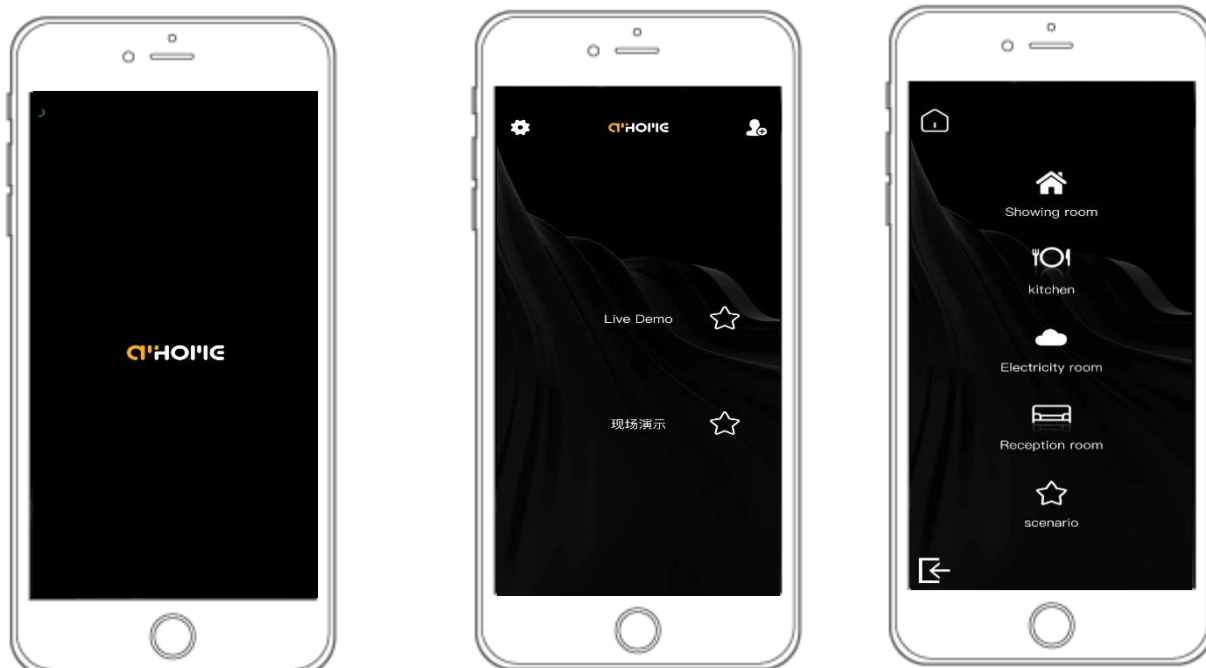# User Manual

K-BUS® AirHome Remote Pro_V1.0

Smart Home Software for KNX

KNX/EIB Smart Home and Building Control System

CONTENT

Chapter 1 Software Introduction

AirHome Remote Pro is an app that works together with the Air1 Server gateway from GVS, it's mainly for remote controls in KNX system. This app is compatible with mobile phone, tablet, PC etc. The manual will mainly introduce the main features of the app. The app is now available in a variety of platforms as follows:

APP Name: **AirHome Remote Pro**

iOS phone/tablet: iOS Appstore

Android phone/tablet: Google Play Store

Windows/MacOS PC: GVS official website (**http://www.gvssmart.com**)

Note: for AirHome Manager guidance please refer to *GVS_AirHome Manager Software_UM***:**

for Air1 Sever gateway guidance please refer to *GVS_Air1 Sever Gateway_UM.*

Chapter 2 Startup Screen

Once started, the software will enter to startup screen, upper left is a gear icon for **Setting**, upper right is a "+" icon to add new account, there's also an account list in the middle of the screen.

Note: Two accounts are available for your testing in the beginning, you can remove them anytime.

Picture 2.1

2.1 Setting

Click the upper left gear icon on the startup screen to access **Setting,** see picture 2.2:

- **Version**: app version details;
- **Language**: languages setttings, now it supports mainly Chinese, English, Italian;
- **Pin**: checkbox to enable a passcode, icon to set your personal passcode;
- **Force orientation**: checkbox to enable a default screen orientation (portrait/landscape);
- **Force screen always on**: checkbox to always enable the default screen orientation;
- **Logout when in background**: checkbox to enable logout when app is on running app list;
- **Use effects**: checkbox to enable special effects within the app (ex. vibration, sounds, ...);
- **Power consumption**: dropdown menu to choose the app consumption mode;
- **Contents size**: dropdown menu to select the size of contents (texts/icons);
- **Writing system**: dropdown menu to choose the default setting for your writing;
- **Auto Resolve IP**: checkbox to allows to 4G connection even if when there is a dynamic IP;
- **Show pin on idle**: checkbox to enable the requirement of the passcode after an idle time;
- **Screen width**: screen width, the value is detected automatically;
- **Screen height**: screen height, the value is detected automatically;
- **Quit**: icon to exit from the application.

Picture 2.2

2.2 Add A New Account

Click on the user icon on the upper right position of the startup screen to add a **New Account**, see picture 2.3:

- **Title*:** text area where you can enter a customized title for your personal;
- **Auto search:** dropdown which shows all the active servers in the network;
- **IP address*:** text area where enter the IP address of the server (ex. 192.168.X.XXX);
- **Username*:** text area where enter the account username configured by the administrator;
- **Password*:** text area where enter the account password configured by the administrator;
- **Title color:** click the color picker icon to customize the color of your account title;
- **Picture:** click the camera icon to take a photo to be used as account picture;
- **Picture color:** click the color picker icon to customize the color of your account picture;
- **QR code access:** click the QR code icon to aim and scan the ready project from AirHome Manager.
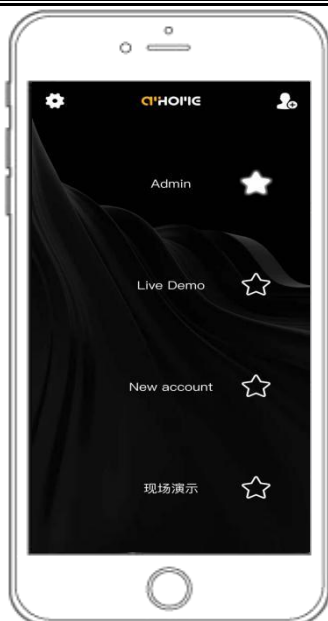
***Note: Starred fields are mandatory to complete correctly so as to login successfully.**

Picture 2.3

2.3 Account List and Login

The software, theoretically, allows you to add limitless accounts. After entering the software, the start screen will show all configured accounts, all accounts can be set as preferred by clicking the star on its right, see picture 2.4.

Picture 2.4

Slide from right to left the account will appear a **RED Edit** option, click in to edit as shown in picture 2.5, an account can be created by completing IP address information (middle picture) or QR scanning (picture on the right).

Picture 2.5

When finished setting the account, go back to startup screen and **tap on the account** to **login**.

Note: If login failed because of wrong setting, please report to integrators the information in the bottom of the software (picture 2.6) so that they can help to shoot the problem quickly.
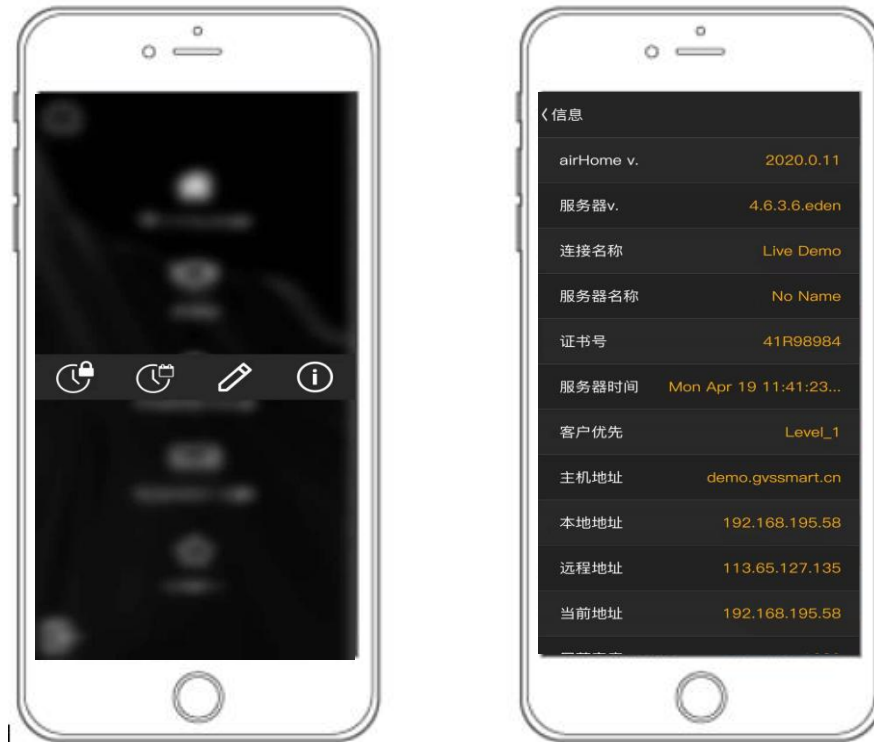
Picture 2.6

Chapter 3 Home Screen

After login, you will enter the **Home Screen** of the user interface (created on AirHome Manager PC Software). On the upper left corner you will find a **home icon** which brings you back to the **Home Screen** wherever you are in the functional screen. On the lower left corner there's an **exit icon** to bring you back to the **Startup Screen** of your app. See picture 3.1.

Picture 3.1

3.1 Information

Long press the **home icon** for over a second and you will access to a **Menu** with a row of icons for several **configurations available for the user** within the AirHome Remote Pro app. Click the **Pencil icon** to revise names of functions and **info icon** to access the current **account information,** see picture 3.2.

Picture 3.2

3.2 Configuration

The other two icons shown in the **Menu** are for day/week timer setting, details will be explained in next chapter.

Note: If timer function is needed in APP, then timer module must be added during configuration on the PC software AirHome Manager.

Chapter 4 Timers Configuration

It is possible to set up weekly schedules to automatically launch scenes and events. It won't ever be necessary to worry about the smart building management during your daily routine due to the fact that AirHome will automatically trigger events based on system calendars.

4.1 Timers Configuration Mode

Long press the **home icon** on the upper right corner in picture 3 to access a **Menu** with arrow of icons, the three icons on the left are for three different timers:

Clock icon: it's used to set cyclical timers for days Mon ~ Sun

Clock icon with lock: it's used to lock the set timers (timers set already)；

Clock icon with calendar: to set one-time timers

Choose accordingly the above icons, the **home icon** will turn to ORANGE and flash, the app is ready for timers setting now, log press the **home icon** again after finish setting, the ORANGE **home icon** will become normal again. See picture 4.1.
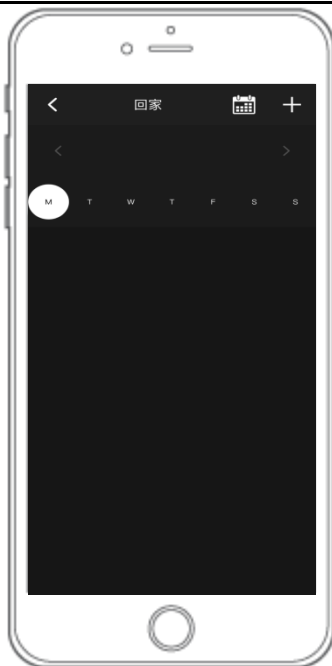

Picture 4.1

4.2 Week Timer Screen

Click on the object to access the **Week Timer Screen**. On top of the screen you find the **title of the object** you have selected (ex. *Home*). Below there is a **summary area**, filtered by day (**Week Line**), where all the created events for the selected object are displayed (**Events Rows**).

You can also find a **scroll bar** to **select a different Week Timer** (if more than one is set within the project). On the top right corner of the Week Timer Screen you find the icon for adding a **New Event**, on top left corner the arrow icon to **go back** to the user interface navigation. See picture 4.2.
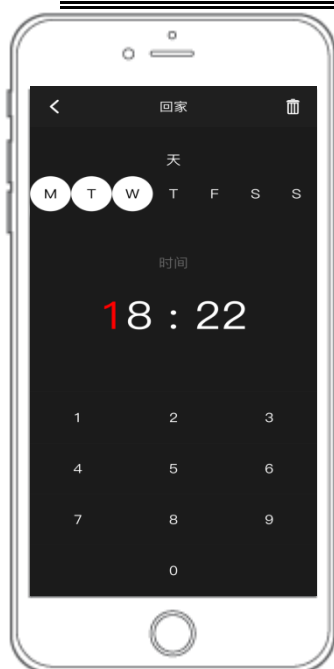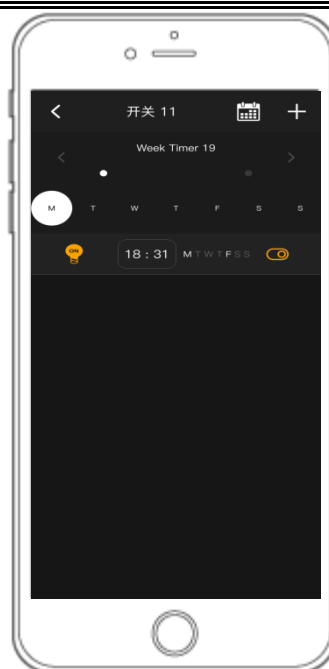
Picture 4.2

4.3 Add A New Event

To add a **New Event**, click on the icon on top right corner of the Week Timer Screen (if more than a Week Timer is set within the project, pay attention to the one you are configuring). Once done, the **Event Configuration Screen** will be displayed, you can hence **set a timer** for the selected object.

Tap on the day/s on the **Week Line** to choose for which **days of the week you want to set the timer** to. All the selected days will turn white. Below, the **keypad** allows **to input a time for the event**. On the top right corner of the Event Configuration Screen you will find a **bin icon** to **delete the event**. See picture 4.3.
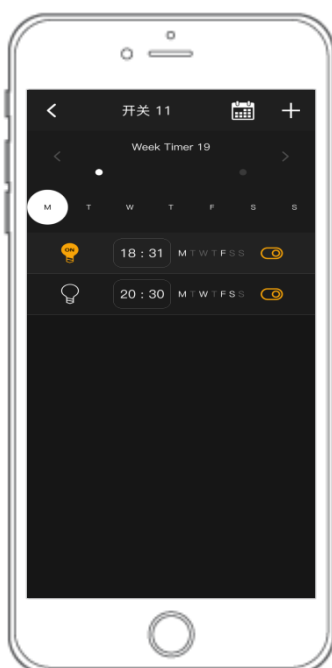
Picture 4.3   Picture 4.4

As soon as you add a new event, its details are summarized through an **editable Event Row** on the **Week Timer Screen**. Tap on top left corner icon to **go back** to the Week Timer Screen of the object. See picture 4.4.
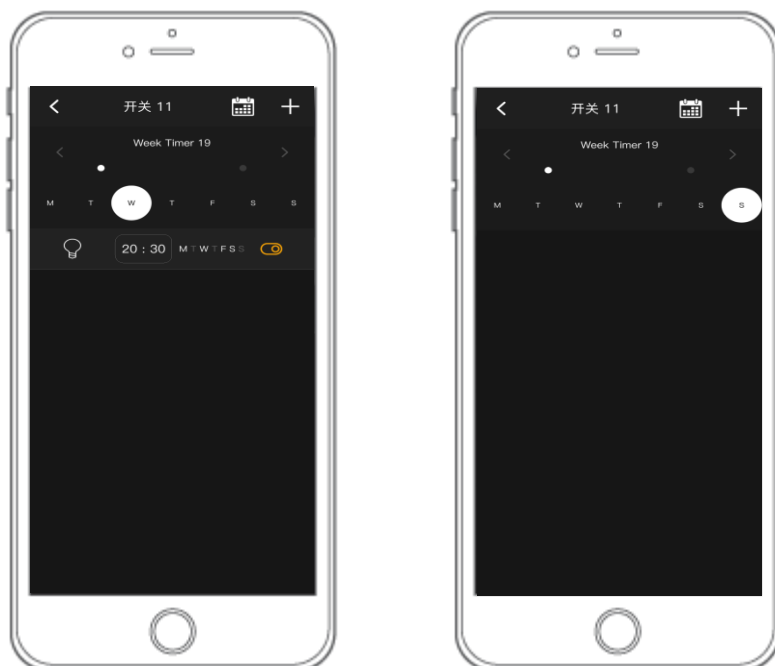
4.4 Event Row

Each **Event Row** shown on the Week Timer Screen shows the details of the **event**: the **light icon** shows timed ON/OFF, time and weekdays shows which days the timer will execute , **switch icon** on the right shows to activate or deactivate the timer. See picture 4.5

Picture 4.5

Tap on weekdays (M~S) to check timer details of each day, timers are editable according to actual needs if correct authority is of editing and visiting is given. See picture 4.6

Picture 4.6

4.5 Timer Icon

When finished, **go back** to the user interface and **long press** the **home icon** to **exit** the **timers configuration mode**. Each object for which at least an event is set will display a **timer icon below its title for easier recognition.** See picture 4.7.

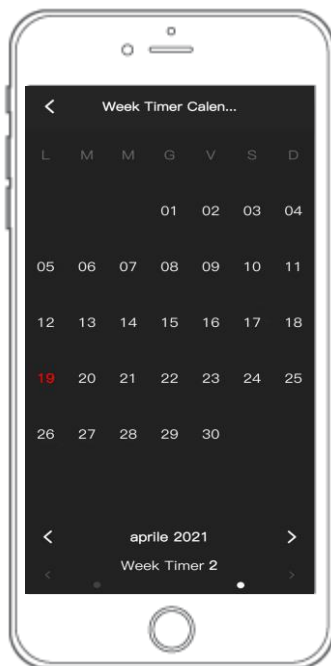Picture 4.7

4.6 Multiple Week Timers

Instead of requiring you to keep editing your timers depending on your changing routine or holiday plans, we have designed the possibility of using **multiple Week Timers**. This allows to create events and define to which kind of week they refer. For example, this helps to distinguish your typical week from your holiday week.

There is always a **Primary Week Timer** within the project, plus it is possible to set other **Secondary Week Timers** (*this needs to be done using AirHome Manager software configuration*) and use the **Week Timer Calendar** component to select the days of the year in which the Secondary Week Timer needs to be considered by the system to trigger your events.
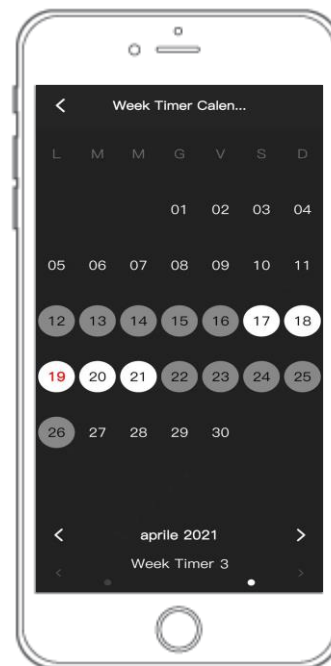
Note: The Week Timer Calendar is a module which needs to be added during your configuration in the PC software AirHome Manager.

Tap on the **calendar icon** to access the **Week Timer Calendar Screen**. On top of the screen is the **title of the object** you have selected, below there is a **calendar area** for days selection, at the bottom of the page there is a **scroll bar to select the Week Timer** you want to configure.

The **Primary Week Timer is not showed** this belowe example due to the fact that it is the default one.

Picture 4.8   Picture 4.9

Countless Secondary Week Timers can be set depending on your needs, so scroll the bar to select the one you want to configure (one per time). Once done, **tap on the dates of the calendar in which the selected Secondary Week Timer needs to be considered**. All selected days will turn white, and in those dates will be triggered only the events that you configured as Secondary Week Timer during the creation of your events.

When done, **exit the configuration and go back** to the home screen and **long press home icon to finish setting.**