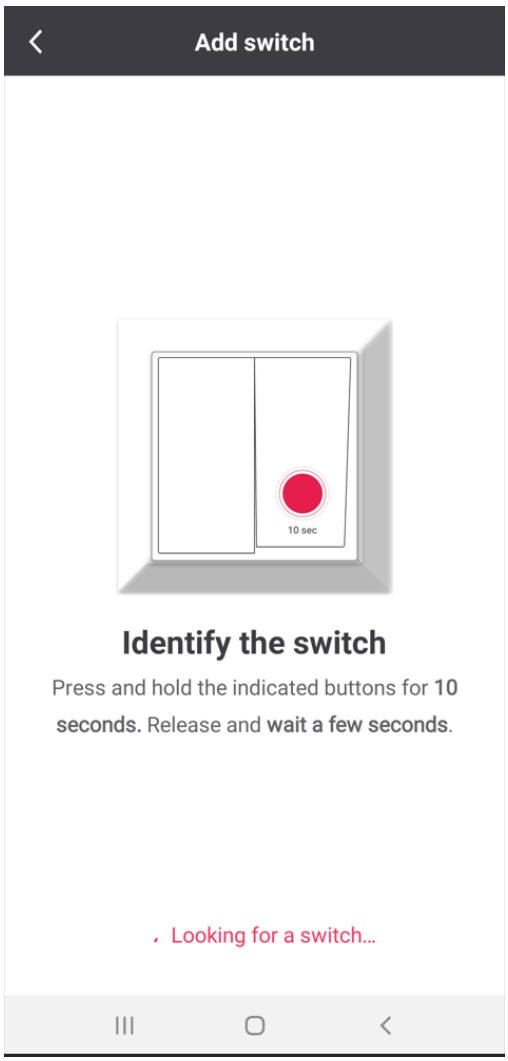
2 Tap **Switches**.

3 On the Switches screen, tap **Add switch**.

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



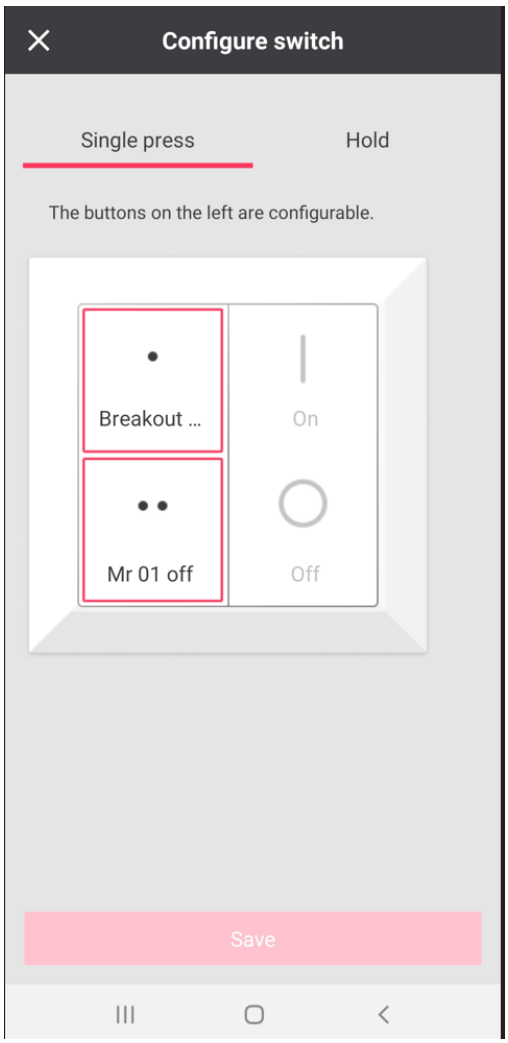
5 Follow the add switch process prompted by the app. Be aware that switches have different workflows depending on if they are single or double rocker switches, or if they kinetic or battery-powered. Read each screen and follow the instructions carefully, as all steps must be completed properly to successfully add the switch.



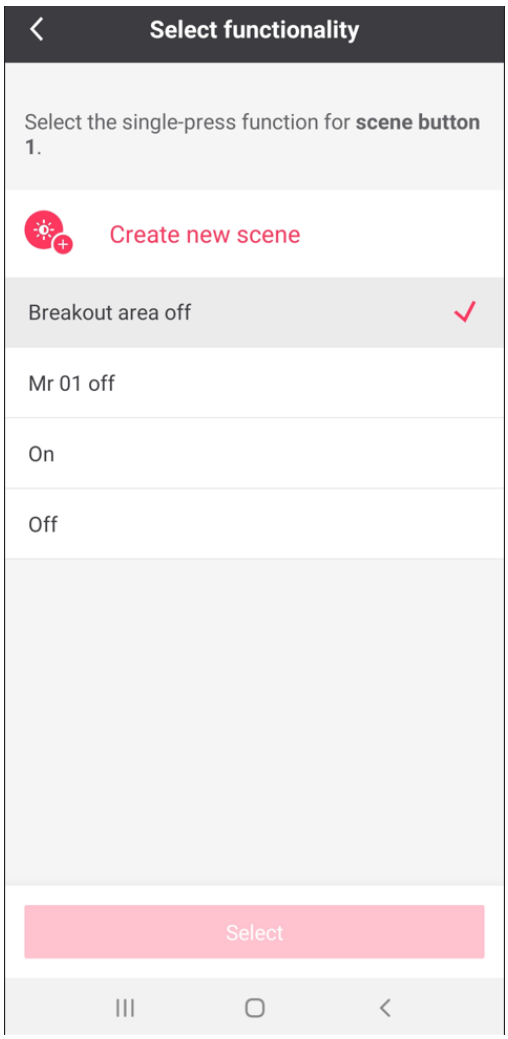
6 Once the switch is joined, type a name for the switch, then tap **Done**. If you are adding a convertible single/dual rocker switch, a screen will appear for you to select the rocker configuration you desire.

7 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.

8 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.



9 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.



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

11 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.

12 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.

11.3. 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:

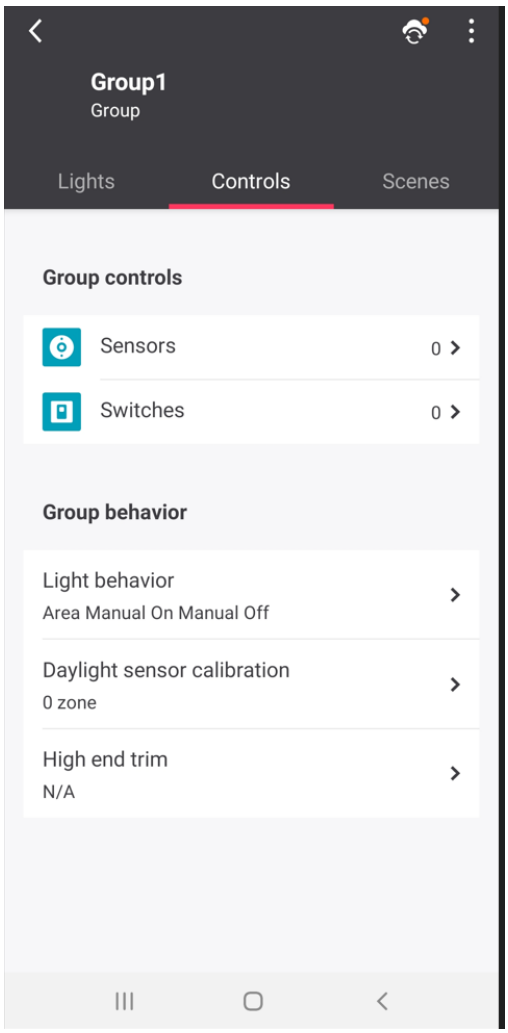
- These sensors are used for motion detection only and can detect both major and minor movements.
- Occupancy sensors do not have the capability for daylight-dependent regulation (DDR).

2 ZGP Multi-sensor:

- A multi-sensor has motion detection like the occupancy sensor, but also includes light level detection for daylight-dependent regulation (DDR), 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 DDR 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 DDR functionality is accomplished. Only one multi-sensor is allowed per zone, to prevent multiple multi-sensors from sending conflicting DDR messages to the same lights within a zone.

11.4. Add occupancy sensors

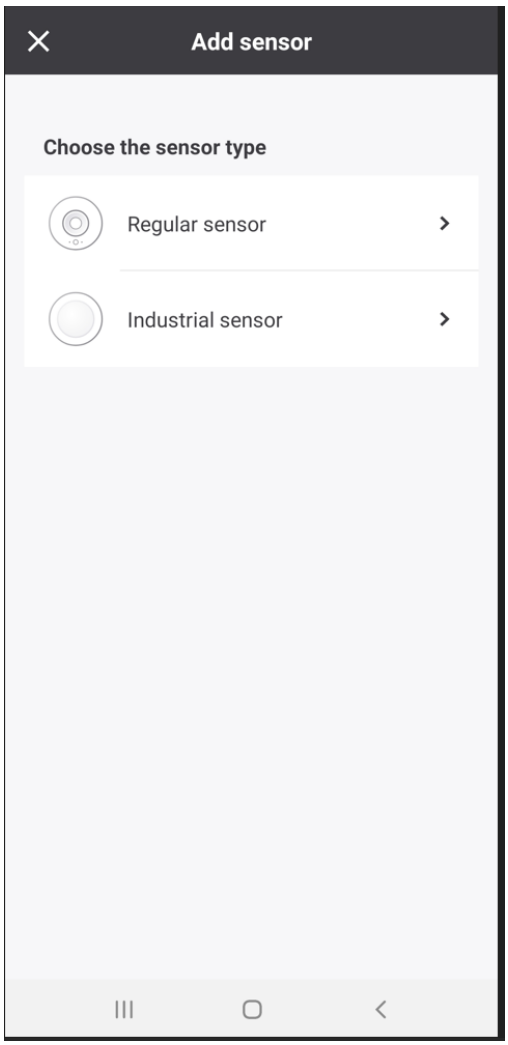
1 Navigate to the appropriate **Group**, then tap **Controls**.



2 Tap **Sensors**.

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

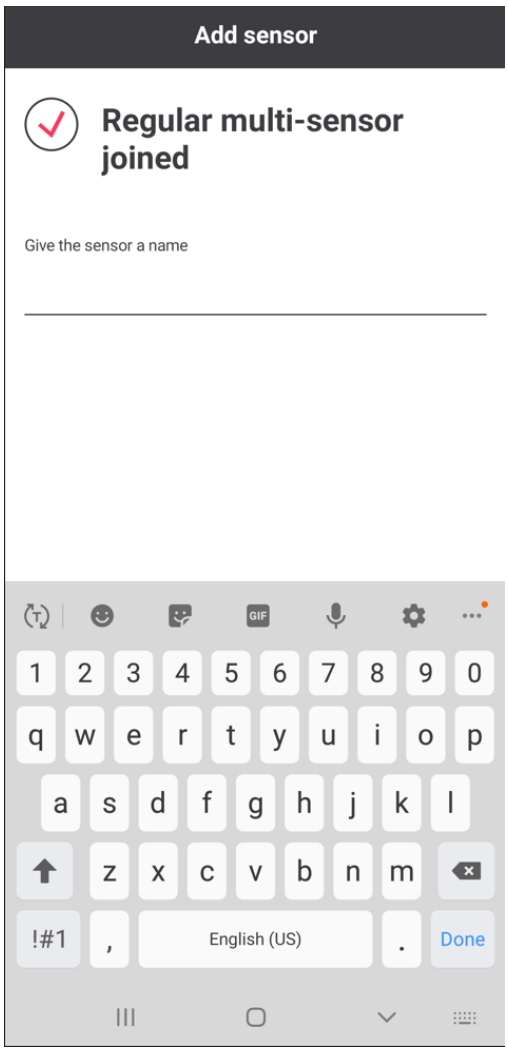
4 Tap the appropriate sensor from the list based on the model of sensor installed on-site.



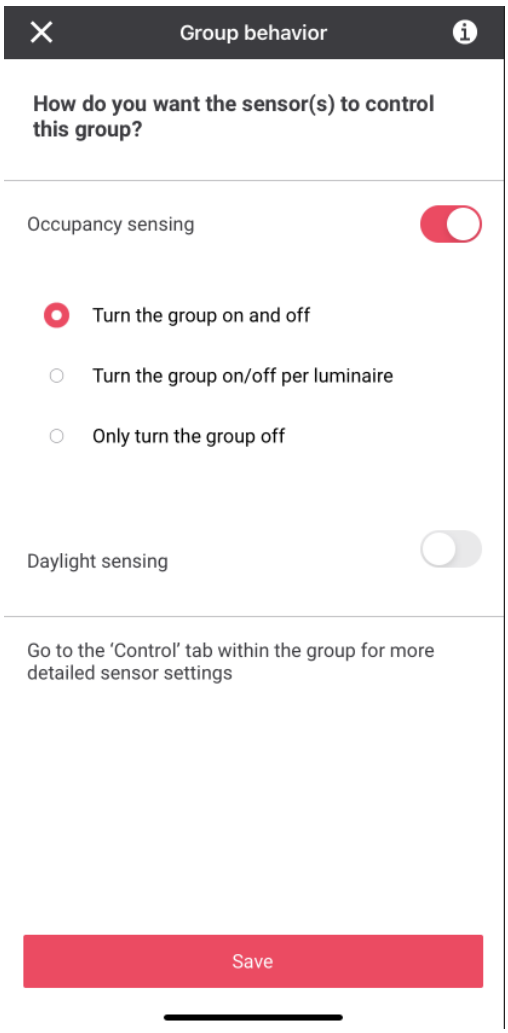
5 Follow the add sensor process prompted by the app. Be aware that sensors have different workflows depending on if they regular or industrial sensors. Read each screen and follow the instructions carefully, as all steps must be completed properly to successfully add the sensor.

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**.



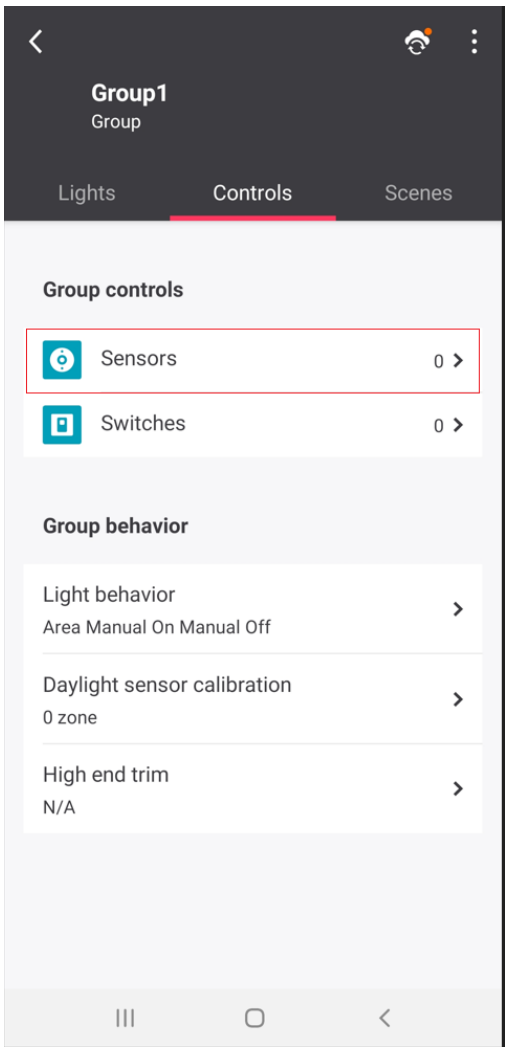
8 The Group Behavior screen appears. On this screen, you can set the group behavior using the options presented. However, this is optional and you may wish to set the group behavior later when you can also modify the behavior parameters. If you wish to set the group behavior later (**recommended**), 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.



11.5. Add multi-sensor

Multi-sensor (occupancy + daylight dependent regulation sensor) is required to enable daylight regulation for the lights in a zone (maximum one multi-sensor can be assigned for each zone). Other occupancy-only sensors can be added to the same zone.

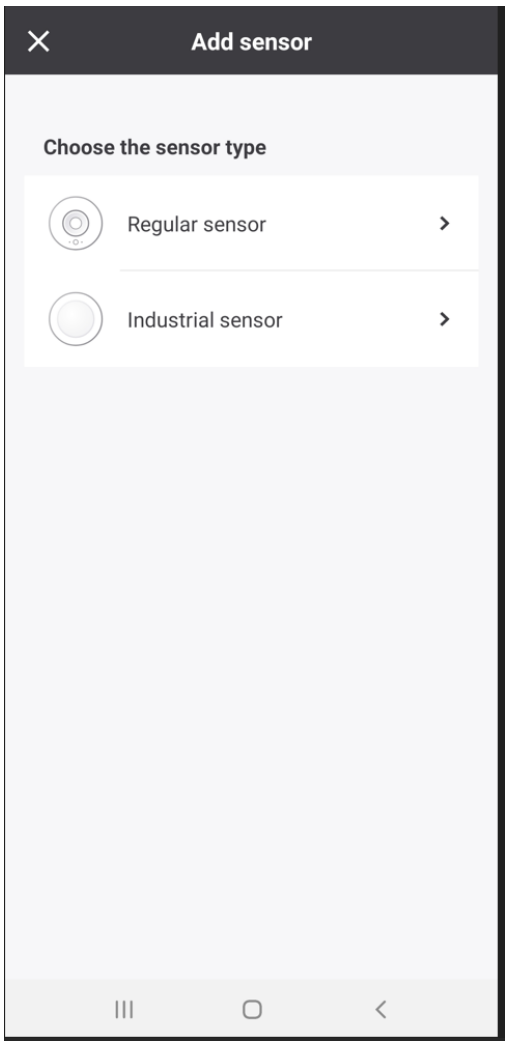
1 Navigate to the appropriate Group, then tap **Controls**.



2 Tap **Sensors**.

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

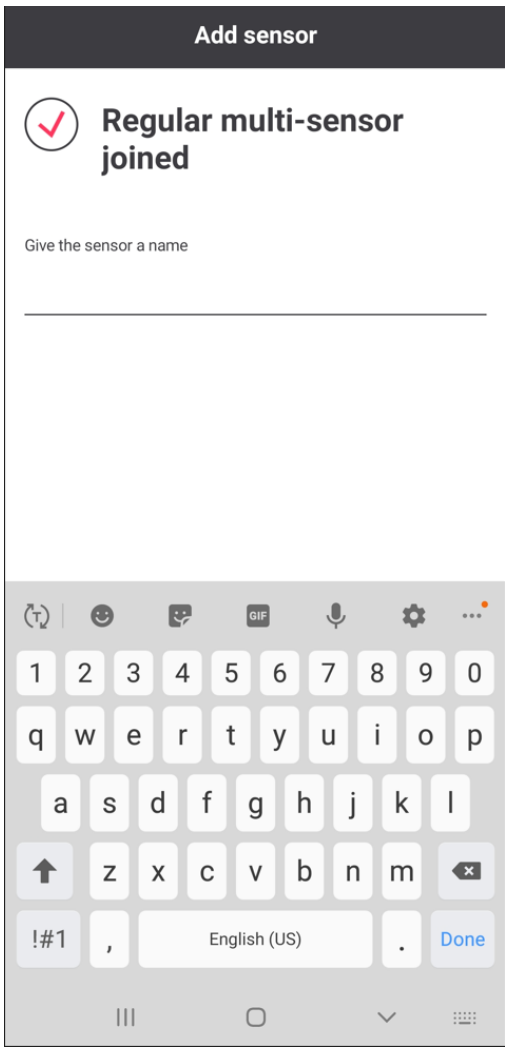
4 Tap the appropriate sensor from the list based on the model of sensor installed on-site.



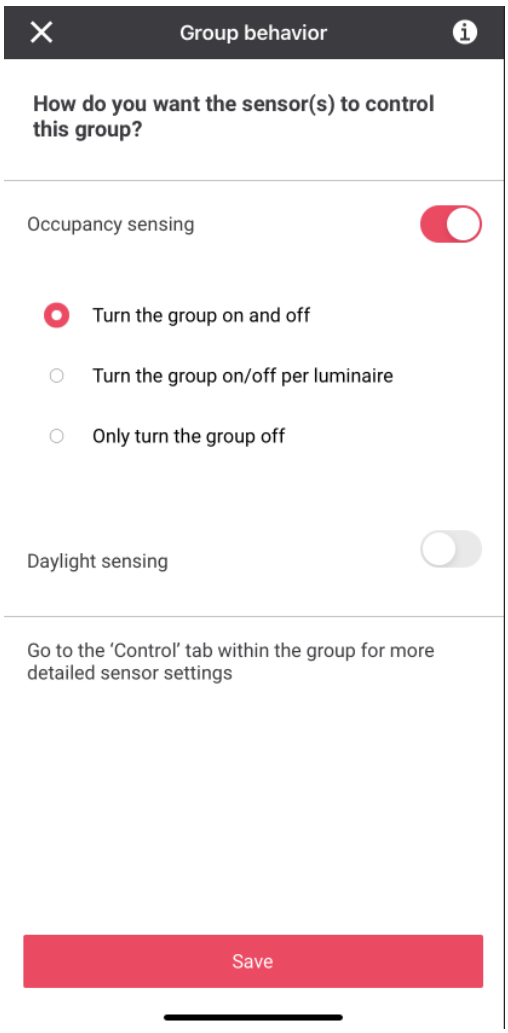
5 Follow the add sensor process prompted by the app. Be aware that sensors have different workflows depending on if they regular or industrial sensors. Read each screen and follow the instructions carefully, as all steps must be completed properly to successfully add the sensor.

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.

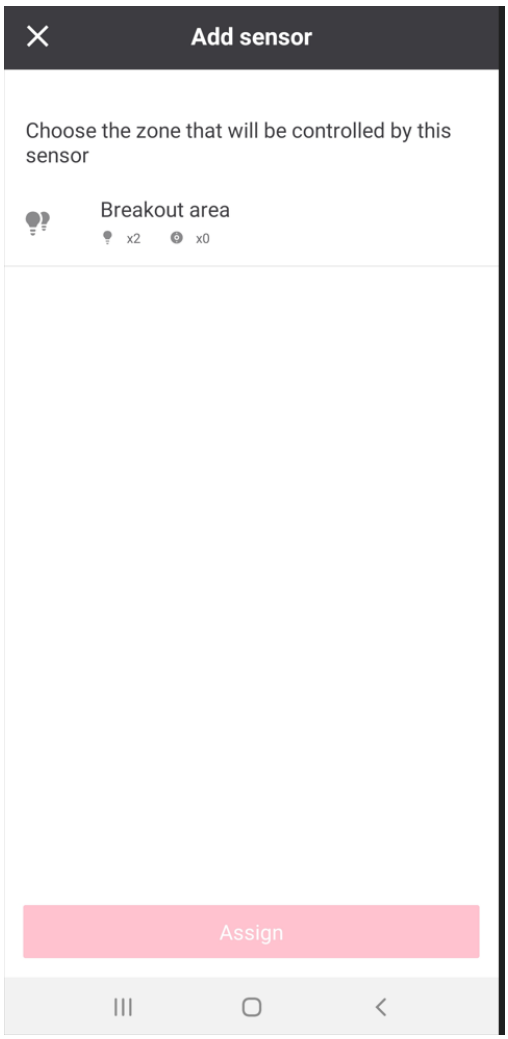
7 Once the sensor is joined, type a name for the sensor, then tap **Done**.



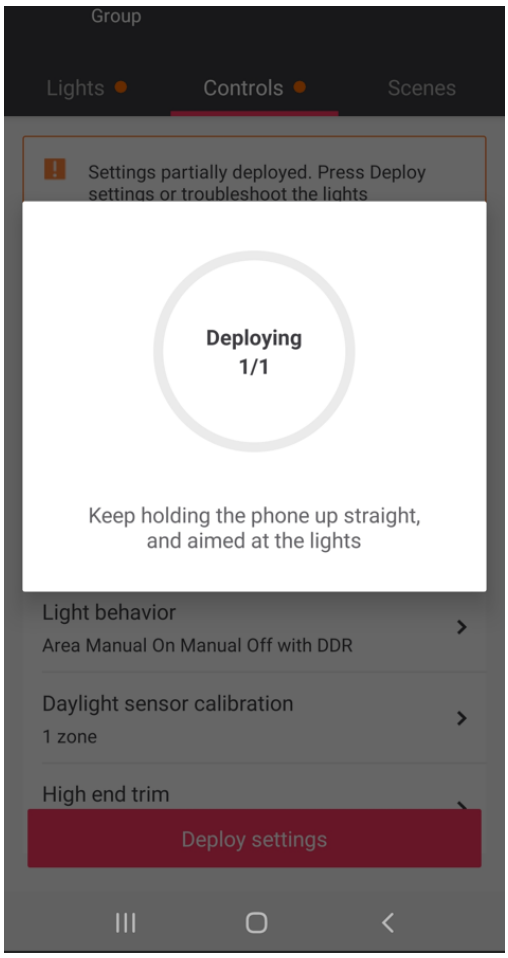
8 The **Group Behavior** screen appears. On this screen, you can set the group behavior using the options presented. However, this is optional and you may wish to set the group behavior later when you can also modify the behavior parameters. If you wish to set the group behavior later (**recommended**), 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**.



10 After the sensor is successfully added to the zone, go to Controls and tap **Deploy Settings**.



11 Perform Daylight sensor calibration.

12. Configure group behavior

13. Create scenes

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

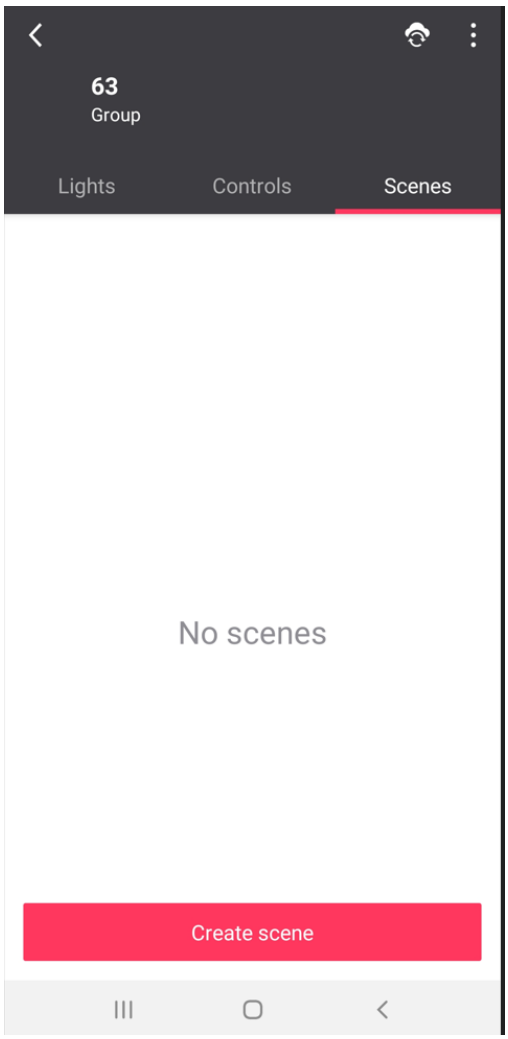
- 4-button ZGP switches. Scenes can be assigned to 2 of the 4 buttons for manual recall by users in the group. You can optionally create scenes and assign them to ZGP switch buttons as you are adding the switch to your group.
- Schedules, when a gateway is assigned to the wireless network.
- The light control function in the app.

```
o   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.
```

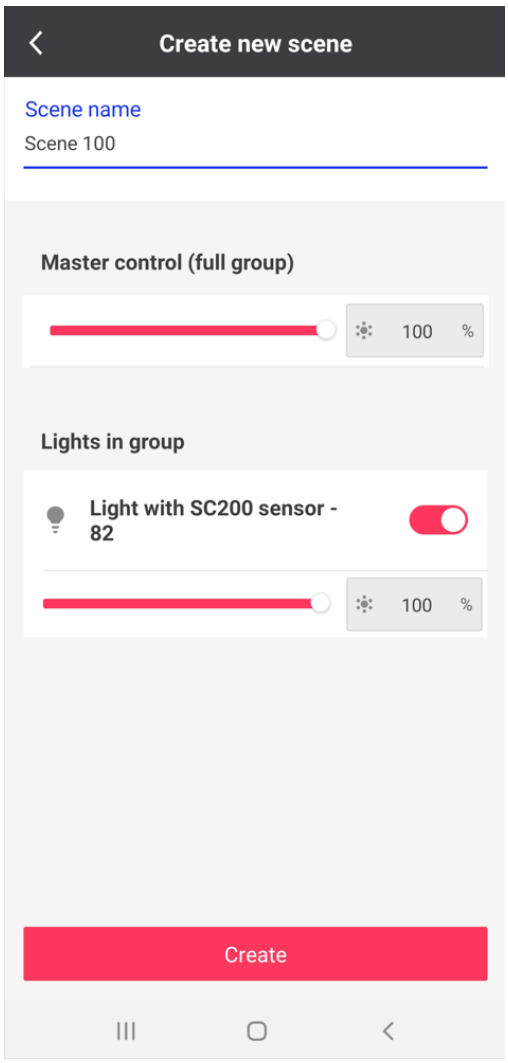
```
o   Web portal light control can be used used by experts and users who have been granted
access to the group from anywhere when
gateway is assigned to the wireless network.
```

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 the section (link to Add ZGP switches) for changing ZGP switch configuration.

14. 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, light behavior)
- Creating scenes and assigning them to switches if required

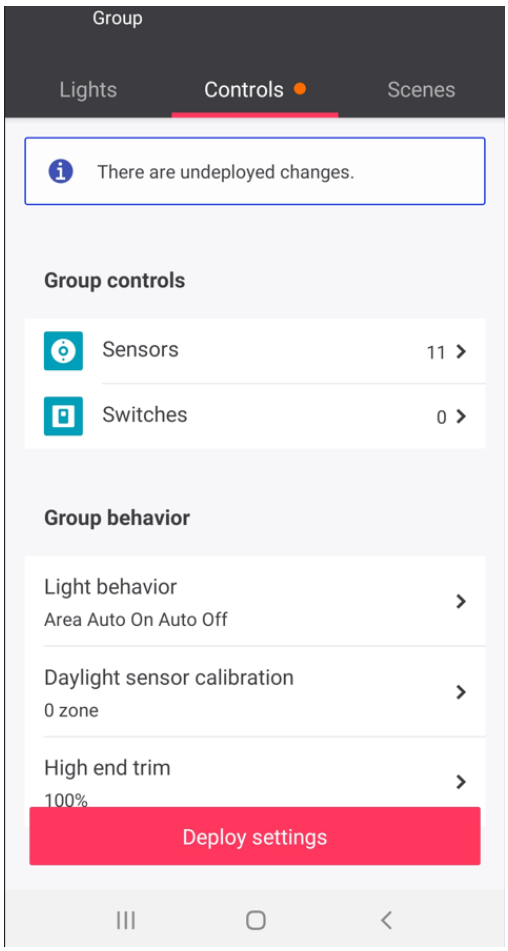
The only exception is that Daylight sensor calibration should be done after you deploy settings to the group. If the wireless network will not have a gateway assigned, then deployment is done from the Interact Pro app directly to the lights using Bluetooth Low Energy (BLE). The app establishes a BLE 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.

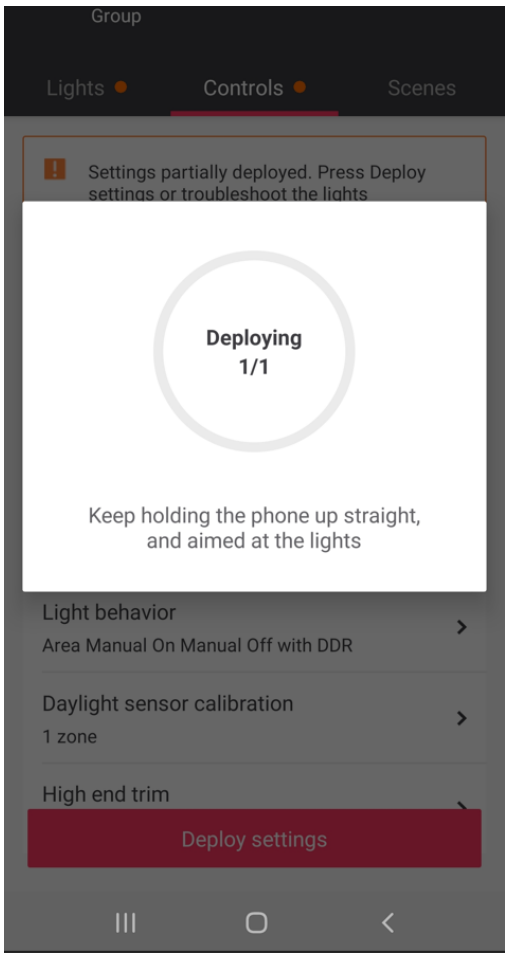
If the wireless network will have a gateway assigned, it is not a requirement to deploy group settings before adding your gateways. Running a project update after your gateways are added will do this automatically for all groups in wireless networks with gateways, as part of updating the project settings.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

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

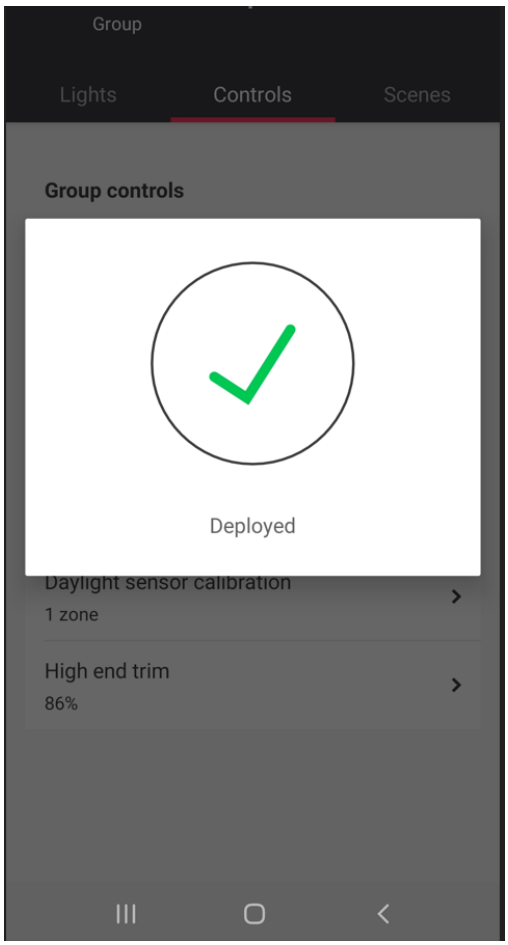
2 Tap **Deploy settings**. Deployment begins.



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.


Group
Lights
Controls
Scenes
Group controls
Deployed
Daylight sensor calibration
1 zone
High end trim
86%

15. Zone Master

Devices that are equipped with daylight sensors can be designated as the Zone Master. All other devices in the same zone will follow the Zone Master.

If an integrated sensor such as SC200 or SNH210 has the DDR option enabled, it will regulate using its own daylight sensor and will ignore the Zone Master. To allow devices with integrated sensors to be controlled by the Zone Master, disable the daylight sensing option.

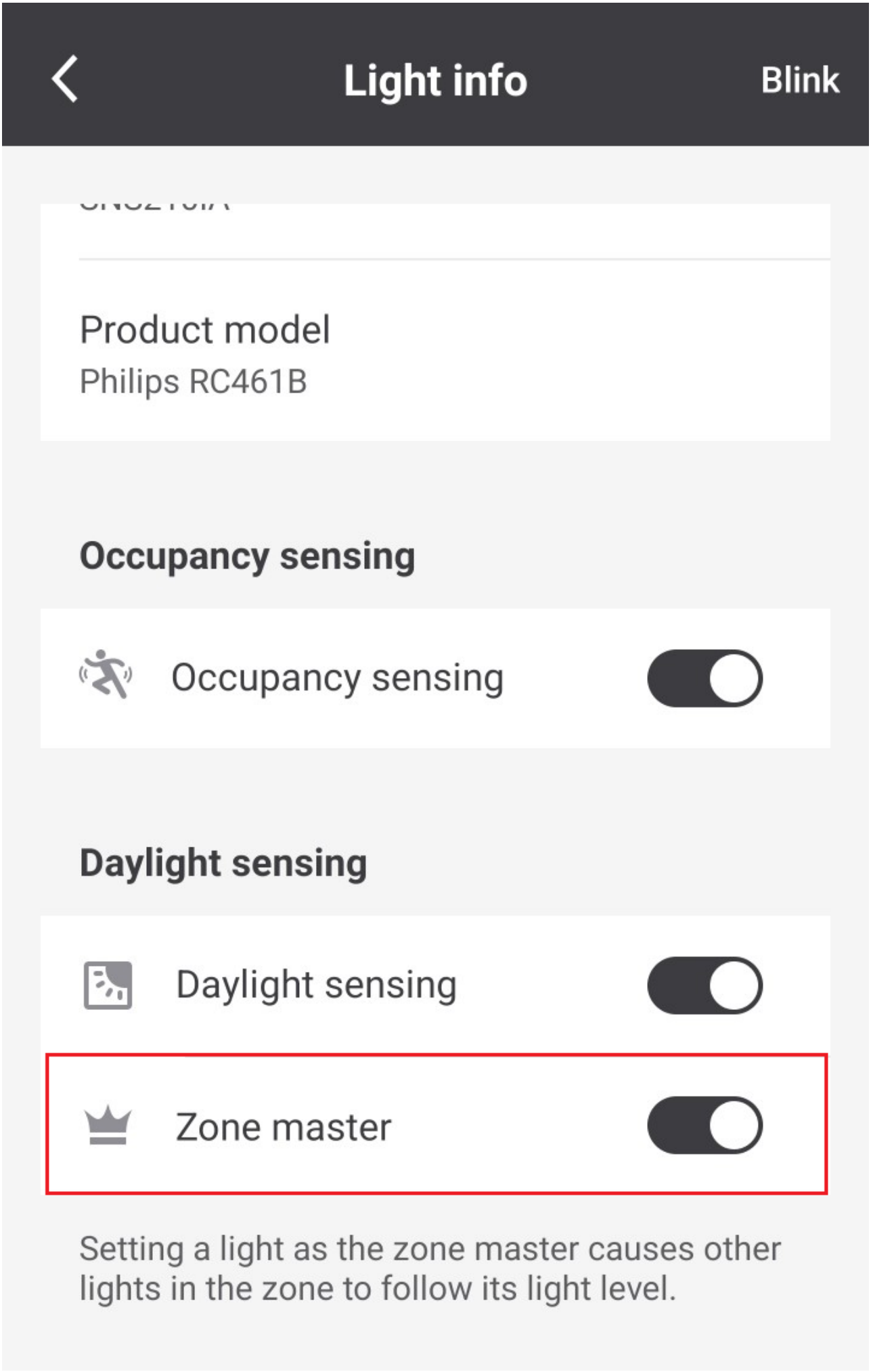
Battery-powered multi-sensors (ZGP) will always be configured as the Zone Master.

Note

=== To use Zone Master, devices must have or be updated to firmware version v.7.4.10 or higher. In case the lights are not updated yet, the feature will be greyed-out on the app. ===

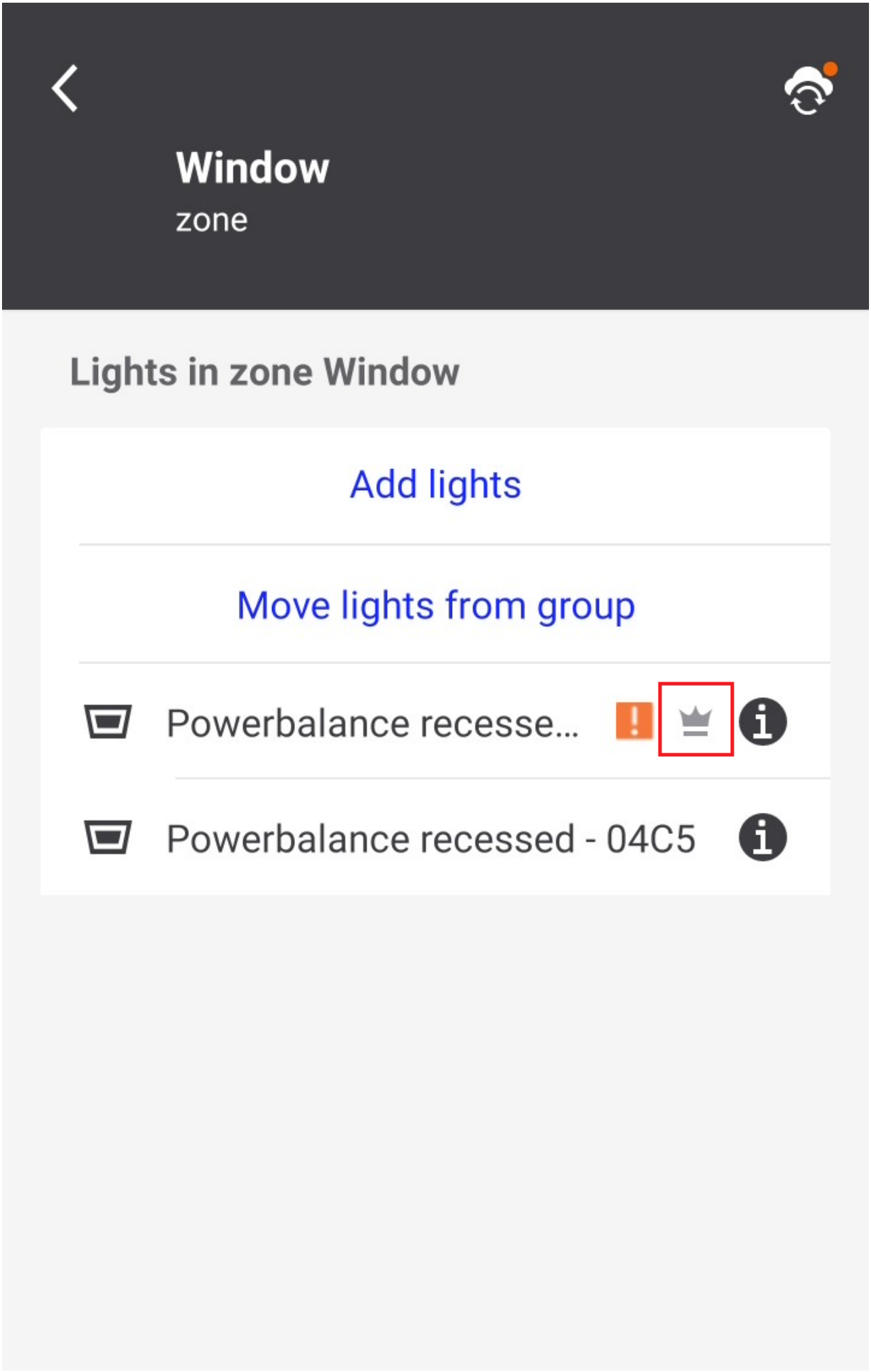
15.1. Configure Zone Master

1. Navigate to the desired group and select a zone, note that luminaires assigned directly to the group cannot be enabled as Zone Master.
2. Click on the (i) of the luminaire to be configured as Zone Master.


Light info
Blink
Product model
Philips RC461B
Occupancy sensing
Occupancy sensing
Daylight sensing
Daylight sensing
Zone master
Setting a light as the zone master causes other lights in the zone to follow its light level.

3. Scroll down and enable the radio button Zone Master. A crown icon is seen next to the luminaire or sensor, indicating it is now the Zone Master.

4. For other luminaires with built-in sensors on the Zone, make sure Daylight sensing is disabled in order to follow the area master, if daylight is kept enabled, each luminaire will independently regulate daylight using its own sensor.


Window
zone
Lights in zone Window
Add lights
Move lights from group
Powerbalance recesse...
Powerbalance recessed - 04C5

5. Go back to the group level and re-deploy the settings.

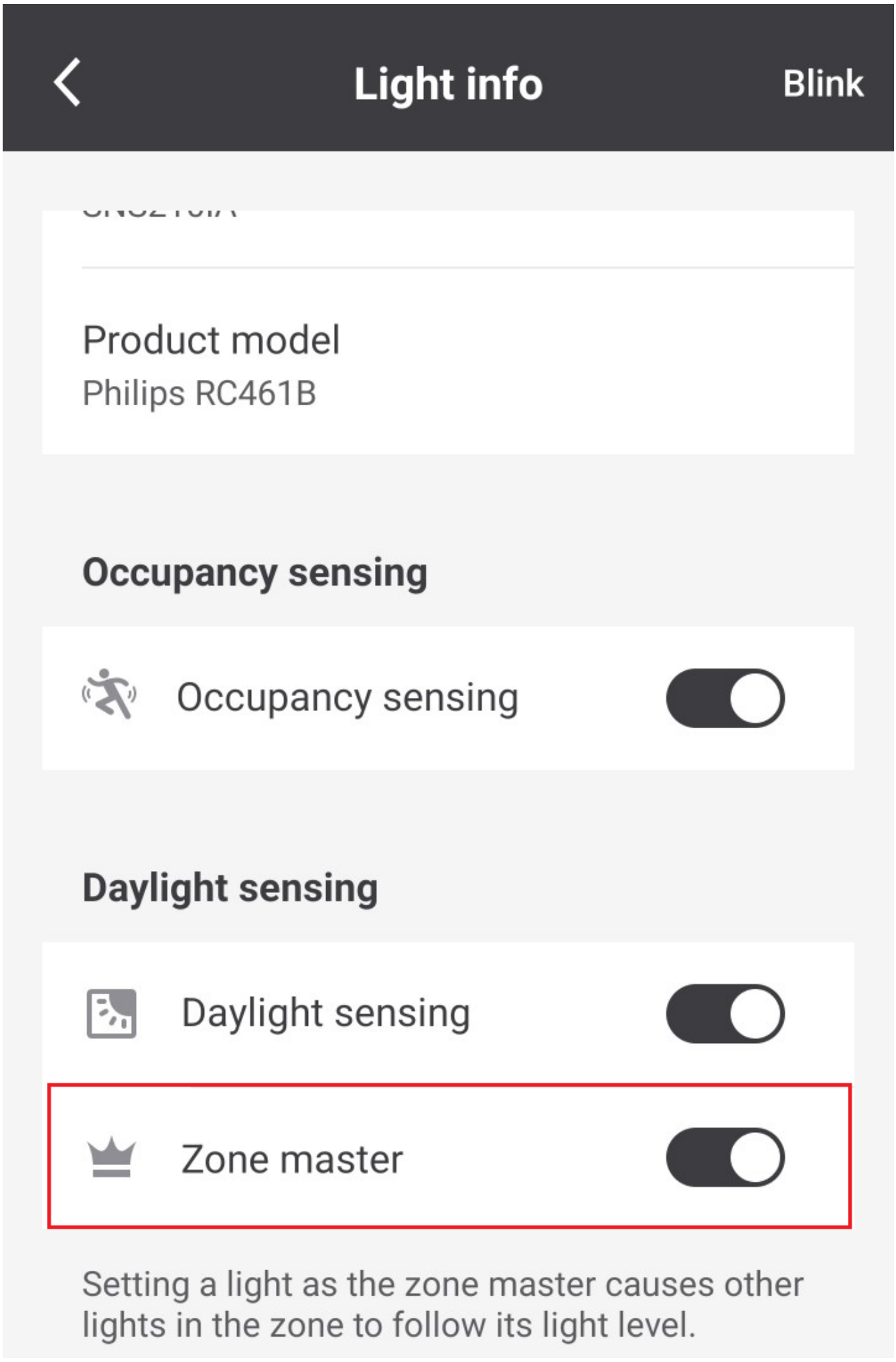
6. Go to the Controls Tab and perform a Daylight sensor calibration for the Zone.

16. Disable/Enable occupancy sensing

Occupancy sensing can be disabled for individual occupancy sensors lights with integrated sensors. This is particularly useful if a luminaire is falsely triggering motion and keeping the area on while there is no occupancy, for example due to proximity with hot air causing false triggers.

1 Navigate to the desired group/zone where the sensor/luminaire is located and click on the (i) of the luminaire to be configured.

2 Click on the Occupancy sensing radio button to enable/disable the setting.


Light info
Blink
Product model
Philips RC461B
Occupancy sensing
Occupancy sensing
Daylight sensing
Daylight sensing
Zone master
Setting a light as the zone master causes other lights in the zone to follow its light level.

3 Click on trouble shoot to deploy the settings for that light or go back to the group and deploy settings.

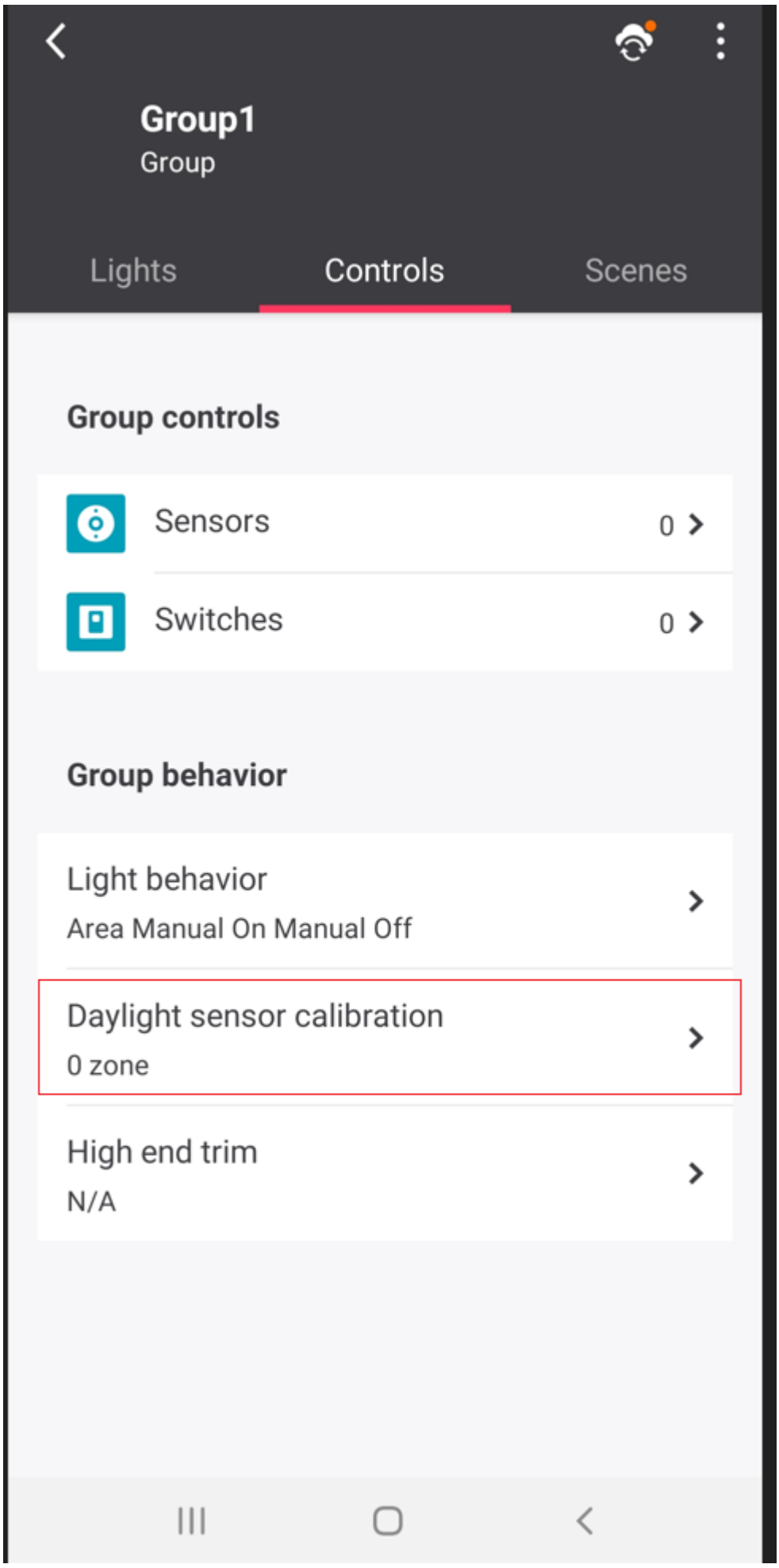
```
[NOTE]
===
Make sure at least 1 sensor is enabled with occupancy sensing to guarantee Auto On Auto Off
behaviour.
===
```

17. Daylight sensor calibration

Daylight sensor calibration should only be done after group settings are deployed. It is important to note the environmental requirements that should be present for the calibration to result in accurate and effective Daylight Dependent Regulation (DDR):

- Daylight sensor calibration should always be done when ambient light entering the group through windows, skylights, etc. is minimized. This means that calibration should take place at night, or when any source of ambient light can be completely blocked using blackout shades, window coverings, etc.
- Daylight sensor calibration of a zone takes approximately six minutes. Multiple zones can be calibrated in parallel if the lights in each zone being calibrated do not influence each other (like in separate rooms with walls in between each group). If lights in different zones will influence each other during calibration (groups with multiple daylight zones or in open areas where zones from different groups must be calibrated), then the zones should be calibrated one after the other.
- To calibrate the zone to a specific lux level setpoint, a lux meter is required to measure the light level during the calibration process which is guided by the daylight sensor calibration workflow in the app.

1 Navigate to **Controls**, then tap **Daylight sensor calibration**.

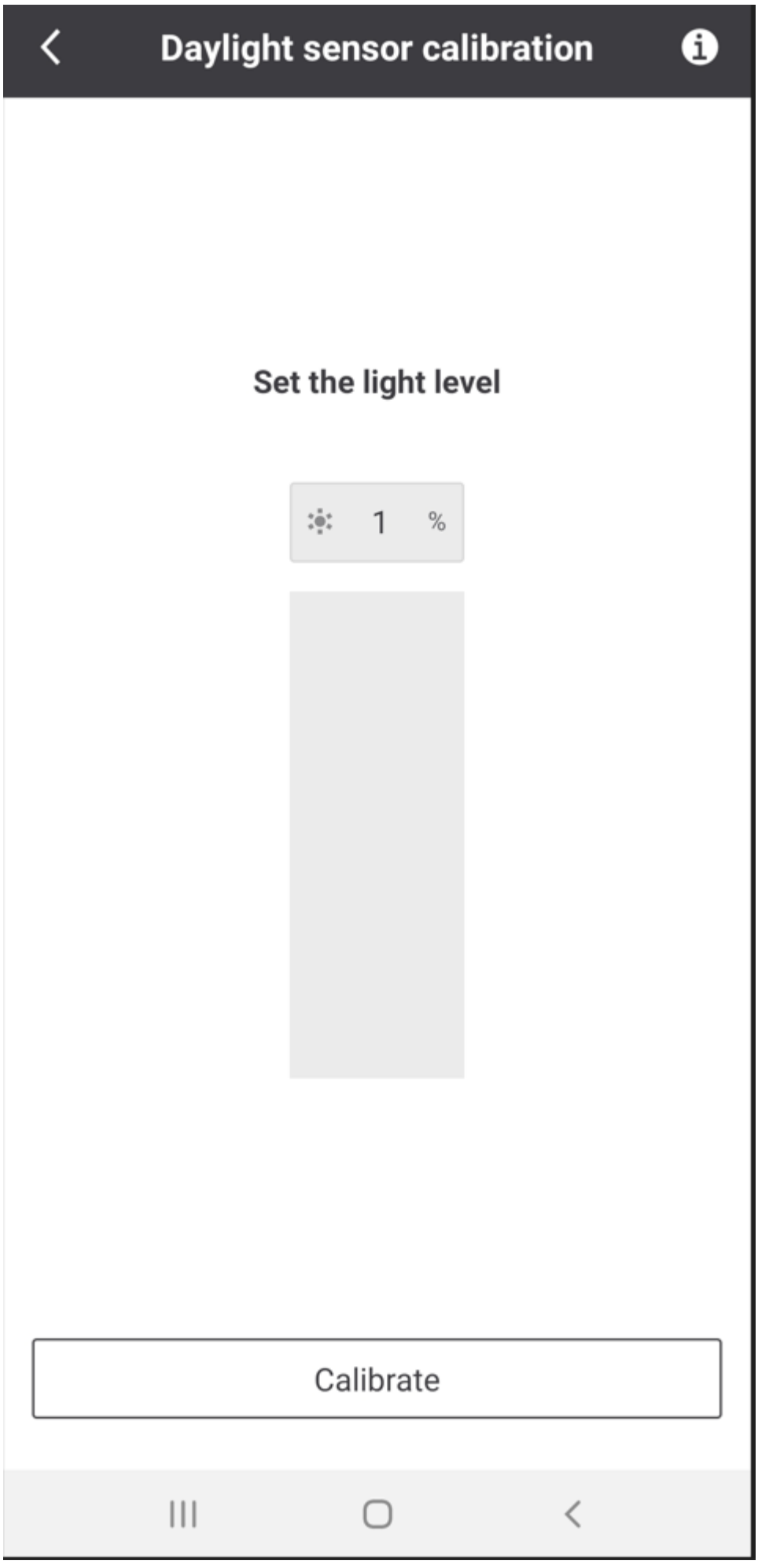

Group1
Group
Lights
Controls
Scenes
Group controls
Sensors
0
Switches
0
Group behavior
Light behavior
Area Manual On Manual Off
Daylight sensor calibration
0 zone
High end trim
N/A

2 Tap the zone you want to calibrate.

Daylight sensor calibration
Select a zone to set the light level
Zone 1
Sensor not calibrated

3 Carefully read the Preparing for calibration screens, then tap **Got it**.

4 Adjust the default level to the required set point (here is where you will require a lux meter if the project requires DDR to target a specific lux set point), then tap **Calibrate**. The calibration process takes about six minutes and can run in the background. Do not control the lights during these six minutes. If you have set the hold-time to 5 minutes, make sure to trigger motion by walking by, to avoid the lights to go to background level during the calibration.


Daylight sensor calibration
Set the light level
1
%
Calibrate

5 Tap **Continue** to exit.

Repeat these steps for all the zones that require Daylight Dependent Regulation in the project.

18. Syncing and unlocking wireless networks

When an expert enters a wireless network without a gateway from the **Setup** screen using the Interact Pro 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. Any time work is completed or paused within the network, it must be synced and unlocked to sync the latest configuration data with the cloud and to allow other experts to enter the network.

Important

=== If a network is left locked on a mobile phone and the Interact Pro app is deleted, re-installed, the local app data is erased, or the phone is lost or damaged beyond repair, the network cannot be unlocked (the key will be lost)! To access the devices again, the whole network will need to be reset using BLE, deleted, then re-commissioned. Always sync and unlock wireless networks when work is completed or paused to avoid this. ===

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

1 Navigate out of the **Network** screen by tapping the **<** chevron. Leaving the network will automatically sync and unlock the network and bring you to the **Setup** screen.

2 If you have forgotten to sync and unlock a network, the app will automatically sync and unlock any networks locked to the phone the next time you log in to the app. **Never delete or re-install the app without first logging in to ensure all networks are synced and unlocked!**

3 You may optionally sync your wireless network while working within it without unlocking and exiting the network. In any **Group** screen, 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.

19. Create scenes

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

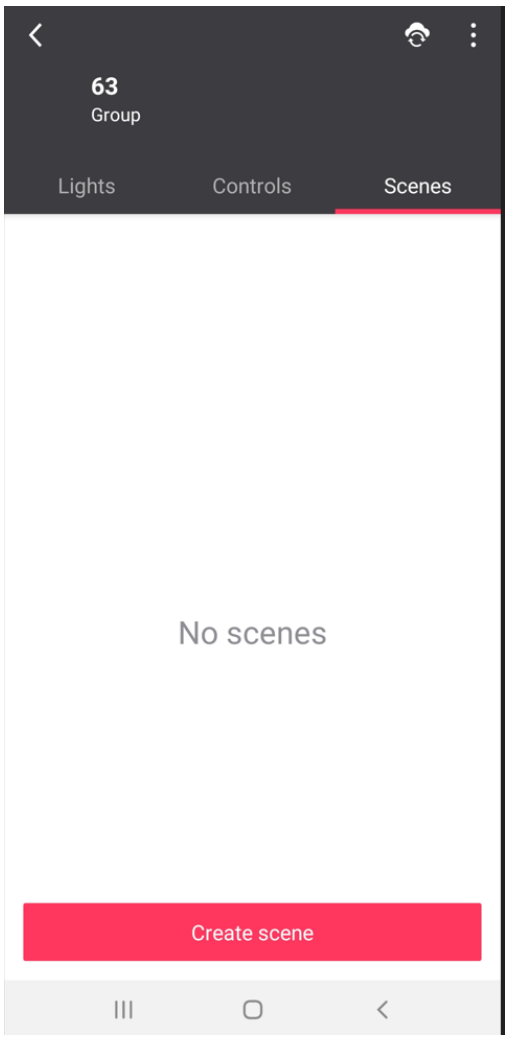
- 4-button ZGP switches. Scenes can be assigned to 2 of the 4 buttons for manual recall by users in the group. You can optionally create scenes and assign them to ZGP switch buttons as you are adding the switch to your group.
- Schedules, when a gateway is assigned to the wireless network.
- The light control function in the app.

```
o   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.
```

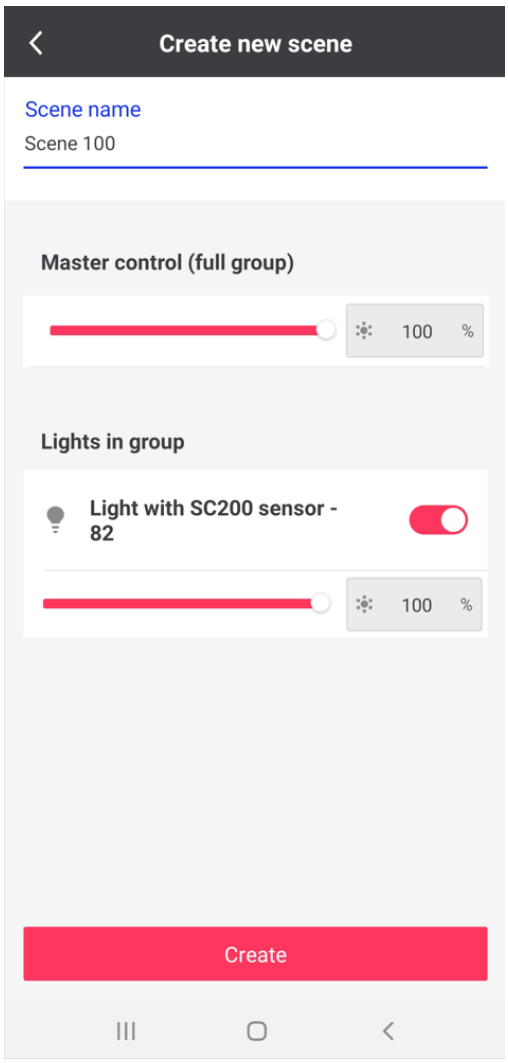
```
o   Web portal light control can be used used by experts and users who have been granted
access to the group from anywhere when
gateway is assigned to the wireless network.
```

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 the section (link to Add ZGP switches) for changing ZGP switch configuration.

20. Add gateway

It is recommended to complete as much commissioning in a wireless network as possible before adding a gateway to the network. This includes:

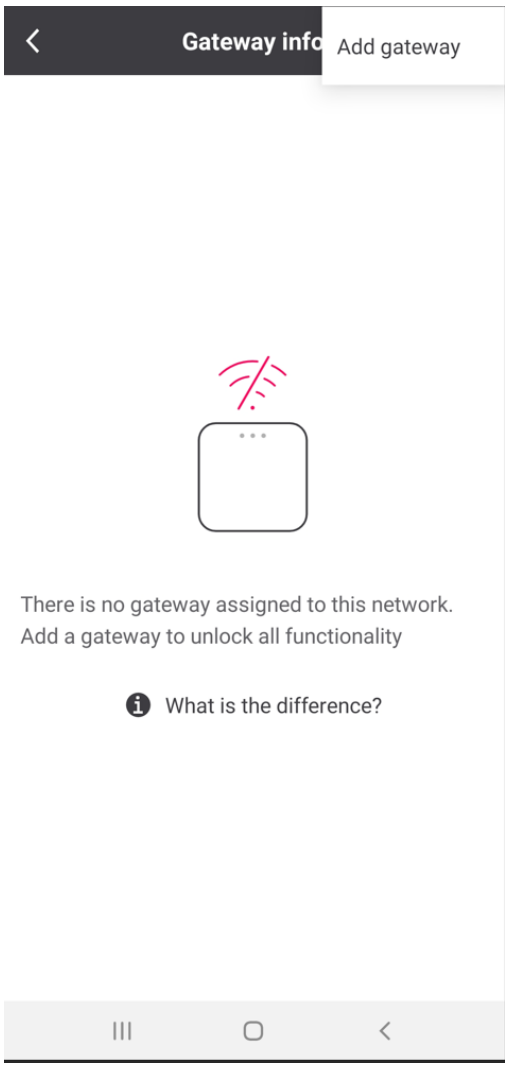
- Adding all lights, sensors and switches to the wireless network
- Configuring all desired group behavior (high end trim, light behavior)
- Creating scenes and assigning them to switches if required

Deploying settings does not need to be done before adding the gateway since this is done automatically during a project update. Daylight sensor calibration should only be done **after** group settings are deployed. After a gateway is added to a network, the app now communicates to the lights through the cloud, then the gateway (with the exception of blinking and adding lights directly via BLE). This increases the time it takes in the app to add ZGP switches and sensors and to deploy settings to groups.

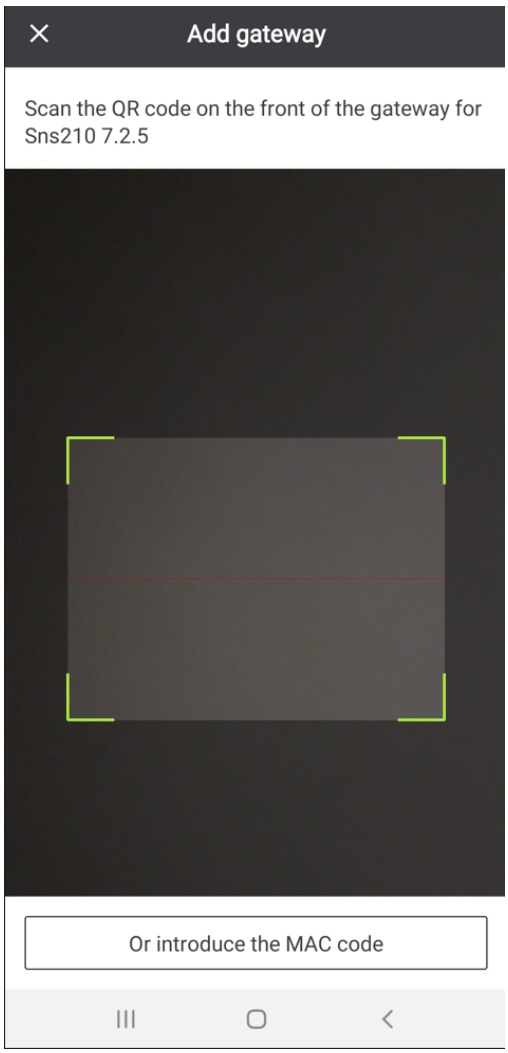
1 The gateway can be added to a wireless network either from the **Setup** screen where the wireless networks in the project are listed, or from within a wireless network from the **Network** screen.

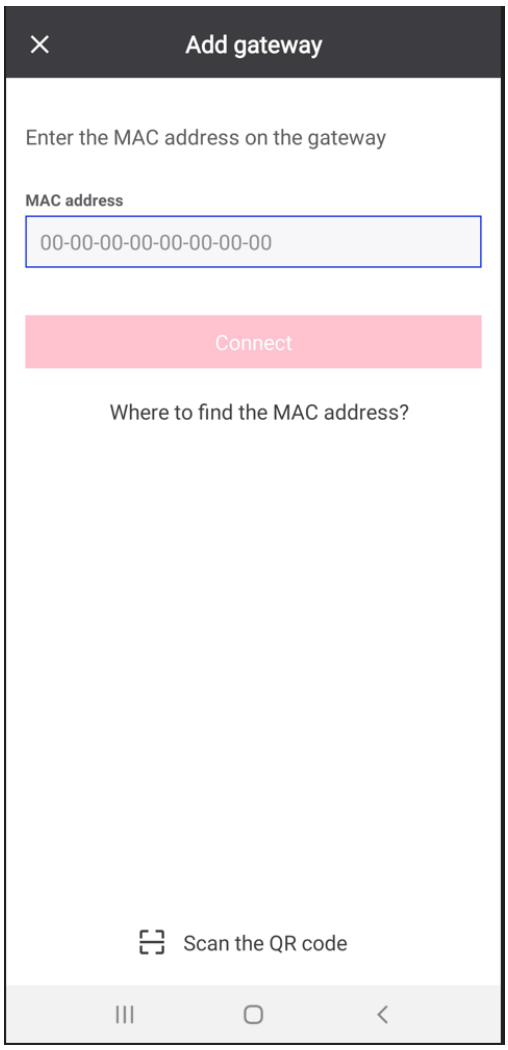
2 To add a gateway from the project **Setup** screen, swipe left on the appropriate network, tap the 3-dot-ellipsis, then tap **Assign gateway**.

3 To add a gateway from the **Network** screen, tap the appropriate network from the project **Setup** screen, then tap the **Gateway** tile on the top left of the screen to open the **Gateway info** screen. On the top right of the screen, tap the three-dot-ellipsis, then tap **Add gateway**.



4 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


Add gateway
Enter the MAC address on the gateway
MAC address
00-00-00-00-00-00-00-00
Connect
Where to find the MAC address?
Scan the QR code

21. Project updates using the portal

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 an Interact Pro 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.
- **Check for unassigned lights**: Ensure that all lights are assigned to the appropriate group. Unassigned lights can cause issues with updating project settings. Check the **Lights** tile in each **Network** page in the project and ensure there are zero unassigned lights. If there are unassigned lights found, either assign them to the appropriate group, or delete them from the project.
- **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 Interact Pro web portal or app: o **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. o **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.
- **Handle new devices with low firmware versions**: If new lights with a very low firmware version are added to the system, delete them before performing the update on devices with higher versions. Add them back after the update and update them again.

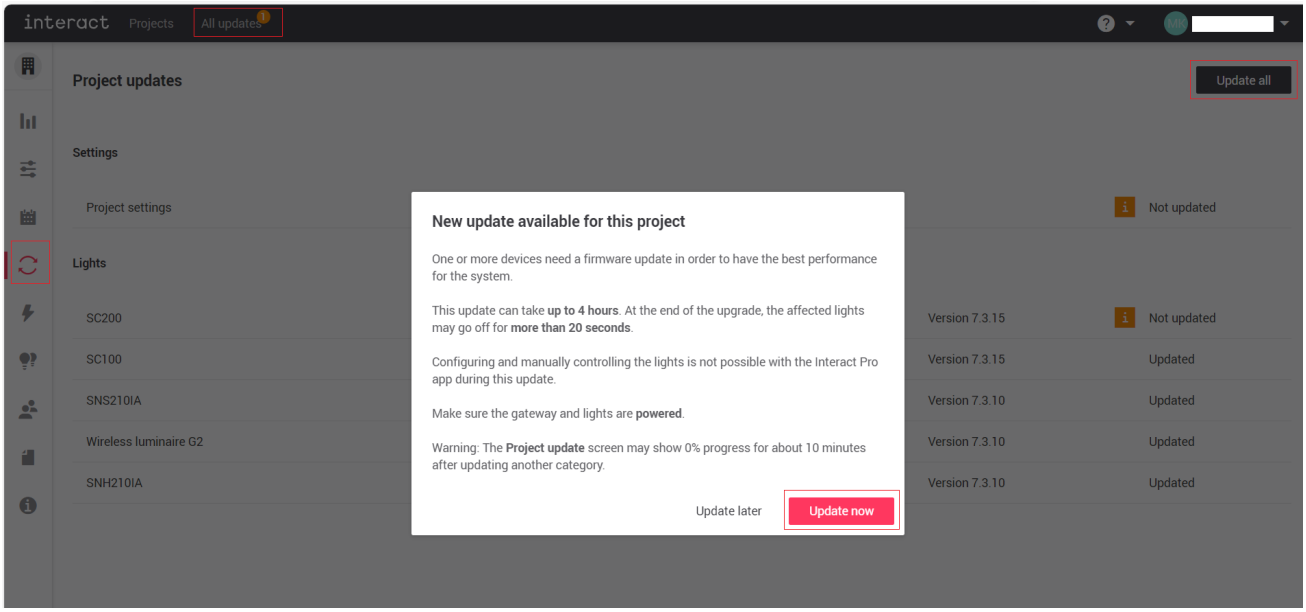
By following these steps, you can improve the likelihood of a successful project update process.

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

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

1 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.

21.2. To initiate a project update using the app:

1 Navigate to the appropriate project, then tap **Project updates** from the main project screen.

2 If a project update is available, the **New update available for this project** screen is displayed.

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.

22. Updates using mobile app

The firmware version of the luminaires and sensors can now be easily updated via the mobile app and Bluetooth connection, eliminating the need for a gateway.

Important

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

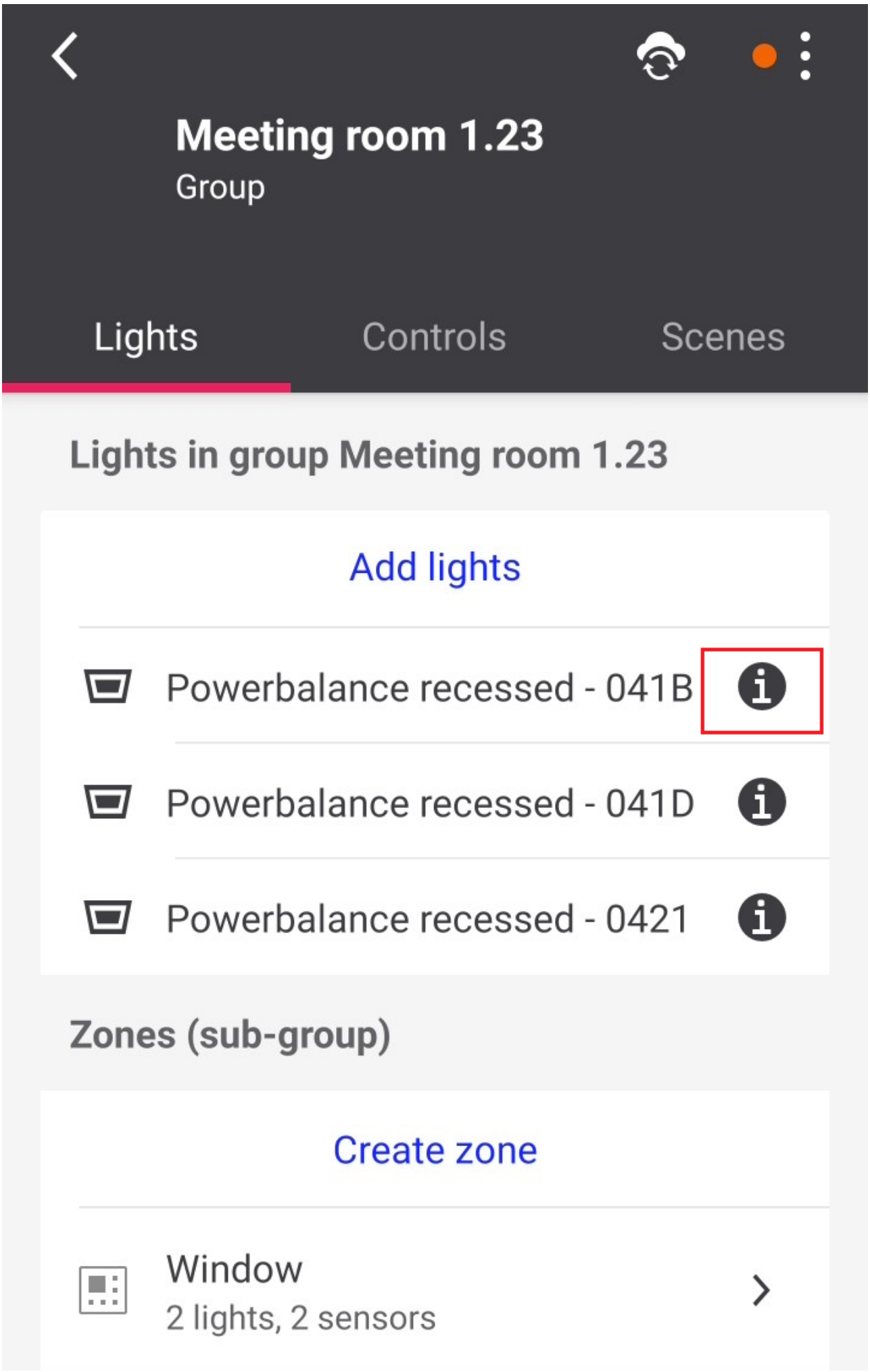
Updates can be carried out for either the complete group or for a single device, with each device requiring approximately 10 minutes for the update process.

Important

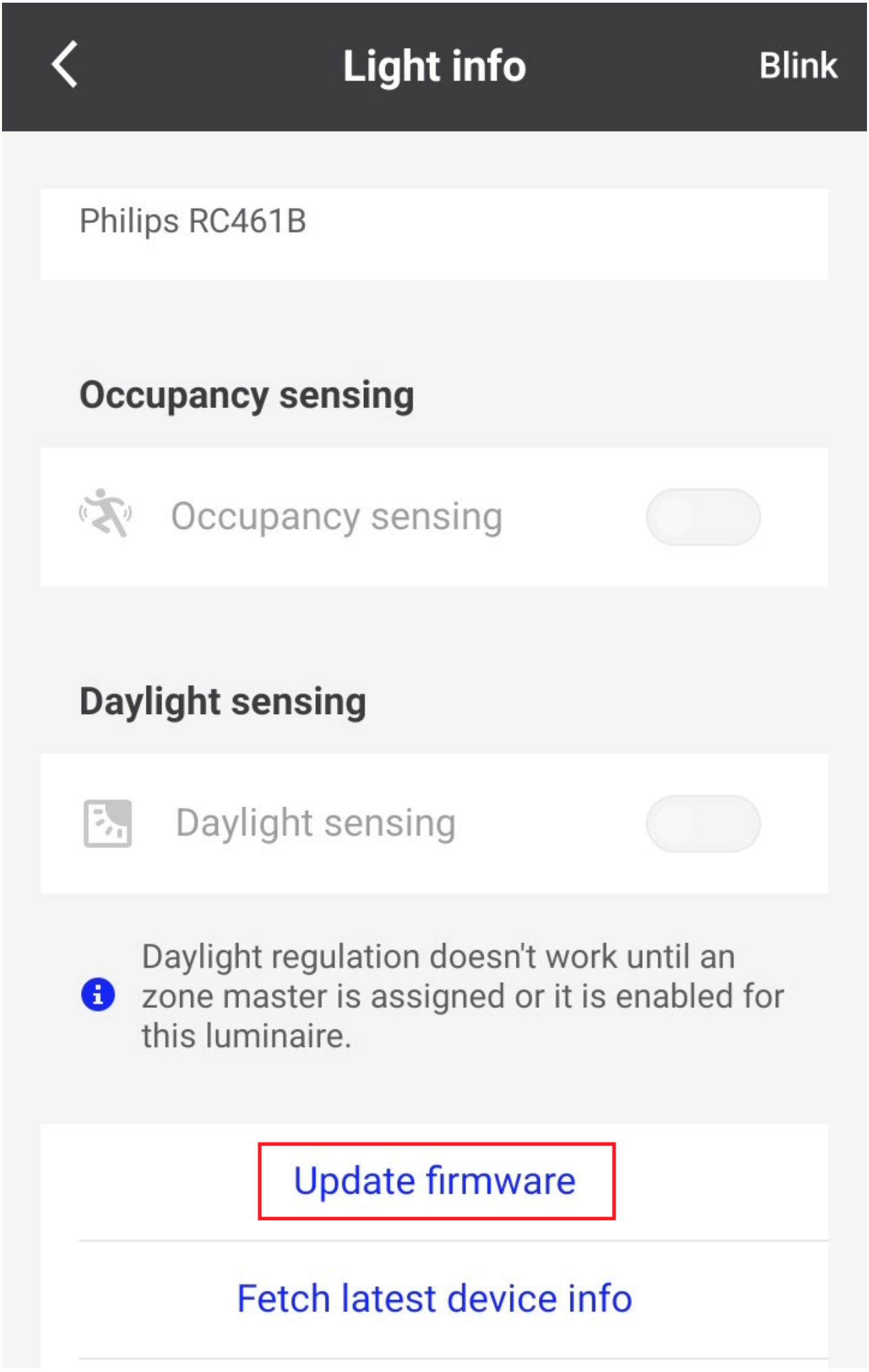
It is crucial to ensure that during the update, the phone remains within close proximity to the devices being updated, with the app open and the screen active. If the app is closed, the update process may be interrupted. Only the last device being updated will need to be restarted after an interruption.

22.1. Update firmware for a single device

1. Go to Setup, select a network, select a group, on the Lights tab, tap on the information (i) icon next to the device to be updated.

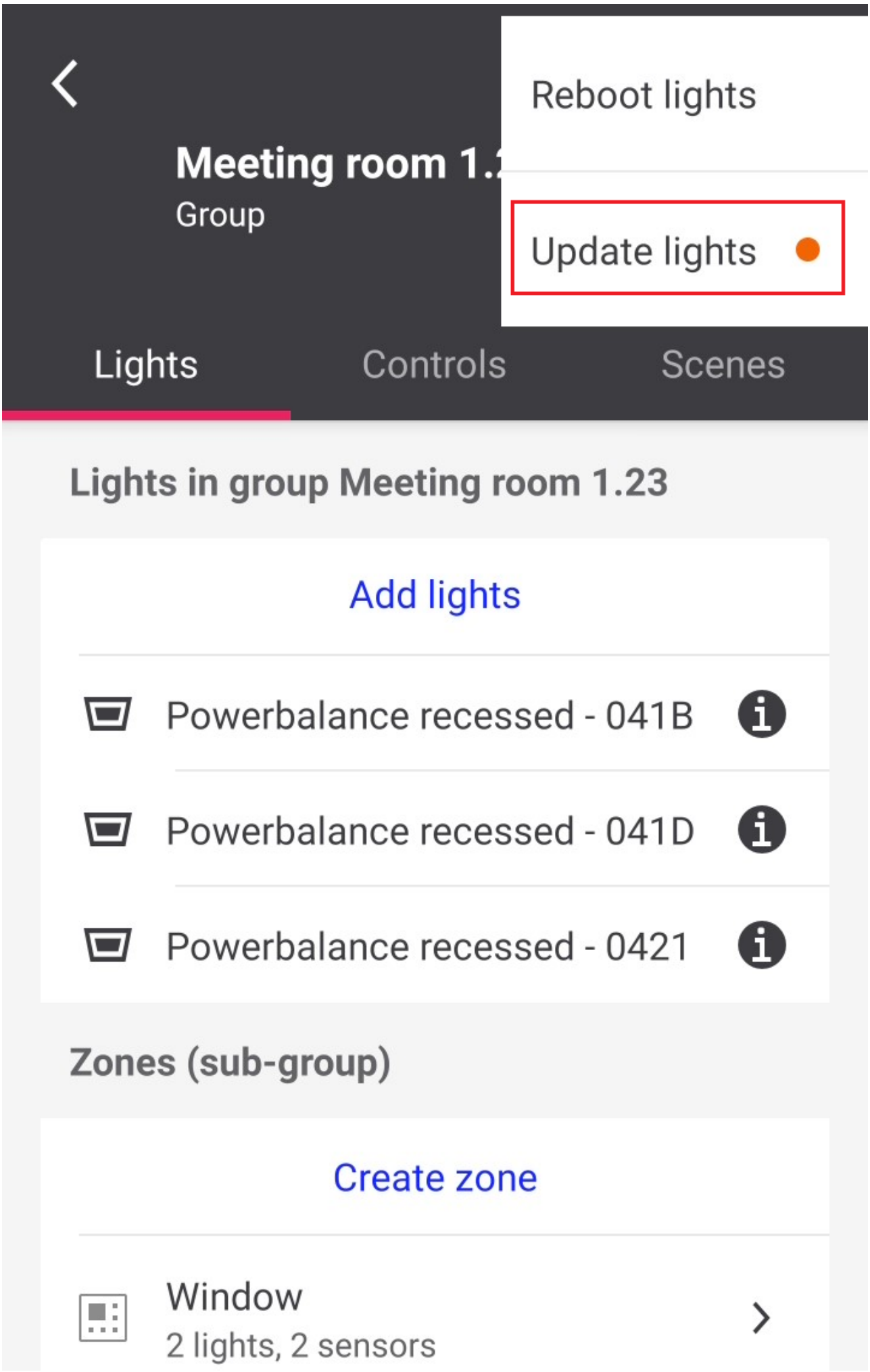

Meeting room 1.23
Group
Lights
Controls
Scenes
Lights in group Meeting room 1.23
Add lights
Powerbalance recessed - 041B
Powerbalance recessed - 041D
Powerbalance recessed - 0421
Zones (sub-group)
Create zone
Window
2 lights, 2 sensors

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

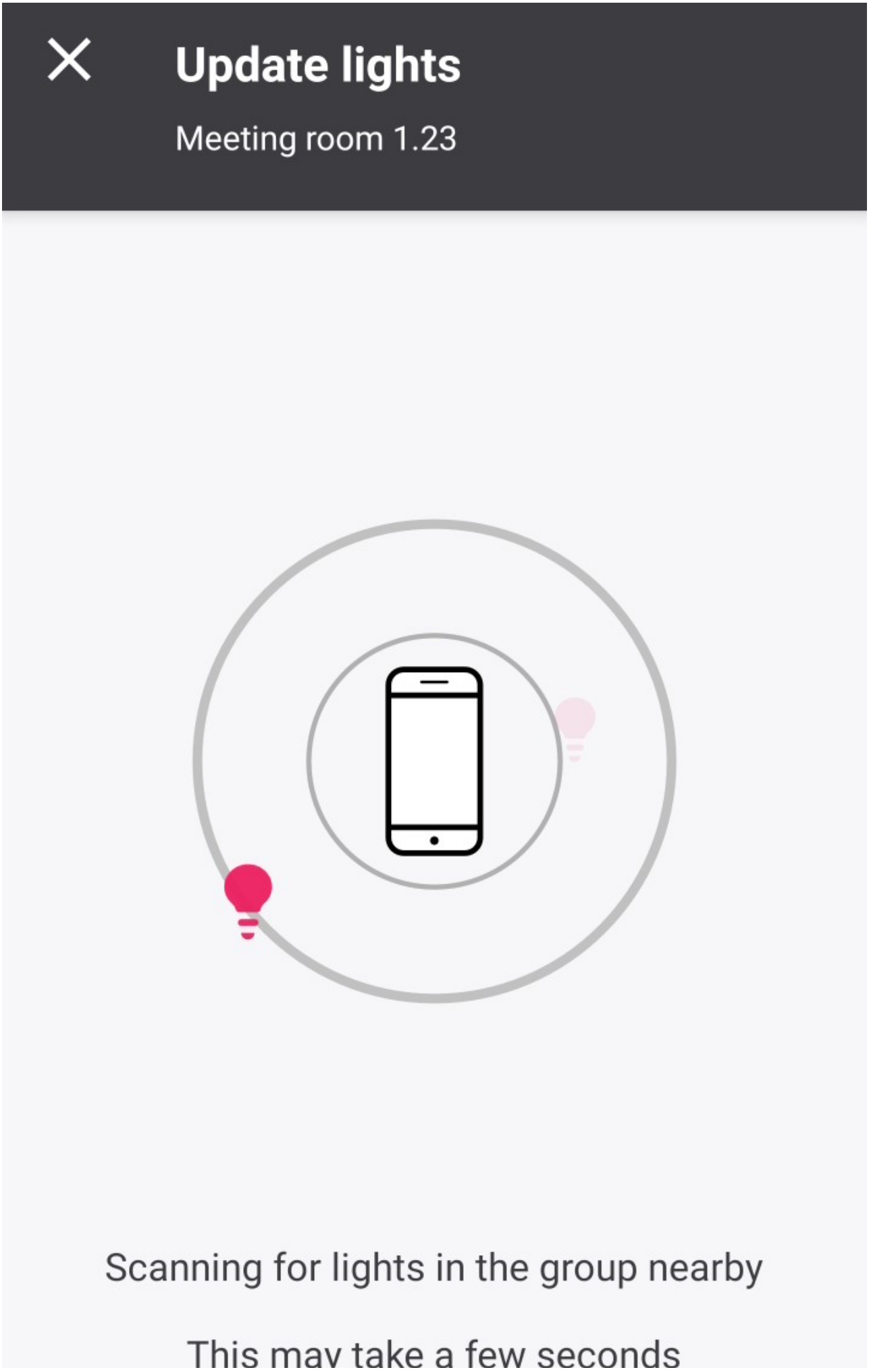

Light info
Blink
Philips RC461B
Occupancy sensing
Occupancy sensing
Daylight sensing
Daylight sensing
Daylight regulation doesn't work until an zone master is assigned or it is enabled for this luminaire.
Update firmware
Fetch latest device info

22.2. Update lights for a group

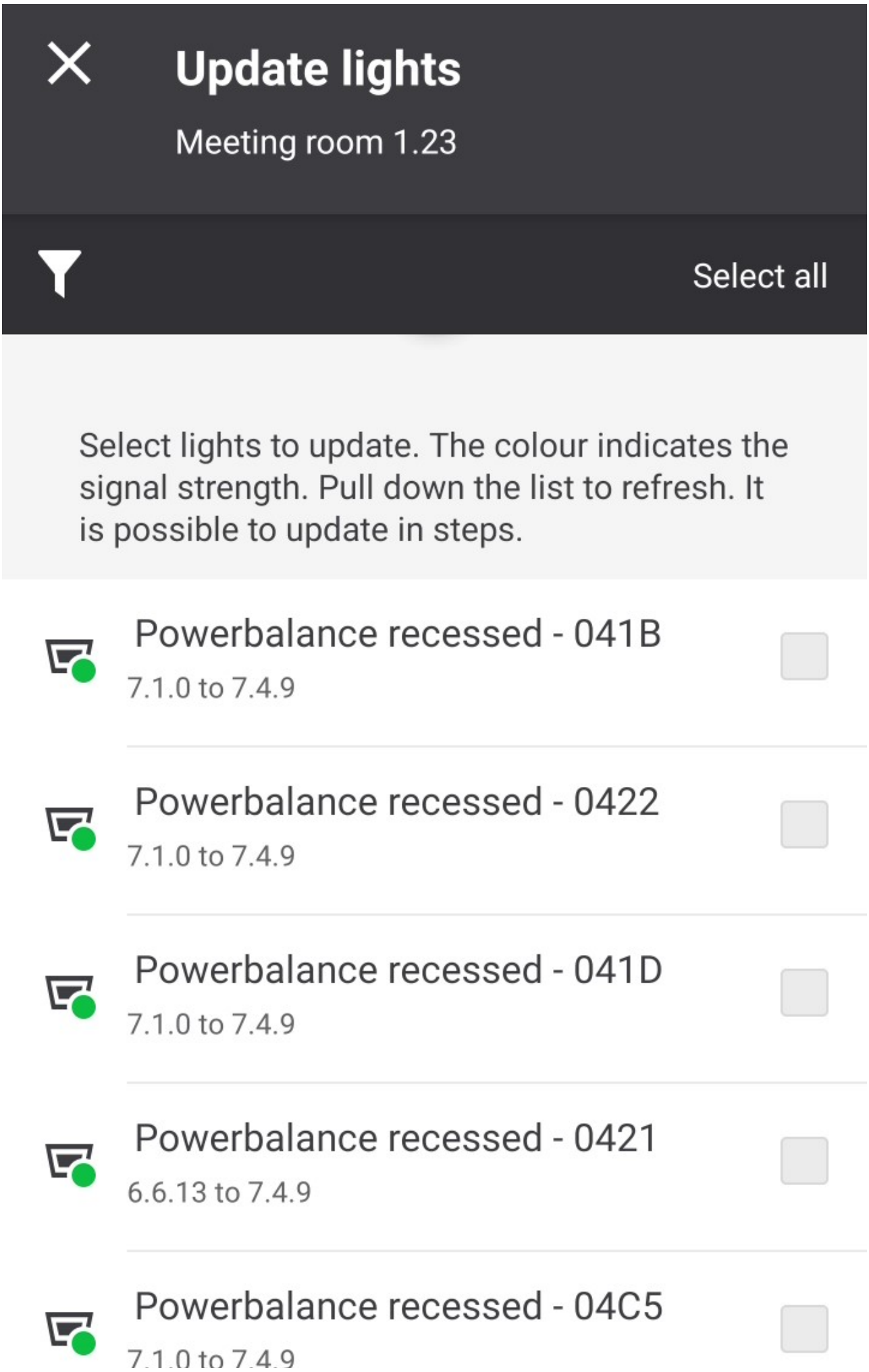
1. Go to setup, chose the desired network and group, tap on the three dots, then tap on **Update lights**.


Reboot lights
Meeting room 1.
Group
Update lights
Lights
Controls
Scenes
Lights in group Meeting room 1.23
Add lights
Powerbalance recessed - 041B
Powerbalance recessed - 041D
Powerbalance recessed - 0421
Zones (sub-group)
Create zone
Window
2 lights, 2 sensors

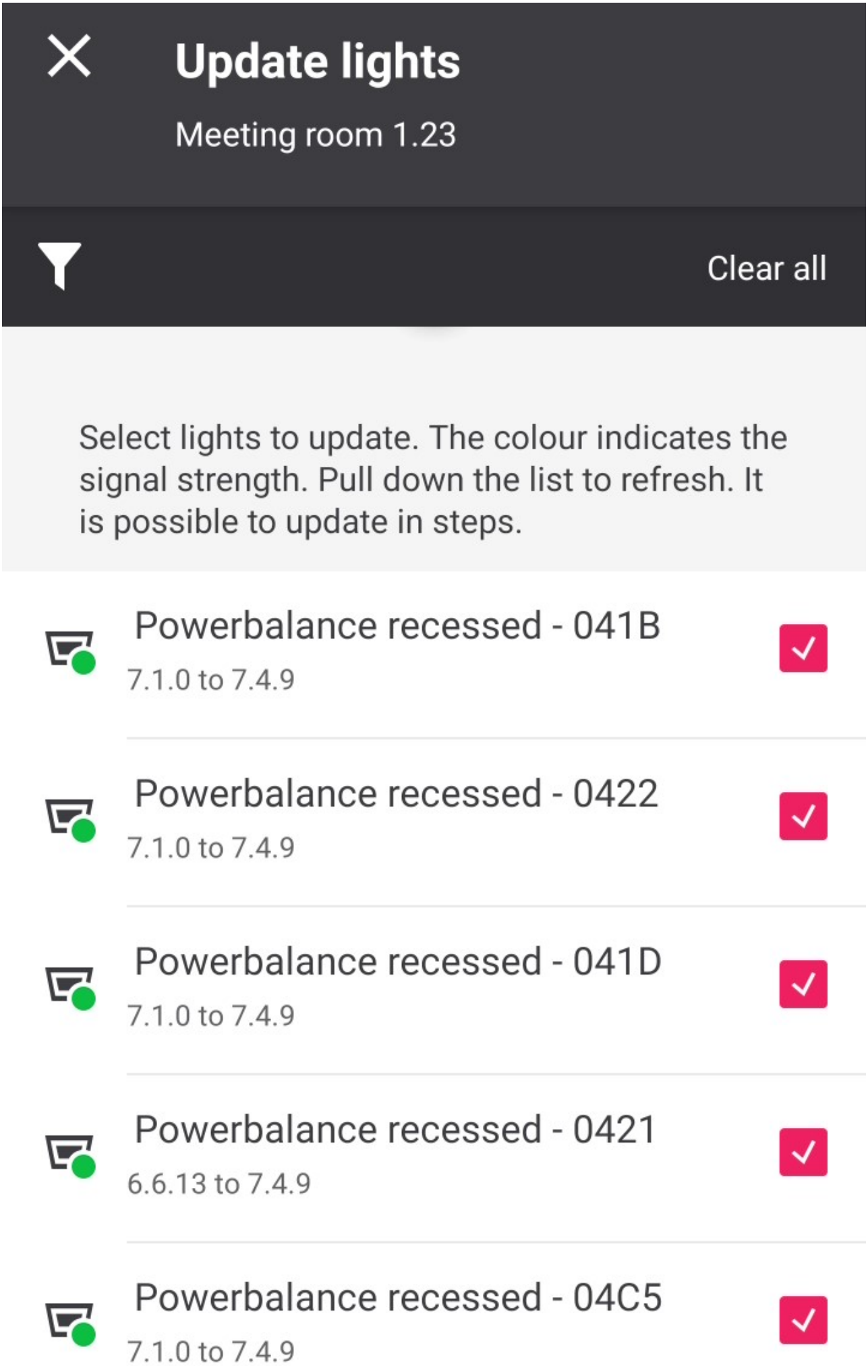
2. The app starts scanning for lights in the group withing Bluetooth range (within a maximum radius of 10-15m from your phone).


Update lights
Meeting room 1.23
Scanning for lights in the group nearby
This may take a few seconds

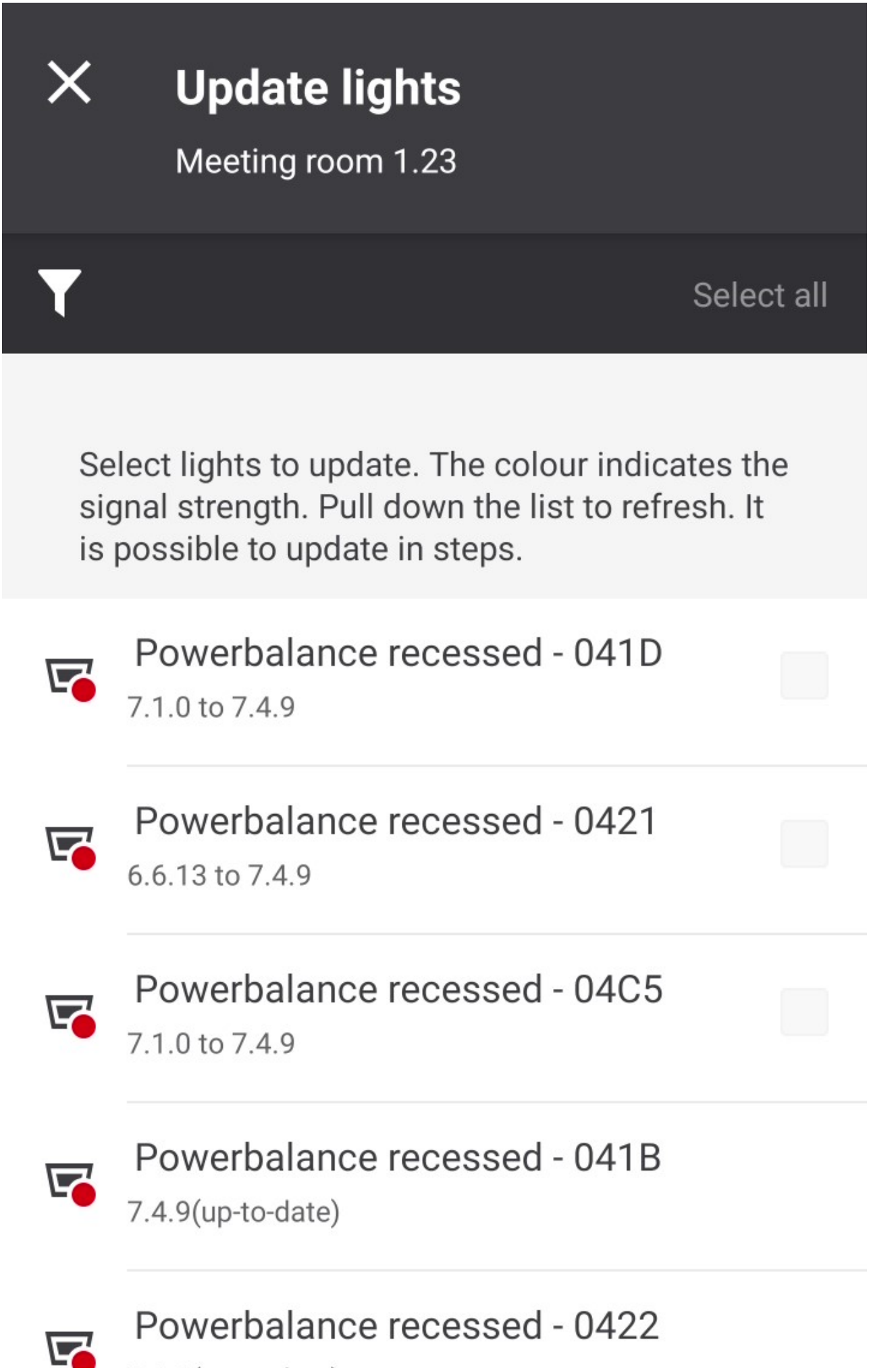
3. Select the lights to be updated. If the lights show a green dot, they are within reach or a red dot if they are not. Only lights with available updates can be selected.


Update lights
Meeting room 1.23
Select all
Select lights to update. The colour indicates the signal strength. Pull down the list to refresh. It is possible to update in steps.
Powerbalance recessed - 041B
7.1.0 to 7.4.9
Powerbalance recessed - 0422
7.1.0 to 7.4.9
Powerbalance recessed - 041D
7.1.0 to 7.4.9
Powerbalance recessed - 0421
6.6.13 to 7.4.9
Powerbalance recessed - 04C5
7.1.0 to 7.4.9

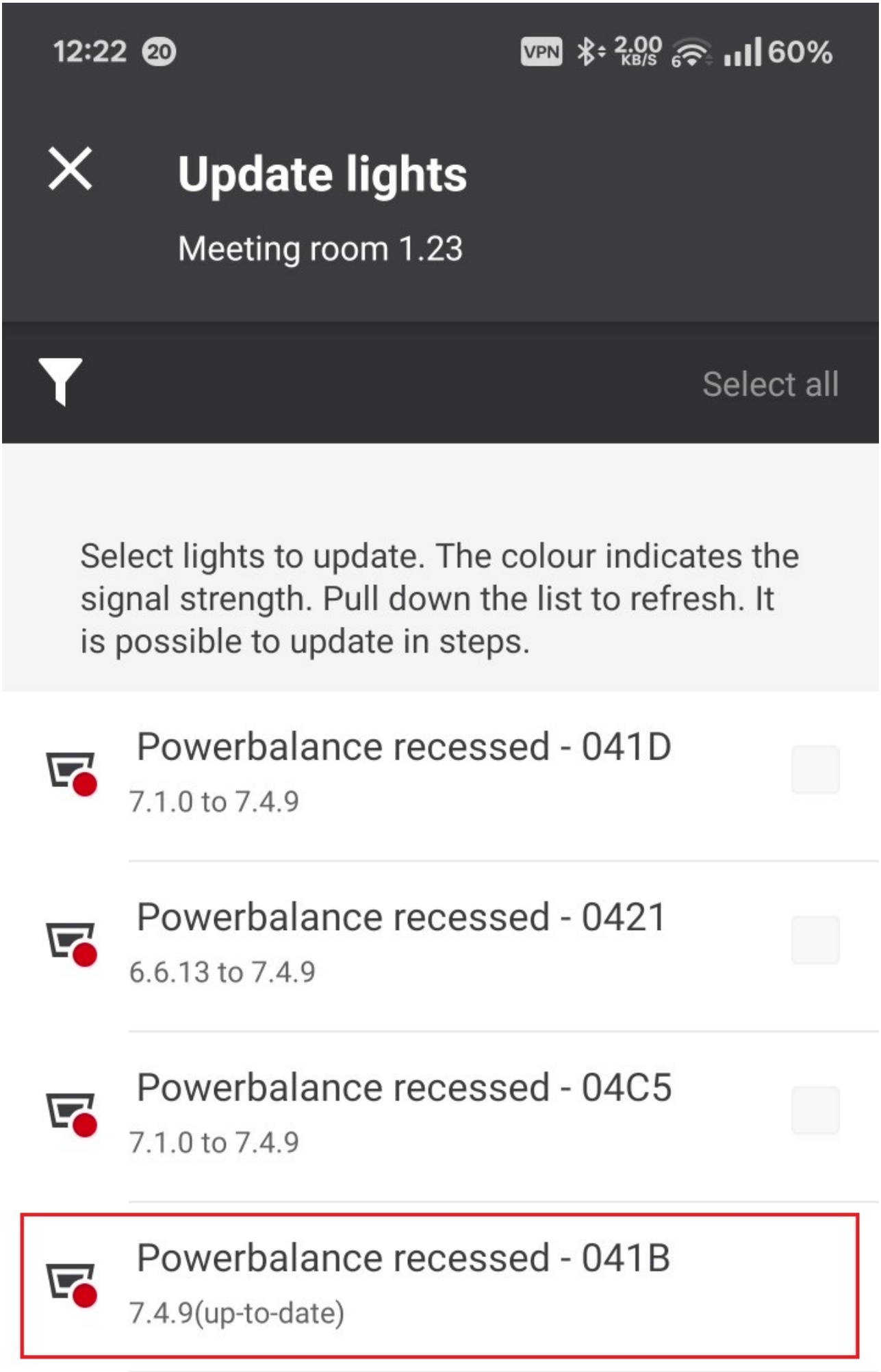
4. After selecting the lights within range, tap on Update, note that it takes approximately 10 minutes for completing the update of each light.


Update lights
Meeting room 1.23
Clear all
Select lights to update. The colour indicates the signal strength. Pull down the list to refresh. It is possible to update in steps.
Powerbalance recessed - 041B
7.1.0 to 7.4.9
Powerbalance recessed - 0422
7.1.0 to 7.4.9
Powerbalance recessed - 041D
7.1.0 to 7.4.9
Powerbalance recessed - 0421
6.6.13 to 7.4.9
Powerbalance recessed - 04C5
7.1.0 to 7.4.9

5. 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.


Update lights
Meeting room 1.23
Select all
Select lights to update. The colour indicates the signal strength. Pull down the list to refresh. It is possible to update in steps.
Powerbalance recessed - 041D
7.1.0 to 7.4.9
Powerbalance recessed - 0421
6.6.13 to 7.4.9
Powerbalance recessed - 04C5
7.1.0 to 7.4.9
Powerbalance recessed - 041B
7.4.9(up-to-date)
Powerbalance recessed - 0422

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


12:22 20
VPN 2.00 KB/S 60%
Update lights
Meeting room 1.23
Select all
Select lights to update. The colour indicates the signal strength. Pull down the list to refresh. It is possible to update in steps.
Powerbalance recessed - 041D
7.1.0 to 7.4.9
Powerbalance recessed - 0421
6.6.13 to 7.4.9
Powerbalance recessed - 04C5
7.1.0 to 7.4.9
Powerbalance recessed - 041B
7.4.9(up-to-date)

23. Demand response

24. Installation reports

An installation report provides an installation summary of your Interact Pro 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 Interact Pro web portal or app.

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

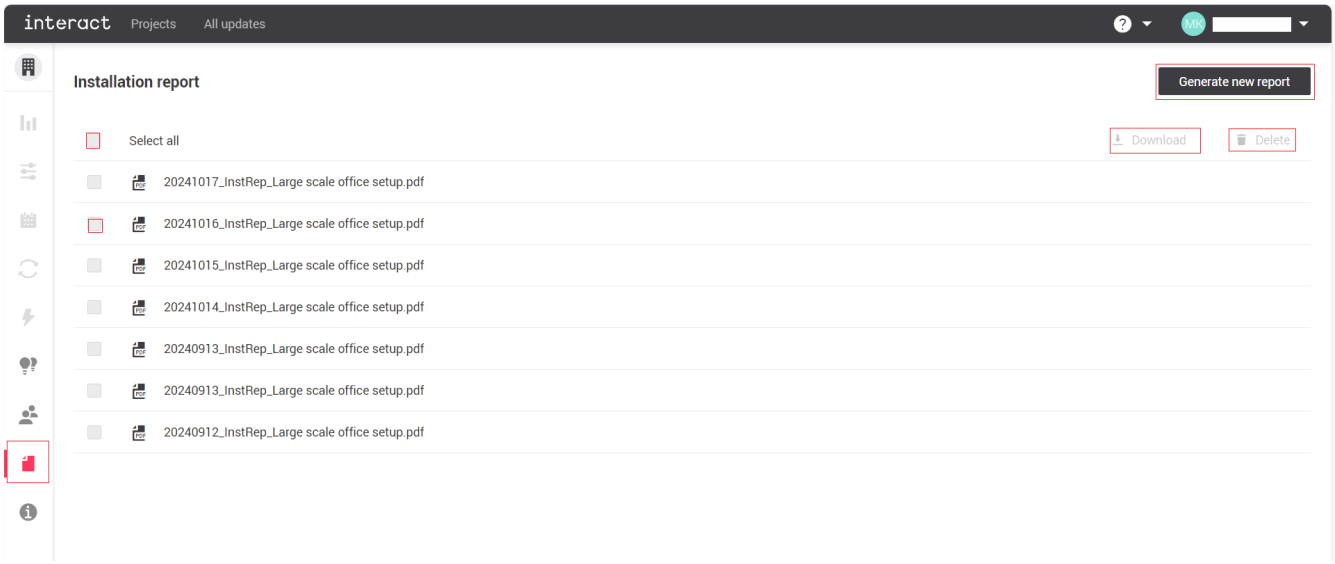
1 Navigate to the project and click **Installation reports** from the side panel.

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**.

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



installation report 2

24.2. 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**.

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