HomeeLife APP User Manual

Preparation

Before operating the APP, please first do preparation work as follows:

1. **Download HomeeLife APP** from IOS APP Store or Android Google Play to your smart phone or tablet by searching “HomeeLife”. (As shown in **Figure 1**)

2. **Enable Bluetooth** on your smart phone or tablet. (As shown in **Figure 2**)

Note: please turn on “Location”, and the HomeeLife APP must have the permission to access “Location” . (As shown in **Figure 3**)

Figure 1

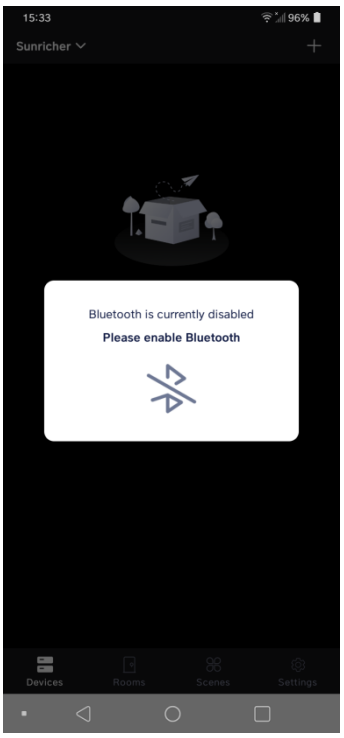


Figure 2

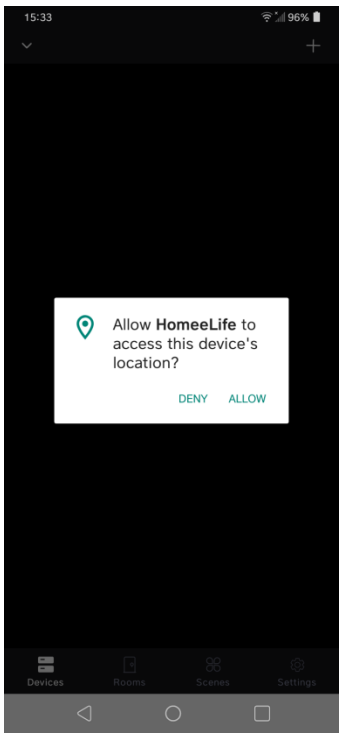


Figure 3

Create Network

1. Run Homeelife APP, the very first necessary step is to create a network. (As shown in **Figure 4 & Figure 5 & Figure 6**)

2. The function of a network is to create a mesh network with name and password, the network name and password of the devices connected to this network will be changed to the created network name and password.

   This will prevent other unknown smart phones to connect to the devices in this network since they do not know the network name and password of the devices.

   Multiple networks can be created to control different areas. Each mesh network can support up to 100 devices.

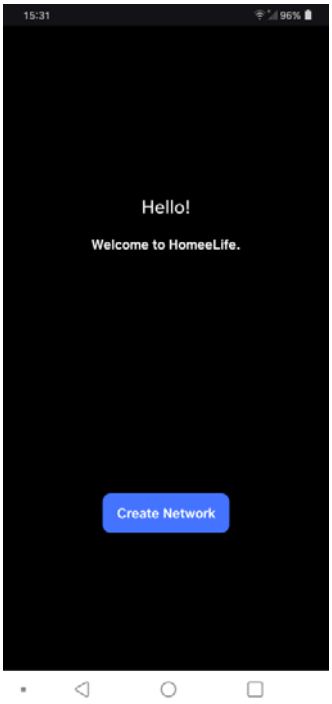


Figure 4

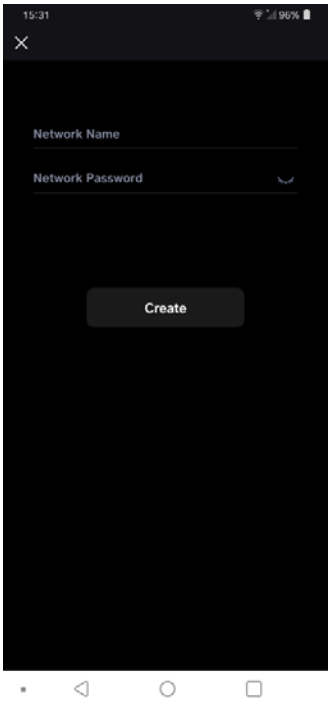


Figure 5

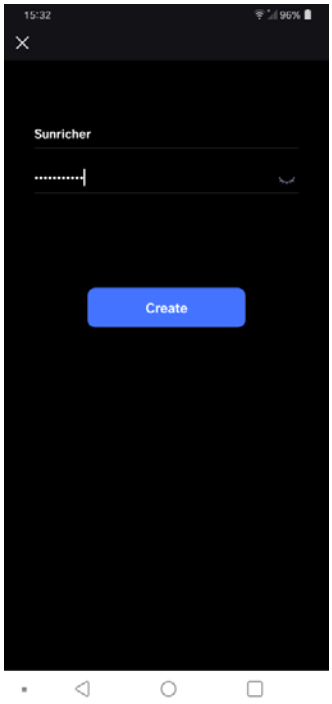


Figure 6

Devices Tab

Devices that are paired to your network will be displayed in the Devices Tab. Each will have an icon picture and a name.

Adding Devices

1. Tap on button “ Add ” or “ + ” to add devices. (As shown in **Figure 7**)

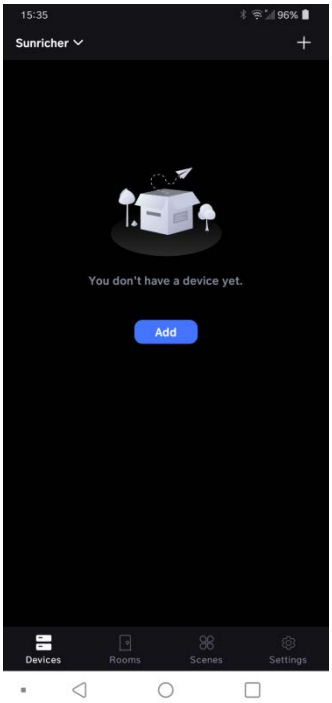


Figure 7

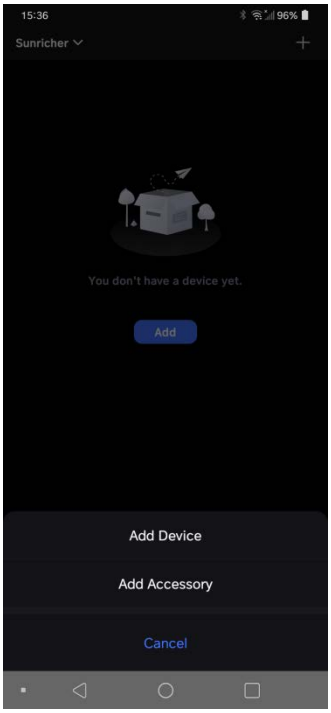


Figure 8

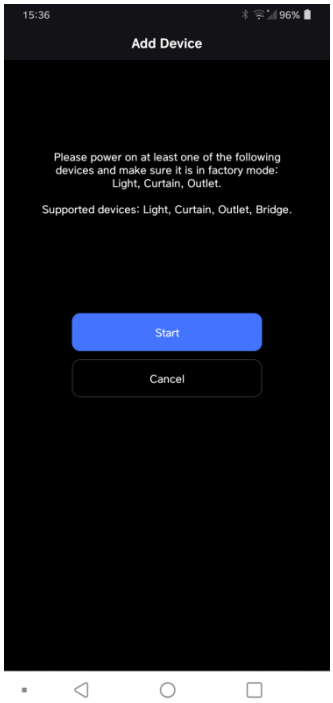


Figure 9

2. Select “**Add Device**”, to add Light, Curtain, Outlet, Bridge, tap on “Start” to add above mentioned device types, power on the devices and make sure they are in factory mode, **as shown in Figure 8 & Figure 9**. **Light devices can be factory reset by holding “Prog” or “Reset” Button for over 10S or reset power 8 times, the connected light will flash to indicate.**

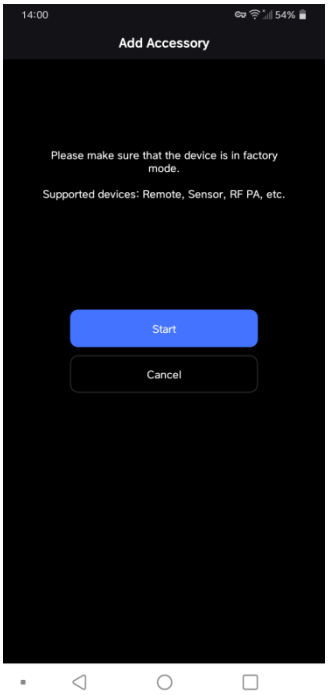


Figure 10

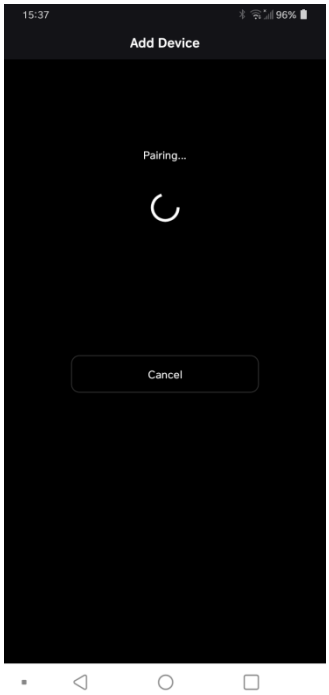


Figure 11

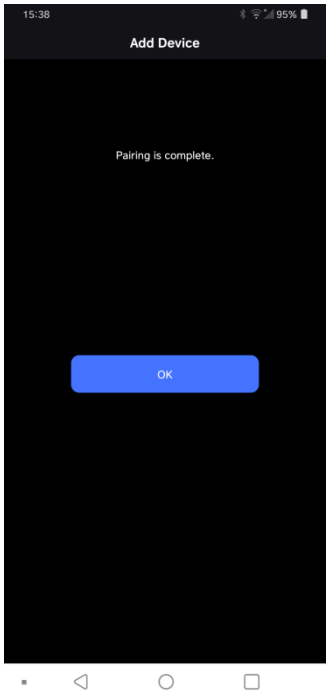
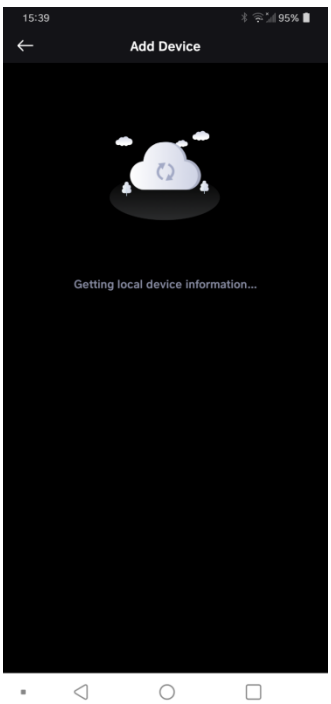
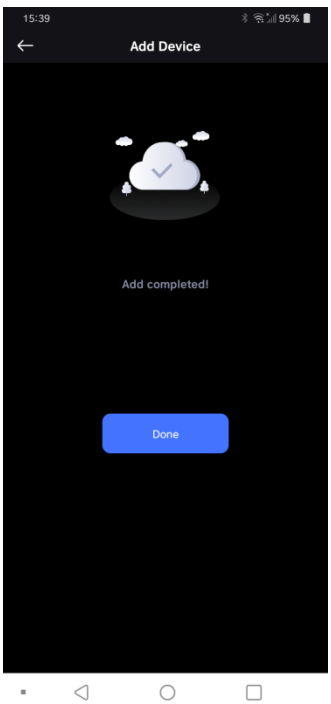


Figure 12

3. Select “**Add Accessory**” to add Remote, Sensor, RF PA etc. as shown in **Figure 10.** Tap on “Start” to add above mentioned device types, power on the devices and make sure they are in factory mode. Otherwise factory reset them first, please refer to their user manual.

4. The APP will start pairing devices, once the pairing is completed, tap on “OK” button to complete the pairing process **as shown in Figure 11 & Figure 12.**





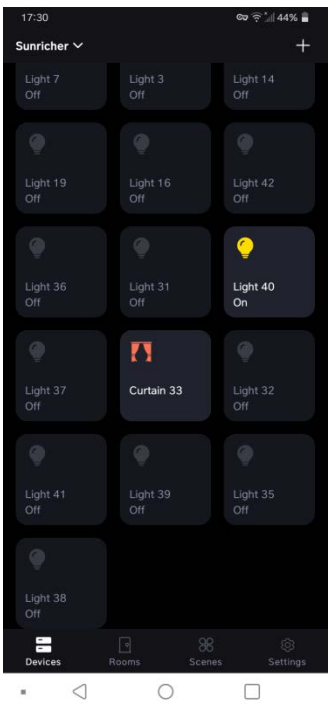


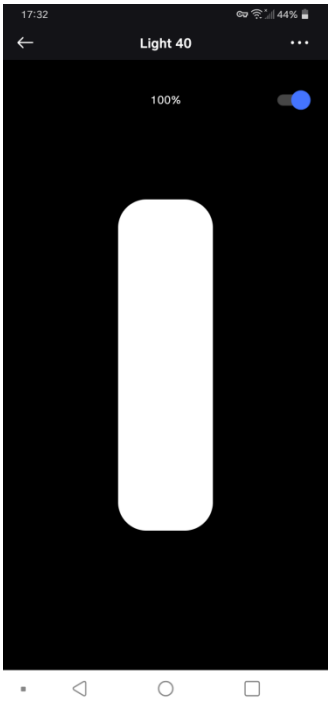
Figure 13 **Figure 14** **Figure 15**

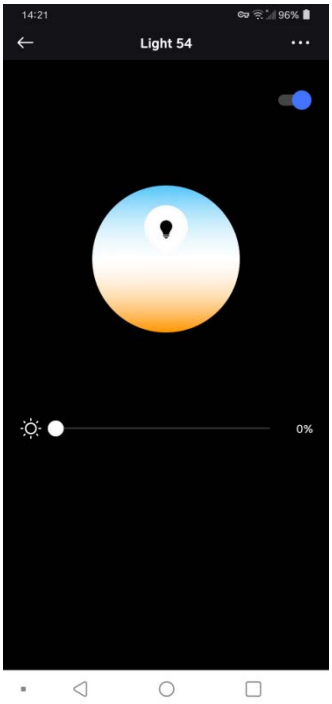
5. Then the APP will get local device information, tap on “Done” to complete adding **as shown in Figure 13 & Figure 14.** The added devices will be listed in the Devices tab **as shown in Figure 15.**

Controlling the Added Devices

1. The added devices will be displayed on “Devices” tab, short press corresponding device icon to turn off/on the device, press and hold the icon to enter into control interface. (As shown in **Figure 15**)

2. **DIM (Single Color) Device Control Interface**, dial switch button “ ” to turn on/off, slide brightness slider up/down to increase/decrease brightness. (As shown in **Figure 16**)





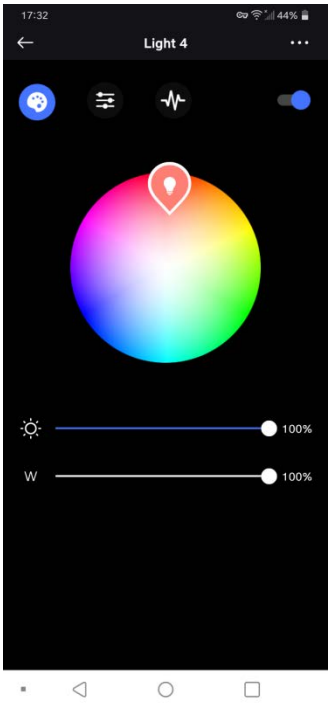


Figure 16 **Figure 17** **Figure 18**

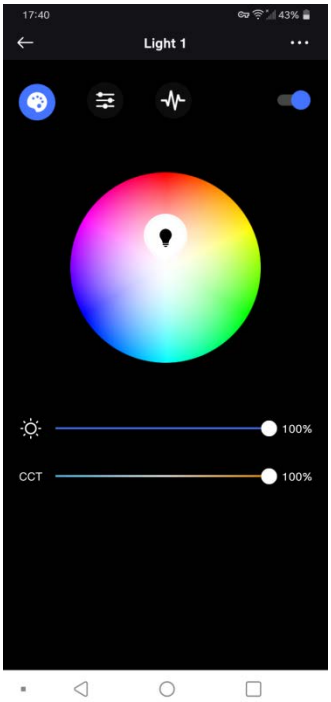
3. **CCT (Color Temperature) Device Control Interface**, dial switch button “ ” to turn on/off, touch the color wheel “ ” to adjust color temperature, slide brightness slider leftward or rightward to increase or decrease brightness. (As shown in **Figure 17**)

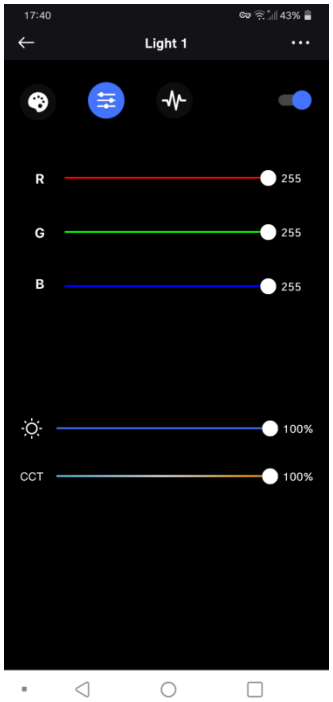
4. **RGBW Device Control Interface**, dial switch button “ ” to turn on/off, touch the color wheel “ ” to adjust RGB colors, slide “ 100% ” to adjust overall brightness of RGB, slide “ W 100% ” to adjust W channel brightness. (As shown in **Figure 18**)

5. **RGB+CCT Device Control Interface**, dial switch button “ ” to turn on/off, touch the color wheel “ ” to adjust RGB colors, slide “ CCT 100% ” to

adjust color temperature, slide “ 

” to adjust overall brightness of selected color. (As shown in **Figure 19**).





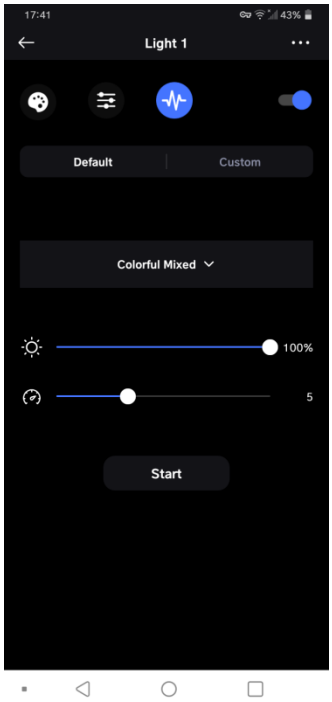
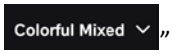


Figure 19 **Figure 20** **Figure 21**

The R, G, B channels of RGBW or RGBCCT light devices can be adjust separately from 0~255 by sliding the sliders. Tap on “  **” on RGBW or RGBCCT control interface to enter RGB channels separate control interface** (As shown in **Figure 20**).

6. **RGB Running Modes**, on RGBW or RGBCCT control interface, tap on “  ” to enter into running modes control interface (As shown in **Figure 21**), there are 20 default preset running modes and programmable running modes with customizable colors (As shown in **Figure 21**).

7. **Default Preset Running Modes**, tap on “Default”, scroll down the modes list “ 

” to select a mode, slide “ 

” to speed up/down the mode, speed value 0 will stop the mode, slide “ 

” to increase or decrease brightness of the mode, then tap on button “Start” to running the mode. (As shown in **Figure 21**)

8. **Programmable Running Modes**

- Tap “Custom” to enter into programmable running modes, then tap “  ” to enter into add custom color interface. (As shown in **Figure 22**)

- Tap “  ” at upper right to add colors (As shown in **Figure 23**), on color adding interface, tap on button “  ” to add colors, max. 5 colors can be selected. (As shown in **Figure 24 & Figure 25**).

- Once a color is selected, tap blank area of the top half interface to confirm (As shown in **Figure 25**).

- Once color selection and all settings are done, tap on button “Save” at upper right to confirm and the colors are added successfully (As shown in **Figure 26**). Tap to select the color (As shown in **Figure 27**), then go back to the custom mode setting interface as in **Figure 22**.

- Scroll down the modes list “ 

” to select a mode, slide “ 

” to speed up/down the mode, speed value 0 will stop the mode, slide “ 

” to increase or decrease brightness of the mode, then tap on button “Start” to running the mode. (As shown in **Figure 22**)

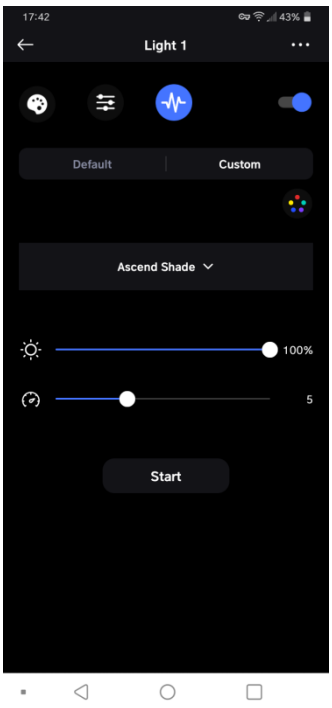


Figure 22

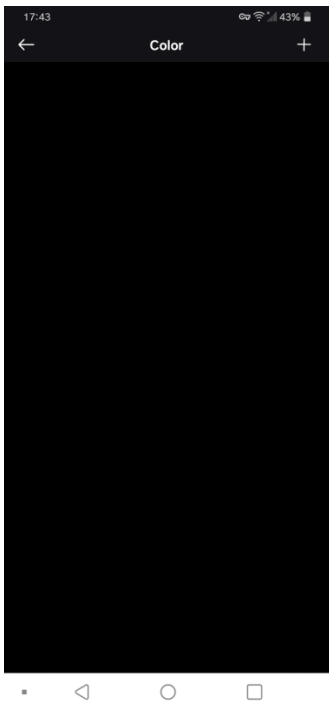


Figure 23

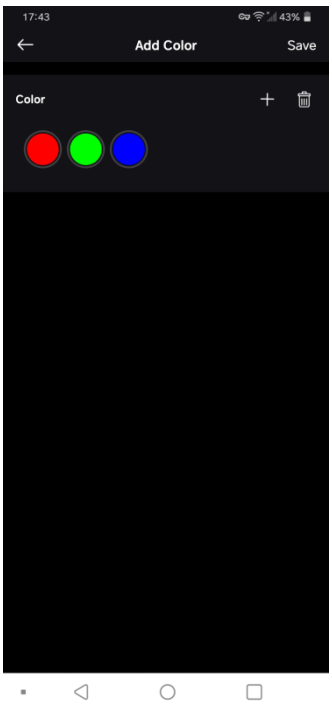
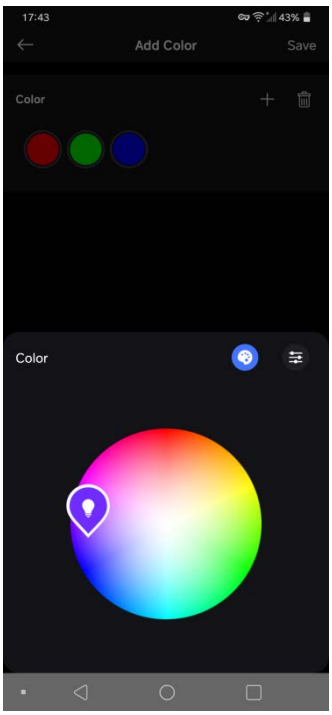
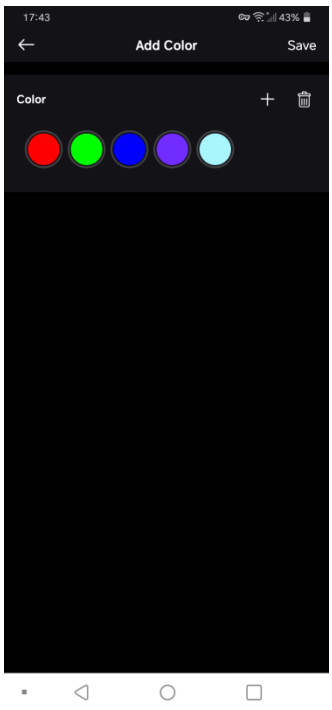


Figure 24





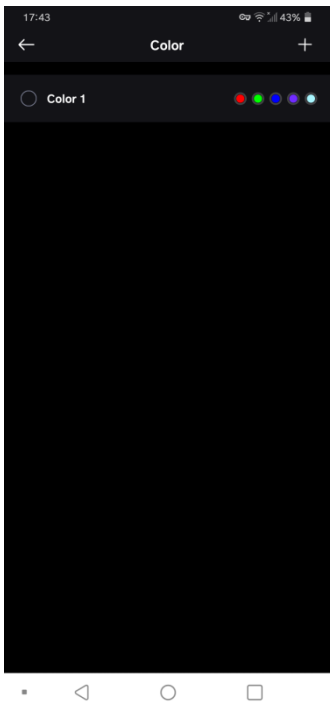
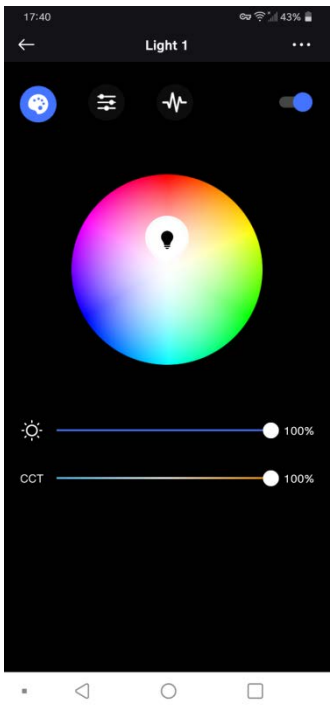
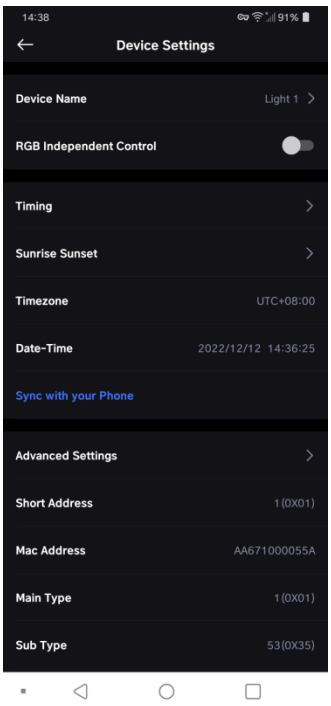


Figure 25 **Figure 26** **Figure 27**

Editing and Configuring Added Devices

1. Press and hold a device icon to enter into control interface, then tap button “ ” at upper right corner to enter into edit page of this device (As shown in **Figure 28, Figure 29, Figure 30**).





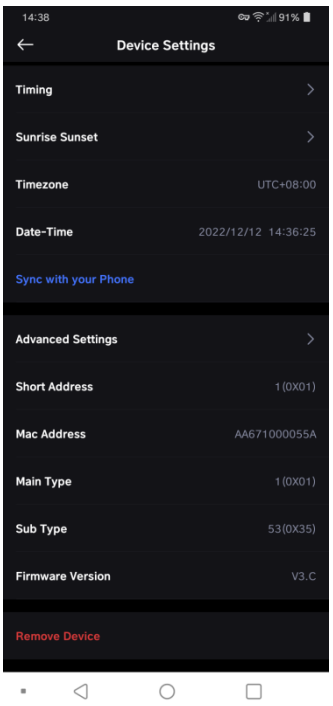


Figure 28 **Figure 29** **Figure 30**

2. **Device Name** is the device’s name, which can be edited.

3. **RGB Independent Control**, enabling this function means the RGB channels and W channel (or tunable white channels) can be controlled separately without interference to each other. Disabling this function means the control of RGB channels and control of W channel(or tunable white channels) will impact each other, turning on RGB channels will cause the W channel(or tunable white channels) to be turned off, turning on W channel(or tunable white channels) will cause the RGB channels to be turned off.

4. **Timing** is the function to set timers to trigger actions of the devices. Tap on “Timing” to enter into setting interface as shown in **Figure 31**, then tap on “ ” at upper right corner to add timings, there are 2 types of timing, one is “Week timing”, the other is “Day timing” as shown in **Figure 32**. Scroll down time table to select the time you would like to trigger the timing as shown in **Figure 32**.

   Repeat is to set the repeat frequency of the timing in a week, total 7 days, tick the days to select as shown in **Figure 33**.

   Action is to set the triggered action of the timing, there are 3 types of action available: Turn on the light, Turn off the light, Scene as shown in **Figure 34**.

   Once a timing is set, tap on “Done” at upper right corner to save the timing, the light device will flash to confirm the setting as shown in **Figure 32**. The set timings will be listed on the Timing page as shown in **Figure 35**.

5. **Sunrise Sunset** is to set the sunrise sunset action of the light according to local time zone and real sunrise and sunset times as shown in **Figure 36**.

6. **PWM frequency** is the device's output PWM frequency. It can be set from 500Hz-10000Hz. Factory default is 600Hz. Tap "**PWM frequency**" to enter into setting page, then input a value, then tap " ✓ " button at upper right corner to save the change (As shown in **Figure 27 Figure 28).**

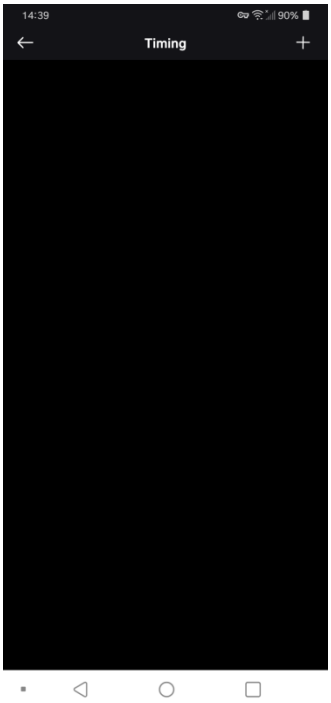


Figure 31

Figure 32

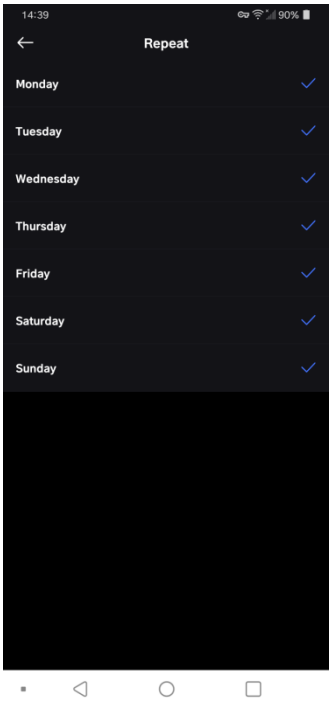


Figure 33

Figure 34

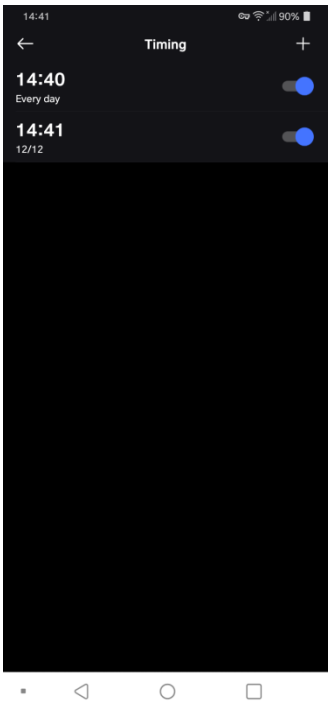


Figure 35

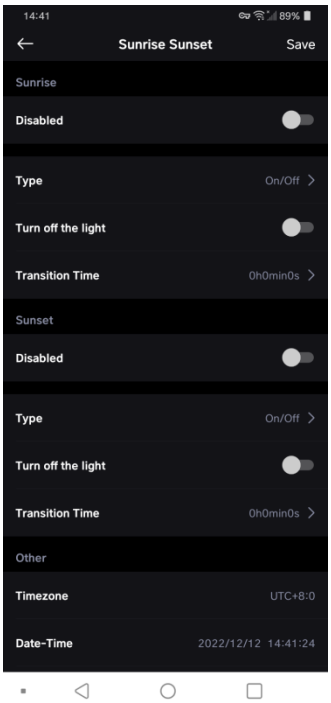


Figure 36

Here we take Sunrise set as an example, by factory default, Sunrise function is disabled, to set a sunrise, enable it first as shown in **Figure 37.**

Type of Sunrise means the action type of the light to be triggered by sunrise, there are 3 types of action available: On/Off, Scene, Custom as shown in **Figure 37**. **On/Off** means to turn on/off the light, **Scene** means to trigger a scene, **Custom** means to trigger a customized status of the light. Select a type as shown in **Figure 38**. If **Custom** is selected, brightness, color, color temperature, transition time of the customized status of the light can be set depending on the light type (DIM, CCT, RGBW, RGBCCT have different attributes) as shown in **Figure 39, Figure 40**. **Transition time** means when the Sunrise is triggered, the fade time that the light takes to fade to the set status.

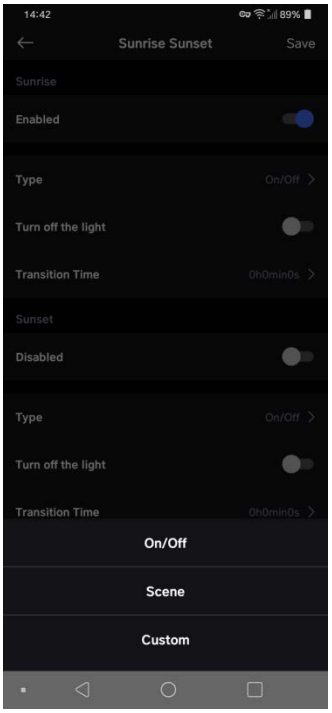


Figure 37

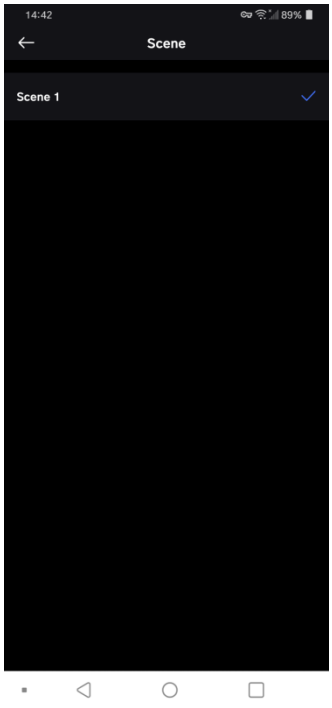


Figure 38

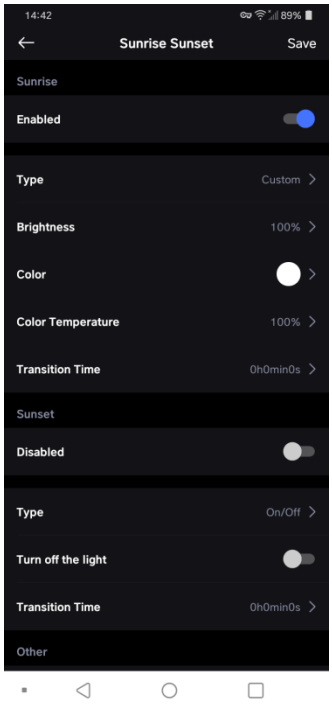
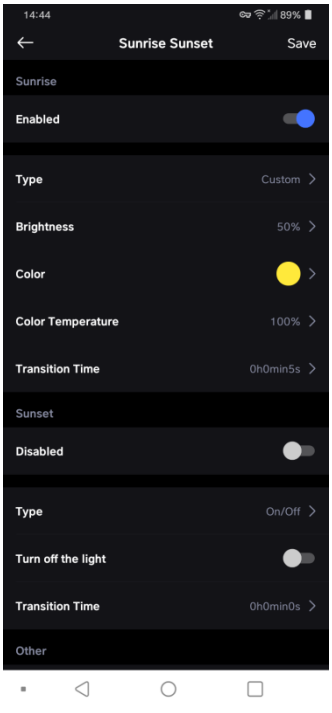
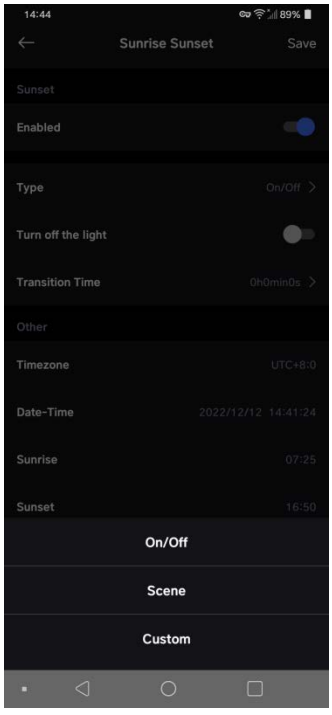


Figure 39





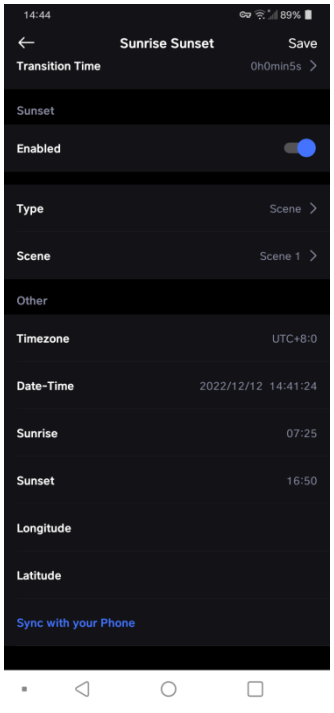
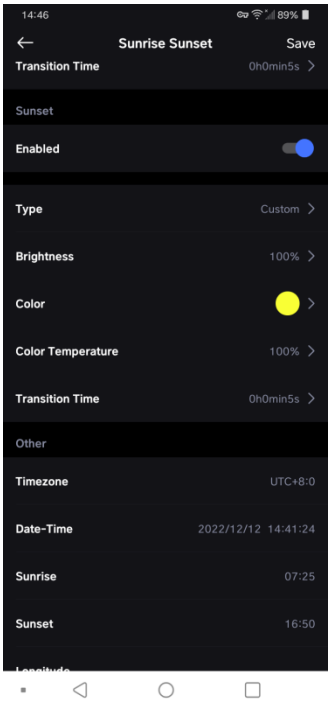
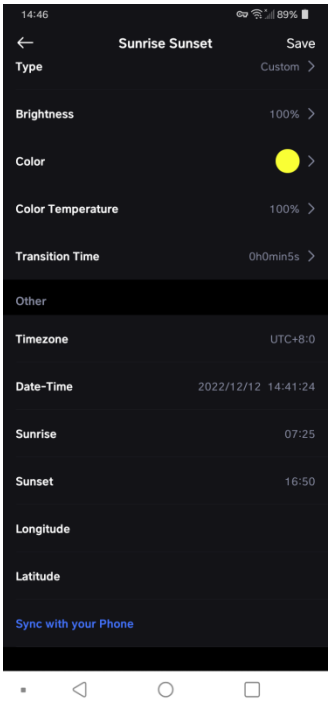


Figure 40 Figure 41 Figure 42





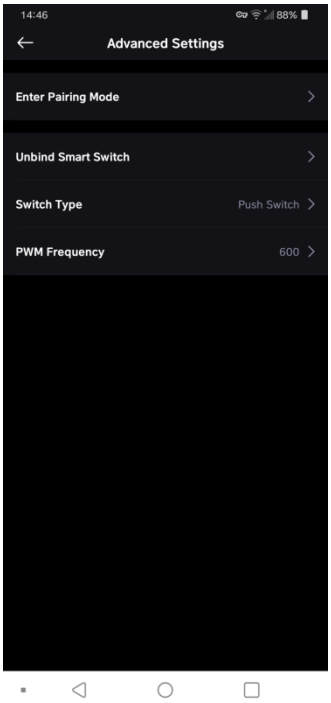
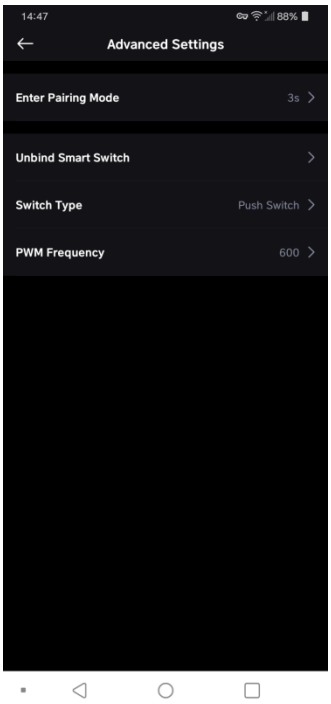
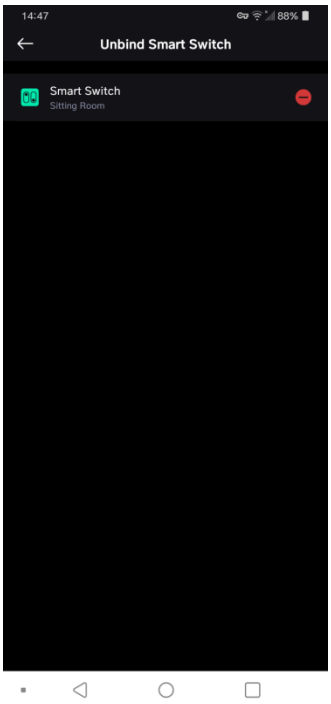


Figure 43 Figure 44 Figure 45

Sunset setting is similar to Sunrise as shown in **Figure 41, Figure 42, Figure 43**. Other setting is to set the time zone, date time, sunrise time, sunset time, longitude, latitude, the APP will automatically get them from the smart phone, or you can tap on "**Sync with your Phone**" to sync manually.

7. **Advanced Settings** are used to set the light device's dimming and control parameters as shown in **Figure 45**.





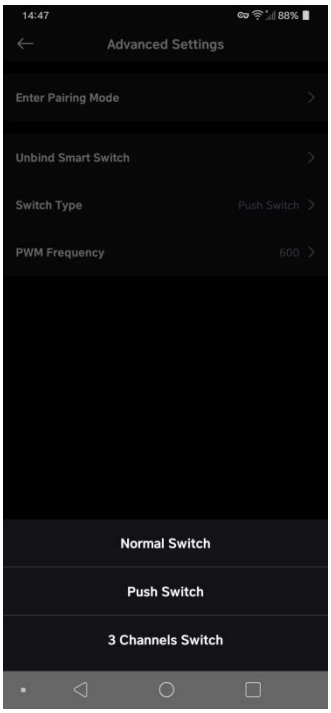
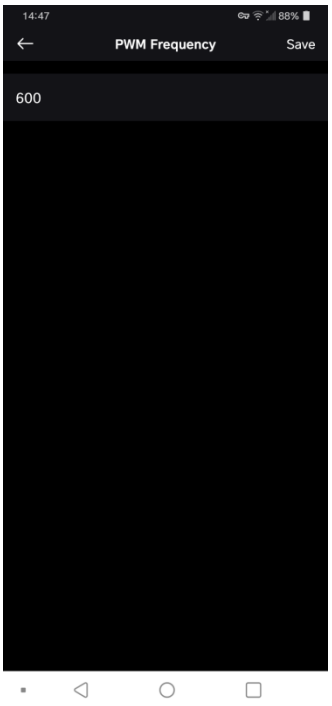


Figure 46 Figure 47 Figure 48

Enable Pairing Mode is the function that enables the device to start pairing mode to a remote switch in the event that the “Prog” or “Reset” button is not accessible (no need to short press the “Prog” or “Reset” button). Tap “**Enable Pairing Mode**”, the device will enter pairing mode for 5 seconds, within the period, operate the remote switch to pair it to the device, please refer to the manual of corresponding remote switch to learn how (As shown in **Figure 46**).

Unbind Smart Switch is to unbind NFC smart switches connected to the light device, tap on “**Unbind Smart Switch**”, the connected switches will be listed, tap on “ ” to unbind as shown in **Figure 47**.

Switch Type is to configure the external switch type if the light device can be controlled by an external switch, such as the AC phase dimmer, AC relay devices, if the device does not support external switch, this setting will be invalid for it. Tap on “**Switch Type**”, then 3 types of switch pop up, Normal Switch means toggle on/off switch, Push Switch means momentary switch, 3 Channels Switch mean 2-way switch as shown in **Figure 48**.



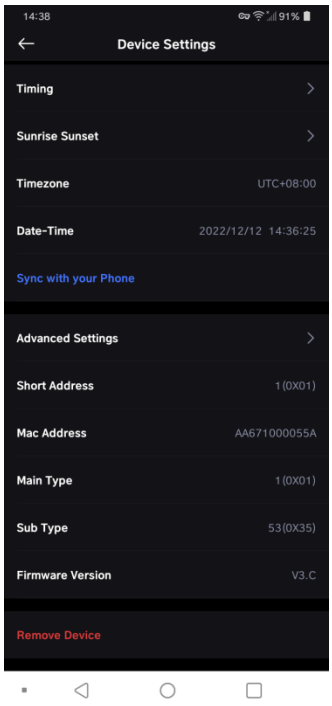


Figure 49 **Figure 50**

PWM frequency is the device’s output PWM frequency. It can be set from 500Hz-10000Hz. Factory default is 600Hz. Tap “**PWM frequency**” to enter into setting page, then input a value, then tap on “Save” button at upper right corner to save the change as shown in **Figure 49**.

8. **Short Address** means the device’s short address as shown in **Figure 50**.

   Mac Address means the device’s mac address as shown in **Figure 50**.

   Main Type means the device’s main device type for instance light as shown in **Figure 50**.

   Sub Type means the device’s sub device type for instance RGBCCT light as shown in **Figure 50**.

   Firmware Version means the firmware version of the device as shown in **Figure 50**.

9. **Remove Device** is to remove the device from the APP as shown in **Figure 50**.

Rooms Tab

Rooms that are created in your network will be displayed in the Rooms Tab. Each will have an icon picture and a name. The user can assign devices to the room.

Adding & Setting Rooms

1. Tap on button “ Add ” or “ + ” to add rooms, input the room name and select a background picture, then tap on “Save” add the room. (As shown in **Figure 51, Figure 52, Figure 53**)

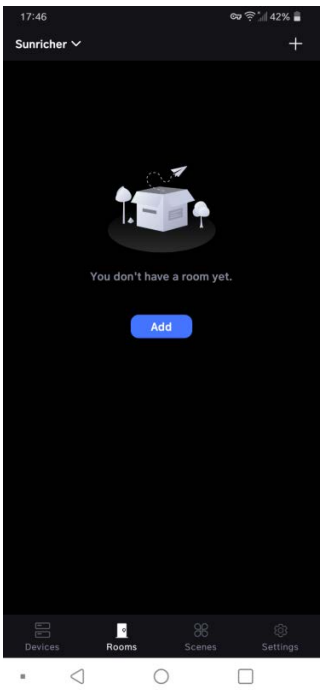


Figure 51

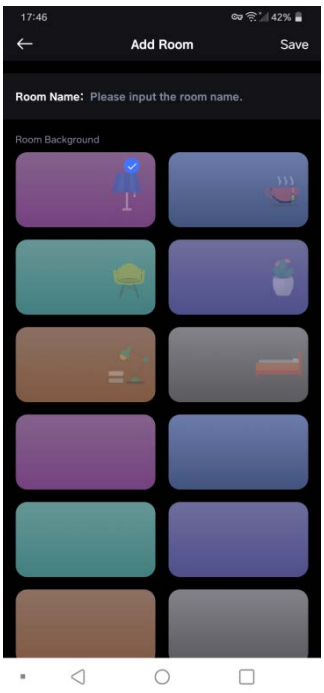
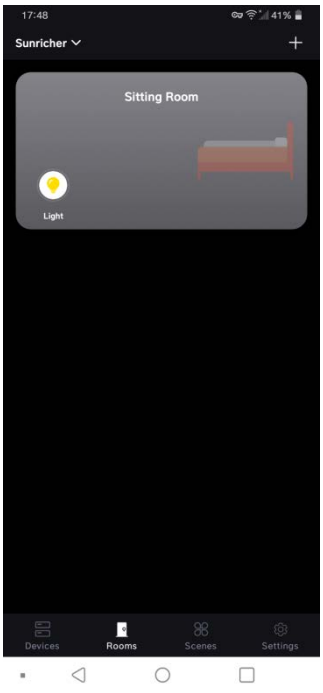
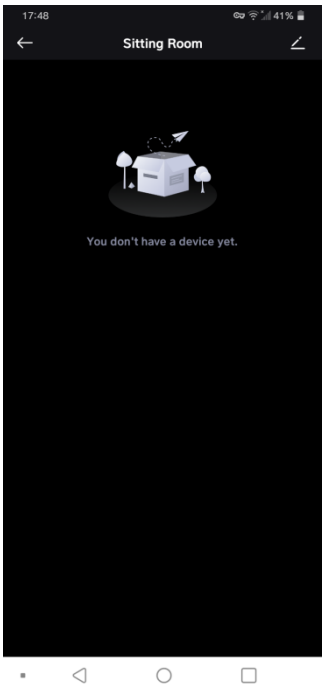


Figure 52

Figure 53





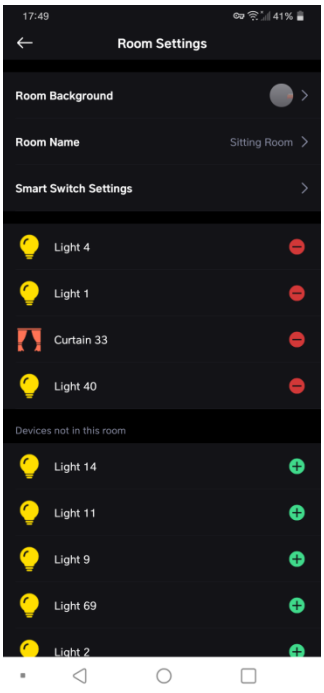
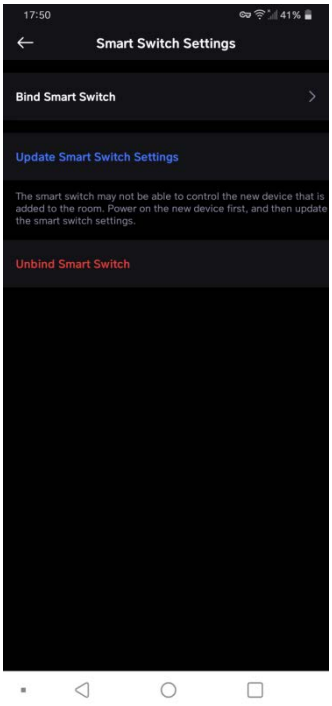


Figure 54 **Figure 55** **Figure 56**

2. **Room Settings:** Once a room is added, tap the room icon to enter the room, for the first time, there are no devices in the room as shown in **Figure 54, Figure 55**. Tap on button "  " at upper right corner to enter Room Settings interface as shown in **Figure 56**.

   Tap on button "  " beside the device name to add the device into the room, tap on button "  " beside the device name to remove the added device from the room as shown in **Figure 56**.

3. **Smart Switch Settings:** this APP support NFC enabled smart switches, and the smart switches can be paired to the APP by touching the smart switch to the smart phone NFC area. Please be noted that the smart phone shall support NFC and NFC function is enabled. Tap on "Smart Switch Settings" as shown in **Figure 56** to enter smart switch settings page.



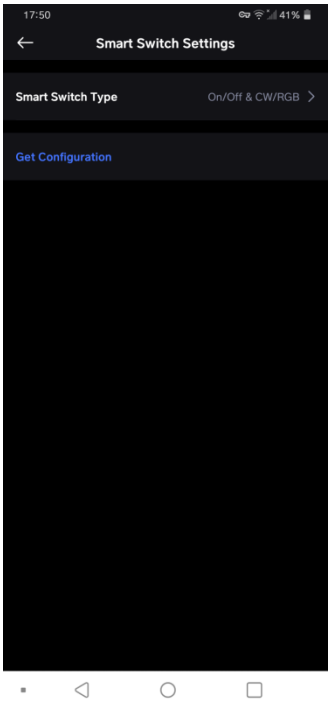


Figure 57 **Figure 58** **Figure 59**

Tap on "**Bind Smart Switch**" as shown in **Figure 57**, then tap on "**Smart Switch Type**" to select function you would like the switch to have as shown in **Figure 58**, total 5 switch types are available to choose as shown in **Figure 59**, select a type you would like, factory default is CWRGB type.

Please be noted that currently the APP support 4-button NFC programmable smart switches.

After selecting the smart switch type, tap on "Get Configuration" as shown in **Figure 60, Figure 61** to get configuration of the room so that the switch can read the configuration and control the room after pairing.

Once getting configuration successfully, the APP is ready to scan the NFC programmable smart switch as shown in **Figure 62**, then put the back side of NFC smart switch to the NFC area of the smart phone, once scanned successfully, there shall be indication as shown in **Figure 63**.

The smart switch has paired to the room successfully, then the user can use it to control the room as shown in **Figure 64**.

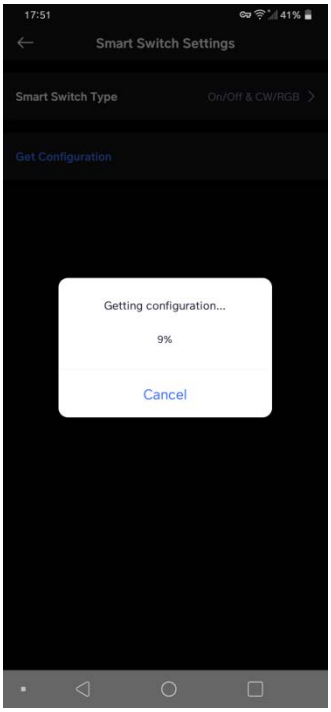


Figure 60

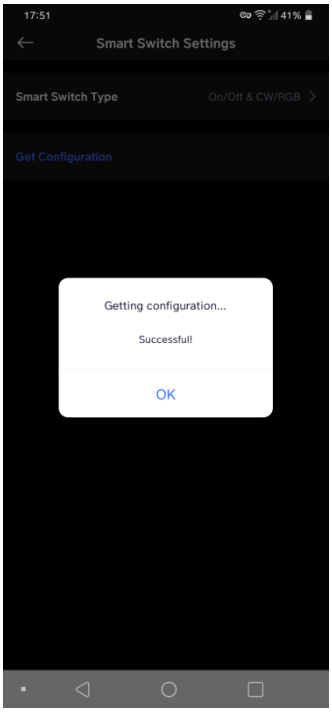


Figure 61

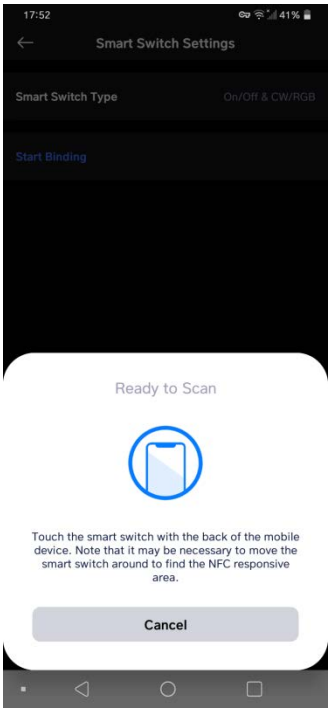


Figure 62

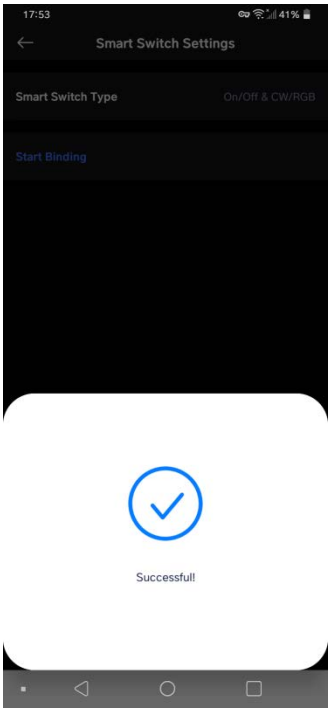


Figure 63

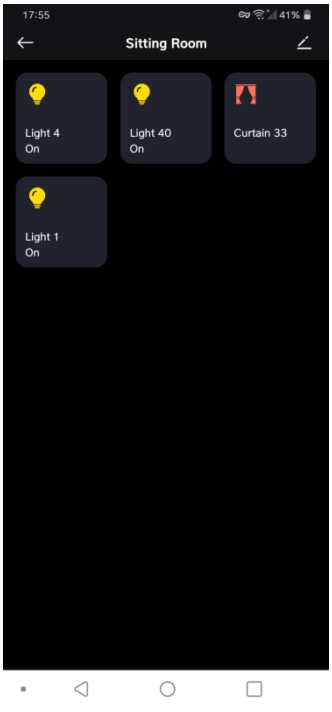


Figure 64

Scenes Tab

Scenes allow you to create and recall lighting situations. A scene can control any variation of light devices in the network. Light devices can be used in multiple scenes.

Scenes never activate by themselves. They must always have something activate them

• Manually: For example, by physically selecting the scene icon in the app.

• Sensor: For example, configuring a sensor to activate a scene when movement is detected.

• Timer: For example, setting a timer to switch lights on at a certain time of day.

Adding & Setting Scenes

1. Tap on button “ Add ” or “ + ” to add scenes, input the scene name and select a background picture, then tap on “Save” add the scene. (As shown in **Figure 65, Figure 66**)

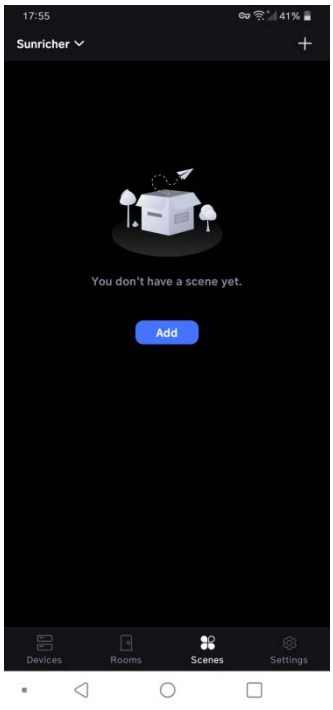


Figure 65

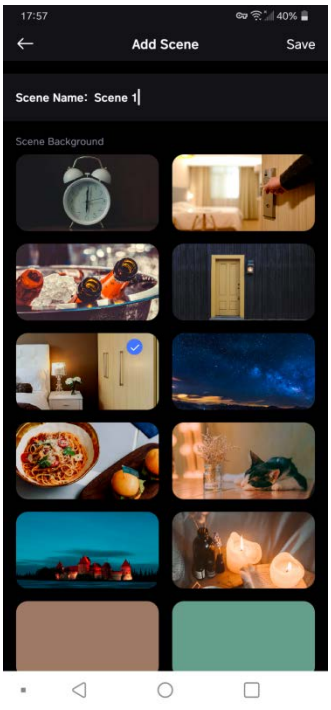


Figure 66

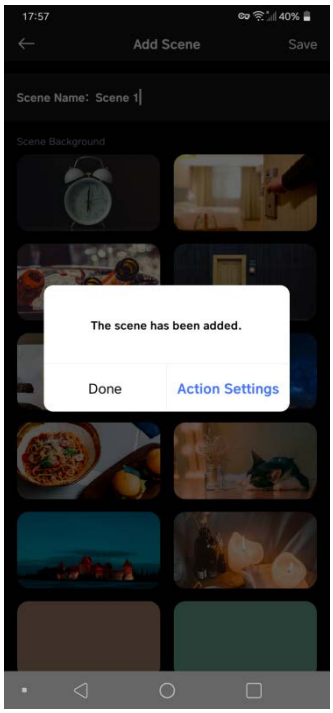


Figure 67

2. Tap on “**Action Settings**” to set action of the scene as shown in Figure **67**.

   1st step is to select and add a light device for example Light 1 by tapping on “ ⊕ ” button as shown in **Figure 68**.

   2nd step is to set action of the light device, On/Off status, Brightness, Color, Color Temperature, Transition Time can be set depending on the light device type as shown in **Figure 69, Figure 70, Figure 71, Figure 72, Figure 73**. (DIM, CCT, RGBW, RGBCCT devices have different attributes)

   Transition time means when the scene is triggered, the fade time that the light device takes to fade to the set status.

   Once action setting is completed, tap on “Save” button at upper right corner to save the action.

   Please be noted that multiple light devices can be added to a scene and set action separately as shown in Figure 74.

Recall the scene: once a scene is set successfully, tap on the scene icon to recall it, there will be an “Executed” indication to show the scene is recalled successfully as shown in **Figure 76**.

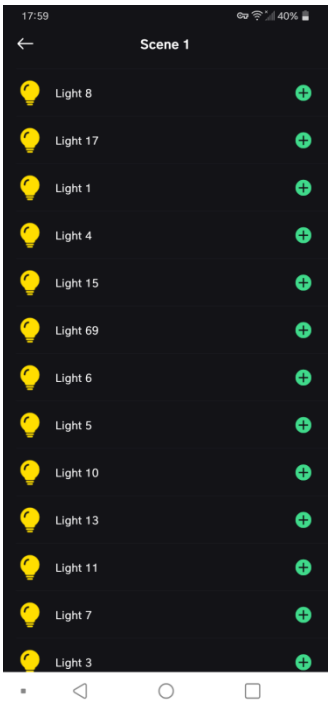


Figure 68

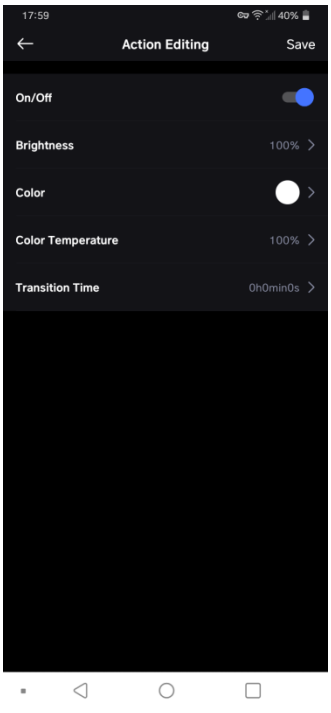


Figure 69

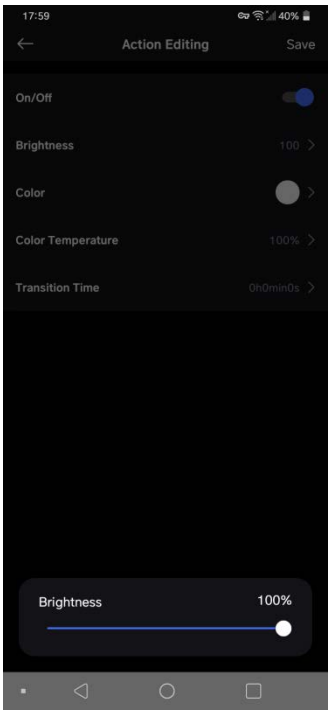


Figure 70

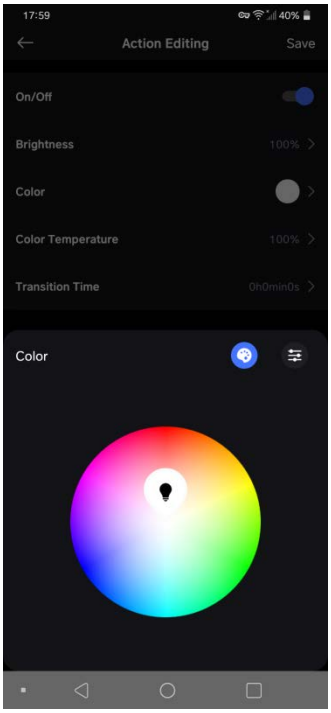


Figure 71

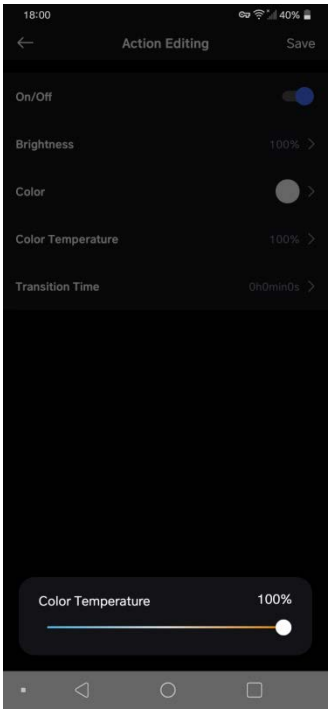


Figure 72

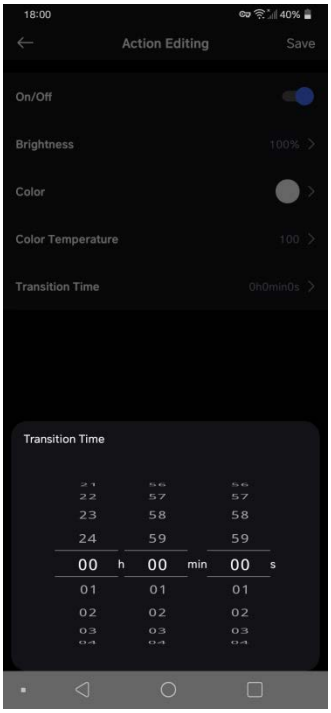


Figure 73

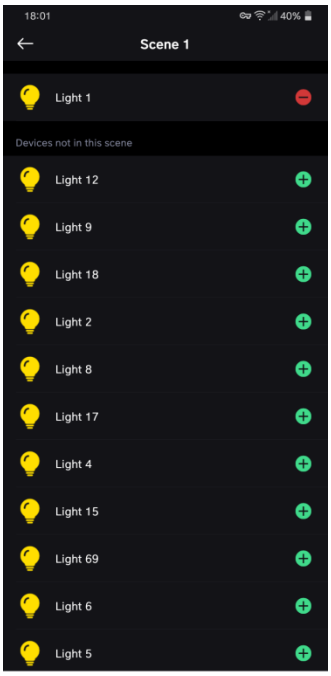


Figure 74

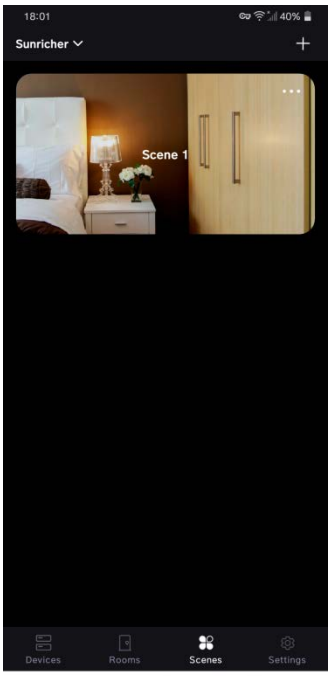


Figure 75

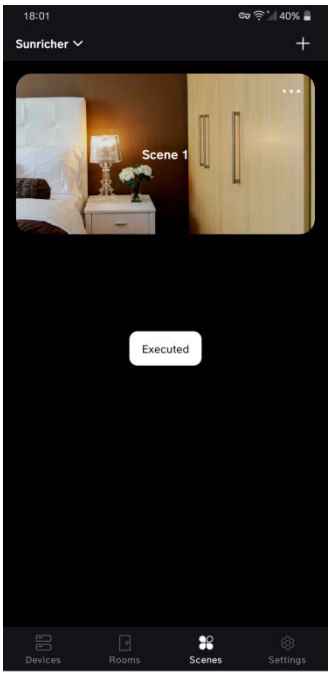


Figure 76

Settings Tab

Settings allow you to manage your login account, manage network, sync devices, and set entertainment function as shown in **Figure 77**.

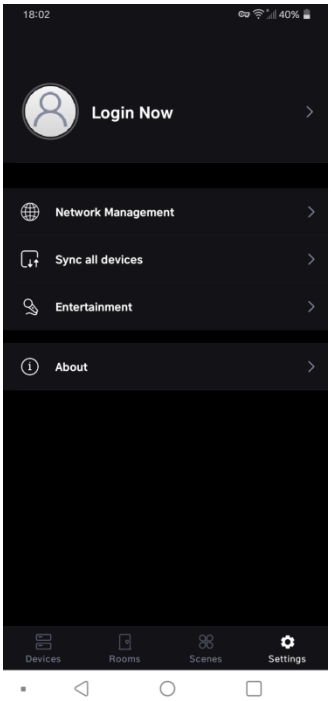


Figure 77

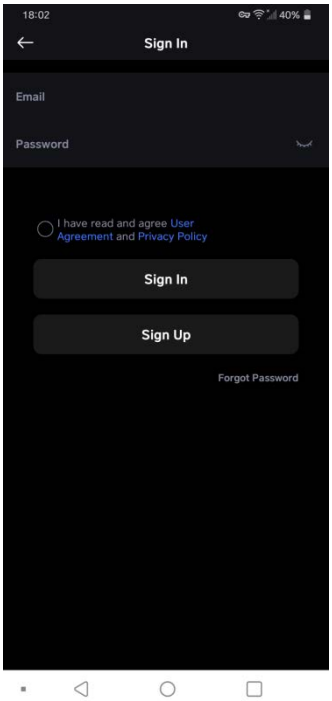


Figure 78

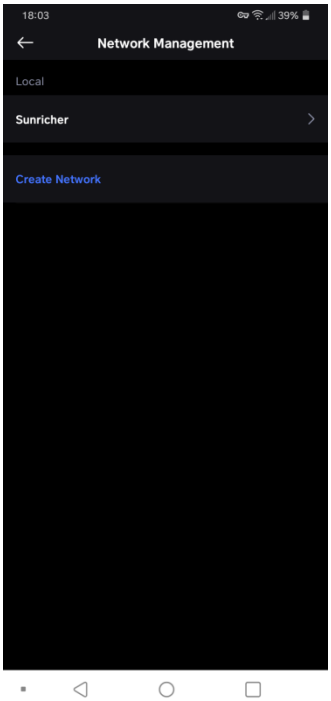


Figure 79

1. **Login account**: You can create and manage login account as shown in **Figure 78**, the login account will be required for cloud control.

2. **Network Management**: the created network will be displayed in the Network Management page as shown in **Figure 79**, you can create multiple networks to control different areas.

3. **Sync all devices**: if the user uses a new smart phone to create and control the same network which already exists in his previous smart phone which devices are already paired to. Sync all devices can be used to Sync devices information from previous smart phone to the new smart phone so that the new smart phone can control these devices. The steps to sync all devices are as follows:

   On your new smart phone that you would like to sync all devices to, go to "Settings" tab, tap on "Network Management", tap on "Create Network", then enter the name and password of the network that you created and used on your previous smart phone to control these devices, tap on "Create" as shown in **Figure 80**, **Figure 81** and **Figure 82**.

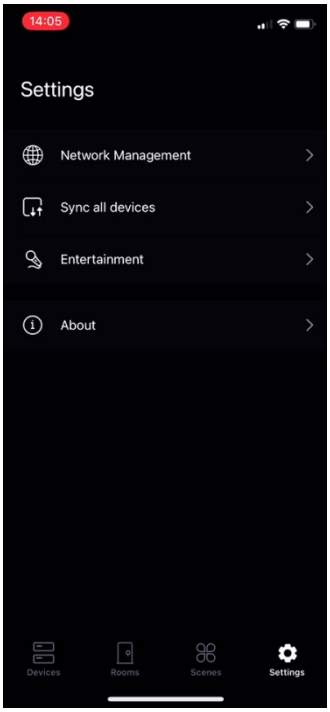


Figure 80

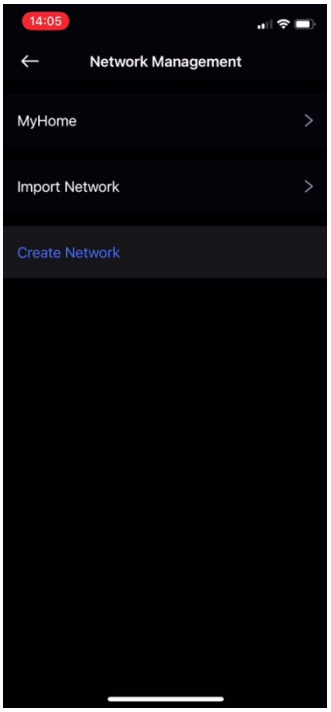


Figure 81

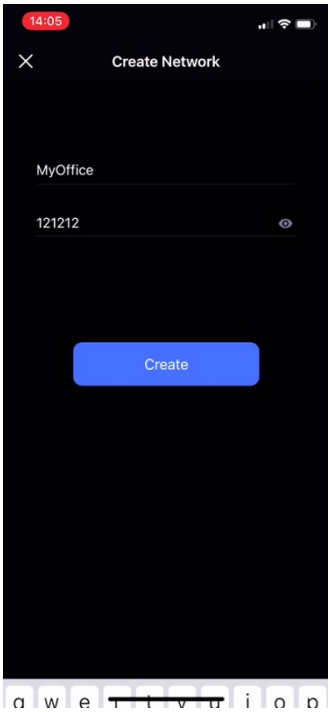


Figure 82

   Go to "Devices" tab, select the newly created network as current network at top left corner as shown in **Figure 83** and **Figure 84**.

   Go to "Settings" tab, tap on "Sync all devices" on the new smart phone as shown in **Figure 85**. Tap on "Start" to start syncing as shown in **Figure 86**. Once sync successfully, tap on "Done" to complete syncing as shown in **Figure 87**.

   All devices will be synchronized to the new smart phone and you can control these devices using the new smart phone.

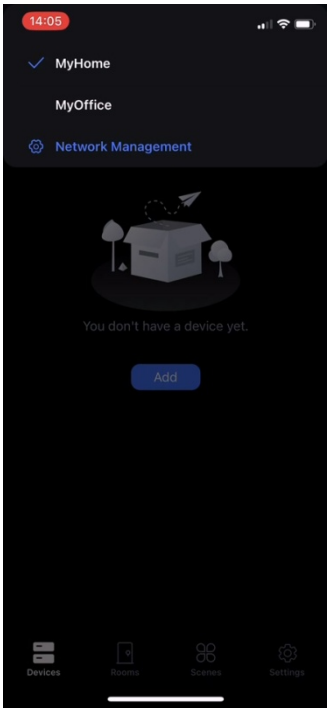


Figure 83

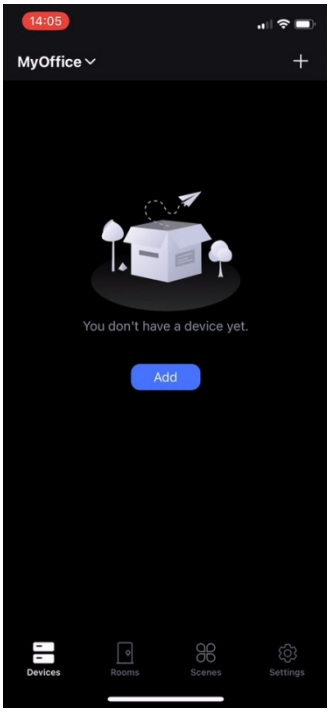


Figure 84

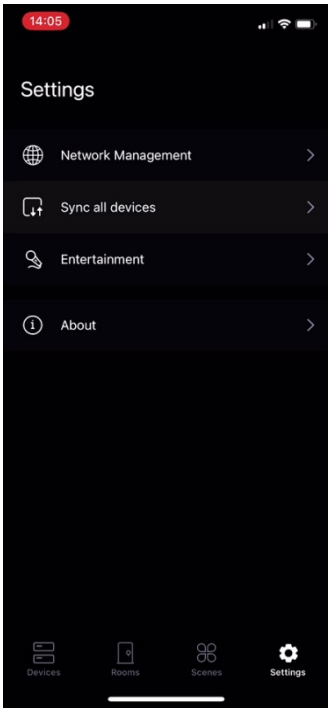


Figure 85

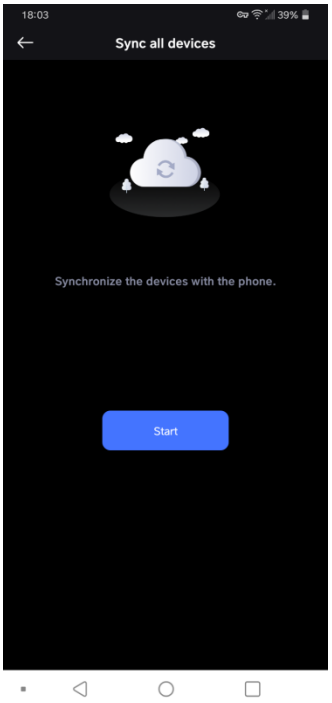


Figure 86

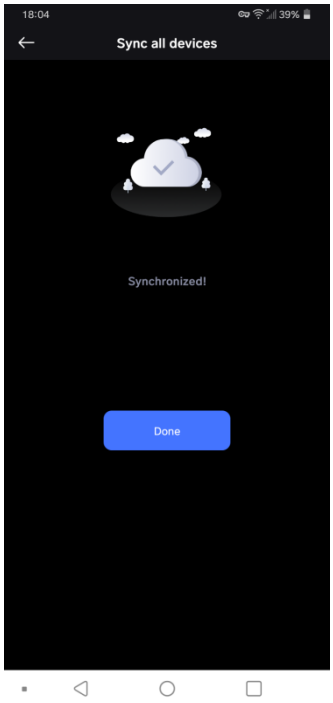


Figure 87

4. **Entertainment**: entertainment is an advanced function that enables the user to create animation that consist of multiple actions (steps) which are activated in a defined sequence. The targets of each action (step) can be the same or different, the targets can be rooms or light devices.

   To create an entertainment, go to entertainment setting page by tapping on “Entertainment” as shown in **Figure 77**. Tap on button “ Add ” or “ + ” to add entertainment, input the entertainment name as shown **in Figure 88, Figure 89**. Tap on “Add Action” as shown in **Figure 89**

to go to the action (step) setting page, then select the target of this action (step) as shown in **Figure 90**.

Configure actions (steps): once the target of the action is selected, the action configuration page will pop up as shown in **Figure 91**, you can set the delay time (stay time of the action or step) of this action (step). On/Off, Brightness, White, Color Temperature, Color of the target can be set depending on the light device types that the target has as shown in **Figure 91**.

More actions (steps) can be added and the target can be set freely as shown in **Figure 92**, **Figure 93**.

Once all actions (steps) are set successfully, tap on button “Save” at upper right corner to confirm setting of the entertainment (action), then the created entertainment will be displayed as shown in **Figure 88**.

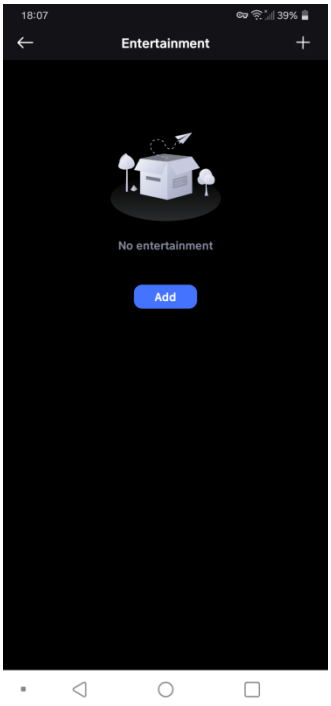


Figure 88

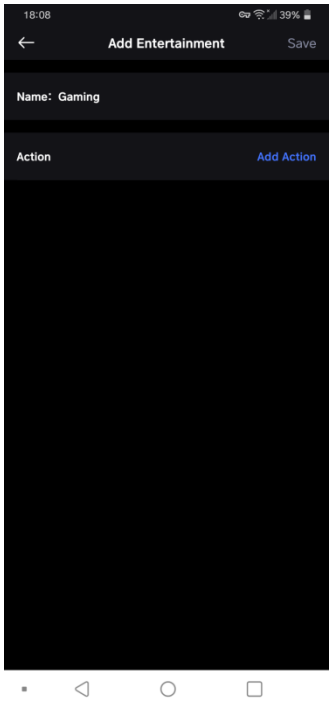


Figure 89

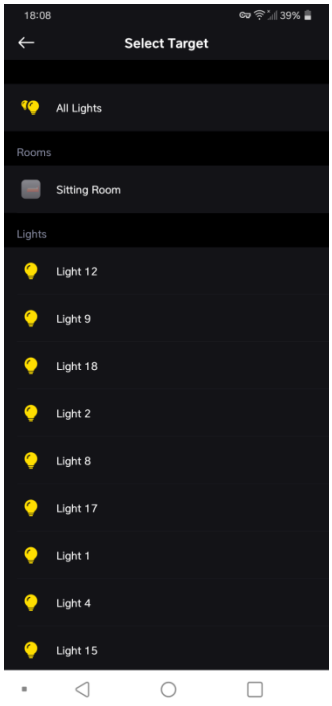
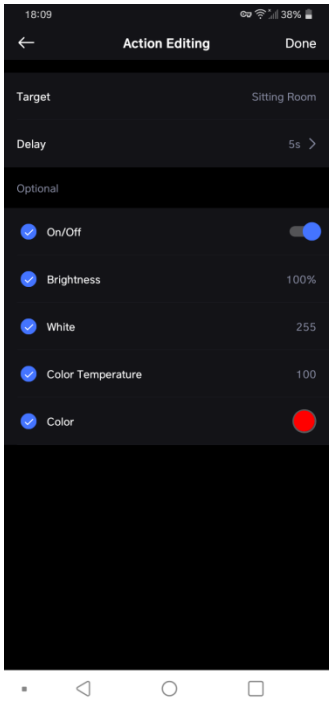
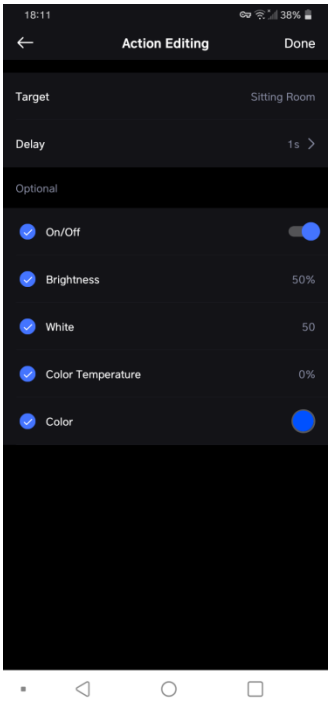


Figure 90





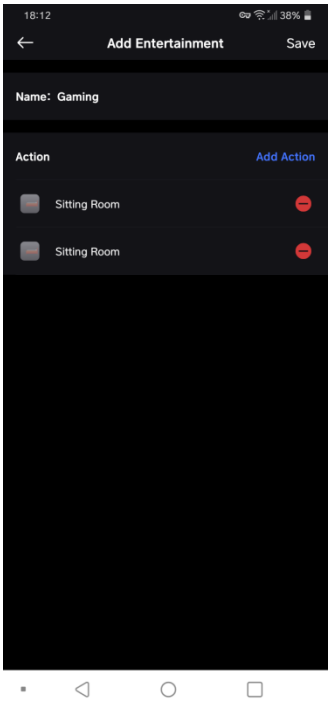
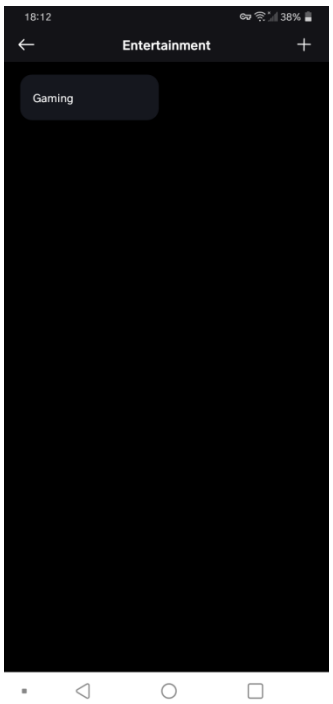
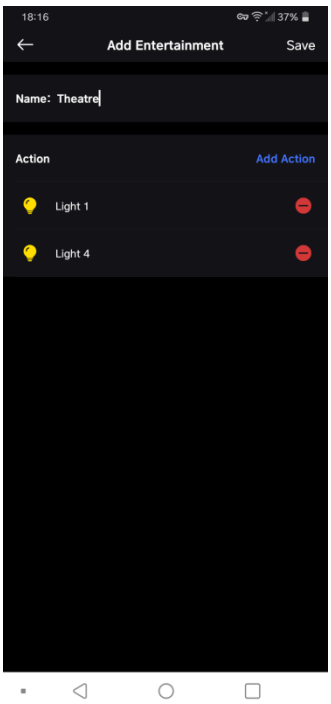


Figure 91 **Figure 92** **Figure 93**

You can also create entertainment (animation) with different targets for each action (step) as show in **Figure 95**.

Triggering entertainment: Tap the created entertainment will trigger the entertainment (animation) as shown in **Figure 96**, **Figure 97**, the added actions (steps) will be activated in defined sequence, stay time of each action (step) will be the set delay time, after the delay time elapses, the action will fade to next action (step), the fade time is defined by the target devices' firmware.





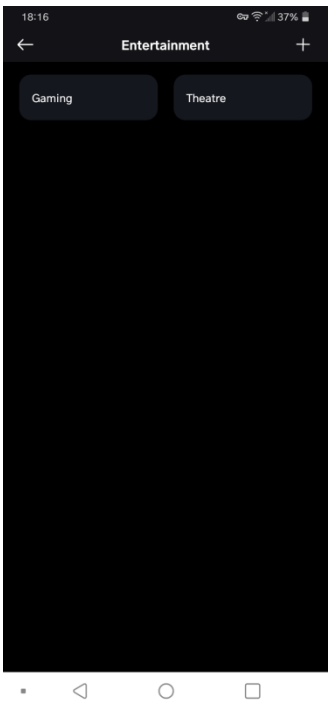
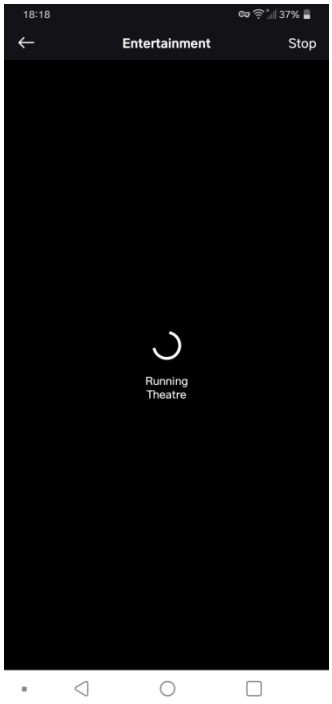


Figure 94 **Figure 95** **Figure 96**



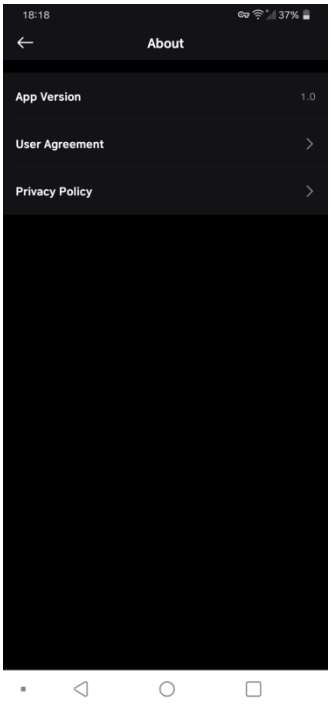


Figure 97 **Figure 98**

5. **About**: about is the App version, User Agreement, Privacy Policy information as shown in **Figure 98**.