NLIGHT®
UNITOUCH
USER MANUAL

2.0

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Overview

The nLight® UNITOUCH is an elegant capacitive touch screen wall switch that leverages the perfect blend between aesthetic design and intuitive user experience to enable control of any nLight controlled space. Developed with end-users first in mind, the nLight® UNITOUCH is an easy-to-install wall switch that enables control of nLight-enabled devices, scenes, shades and channels behind a multi-user access level architecture. The nLight UNITOUCH allows wireless control using the MyPersonify mobile app through its equipped Bluetooth(R) Low Energy (BLE).

The nLight® UNITOUCH is a multichannel user control device that displays up to 16 individual channels of control and 16 lighting scenes/shades.

This document covers common configuration and management tasks that arise when setting up and maintaining the nLight® UNITOUCH as well as step by step instructions for accomplishing various tasks.

Installation

The nLight® UNITOUCH is equipped with two RJ-45 ports for CAT5 connection to other nLight-enabled devices as well as a set of polarity insensitive power terminals for low voltage power.

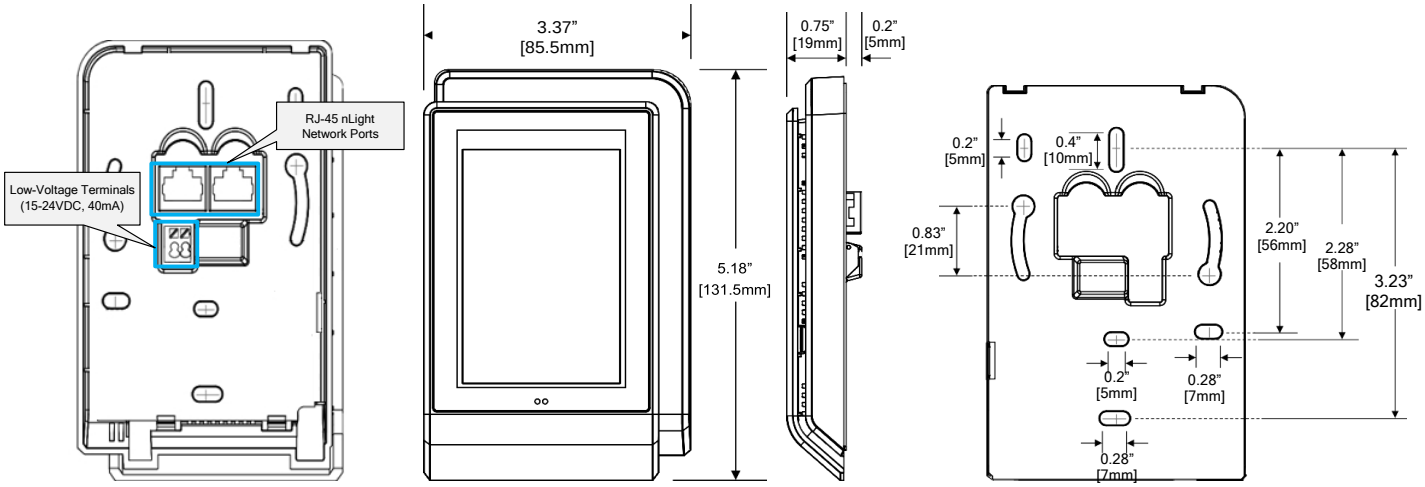


Figure 1- Device Information

Wiring Recommendations

A 15-24 VDC or VAC power supply can deliver power to the nLight UNITOUCH via the polarity insensitive terminal connections on the back of the unit. The PS 150 version power supply (included in the KIT option) is recommended, as it conveniently mounts through a knock-out on the back of the junction box where the unit is positioned.

Risk of Electric Shock: Turn off power before any kind of servicing to avoid electric shock.

- Comply with all network and power supply guidelines outlined in the Network Guide.
- Use the screws, wall anchors, and wire nuts included for wall mounting and wiring.
- All wiring must comply with electrical wiring diagrams as well as national and local electrical codes.
- We recommend using CAT5 cable to connect the nLight® UNITOUCH to the controller.

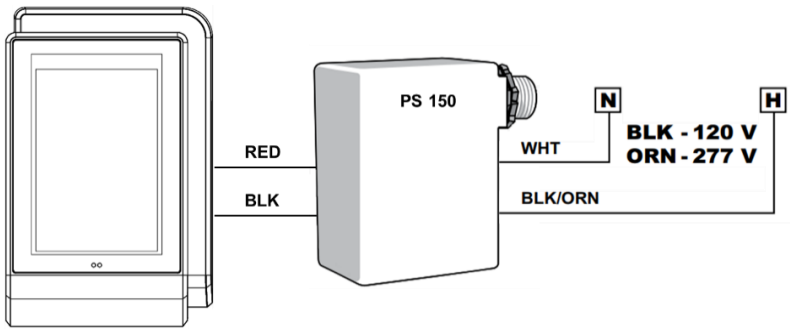


Figure 2- Wiring Diagram (Power)

Mounting Instructions

The nLight® UNITOUCH has been designed for ease in installation; However, certain conditions must apply when choosing a suitable location for the device. These include:

- Install in a location approximately 5 ft (1.5 m) above the floor
- Install approximately 6” (15cm) from a corner in order to provide sufficient access to the faceplate release tabs.

- Allow for proper clearance around the device's enclosure and wiring terminals to provide easy access for hardware configuration and maintenance.
- Orient the device with the ventilation slots towards the top to permit proper heat dissipation.

- Should not be installed on an exterior wall.
- Should not be installed near a heat source.
- Should not be installed near an air discharge grill.
- Should not be installed in a place where it can be affected by the sun.
- Install in an area that provides proper device ventilation. Nothing must restrain air circulation to the device.

The nLight® UNITOUCH is not designed for outdoor use.

Installation Instructions

Upon unpacking, inspect the contents of the carton for shipping damages. Do not install a damaged device.

Take reasonable precautions to prevent electrostatic discharge to the device while installing, servicing or during operation. Discharge accumulated static electricity by touching one's hand to a well-grounded object before working with the device.

For proper installation and subsequent operation of the device, pay special attention to the following recommendations:

1. Turn circuit breaker to **OFF** position, or remove fuse(s), and test that power is off before installation process.

Never wire any electrical device with power turned on. Wiring while **HOT** may cause permanent damage to this device and other equipment and void warranty.

2. Remove the front cover of the device from the mounting plate:
    a. Remove the security screw
    b. Using an appropriately sized tool, press in the two (2) release tabs on the sides of the device and pull the front cover out from the bottom. See *Figure 3* for security screw and release tab locations.
3. Pull all cables 6" (15cm) out of the wall and insert them through the central hole of the back plate.
4. Make sure that the mounting surface is flat and clean.
5. Screw the back plate onto the electrical junction box.
6. Plug the wire(s) into the connector(s). Gently push excess wiring back into the wall.
7. Reattach the front plate and make sure it clips tightly into place. Tighten the security screw.

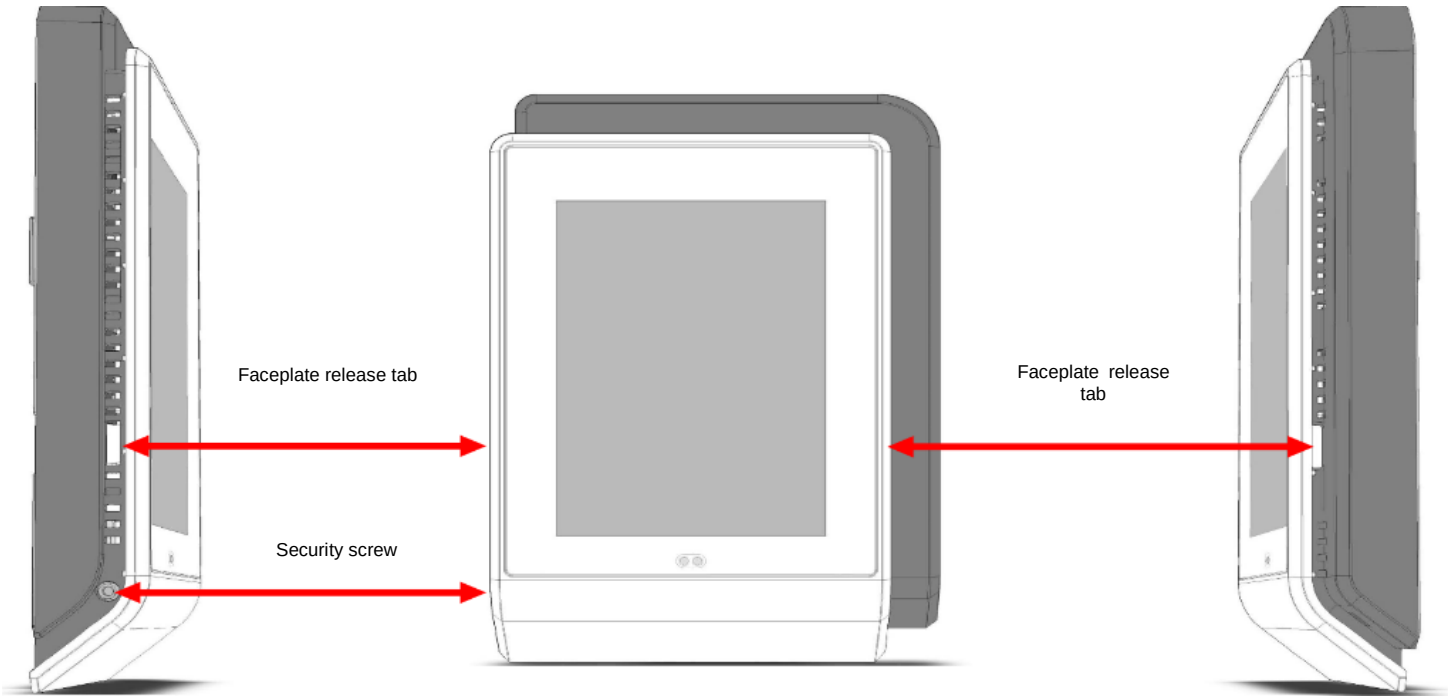


Figure 3- Security Screw and Faceplate Tab Locations

Out-of-Box Defaults

- Screensaver is enabled and the nLight logo is used
- Channels 3-16 are disabled
- Proximity sensor is enabled
- Shade home screen is disabled
- Preset Scenes
    - Lights On
    - Lights On – 75%
    - Lights On – 50%
    - Lights On - 25%
    - Lights Off

User Levels

The nLight UNITOUCH supports two primary user types.

User Type	Description
Administrator	Administrator can access all the features in the device. The administrator **only** features are listed below. • Modify device settings • Modify Bluetooth settings • Create/Edit/Delete scenes • Configure channels • Configure input/output devices
Basic (Lock-out)	The Basic user privilege allows user to: 1. View and control light channels 2. View and control shade channels 3. Activate and view scenes 4. View product information

Getting Started

Upon powering the device out of the factory, users are walked through initial configuration screens to create administrator PIN, and set up Bluetooth connectivity for the MyPersonify app. While these settings are set during initial powering, they are configurable through the settings menu as an administrator, or through SensorView.

Initial Configuration

Users are greeted with a welcome, followed by admin PIN creation and confirmation screens. As a standard, all PINs in the nLight UNITOUCH are to be 6 digits.

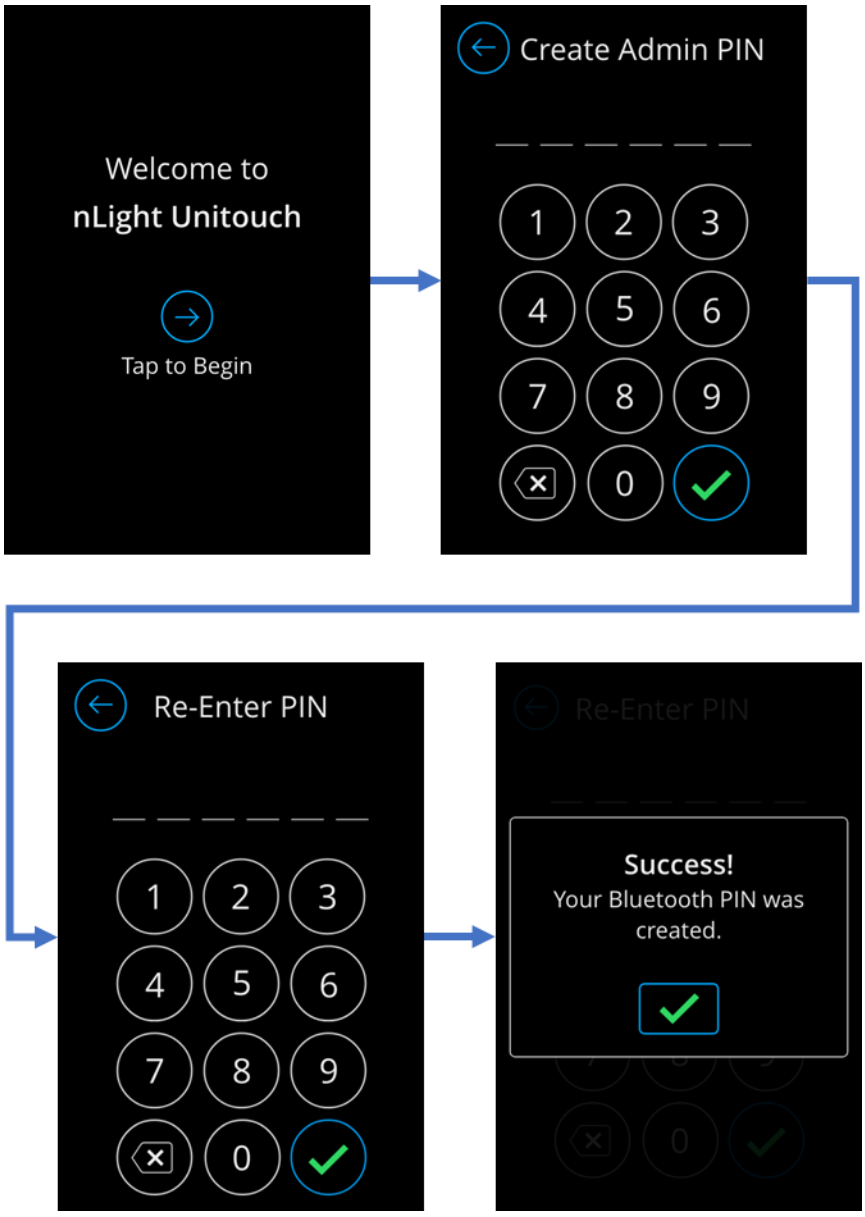


Figure 4 - Initial Admin PIN creation process

When PINs are created and confirmed, users are presented with the ability to manage and confirm Bluetooth settings. If users opt to require Bluetooth PIN entry during device-to-app pairing, they will be walked through the PIN creation process. Upon completion with Bluetooth, users will be directed to the main Scenes dashboard.

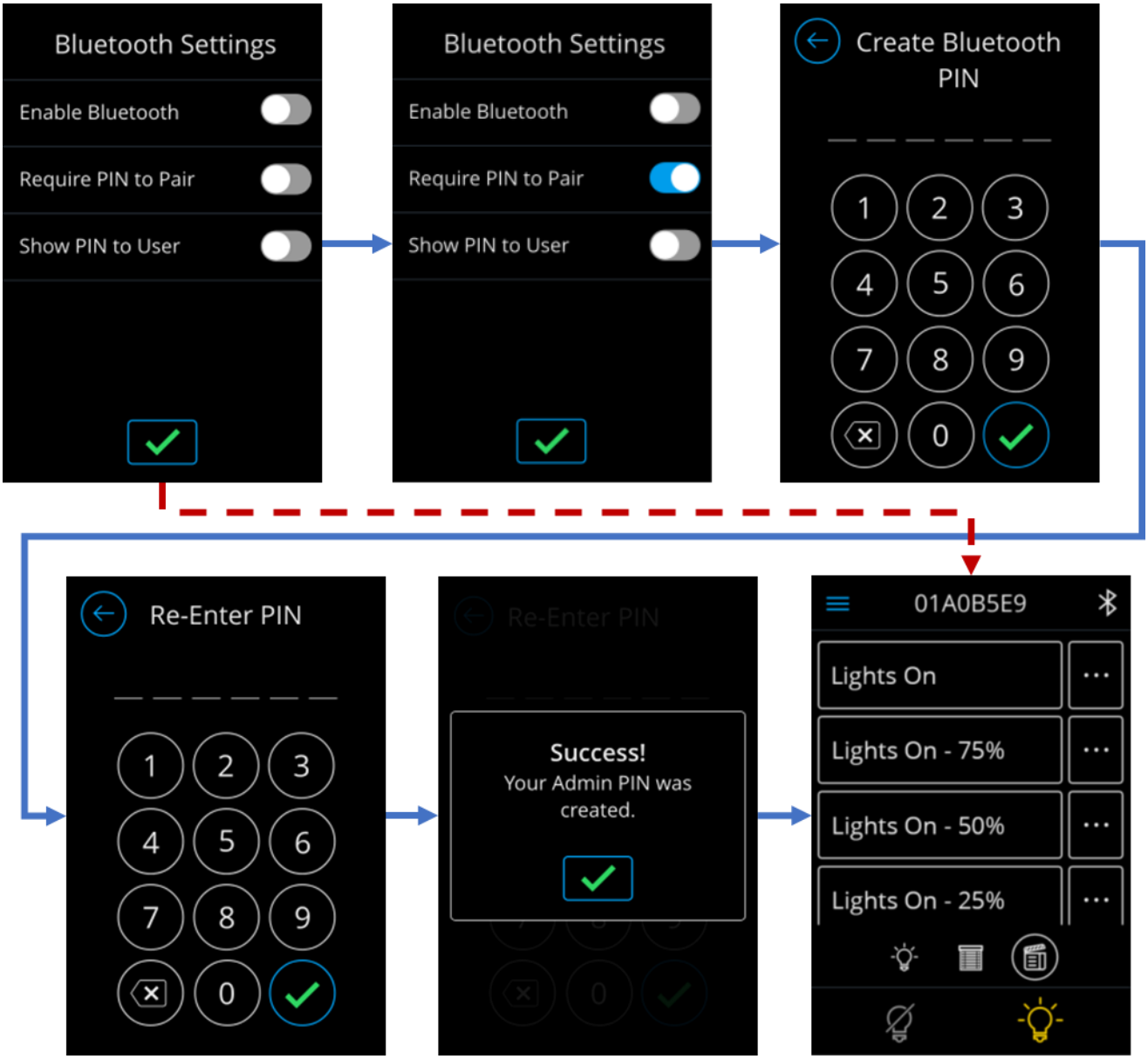


Figure 5 - Initial Bluetooth PIN setup process

Logging in as Administrator

The login interface can be accessed through the hamburger menu, and the selection to either navigate to the "Settings" or "Technician Mode" section (See Figure 6).

NOTE: When logged in as an administrator, all Bluetooth capabilities become disabled until logged back out.

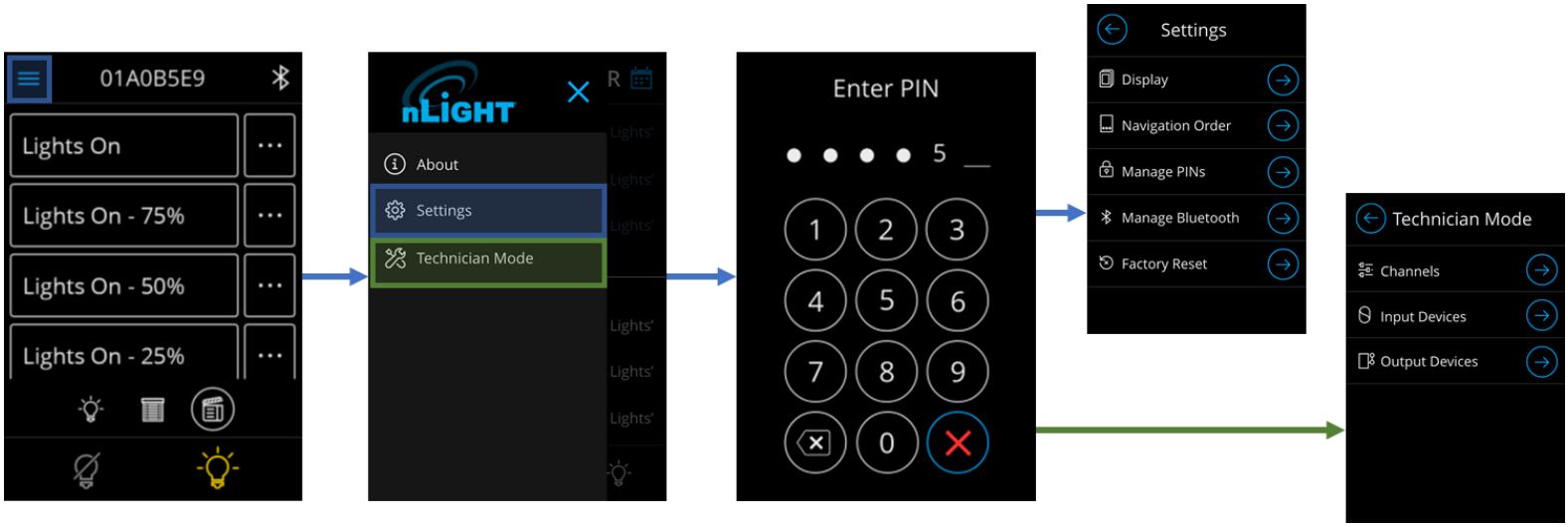


Figure 6 - Administrator login workflow

Upon successful login, administrators will be directed to the screen they selected from the hamburger menu.

Logging out of Administrator

Administrators can log out of the unit by tapping on the "Log out" button in the hamburger menu (See *Figure 7*).

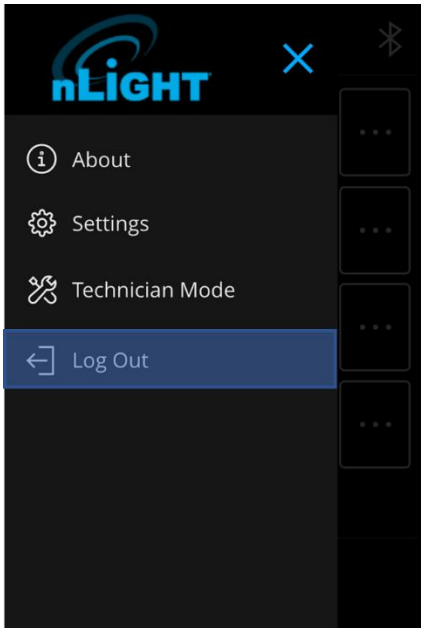


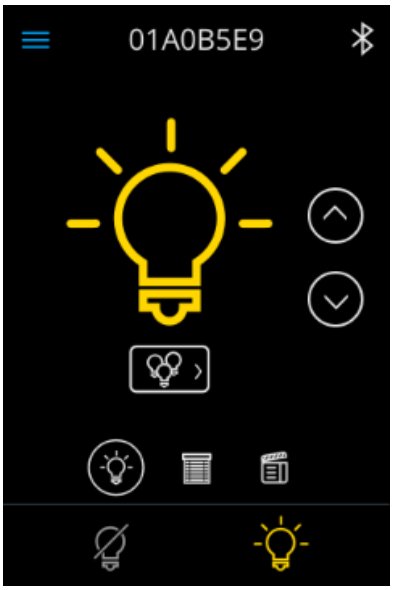
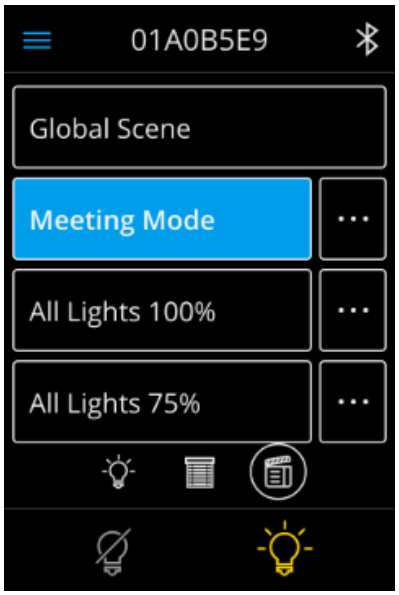
Figure 7- Log out of Administrator mode

Administrators are also logged out when the unit times out and transitions to the screensaver, or when the screen shuts off due to inactivity.

Main Dashboard Screens

With its ability to allow control of light channels, shade channels and scenes, the nLight UNITOUCH hosts three main reorganizable navigation screens accessible to all user levels.

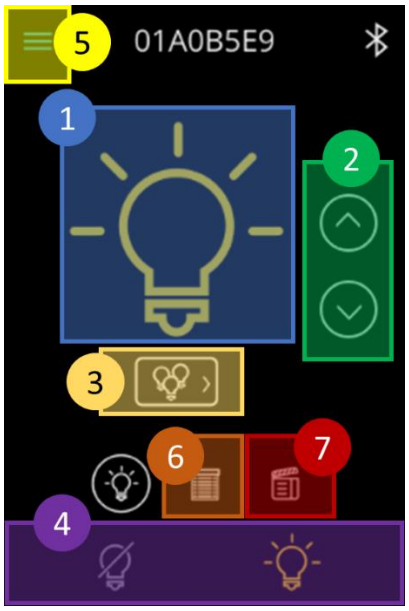
Light Control Dashboard	Scene Dashboard	Shade Control Dashboard

		
The light control dashboard allows users to control devices tracking all channels of type “Lights”. It also allows users the ability to navigate to the channel list screen for control of other Light channels.	The scene dashboard enables users the ability to activate scenes and view more details about the individual scenes. This screen also allows administrators the ability to create new scenes.	The shade control dashboard allows users the ability to control devices tracking the first enabled channel of type “Shades”. This screen also enables users the ability to navigate to the channel list screen for control of other Shade channels.

Light Control Dashboard

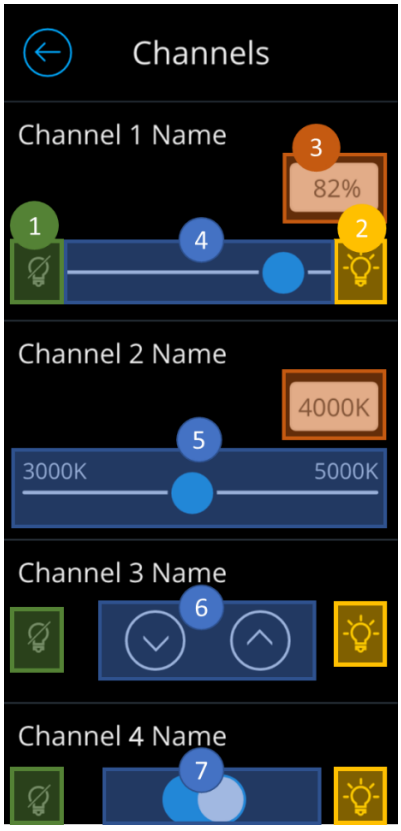
The light control dashboard allows users the ability to control devices tracking channels of type “Light”. By toggling the control elements in the dashboard screen all channels of type “Lights” receive the inputted control signal.

Home Dashboard Screen	Description

	From this view, users can control the all the channels of type “Light”. The screen is equipped with the following controllable components 1. On/Off preset toggle – Used to toggle lights on and off. a. When the toggle is transitioned from “Off” to “On” the light level will dim to the prior dim level the channel held before turning off. 2. Raise/Lower buttons – Used to dim the intensity level of devices tracking the light channels. 3. Channel List control – Used to navigate to the channel list view. 4. Master light channel control – Used to toggle on/off the first enabled light channel. 5. Hamburger control – Used to display the hamburger menu. 6. Dashboard navigation control to Shade control dashboard. 7. Dashboard navigation control to Scene dashboard.

Light Channel Control List

The Light channel control list screen equips users with the ability to individually control light and CCT channels. Only channels that have been enabled by the Administrator will appear on this screen for control. To enable a channel to appear on this screen refer to [].

Screen	Description
	The following controllable elements enable manipulation of individual channels. Note that channel control elements dynamically adjust to the channel control type. (i.e. if “Channel 1” is changed to “On/Off” from “Slider”, the control element will become a toggle button. 1. Off preset button – Used to toggle lights on channel “Off”. 2. On preset button – Used to toggle lights on channel “On”. 3. Precision input Box – Displays the current value of the positioning of the slider. a. If tapped, users can enter precise inputs. The inputs are validated based on range of the channel setting. 4. Slider control – Used to slide the dim the channel’s light level. a. Available only for channels of control type “Slider”. 5. CCT slider control – Used to slide the kelvin temperature levels of devices tracking the channel. a. Available only for channels of control type “CCT”. 6. Raise/Lower control – Individual buttons used to raise and lower light levels a. Exact light levels are not sent when tapping these control elements, devices tracking these channels only receive the commands to

	raise/lower by a rate of 5%. b. Available only for channels of control type "Raise/Lower" 7. On/Off control – Used to toggle on and off devices tracking the controlled channels.

Scene Control Dashboard

The nLight UNITOUCH allows up to 16 local preset scenes and global scenes. Only local preset scenes can show more details and are editable.

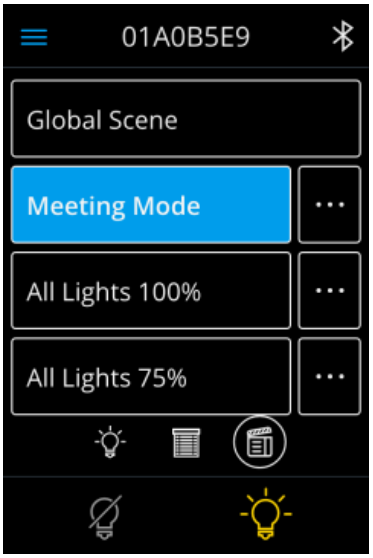


Figure 8 - Scene Dashboard

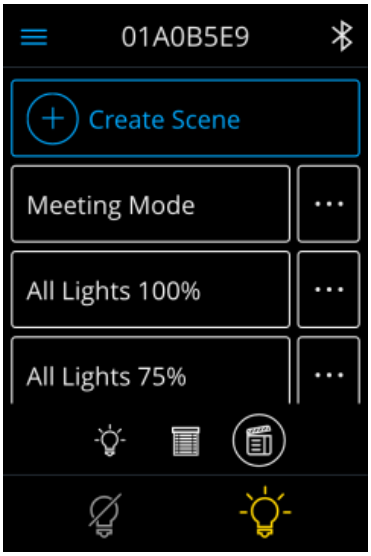


Figure 9 - Main Scene Screen logged in as an administrator

Activating a Scene

A scene can be activated by tapping on the targeted scene. Upon tap, activation of the scene will be kicked off and a visual indicator will be made available by turning the background of the selected scene grey. When the scene has been fully activated, the background will turn blue. *Figure 10* displays the scene activation workflow.

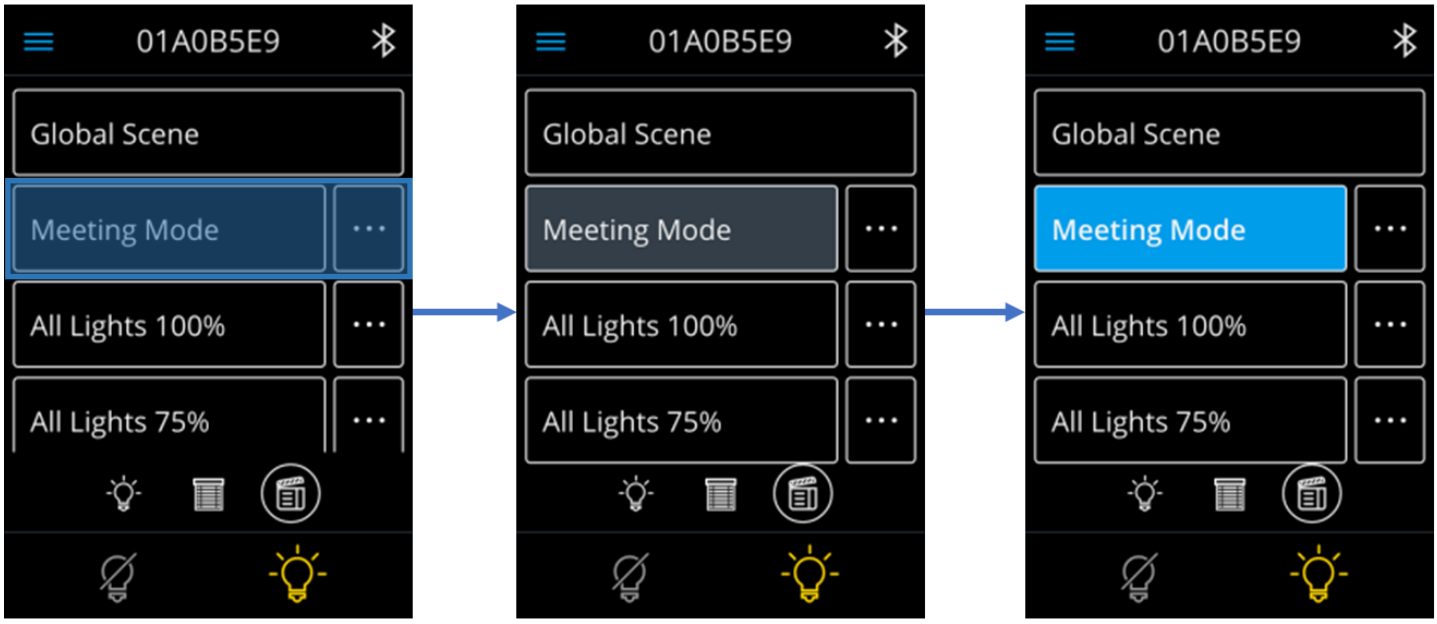


Figure 10 - Scene Activation

Viewing a Scene

Details of a local preset scene can be viewed by clicking on the buttons highlighted in blue. This action should transition users to the scene detail screen. Note: Details of global scenes cannot be viewed on the nLight UNITOUCH.

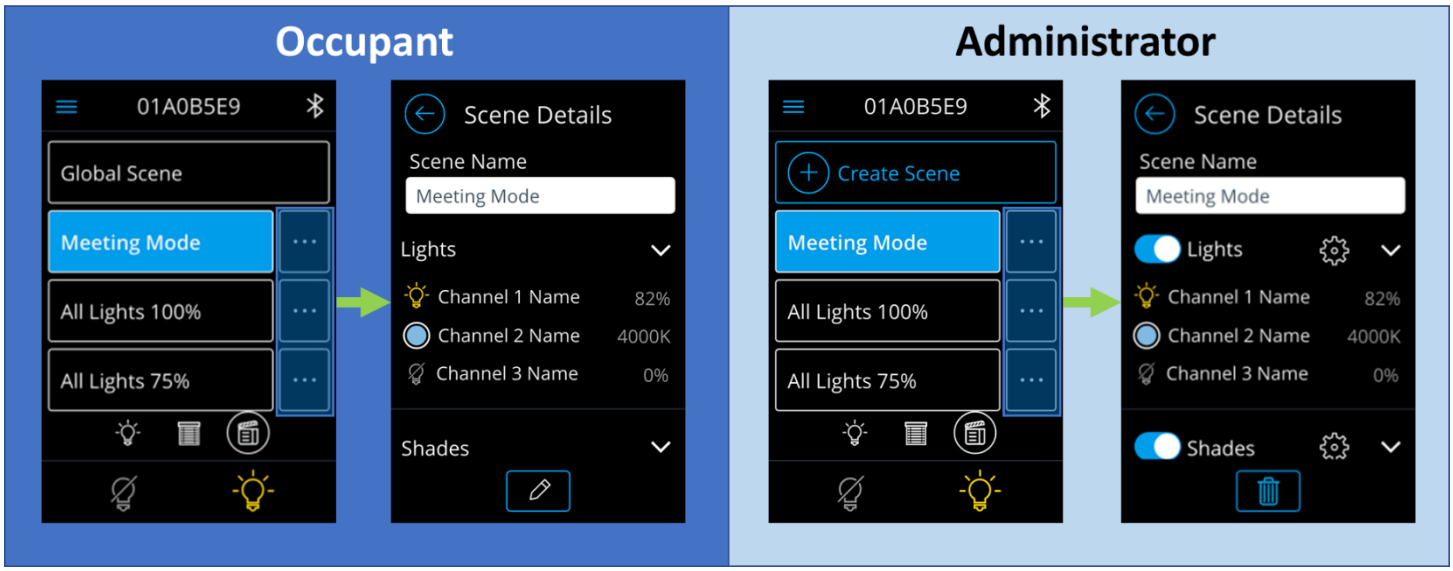
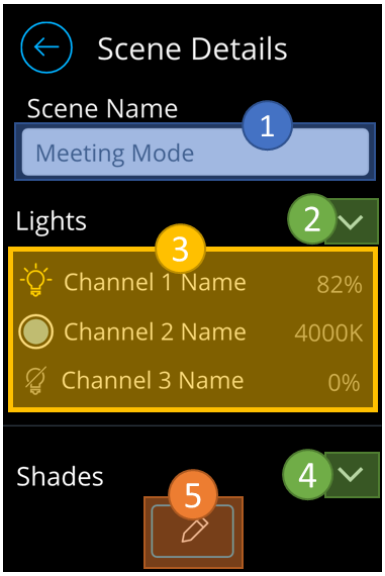


Figure 12 - Transition from scene list screen into a screen detail

Screen	Description
	The detail view of a scene displays light and shade channels that have been assigned to the scene and their designated states. 1. Scene Name – Section designated to display the name of the current scene. 2. Light channel expand/collapse button – Used to expand and collapse the list of light and CCT channels configured to be controlled in this scene. 3. Configured light/CCT channel list – Displays light/CCT channels assigned to this scene and the state activating the scene will set the lights to. 4. Shade channel expand/collapse button – Used to expand and collapse the list of shade channels configured to this scene. 5. Scene Edit button – Button to initiate editing of current scene. Upon tapping, users will be prompted to login and edit the scene as administrators.

Editing a Scene

To edit a scene, one must be logged in as an administrator. Refer to the section labeled “Logging in as Administrator” for login information. From the screen edit screen, Figure 13, administrators can modify the name of a

scene, assign channels (both light and shade), and edit their states.

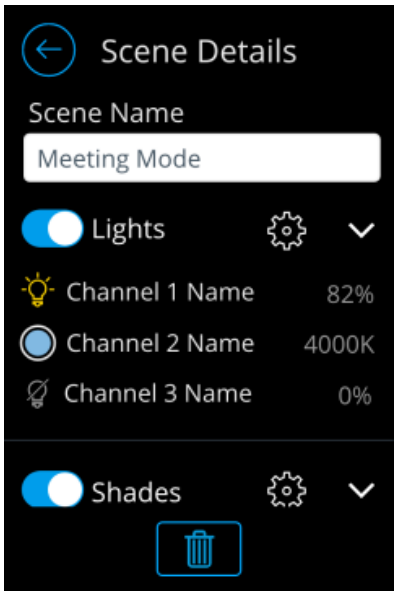
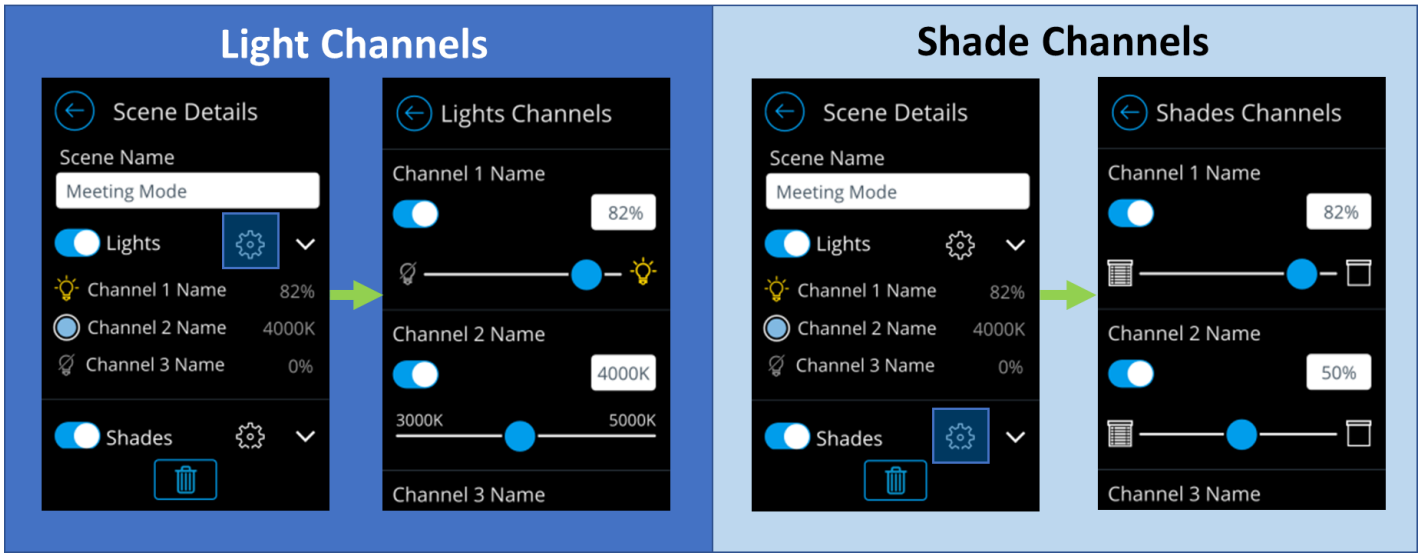


Figure 13 - Scene detail administrator screen

Screen	Description
	The detail view of a scene displays light and shade channels that have been assigned to the scene and their designated states. It also allows administrators the ability to edit a scene. 1. Scene Name – Input field for the scene name. From this field, administrators have access to modify the name of the scene. a. Maximum 15 characters allowed. 2. Light channel expand/collapse button – Used to expand and collapse the list of light/CCT channels configured to this scene. 3. Configured light channel list – Displays light/CCT channels assigned to this scene and the state activating the scene will set the levels to. 4. Shade channel expand/collapse button – Used to expand and collapse the list of shade channels configured to this scene. 5. Edit button – Transitions to the channel list screen, where administrators can select channels to be controlled by the scene and assign the state the channel should hold. 6. Group control enable/disable button – Used to determine whether channels under the group will be controlled when the scene is activated. a. When set to disabled and the scene is activated, the assigned channels under this group will not transition to the state configured on this scene. 7. Delete button – Used to delete a scene


Light Channels
Scene Details
Scene Name
Meeting Mode
Lights
Channel 1 Name
82%
Channel 2 Name
4000K
Channel 3 Name
0%
Shades
Lights Channels
Channel 1 Name
82%
Channel 2 Name
4000K
3000K
5000K
Channel 3 Name
Shade Channels
Scene Details
Scene Name
Meeting Mode
Lights
Channel 1 Name
82%
Channel 2 Name
4000K
Channel 3 Name
0%
Shades
Shades Channels
Channel 1 Name
82%
Channel 2 Name
50%
Channel 3 Name

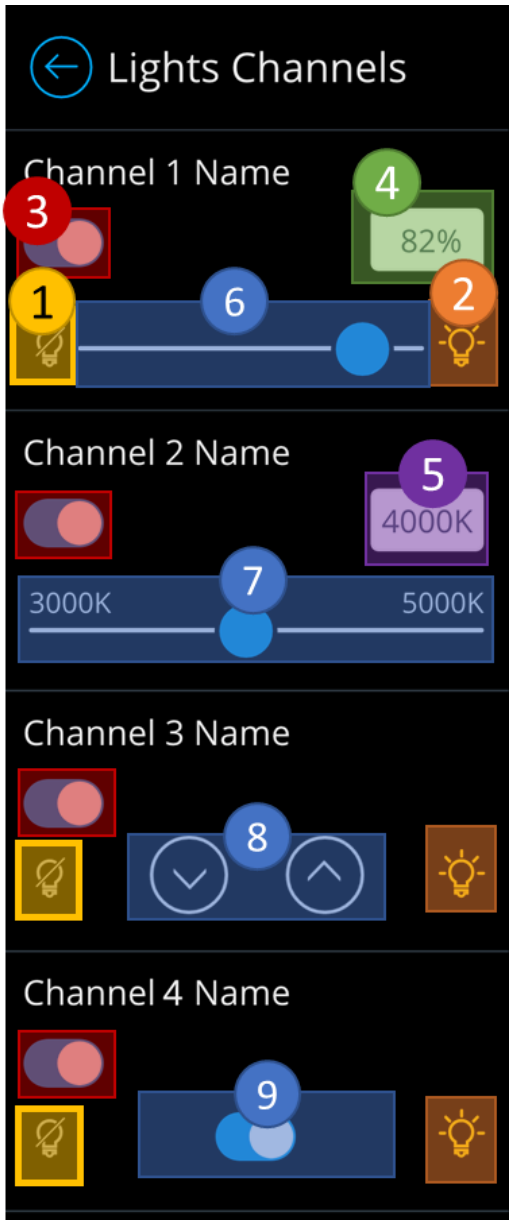


Figure 14 - Light channel configuration screen for scenes

The light channel configuration screen for scenes enables administrators to choose which channels will be controlled by the scene and configure the channel's state. Only channels marked as enabled by administrators, through the technician mode screen will be affected (Note that configuration is live – adjusting the control elements will be reflected in real-time.)

1. Off preset button – Used to toggle "Off" light channels, while fully expanding shades.
2. On preset button – Used to toggle "On" light channels, while fully collapsing shades.
3. Channel assignment button – Used to assign and unassign channels to the scene. Only assigned channels will be controlled when the channel is activated.
4. Light level/intensity field – Reflects the light level of the slider. When tapped, allows administrators to enter precise light level value. Available only on channels of control type "Light".
5. Kelvin Temperature field - Reflects the Kelvin temperature level of the slider. When tapped, allows administrators to enter precise level value. Available only on channels of control type "CCT".
6. Slider control – Used to slide the dim light channel's light level.
7. CCT Slider control – Used to slide the Kelven temperature level based on CCT range of the channel.
8. Raise/Lower control – Individual buttons used to raise and lower light levels
    a. Exact light levels are not sent when tapping these control elements, devices tracking these channels only receive the commands to raise/lower by a rate of 5%.
    b. Available only for light channels of control type "Raise/Lower"
9. On/Off control – Used to toggle "On" and "Off" light channels, while opening and closing shade channels.

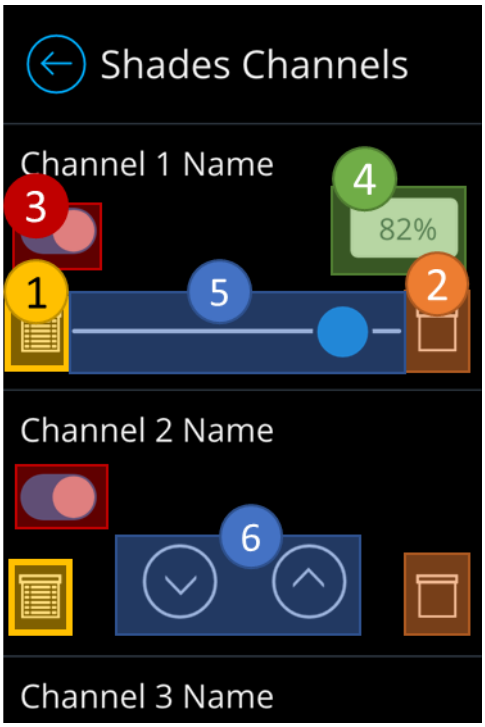


Figure 15 - Shade channel configuration screen for scenes

The shade channel configuration screen for scenes enables administrators to choose which channels will be controlled by the scene and configure the channel's state. Only channels marked as enabled by administrators, through the technician mode screen will be affected (Note that configuration is live – adjusting the control elements will be reflected in real-time.)

1. Close preset button – Used to send command to fully close devices tracking the channel.
2. Open preset button – Used to send command to fully open devices tracking the channel.
3. Channel assignment button – Used to assign and unassign channels to the scene. Only assigned channels will be controlled when the channel is activated.
4. Shade level positioning field – Reflects the shade position of the slider. When tapped, allows administrators to enter a precise position value.
5. Position slider control – Used to align the shade channel's position based on slide value.
6. Raise/Lower control – Individual buttons used to raise and lower light levels
    a. Exact light/shade levels are not sent when tapping these control elements, devices tracking these channels only receive the commands to raise/lower by a rate of 5%.
    b. Available only for light channels of control type "Raise/Lower"

Creating a New Scene

Scenes are created by administrators through the scene control dashboard. *Figure 17* depicts the workflow for creation of a new scene. Note: You must be logged in as an administrator to gain access to create scenes. Refer to the section labeled "Logging in as Administrator" for assistance in log in.

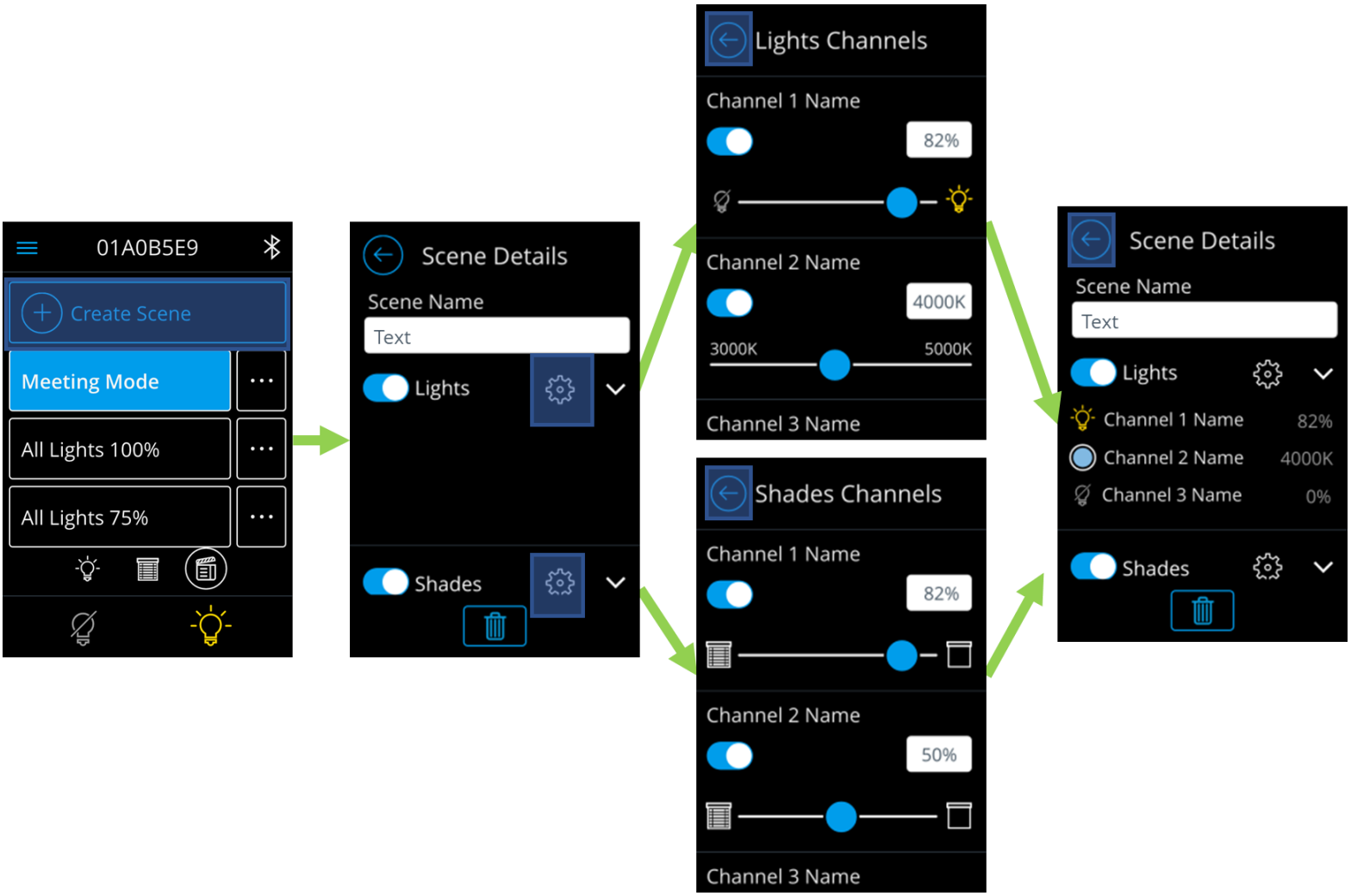


Figure 16 - Workflow to create a new scene

Deleting a Scene

Scenes can be deleted through accessing their detail views as an administrator.

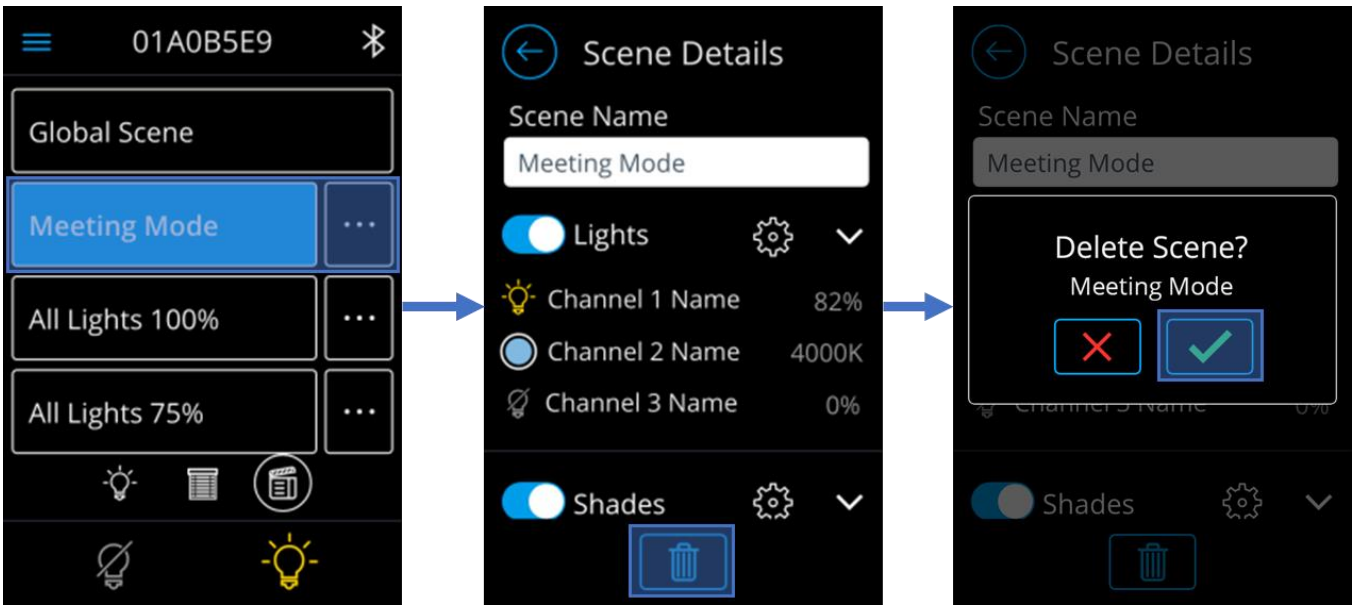


Figure 17 - Workflow to delete a scene

Shade Control Dashboard

The nLight UNITOUCH allows users the ability to dedicate channels as “Shades”. An nLight shade channel operates like a standard switch channel but contains the label “Shade”. This allows the ability to have a separate set of screens to control lights and a separate set to control shades. It is important to note that the reference to “shade channels” in nLight does not equate to that of Fresco. The type of control available to users in the main shade dashboard depends on the first enabled shade channel’s control type and only allows control of the first enabled shade channel.

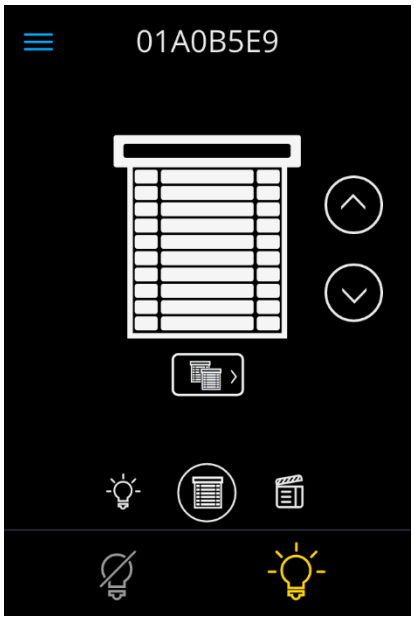
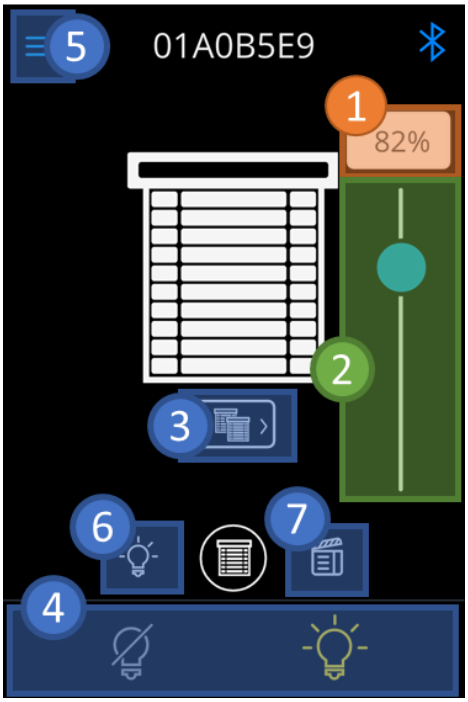
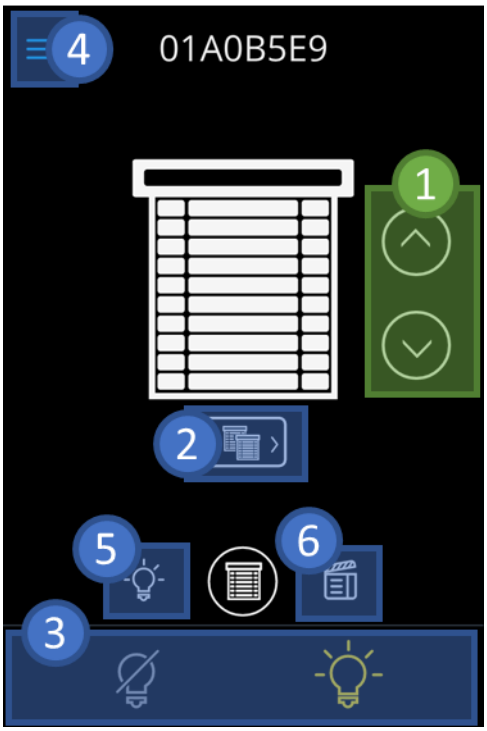


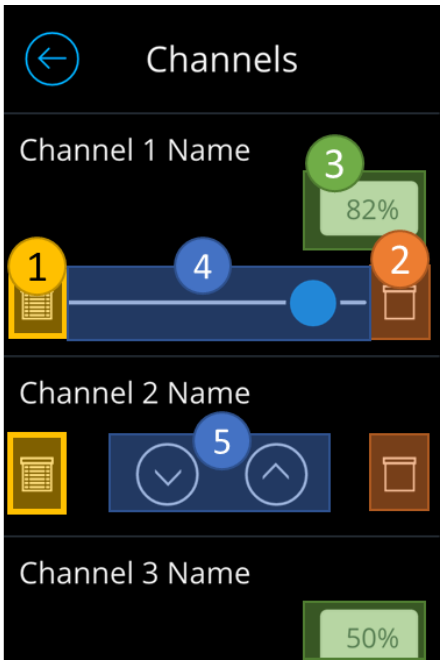
Figure 18 - Shade channel home screen

Control Type	Home Screen	Description
Slider		From this view, users can control the first enabled channel. The screen is equipped with the following controllable components 1. Position input field – Reflects the shade position of the slider. When tapped, allows user to enter a precise position value. 2. Position slider – Used to adjust the position of the shades tracking the channel to the selected slide value. 3. Channel List control – Used to navigate to the channel list view. 4. Master light channel control – Used to toggle on/off the first enabled light channel. 5. Hamburger control – Used to display the hamburger menu. 6. Dashboard navigation control to Light control dashboard. 7. Dashboard navigation control to Scene dashboard.

Raise/Lower		From this view, users can control the first enabled channel. The screen is equipped with the following controllable components 1. Raise/Lower buttons – Used to raise and lower positions of shades tracking the channel. 2. Channel List control – Used to navigate to the channel list view. 3. Master light channel control – Used to toggle on/off the first enabled light channel 4. Hamburger control – Used to display the hamburger menu. 5. Dashboard navigation control to Light control dashboard. 6. Dashboard navigation control to Scene dashboard.

Channel List and Control

The Shade channel control list screen equips users with the ability to individually control shade channels. Only channels that have been enabled by the administrator will appear on this screen for control. To enable a channel to appear on this screen refer to [].

Screen	Description
	The following controllable elements enable manipulation of individual channels. Note that channel control elements dynamically adjust to the channel control type. (i.e. if “Channel 2” is changed to “Raise/Lower” from “Slider”, the control element will become raise/lower buttons. 1. Expand shade button – Used to fully expand the shade channel. 2. Collapse shade button – Used to fully collapse the shade channel. 3. Position input field – Reflects the shade position of the slider. When tapped, allows user to enter a precise position value. 4. Position slider – Used to adjust the position of the channel to the selected slide value. a. Available only for channels of control type “Slider” 5. Raise/Lower buttons – Used to raise and lower positions of shades tracking the channel. a. Available only for channels of control type “Raise/Lower”

Hamburger Menu

A hamburger menu, *Figure 19*, is available for users to gain access to product information, settings, and technician mode configurations. The hamburger menu can be accessed by clicking on the hamburger sign in the dashboard screens.

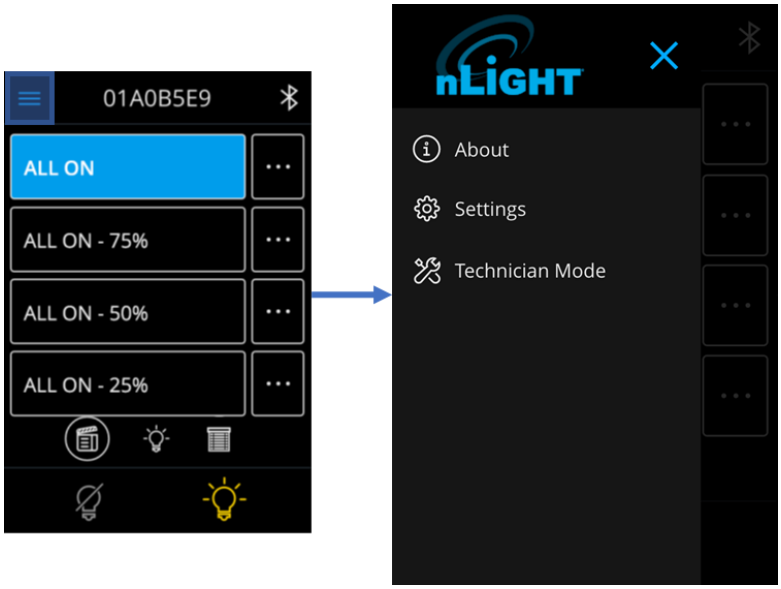


Figure 19 - Hamburger Menu

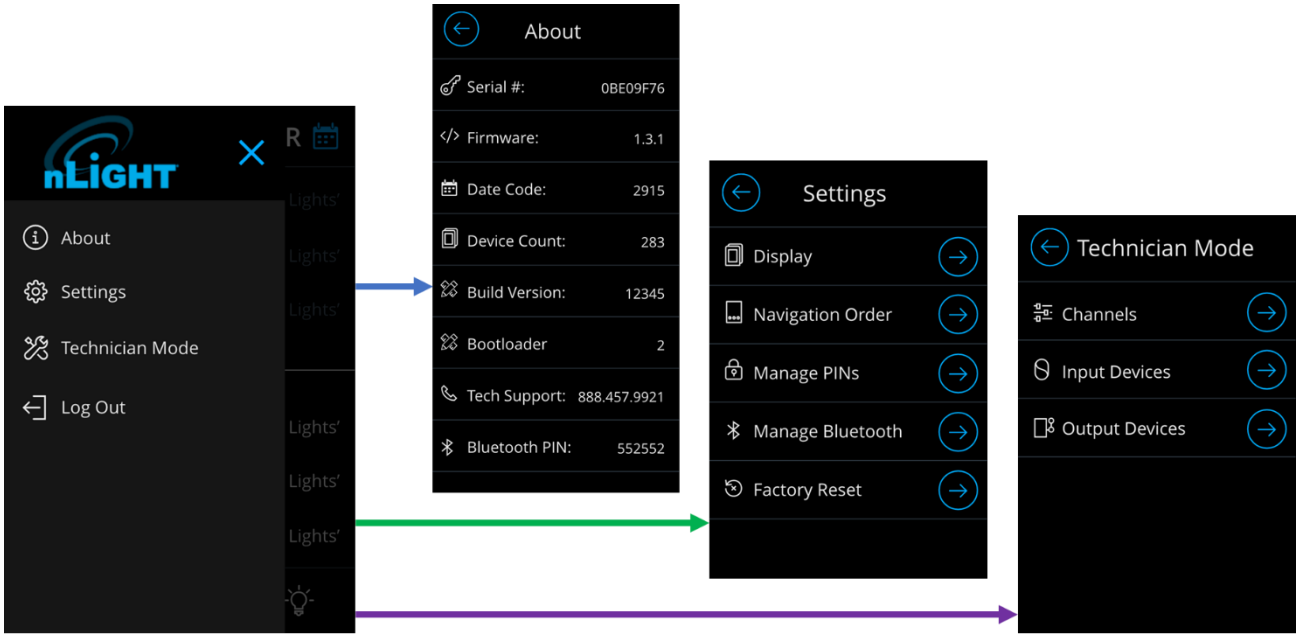


Figure 20 - Hamburger menu

About

The About, Figure 17, can be accessed through the hamburger menu without the need to log in. From this screen, users can gain information about the device and points of contact for technical support. When contacting technical support, it is essential to provide the information on this screen.

Screen	Description

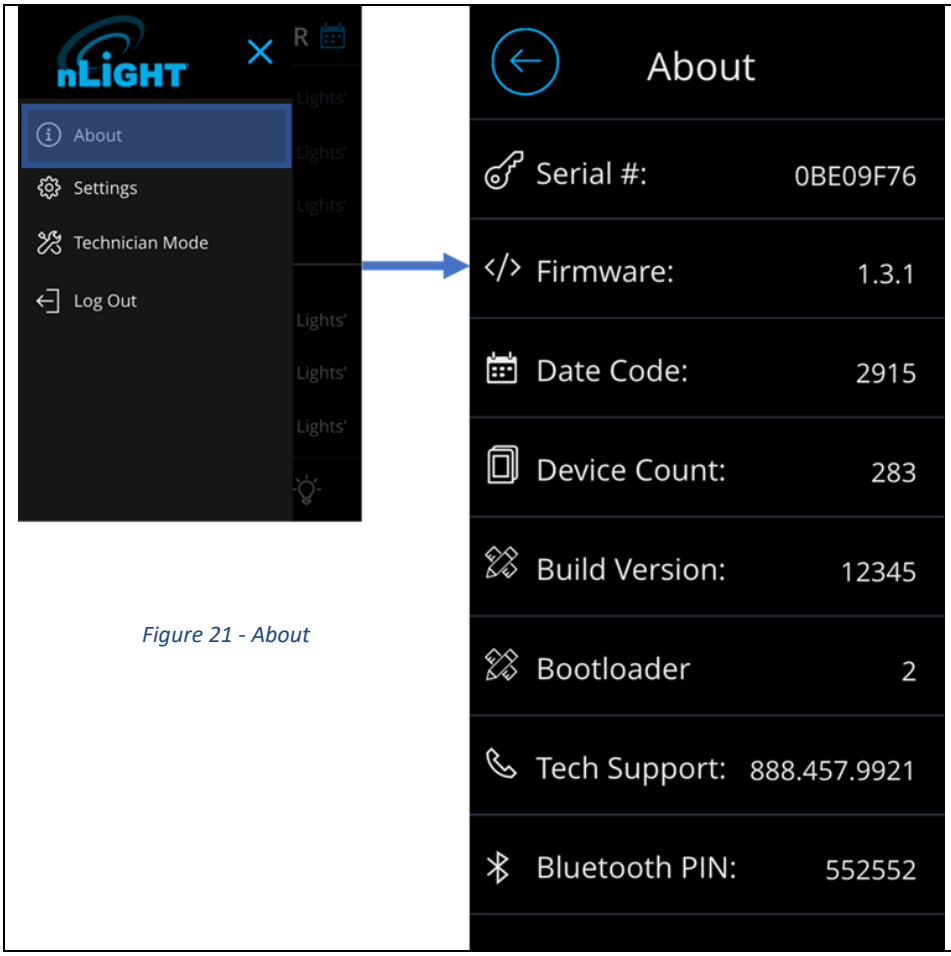


Figure 21 - About

The About screen can be accessed through the hamburger menu by the following workflow. From the main dashboard:

1. Press the hamburger button on the top left.
    a. Sidebar should appear
2. Press the About button

Settings

The Settings screen, Figure 18, can be accessed through the hamburger menu to configure the internal settings of the unit. This section requires administrative privilege, therefore, if not already logged, users will be prompted to log in through the PIN entry screen.

Screen	Description

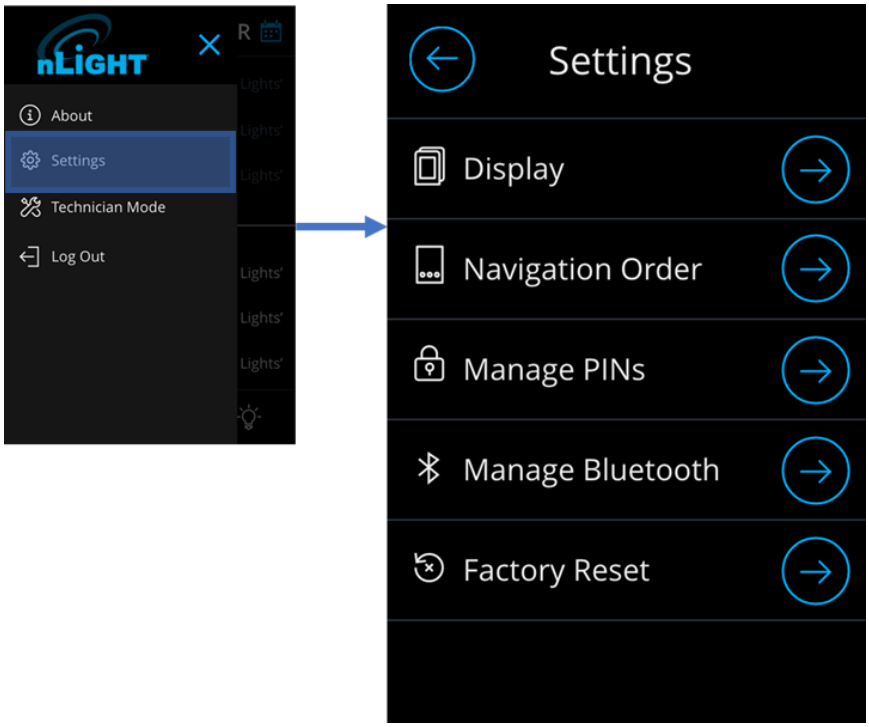
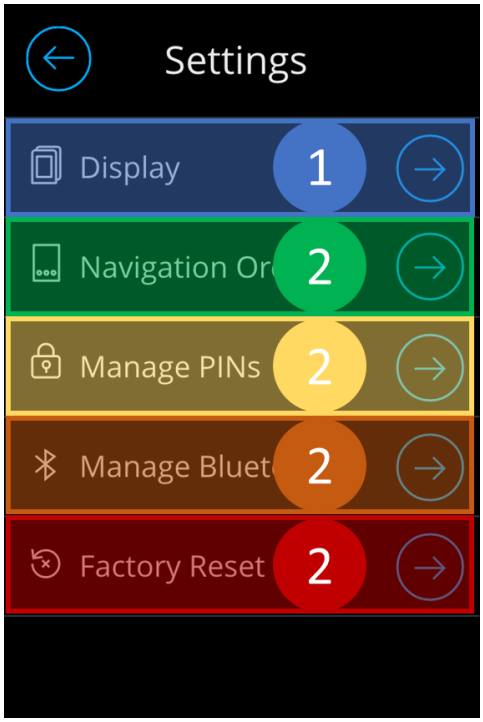


Figure 22 - Settings Screen

The settings screen can be accessed through the hamburger menu by the following workflow. From the main dashboard:

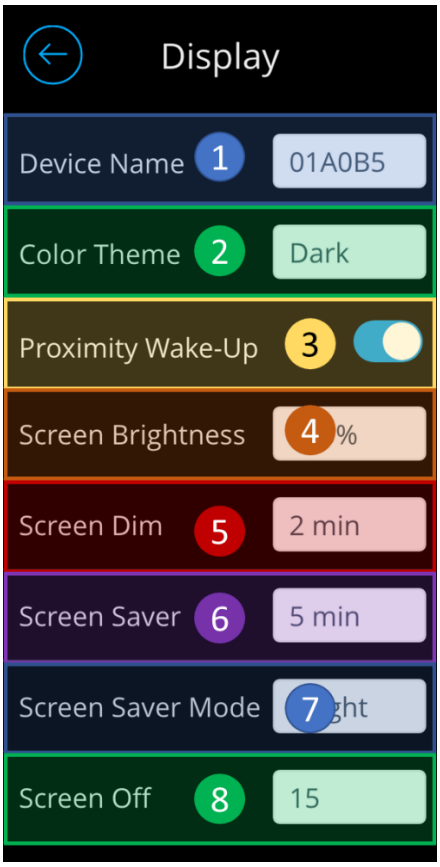
3. Press the hamburger button on the top left.
    a. Sidebar should appear
4. Press the settings button
    a. If not already logged in, a prompt will be made to enter the administrator PIN

Screen	Description
	The following element blocks allow configuration of the UNITOUCH. 5. Display – Enables device display configurations, from inactivity timeout behaviors, screen savers, themes, to device label. 6. Navigation Order – Allows configuration main dashboard navigation. 7. Manage PINs – Allows configuration of the administrator and lock-out PINs. 8. Manage Bluetooth - Enables configuration Bluetooth settings. 9. Factory Reset – Initiates the factory reset process.

Display

The Display section gives users the ability to fully configure the device's screen behavior on-screen and can be accessed through the settings screen.

Screen	Description



The following element blocks allow configuration of the device's screen behavior.

1. Device Name – Input field holding the current device name. This device name serves as the device label on SensorView and MyPersonify.
2. Color Theme – Controls the color theme of the device. The options are between black (default) and white.
3. Proximity Wake-up – When enabled, this feature leverages the device's proximity sensor to transition to the main dashboard when the device has reached a screen timeout and motion is detected.
4. Screen Brightness – Controls the brightness of the screen. Changing this will reflect in real time.
5. Screen Dim - Controls the inactivity timeout before the screen brightness dims. When the timeout is met, the screen dims to 50%.
6. Screen Saver - Controls the inactivity timeout before the device enters screensaver mode.
7. Screen Saver Mode – Controls which screensaver will appear when the screensaver time out is reached.
    a. Note: Custom screensavers must be uploaded through SensorView. If no custom screensaver is uploaded to the device, a blank screen will appear when the timeout is reached.
8. Screen Off – Controls the inactivity timeout before the screen shuts off.

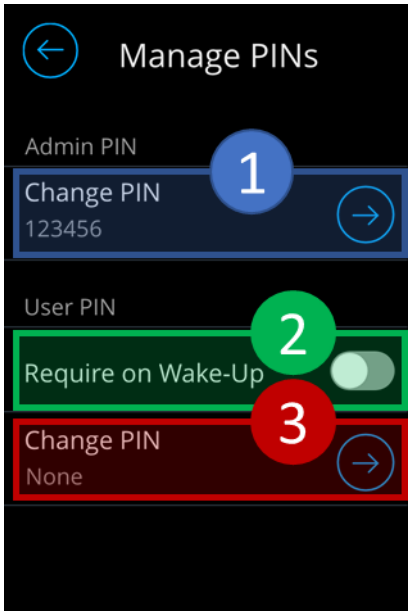
Navigation Order

Accessible through the Settings screen, the Navigation Order section allows configuration of dashboard navigation order and enables users the ability to hide/show a dashboard. The first item on the list is the main navigation. Administrators can change this by adjusting the positioning of the items through the raise/lower sort buttons.

Screen	Description
	The following element blocks allow configuration of the dashboard navigation order. 1. Show/Hide Toggle – Determines whether a dashboard should appear for user accessibility. When enabled, the dashboard will be accessible and will appear in the dashboard navigation bar. 2. Sort Buttons – Arranges the position of the dashboard within the dashboard navigation bar. By pressing the raise/lower button the item will automatically move either up or down depending on the selection. a. Note: The first item on the navigation bar is the main dashboard screen.

Manage PINs

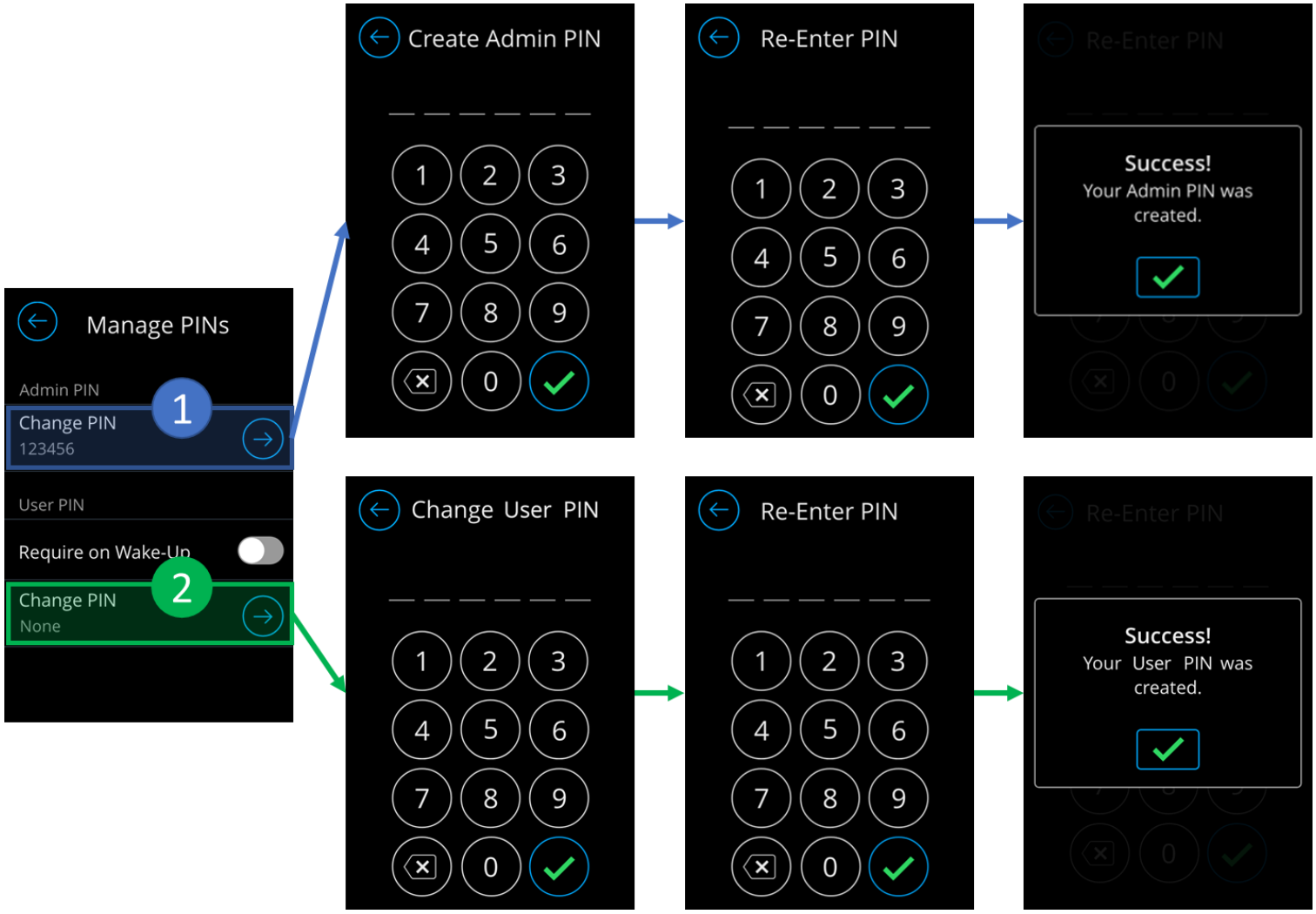
The Manage PINs section is accessible through the Settings screen to allow for configuration of PINs and enabling/disabling on screen lockout.

Screen	Description
	The following element blocks allow configuration of the PIN and screen lock out. 1. Change Admin PIN – Initiating this control kicks-off the Administrator PIN changing process. 2. Require on wake-up – Enables and disables the lockout PIN entry requirement. By enabling screen lockout, users will be prompted to enter the PIN to access any of the dashboards after the device enters screensaver, or screen off, modes. 3. Change User PIN – Initiates the process of changing the current lockout PIN.

Changing the PIN is a multi-step process. *Figure 23* illustrates the process in detail. From the Manage PINs screen, "Change PIN" must be selected. Administrators will be prompted to enter the new PIN. Upon confirmation of the new

PIN the old PIN will become obsolete.

Figure 23 - PIN change workflow



Factory Reset

The UNITOUCH allows on-screen factory reset, through the Settings screen, as well as reset through SensorView. The on-screen factory reset can be triggered using the following workflow. Upon selection, users will be prompted to confirm factory reset action. If confirmed the device will enter factory reset and all previously stored data will be set deleted.

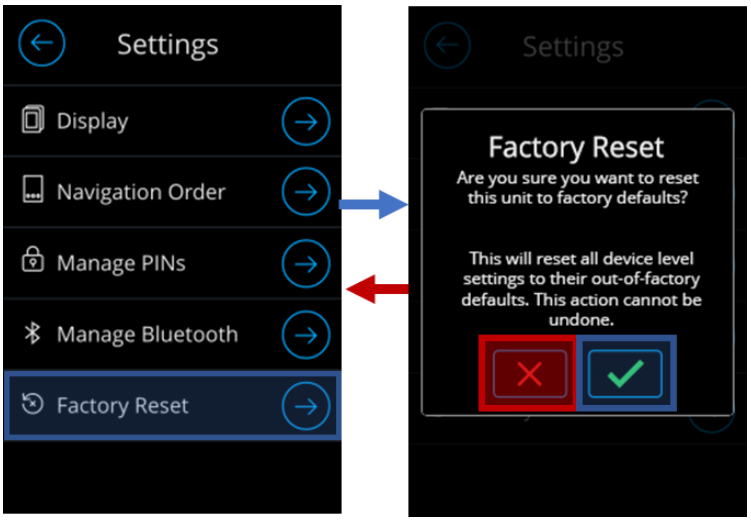
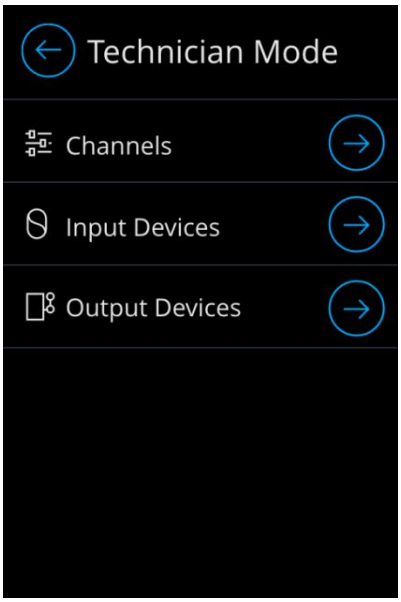


Figure 24 - Factory reset workflow

Technician Mode

To access Technician Mode, one must be logged in as an administrator and is accessible through the hamburger menu. This section is allocated to perform device level programming of channels, input/output devices on the nLight chain.

Screen	Description
 *Figure 25 - Technician Mode screen*	The Technician Mode screen can be accessed through the hamburger menu by the following workflow. From the main dashboard: 1. Press the hamburger button on the top left. a. Sidebar should appear 2. Press the Technician Mode button a. If not already logged in, a prompt will be made to enter the administrator PIN

Channels

The nLight UNITOUCH allows configuration and control of up to 15 channels. Out of the factory only the first two channels are enabled to be visibly exposed to non-administrator screens. The other channels must be enabled through the toggle button and the channel's control type must be set to either "Lights", "CCT" or "Shades".

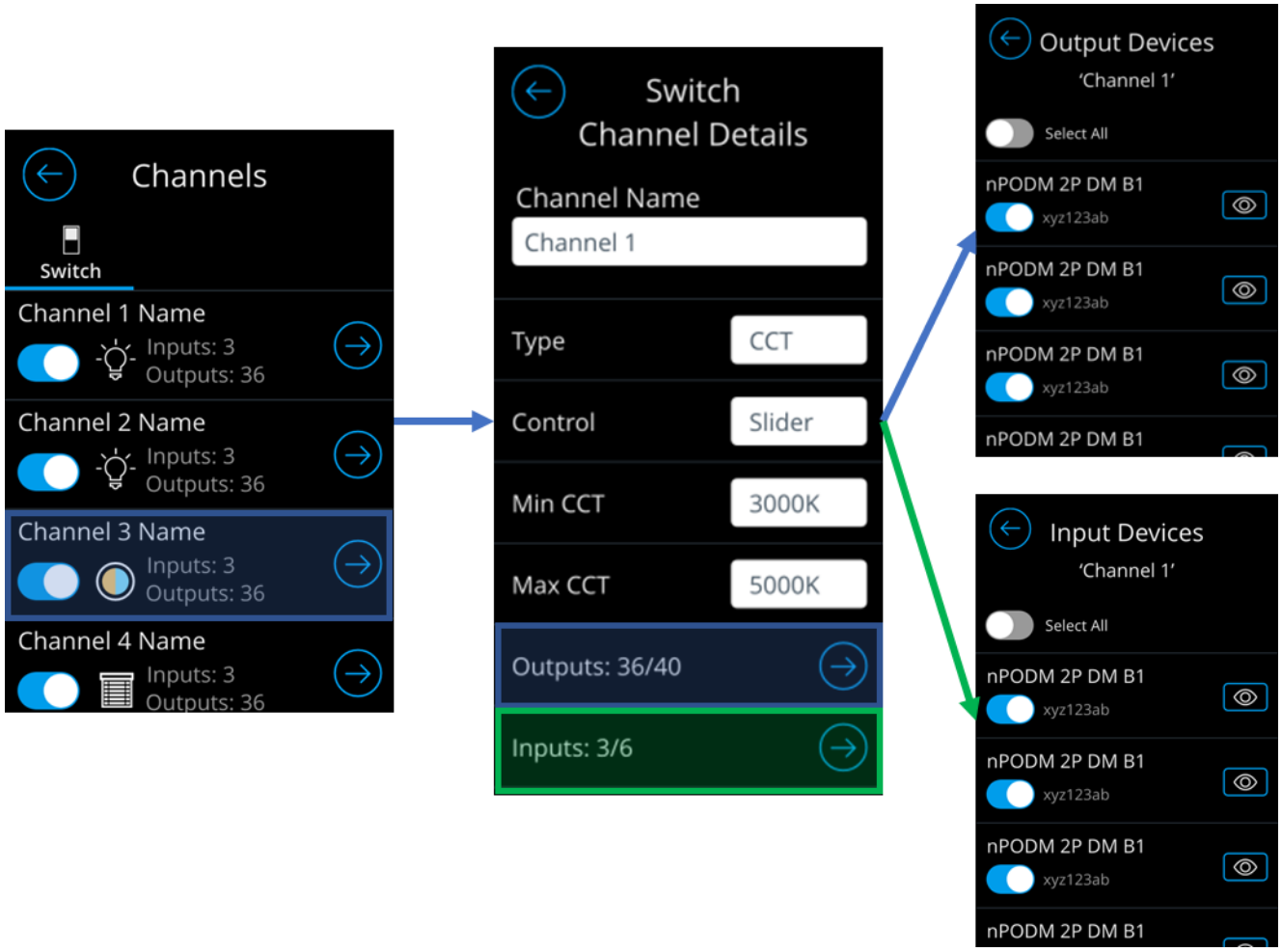
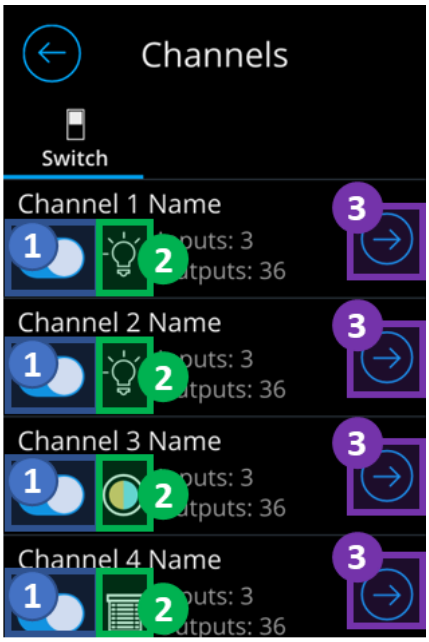
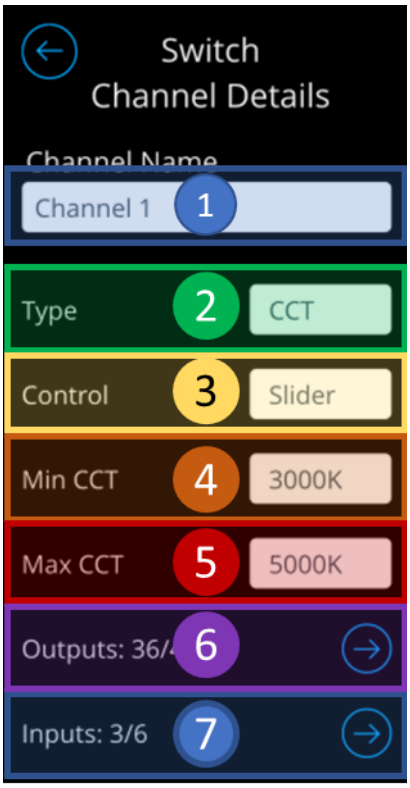
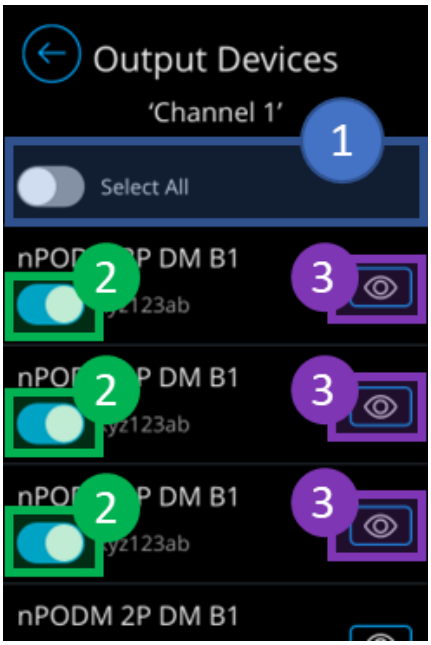
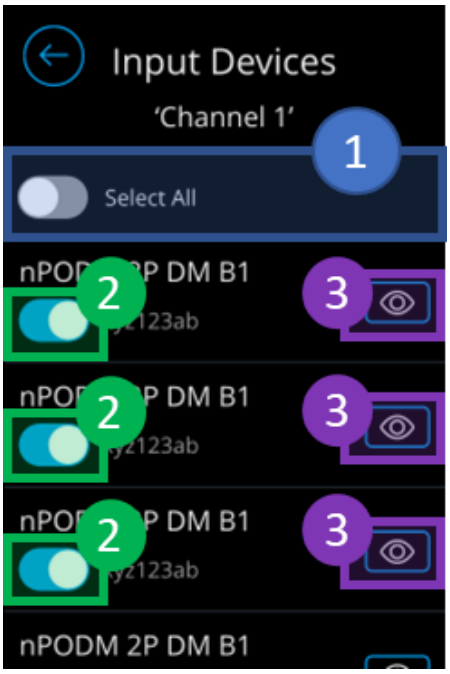


Figure 26 - Channels workflow

Screen Name	Screen	Description
Channels Home		From the channels home screen, users are able to view all 16 channels, their names, number of inputs broadcasting and outputs tracking. Users are also able to enable, and disable, a channel from being viewable in the main dashboard screens. 1. Channel display toggle – Used to enable/disable a channel from appearing in main dashboard screens and configurations. These screens include, the Lights Control Dashboard, Shades Control Dashboard and scene configuration screens. a. Only channels of type “Light” and “Shade” can be viewable in the aforementioned screens. Users must change channels from type “None” to allow them to be viewable when the channel is enabled. 2. Channel Type Indicator – Used to indicate the type of channel. a. Lightbulb – Channel of type “Light” b. Shade – Channel of type “Shade” c. CCT – Channel of type “CCT”

		d. Blank – Channel of type “None” 3. Channel Detail Button – Directs users to the Channel Detail view, where they can config the individual channel.
Channel Detail		From the Channel Detail screen, users can configure an individual channel to the extent below: 1. Name Field - Used to modify the name of the channel. ○ Changes to this channel shall be reflected on SensorView. 2. Channel Type – Designates a channel to of of a specific type. ○ Options include: ▪ Light – When channel of this type is enabled, it appears in the Lights Dashboard. ▪ Shade – When channel of this type is enabled, it appears in the Shades Dashboard. ▪ CCT – When channel of this type is enabled, it appears in the Lights Dashboard. Administrators are also required to enter minimum and maximum Kelvin temperature ▪ None – Channels of this type do not appear in any Dashboards. 3. Channel Control Type – Designates a channel’s control type. This property determines the interfacing elements operators will be using to control the channel’s level ○ Options include: ▪ Slider – Channels of this type will display control element as a slider ▪ Raise/Lower – Channels of this type will display control elements as a slider in the Light/Shades Dashboard. In the channel control screens, the control elements will be represented as raise/lower buttons. ▪ On/Off – Channels of this type will display control elements as an On/Off button. 4. Minimum CCT – Available only for CCT channels, this field enable the minimum kelvin temperature this channel should hold. 5. Maximum CCT – Available only for CCT

		channels, this field enable the minimum kelvin temperature this channel should hold. 6. Outputs – Allows selection of output devices that will be tracking the channel 7. Inputs – Allows selection of input devices that will be broadcasting to this channel
Channel Outputs		The channel outputs screen is used for association of output devices that are tracking the designated channels: 1. Select All toggle button – toggles all output devices to associate/disassociate to the channel 2. Association toggle button – Enabling this toggle button associates the device to track the channel 3. Curtsy/Identify button – Signals the device to enter curtsy/identify mode
Channel Inputs		The channel inputs screen is used for association of input devices that are broadcasting to the designated channels: 1. Select All toggle button – toggles all input devices to associate/disassociate to the channel 2. Association toggle button – Enabling this toggle button associates the device to broadcast to the channel 3. Curtsy/Identify button – Signals the device to enter curtsy/identify mode

Show/Hide Channels

For channels to appear in either the Light Control Dashboards, or Shade Control Dashboards, they have to be enabled in the Channel List screen and the appropriate channel type must been assigned to them. If a channel is enabled, but its type is “None”, it will not appear in any of the dashboards, nor will it be controllable.

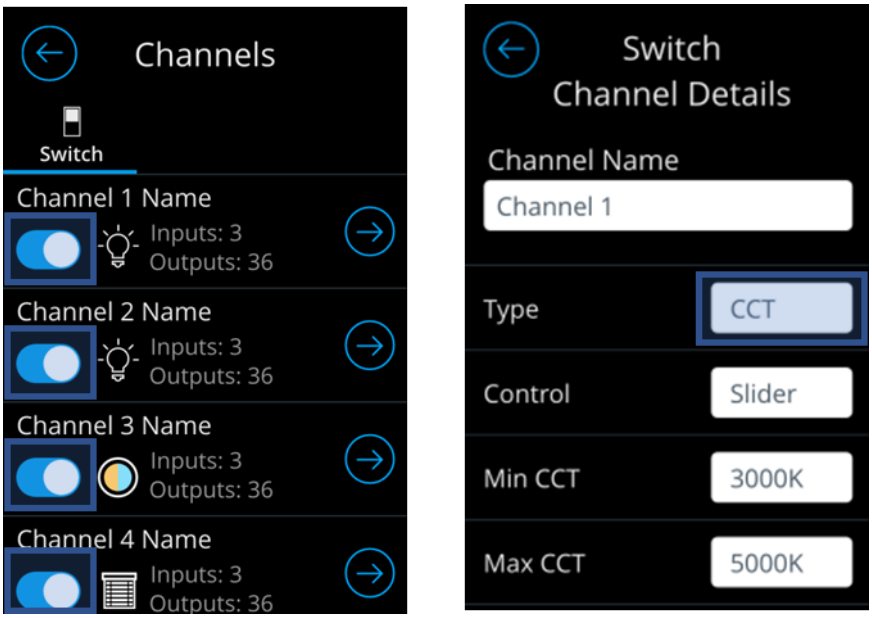


Figure 27 - Enabling a channel to appear in dashboards

Inputs

The nLight UNITOUCH allows limited on-screen configuration of switch input devices connected to the same lighting control zone. Through the unit, administrators can program input devices to modify the device names and the channels they are broadcasting to. Administrators also have access to trigger input device curtsy directly from the Switch Inputs screen and in the Input Device detail screen.

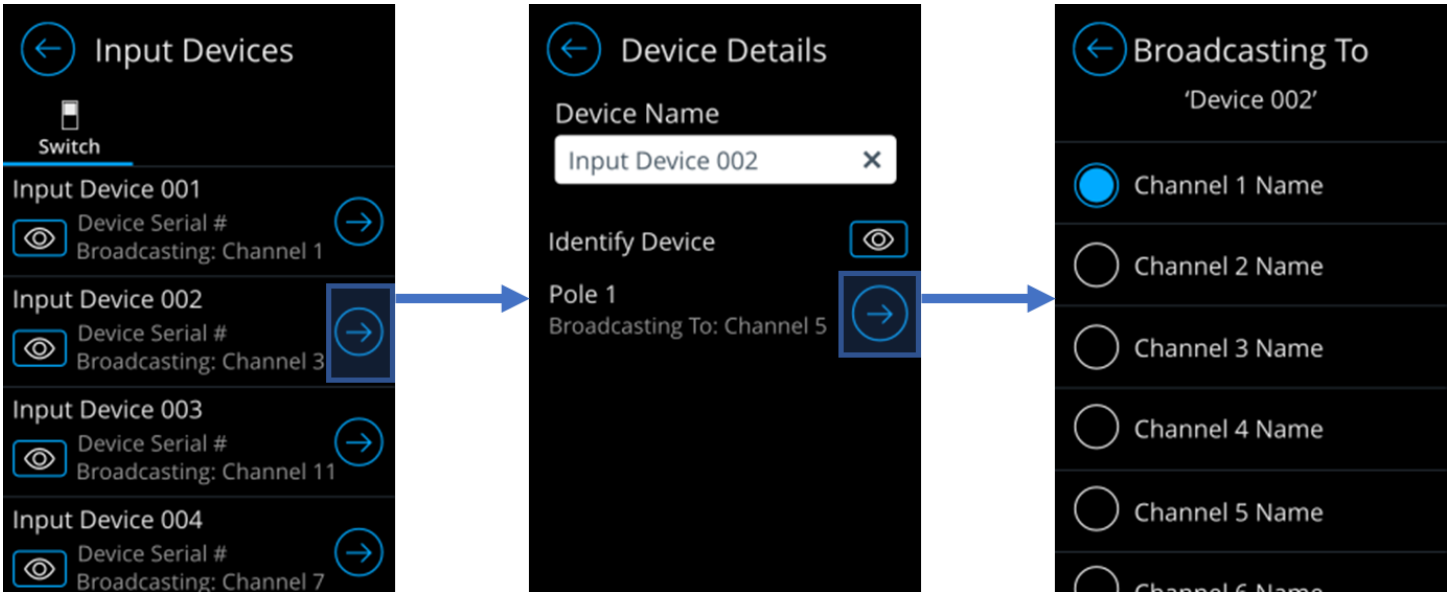
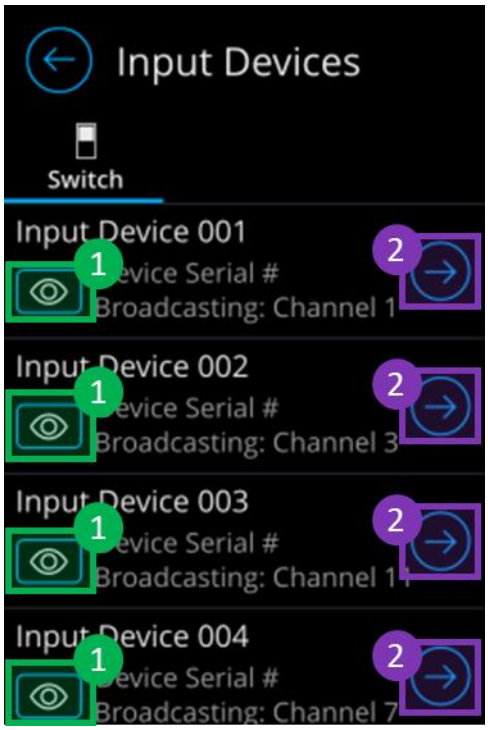
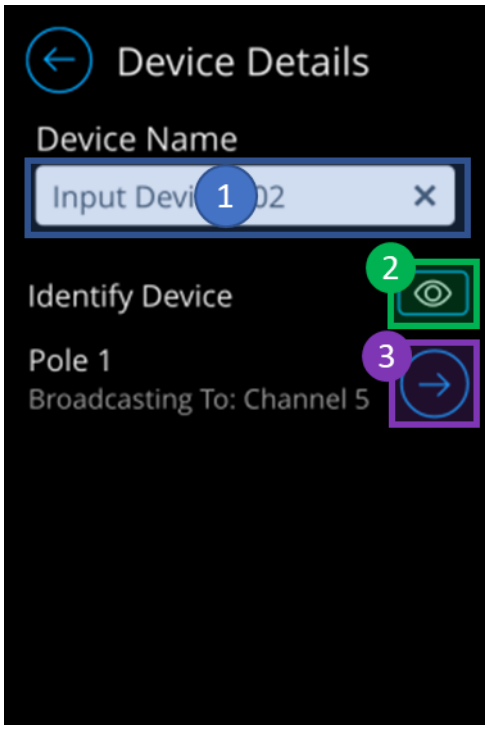
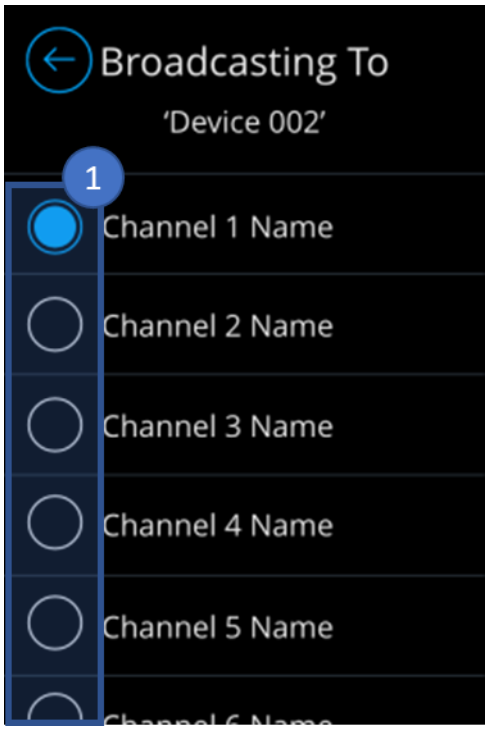


Figure 28 - Switch Input device configuration screens

Screen Name	Screen	Description

Switch Inputs		From the Switch Inputs screen, administrators have access to going into detail views of input switch, while also triggering the curtsy of all the devices in the lighting control zone. 1. Curtsy/Identify button – Signals the device to enter curtsy/identify mode. 2. Device Detail button – Transitions the to the device detail screen.
Device Detail		From the Device Detail screen, users can configure an individual device to the extent below: 1. Name Field - Used to modify the name of the device. ○ Changes to this channel shall be reflected on SensorView. 2. Curtsy/Identify button – Signals the device to enter curtsy/identify mode. 3. Broadcasting Channels – Allows selection of channel to broadcast to. ○ Input devices can only broadcast to one channel. ○ If device is multiple, this will only do configuration of the first pole. SensorView must be used to configure other poles.

Device Broadcast Channels		The Device Broadcast Channels screen enable the ability to select the channel that the device will be broadcasting to. A device can only be associated to broadcast one channel. 1. Channel Selection button – Radio button to select the channel the device will be broadcasting to.

Outputs

The nLight UNITOUCH allows limited on-screen configuration of output devices connected to the same lighting control zone. Through the unit, administrators can program devices to modify the device names and the channels they are tracking. Administrators also have access to trigger device curtsy directly from the Output Devices screen and in the Output Device detail screen.

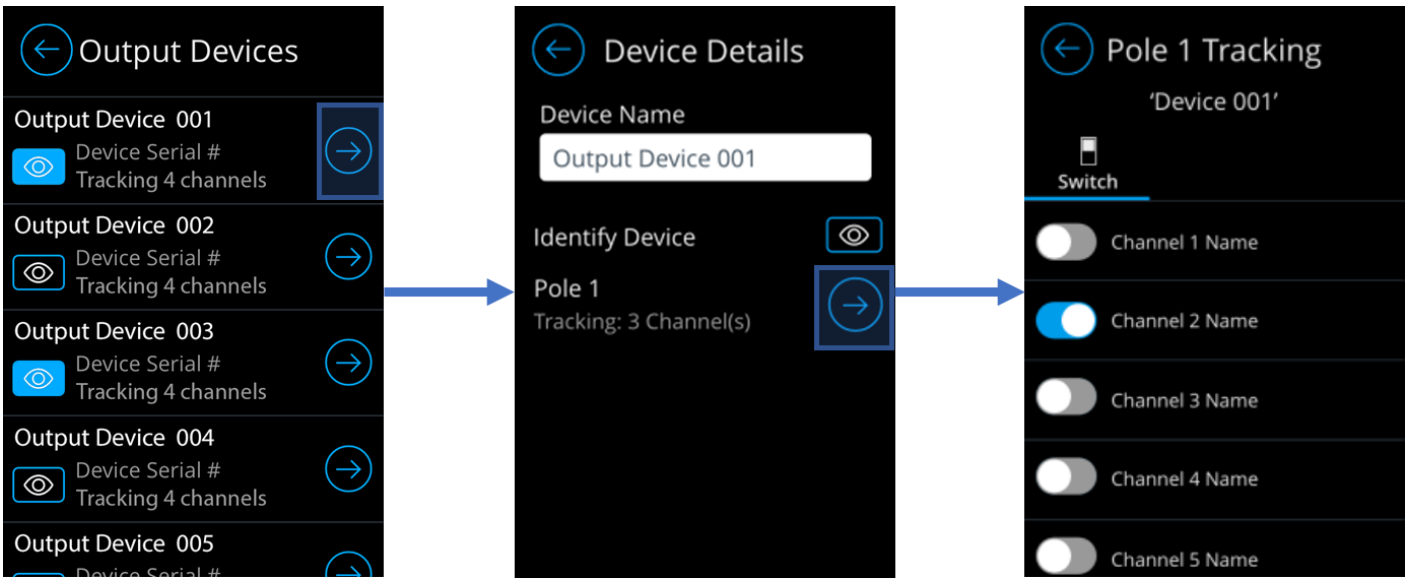
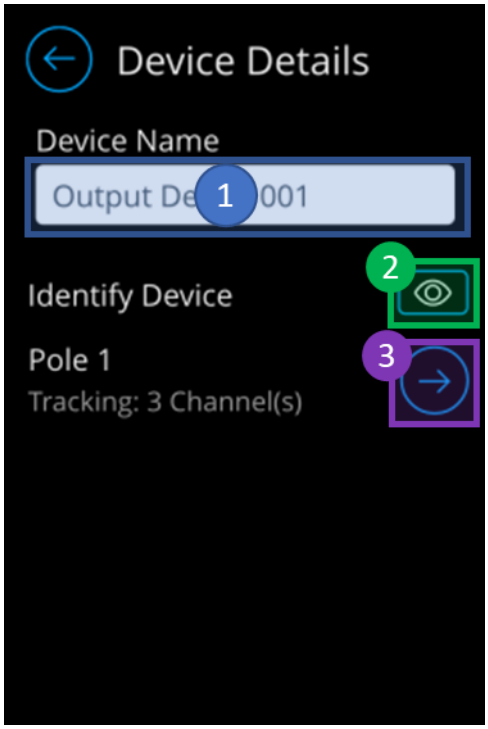
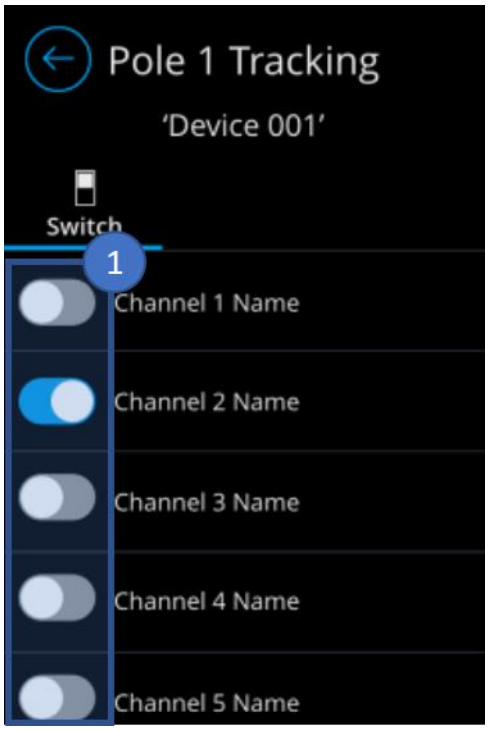


Figure 29 - Output devices configuration screens

Screen Name	Screen	Description

Output Devices		From the Output Devices screen, administrators have access to going into detail views of devices, while also triggering the curtsy of all the devices in the lighting control zone. 1. Curtsy/Identify button – Signals the device to enter curtsy/identify mode. 2. Device Detail button – Transitions the to the device detail screen.
Device Detail		From the Device Detail screen, users can configure an individual device to the extent below: 1. Name Field - Used to modify the name of the device. ○ Changes to this channel shall be reflected on SensorView. 2. Curtsy/Identify button – Signals the device to enter curtsy/identify mode. 3. Tracking Channels – Allows selection of channels to track. ○ If device is multiple, this will only do configuration of the first pole. SensorView must be used to configure other poles.

Device Tracking Channels		The Device Broadcast Channels screen enable the ability to select the channels that the device will be tracking. 1. Channel Toggle button – Toggle button associate channels to the device for tracking.

SensorView

The nLight UNITOUCH can be configured through SensorView on an ECLYPSE controller, or through an nCOMKIT. From SensorView, users can modify the device's settings, screensaver, scenes, channels and more. Firmware updates to the nLight UNITOUCH are also only available through SensorView.

To access a specific nLight UNITOUCH, the following steps must be follows:

1. Open the SensorView application
    a. Login to the application
2. Select the Devices tab
    a. Select the nPOD TOUCH device in the left-hand column

Changing PINs

The Properties tab is equipped with the ability to modify and save new pins, for administrator, user and Bluetooth, see *Figure 30*.

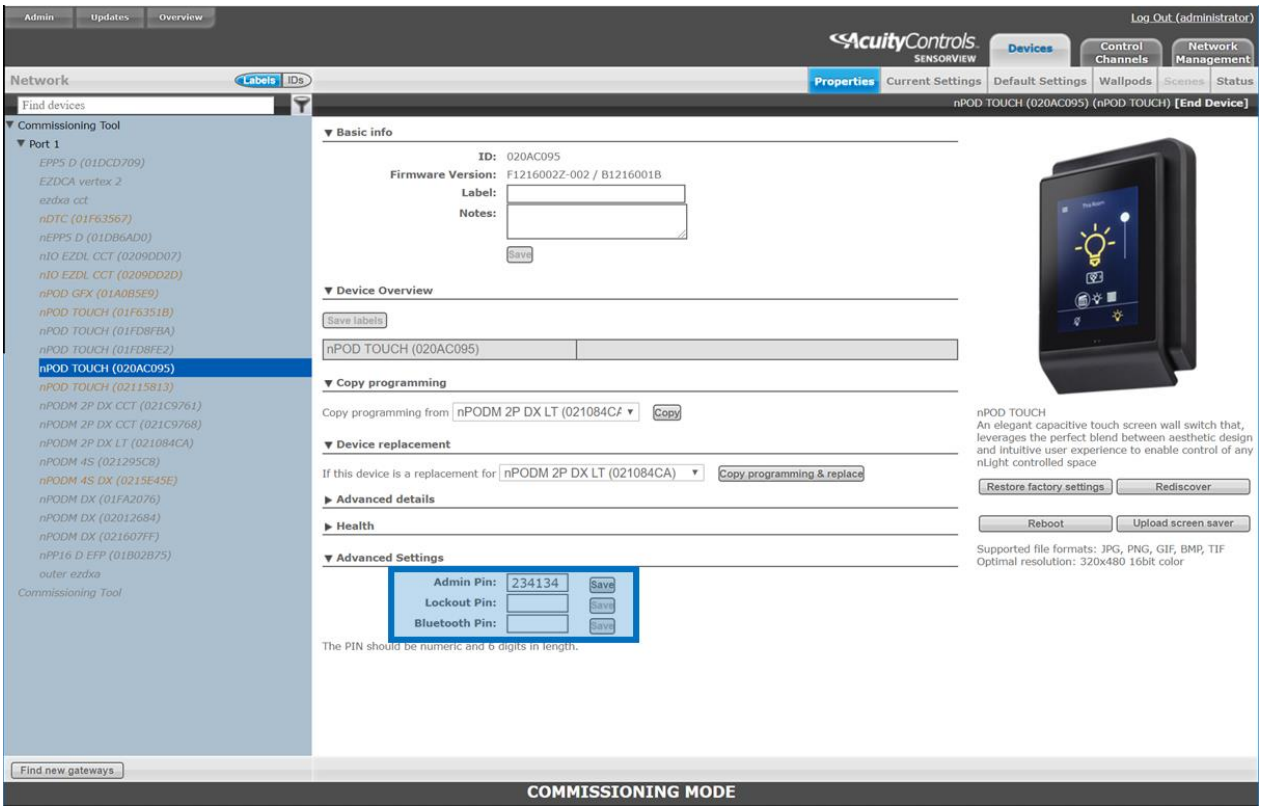


Figure 30 - Managing PINs from the Properties tab

Uploading a custom screen saver

The nLight UNITOUCH is equipped with a custom screen saver feature that allows users the ability to upload an image to display when the screen saver timeout has been met.

Selected screen saver image must comply with the following requirements:

- Must be a supported file format: JPG, PNG, GIF, BMP, TIF
- Must be maintain a resolution of 320x480 pixels

Custom image upload process is as follows:

1. Open the SensorView application
    a. Login to the application
2. Select the Devices tab
3. Select the nPOD TOUCH device in the left-hand column
4. Press the “Upload screen saver” button (Figure 31)
5. Select the image to be uploaded
    a. Preview the selected image under the “Upload screen saver” button
6. Press the “Send to device” button to send the custom screen saver to the UNITOUCH
    a. If interested in selecting another image, press the “Cancel” button and restart operation

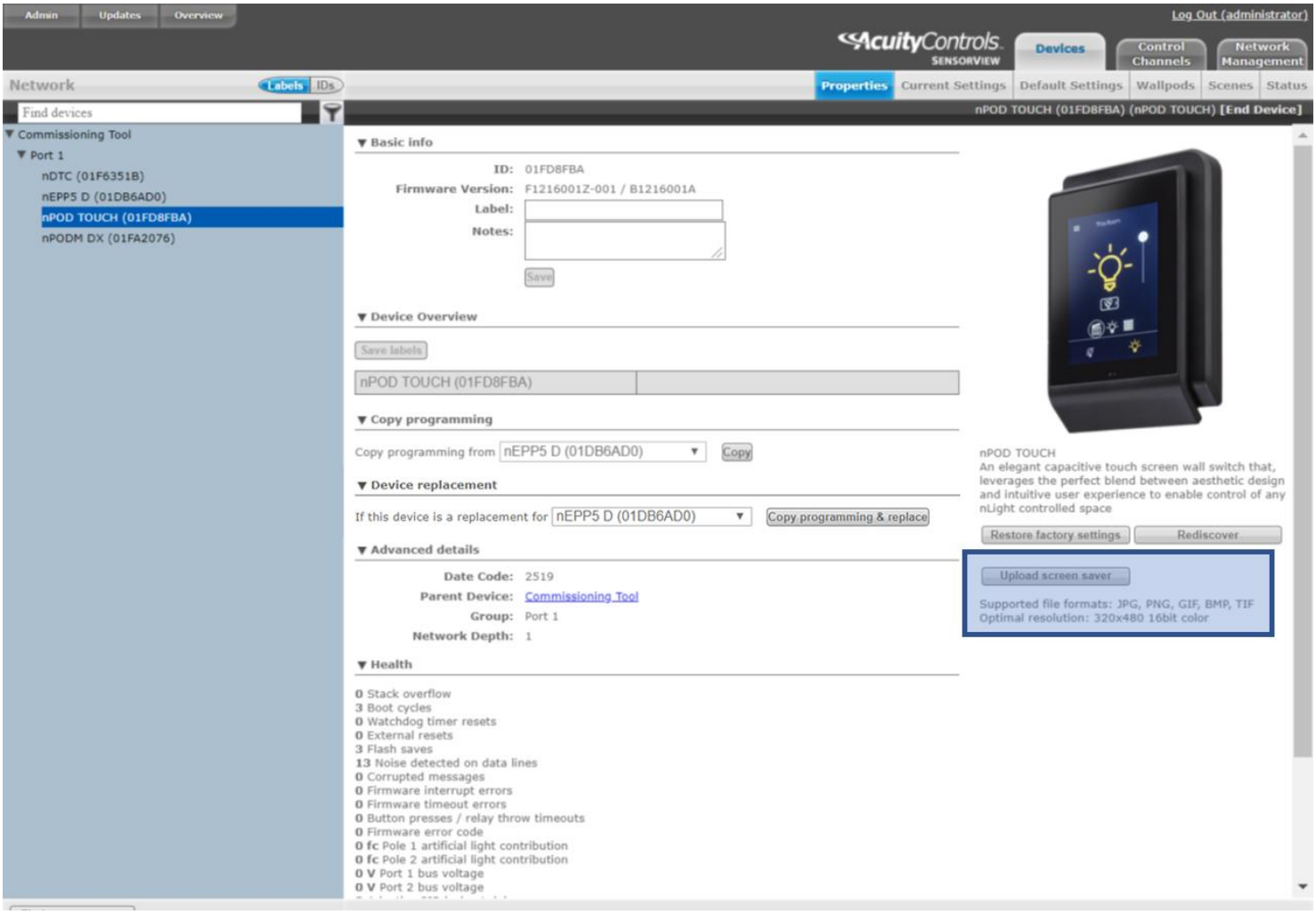
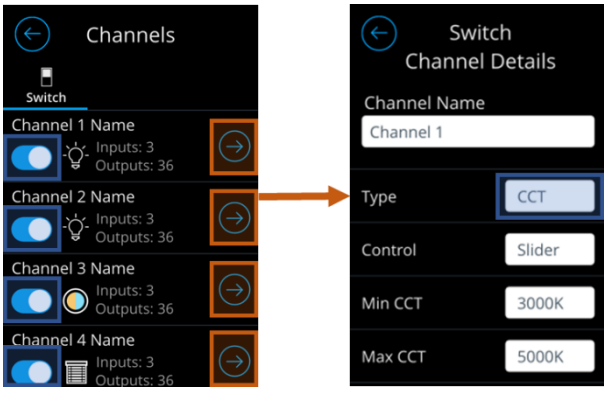


Figure 31- SensorView nPOD TOUCH screensaver upload screen

Enabling a channel

The nLight UNITOUCH allows the ability to enable a channel from showing in the main dashboard through Technician Mode, as well as SensorView. Workflow for enabling a channel on-screen of an nLight UNITOUCH is provided in the Technician Mode section under the “Channels”.



One must navigate to the Channels screen to toggle the channel they would like to have enabled, while ensuring that the channel’s type is not set to “None”. The process is as follows:

1. Navigate to the “Channels” screen
2. Enable the relevant channel(s)
3. Navigate to the relevant channel(s)
4. Ensure that the channel’s “Type” is not set to “None”

Enabling channels on SensorView is a multi-step process that requires toggling the “Visible/Hidden” button on the WallPod in the Current Settings tab and ensuring that the “Enabled” checkbox is activated in the Wallpods tab. It is important to note that SensorView refers to channels as “Wallpods”.
The following steps should be followed to enable a wallpod through SensorView:

1. Open the SensorView application
    a. Login to the application
2. Select the “Devices” section
3. Select the nPOD TOUCH device in the left-hand column

4. Set the wallpod(s) as “Visible” in the “Current Settings” tab
    a. Navigate to the “Current Settings” tab (See Figure 32)
    b. Press the “Visible” button under the relevant WallPod(s)
    c. Press the “Apply Settings” button to save changes
5. Ensure that the wallpods are enabled in in the “Wallpods” tab
    a. Navigate to the “Wallpods” tab (See Figure 33)
    b. Select the relevant wallpod(s)
    c. Ensure that the “Enabled” property is checked

Figure 32 - Enable WallPods through SensorView - Current Settings Tab

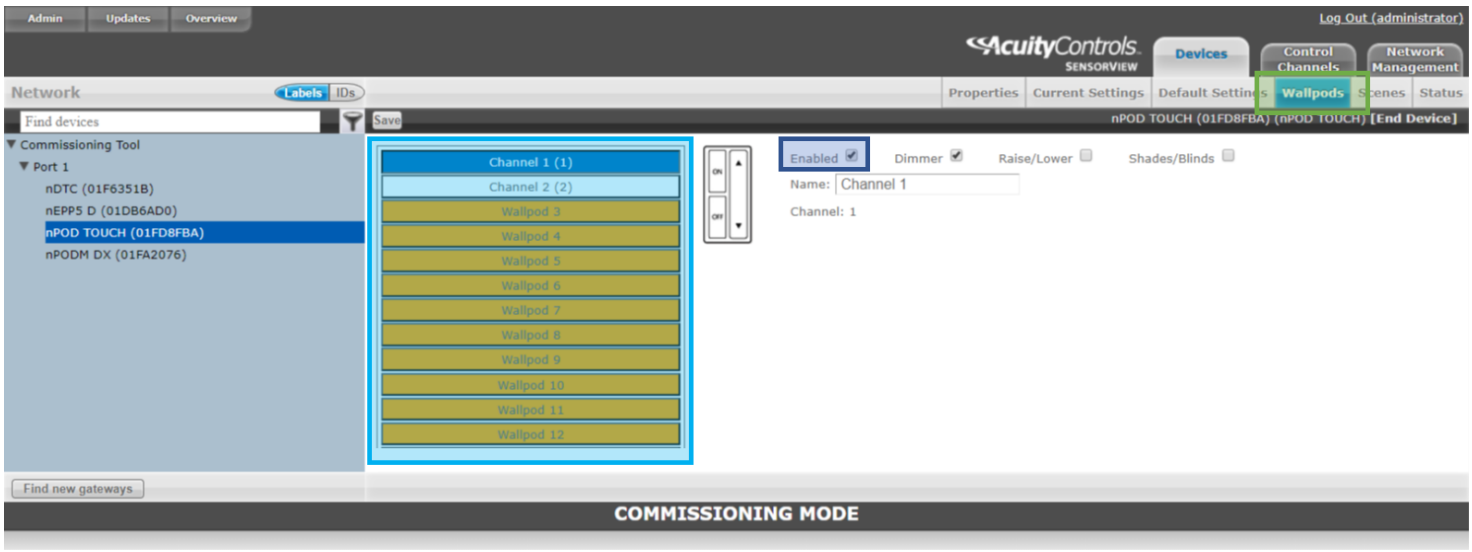


Figure 33- Enable WallPods through SensorView - Wallpods Tab