

U.motion

U.motion Control

Technical Manual

Control app for iOS devices

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GENERAL INFORMATION

Schneider Electric SAS

If you have technical questions, please contact the Customer Care Centre in your country.

www.schneider-electric.com

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Note: please read the manual **before** beginning and keep the manual for later use.

Audience: the manual has been conceived and written for users who are experienced in the use of PCs and automation technology.

CONVENTIONS

[KEY] Keys that are to be pressed by the user are given in square brackets, e.g. [CTRL] or [DEL]

Courier On-screen messages are given in the Courier font, e.g. C:\>

Courier bold input to be made by the user are given in Courier bold, e.g. **C:\>DIR**.

„...“ (double quotes) Names of buttons to be pressed, menus or other onscreen elements and product names are given within double quotes. (e.g. “Configuration”).

Symbolic In this manual the following symbolic are used to indicate particular text blocs.



Caution!

A dangerous situation may arise that may cause damage to material.



Note.

Hint and additional notes

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1 GENERAL OVERVIEW

1.1 INTRODUCTION

U.motion is a product family for the supervision and visualisation of home & building automation systems, which have been realized on the basis of the worldwide KNX standard. The U.motion devices allow managing of all functions of the system through browser access from any PC / MAC / Touchpanel, tablet and smartphone of the last generation, within the same network or remotely via internet.

U.motion Control is a custom app for Apple iPhone / iPod Touch (named "U.motion Control") and iPad (named "U.motion Control HD") and can be downloaded for free from the AppStore; the app offers a faster and easier navigation within the visualisation of the U.motion devices. The screenshots within this user manual show both the design of the iPad version (screenshots on the left side, based on iOS6) and the iPhone / iPod Touch version (screenshots on the right side, based on iOS7). For convenience in this manual both versions will be referred to as "U.motion Control".

1.2 REQUIREMENTS

U.motion Control requires either an Apple iPhone (3GS or newer) or an iPod Touch (third generation or newer) with operating system iOS 5.0 or higher.

U.motion Control HD requires an Apple iPad (version 1 or newer) with operating system iOS 5.0 or higher.

Furthermore it is necessary that the network, in which the U.motion device is installed, provides WIFI access. Once the app has been configured for the first time, it will also be possible to connect to the device remotely using the mobile network; this still requires that the remote connection to the U.motion device has been configured properly as described in its INSTALLATION MANUAL.

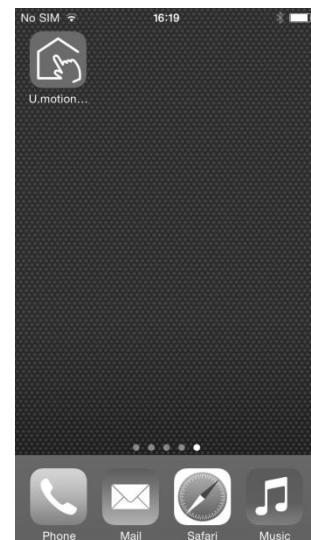
2 SETUP

2.1 INTRODUCTION

U.motion Control permits to handle one or more U.motion devices; for each product it is necessary to create a PROJECT within the application.

2.2 INSTALLATION

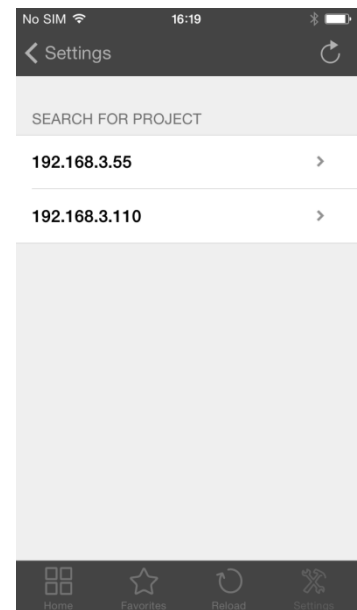
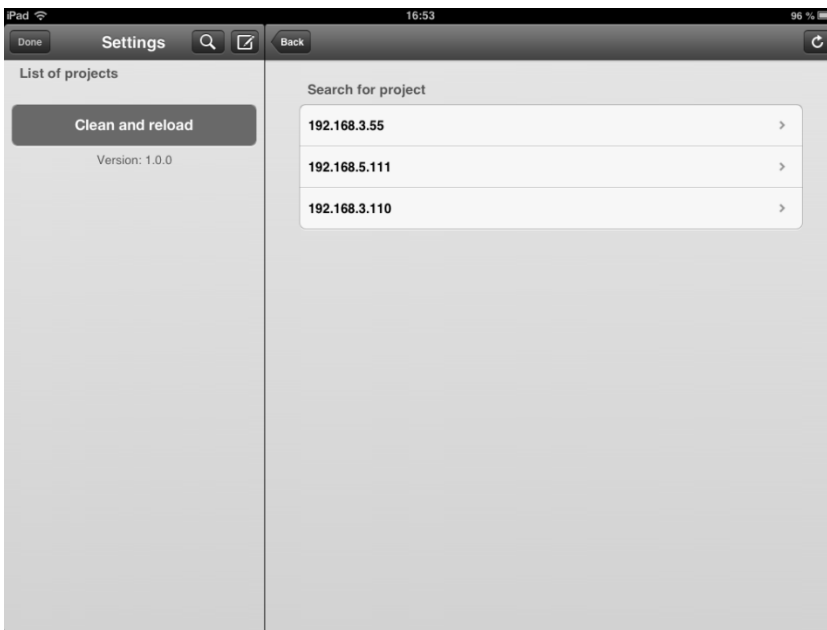
In order to install U.motion Control on your Apple device, please access the AppStore, search for “U.motion Control” and select the free app matching your device. At completed download the app can be started through the corresponding icon:



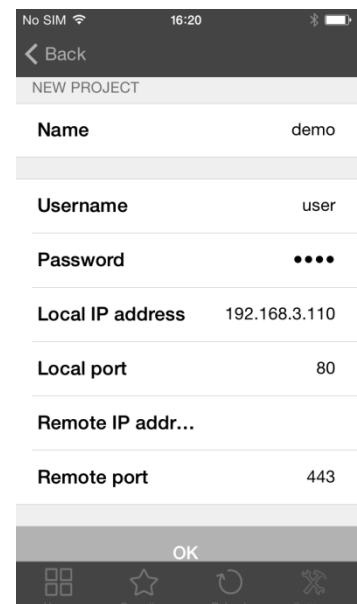
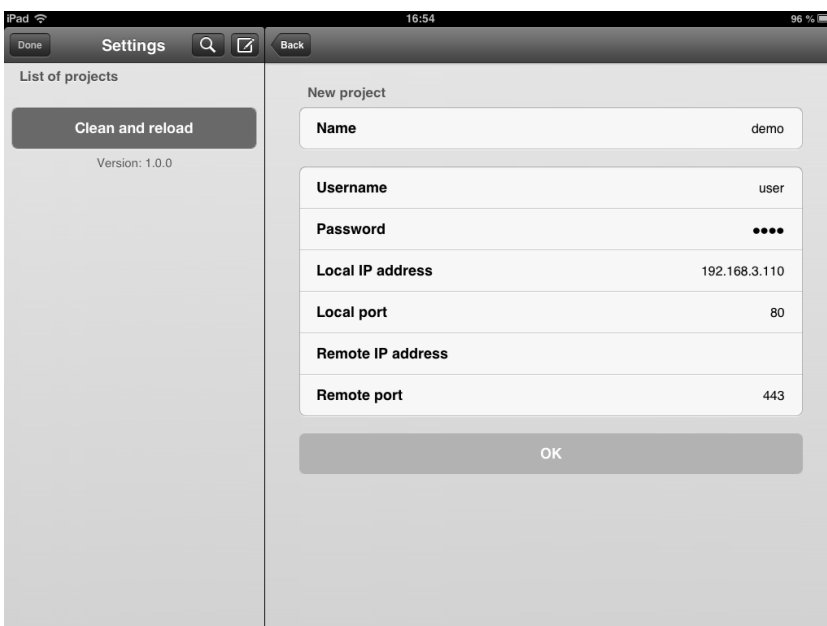
2.3 CREATE NEW PROJECT

In order to create a new project, please follow the steps below:

- Connect your Apple device via WIFI to the network with the U.motion device
- Select the "SETTINGS" menu from the TOOLBAR of U.motion Control
- Hit the SEARCH button (magnifier icon) on the top and wait until the network is scanned
- If a U.motion device is found within the network, the corresponding IP address will be shown within the list of scanned addresses:



- Please click on the IP address of the desired U.motion device in order to open its configuration page



- Insert the following information:
 - **Name:** label used to identify the project
 - **Username and password:** user credentials to access the U.motion device
 - **Local IP address:** IP address of the U.motion device within the local network
 - **Local port:** IP port used to access the visualisation of the U.motion device (default: 80)
 - **Remote IP address:** public IP address of the router connected to the U.motion device
 - **Remote port:** External router port that forwards the requests to the internal port of the U.motion device
- The remote settings are optional and needed only if you want to use the app to access the U.motion device also through the mobile network. However, this requires that the remote connection to the U.motion device has been configured properly as described in its INSTALLATION MANUAL.
- At completed configuration, please click on "OK" in order to save the new project. The project will now appear in the list of the created projects.

If no U.motion device is found during the scanning process, please proceed as described below:

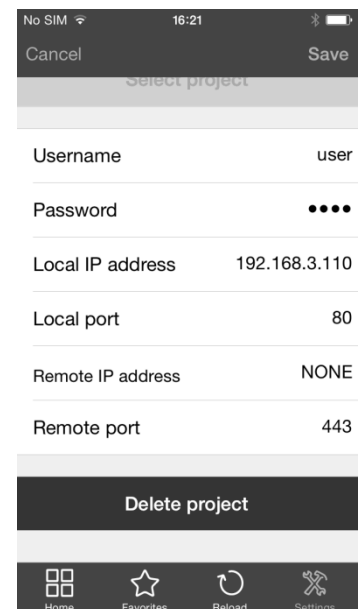
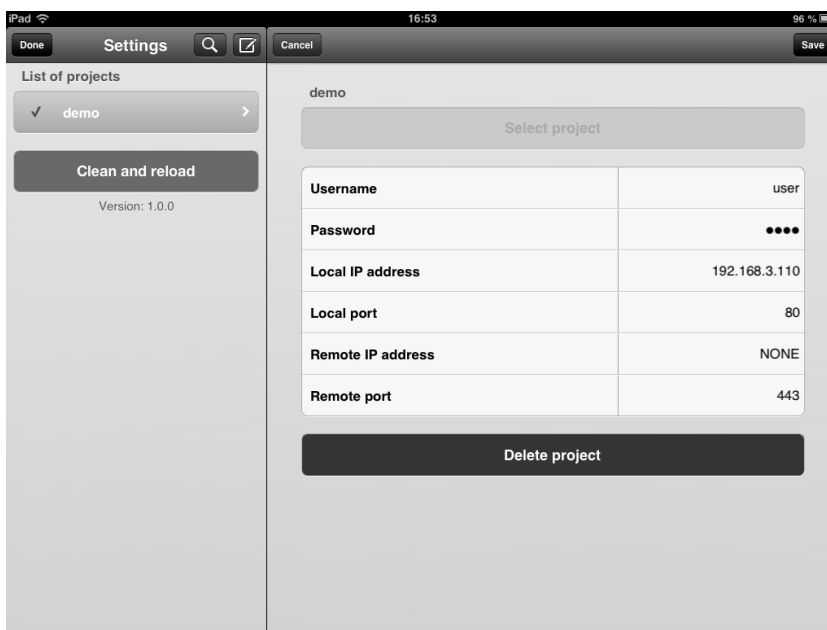
- Hit the NEW button located next to the SEARCH button
- Fill out the required fields in the configuration page, as explained above
- Hit "OK" in order to confirm

From now on the new project is ready to be used; please check out chapter 3 to gather information regarding the usage of U.motion Control.

2.4 DELETE PROJECT

If you want to remove a previously created project, please follow the steps below:

- Select the "SETTINGS" menu from the TOOLBAR of U.motion Control
- Click on the project that you want to delete
- Hit the EDIT button in the upper right corner
- If necessary, scroll down and hit the red button "DELETE PROJECT"



2.5 SELECT PROJECT AS DEFAULT

If you have configured more than one project and want to select the default project (which is started as soon as the app is launched), please follow the steps below:

- Select the "SETTINGS" menu from the TOOLBAR of U.motion Control
- Click on the project that you want to select as default
- Hit the EDIT button in the upper right corner
- Click on the green button "SELECT PROJECT"

The new selected entry will be highlighted within the projects list; from now on it is possible to use the project for accessing the U.motion device.

2.6 USAGE IN COMBINATION WITH THE U.MOTION BUILDER

The app U.motion Control can also be used in combination with the U.motion Builder, the useful development tool.

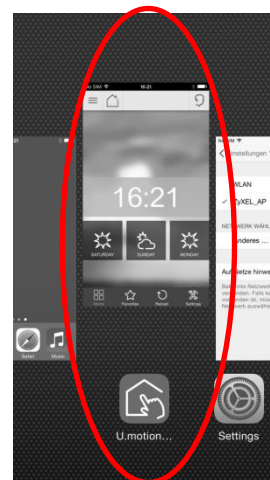
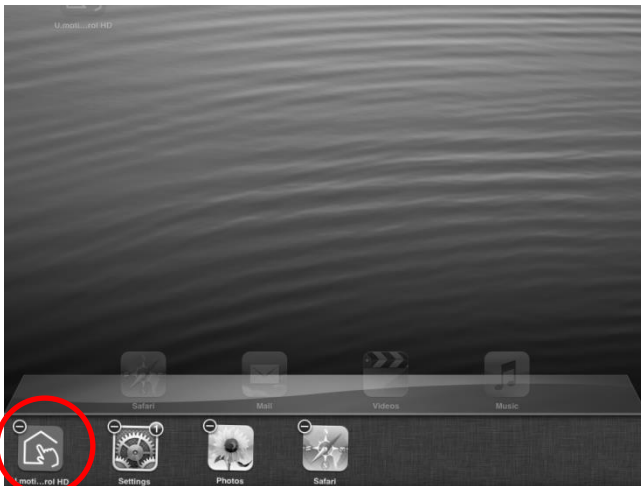
In order to configure U.motion Control to work with the U.motion Builder, please proceed as follows:

- Select the "SETTINGS" menu from the TOOLBAR of U.motion Control
- Hit the NEW button in order to manually create a new project, as already described before
- Insert a name for the project and a set of user credentials valid for the project present in the U.motion Builder
- As local IP address, please specify the address of the PC on which the U.motion Builder is installed and running
- Insert "8080" as local port

At completed configuration the project can be used just like a "real" project. Naturally, the U.motion Builder project can't send any commands on the bus or control real KNX devices, but it can be perfectly used for presentation and training purposes and to get familiar with the functionalities of the U.motion devices.

2.7 EMPTY CACHE

Under some circumstances it can be useful to delete the cache of the app (e.g. when changing the THEME of the visualisation). To achieve this, simply remove the app from the running applications and start it again.



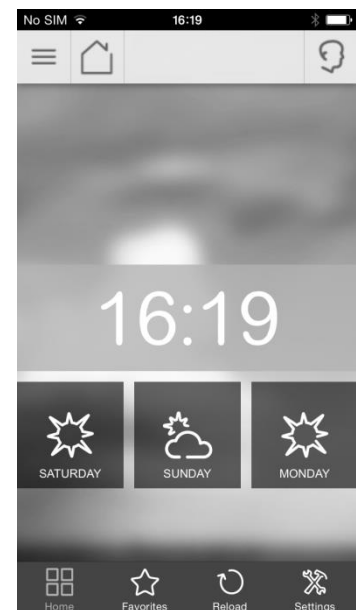
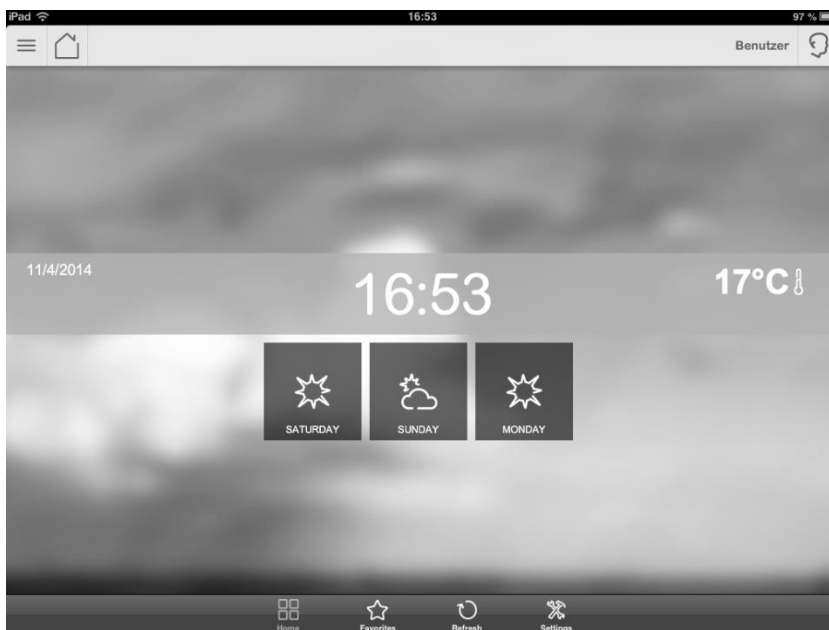
3 USAGE

U.motion Control permits to navigate within the visualisation of the U.motion device in a much faster and easier way than using a common browser (e.g.: SAFARI).

Once a project has been created, as described before, you can access the visualisation by hitting the HOME button within the TOOLBAR of U.motion Control. The following loading screen will be shown:



When the app finishes loading, depending on the configuration of your device, a login window can be shown. Please use a valid credentials set to login to the visualisation. Afterwards, the HOME screen of the U.motion device will be shown in the same way as when accessing through a common desktop PC:



Compared to a common browser, U.motion Control has the following advantages:

- Quick access buttons in the TOOLBAR (HOME, favorites, refresh, settings)
- The app stores the current page when brought into background; in this way, when the application is started again, it will automatically jump to the page lastly shown.
- Optimized graphics and performance, in order to use at best the possibilities of your Apple device: the navigation experience is nearly at the height of a native app, although being completely based on web contents!

For further information on the general usage of the U.motion devices, please refer to their USER MANUAL.

I. NOTES
