VITRUM DESIGN

UFO generation II

VITRUM DESIGN

Summary

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Turn on UFO

Connect UFO to the electric power after the Beep wait for 5 min.

UFO Activation

1. Connect to the Access Point exposed by UFO.
    The SSID consists of the string "UFO" followed by a series of 13 characters or numbers (eg: ufoxxxxyxxxxyxxx). The password is always 12345678
2. With Chrome browser go to: https://dashboard.vitrum.com/#/
3. Connect the UF to the WIFI line (Image 1 e Image 2)
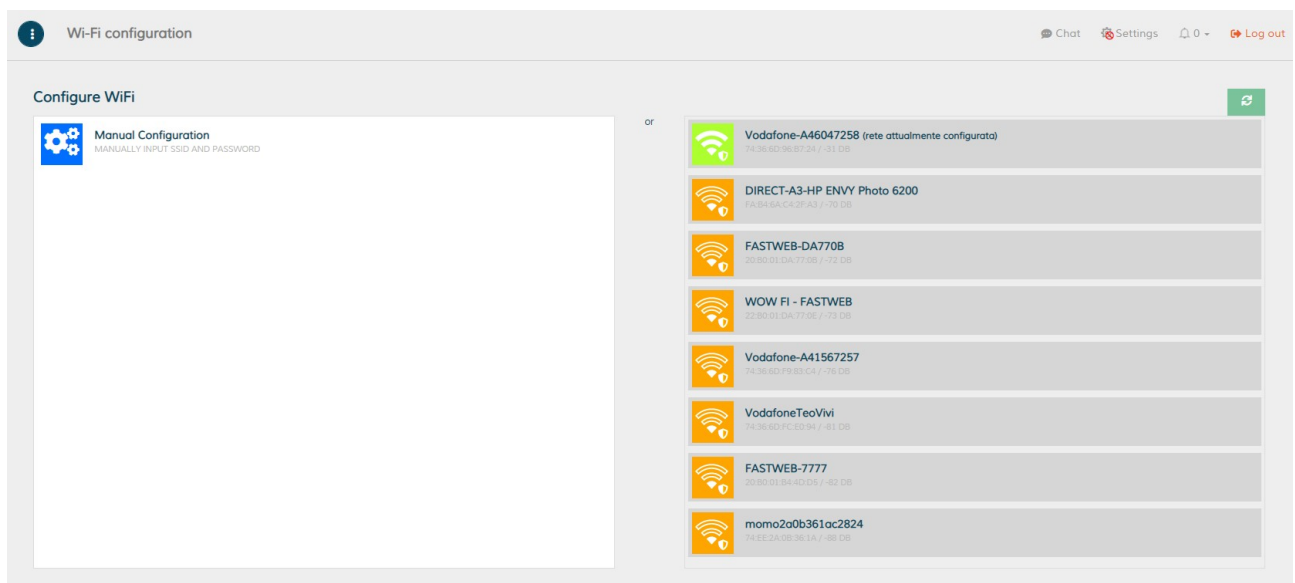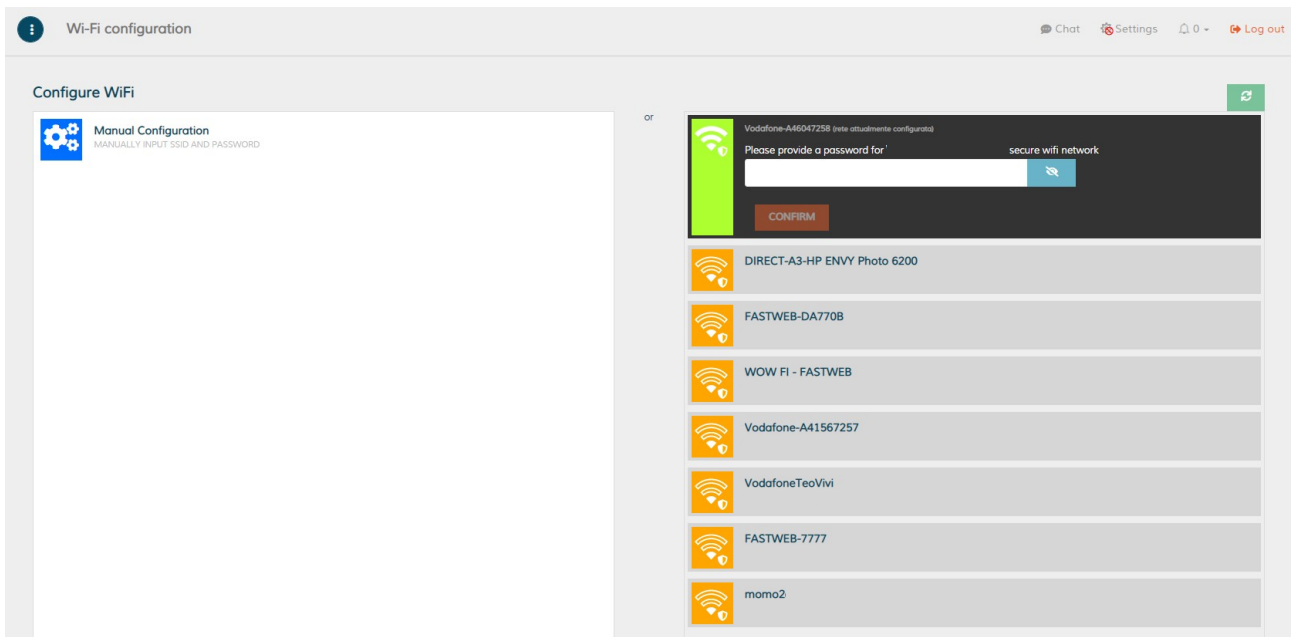
IMAGE 1

IMAGE 2

4. Connect the PC/devices to the same Wi-Fi
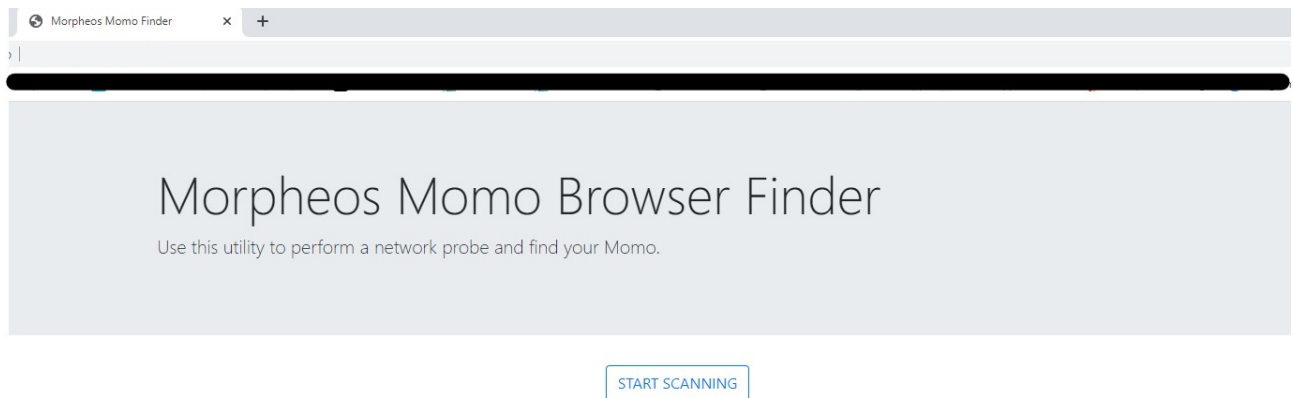5. Go to the link with your browser: discovery.vitrum.word (Image 3)

IMAGE 3

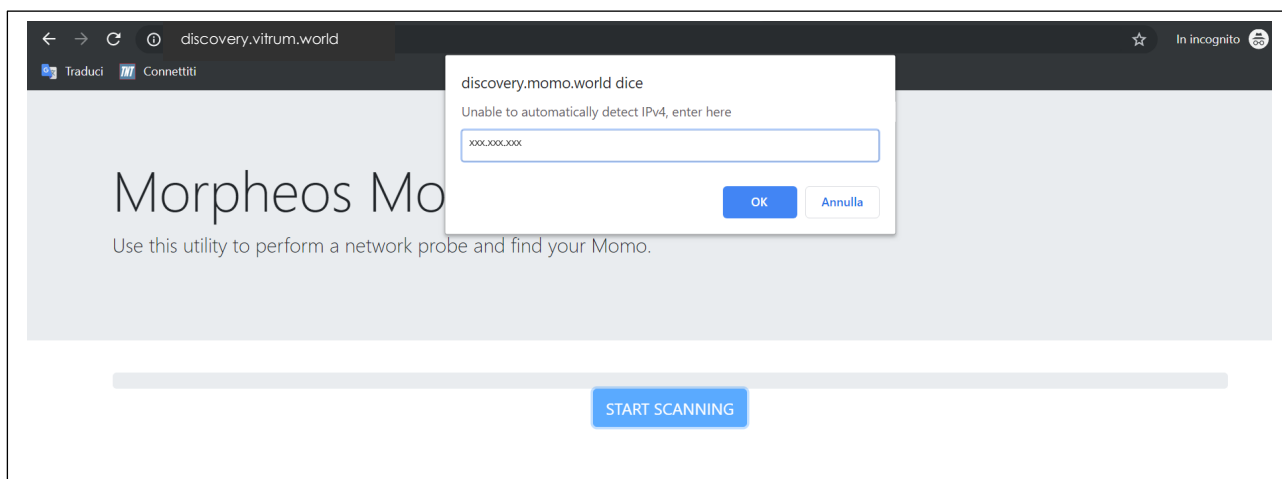6. Select *Start scanning*. If necessary insert the WiFi class on the pop up (image 4)

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IMAGE **4**

7. Select the product to configure on *Dashboard* (image 5).
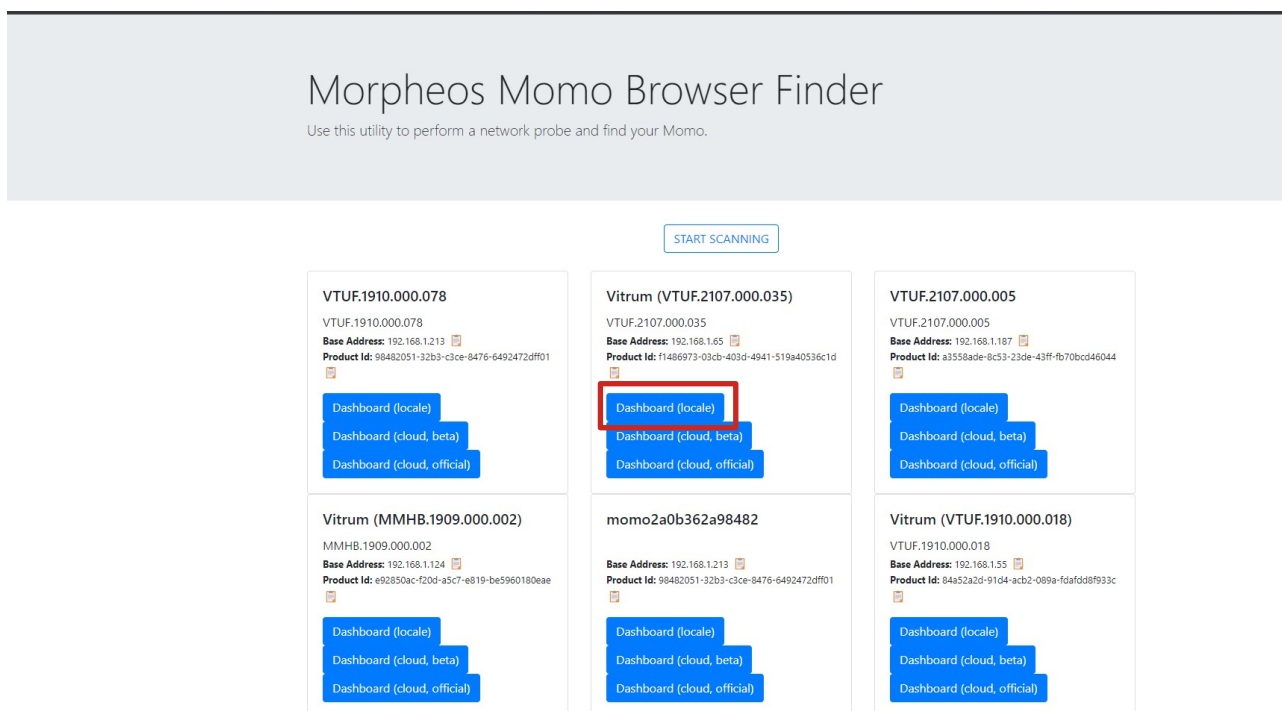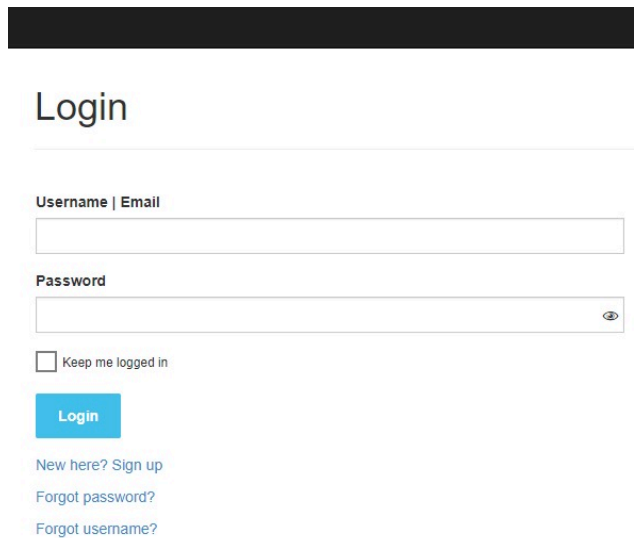   It may take a few minutes, if necessary, scan the product multiple time.

IMAGE **5**

8. If not registered select *Create a new account* (image 6). If already registered go to point 11
9. Complete the form and clink on *Registration* (image 7)

IMAGE **6**

IMAGE **7**

10. Complete the registration by clicking on the link received by email

Complete regitration

You will receive an e-mail, follow the instruction to complete the registration.

11. Log in with your credentials (image 6)
12. Access the UFO activation procedure, enter your Name and select Activate UFO (image 9)

Avatar

Choose image

Your name

Your e-mail

⚒ Activate Momo

IMAGE 9

13. Click on *Start*, for starting the registration procedure (image 10)

Welcome!

This wizard will guide you to associate your house/office to Momo and to configure your devices

Start configuration!   Skip Wizard

IMAGE 10

14. Choose an old setting or create new one. (image 11)
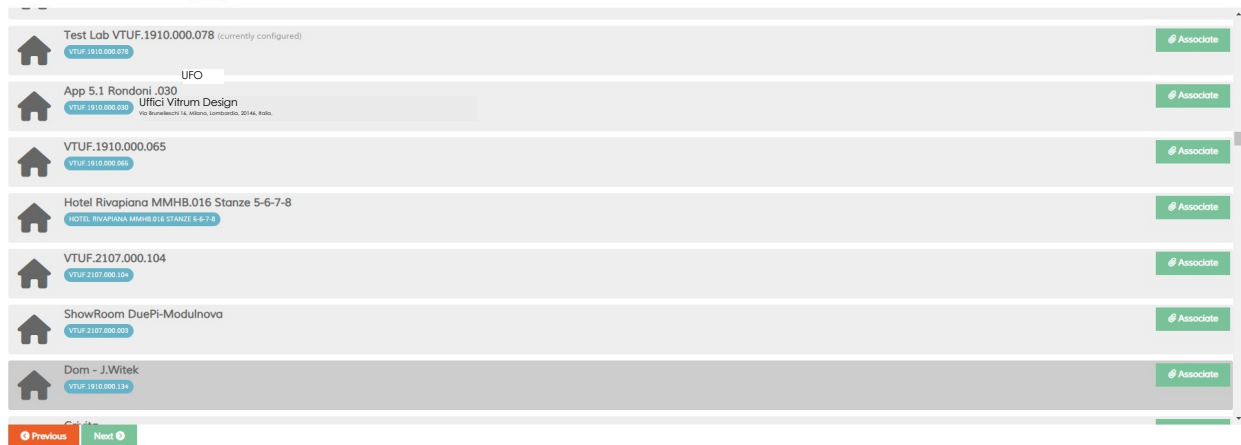
IMAGE 11

15. When creating a new setting give name and all base info and the address than select *Next* (image 12)
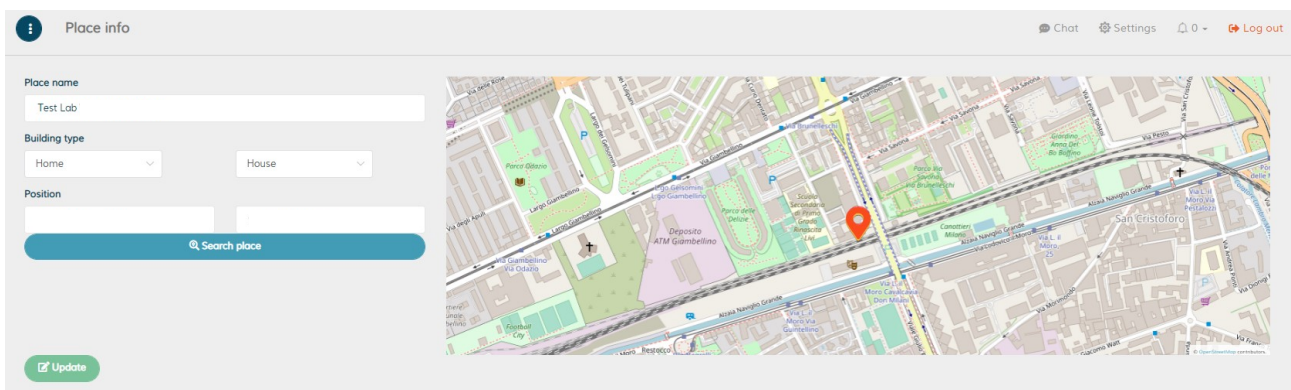
image **12**

16. Insert the basic info for all the environment of the house and select *Next*. (Image 13)

Configure environments

Kitchen
Edit × Remove

Bedroom
Edit × Remove

Bathroom
Edit × Remove

Living room
Edit × Remove

Add environment

Previous   Next
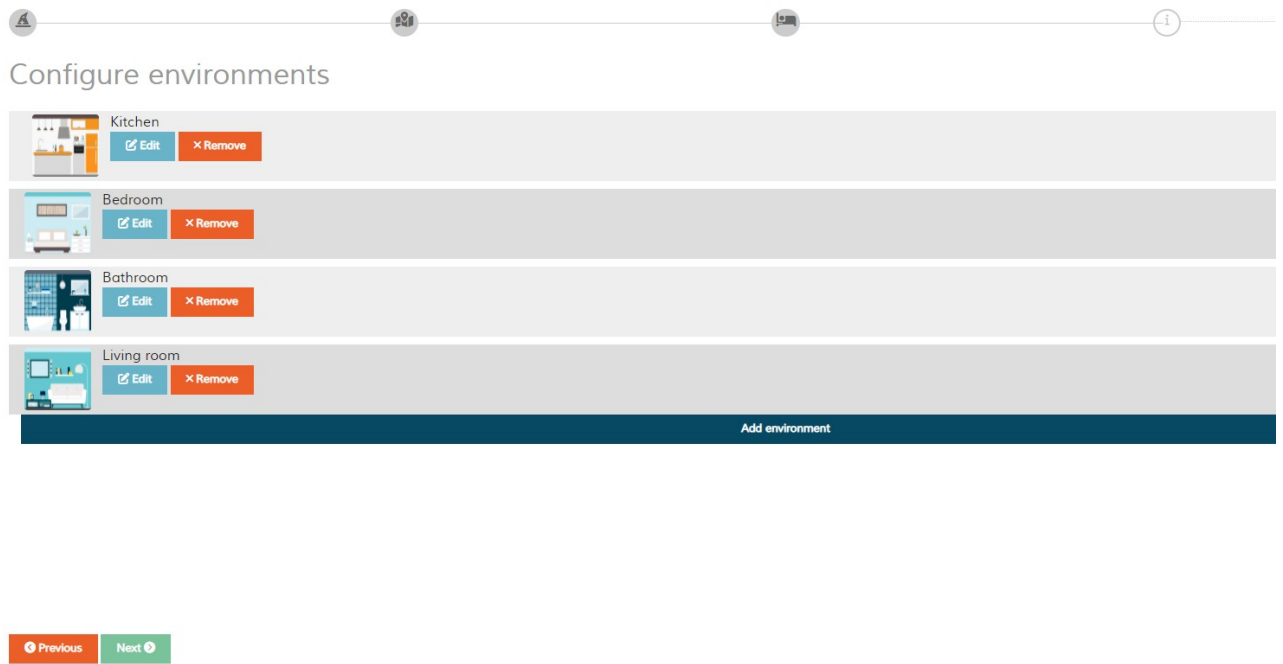
IMAGE 13

17. Set a name for UFO and select the ambient where the UFO is. (Image 14)

Some last detail...

Which name do you want to give to this Momo?

VTUF.1910.000.078

In which environment is placed?

Living room

UFO Office Vitrum Design Milano

Bathroom

Bedroom

Kitchen

Living room

Previous   Next

IMAGE 14

Start!

Start u UFO ! omo!

Previous   Next

IMAGE 15

Now you can sign in the Dashboard at the URL: https://dashboard.vitrum.com/#/

MENAGE Z-Wave

One the dashboard is open, the following screen will appear (image 16)
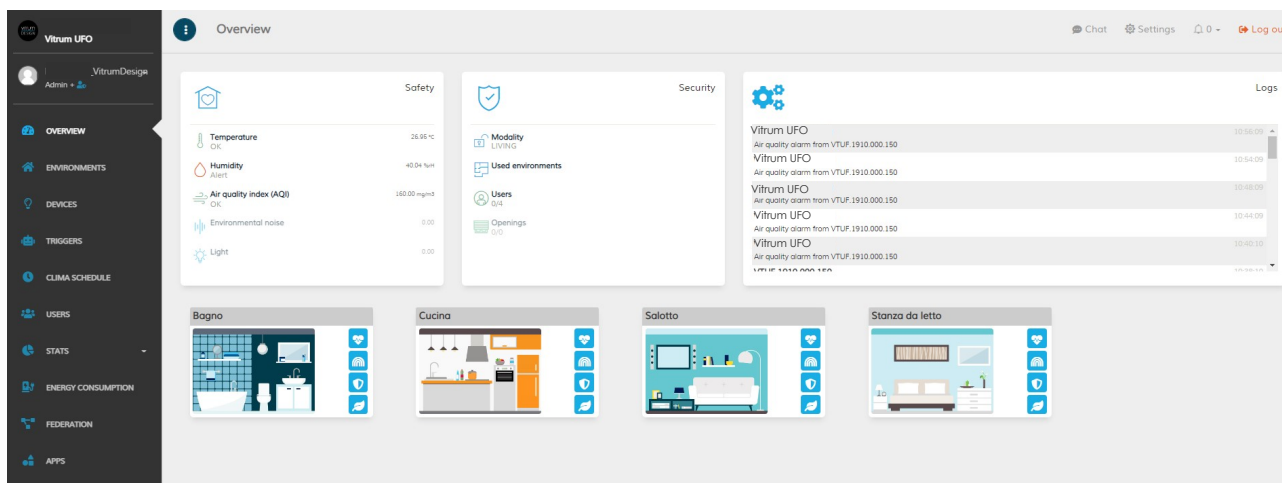
IMAGE 16

Select *Devices* and then *Z-Wave* (image 17)

IMAGE 17

A screen like the following will appear (image 18)

IMAGE 18

a) **Node Id**. The node with Id = 1 is the Z-Wave Controller. The numbering of the other nodes starts from Id = 6;

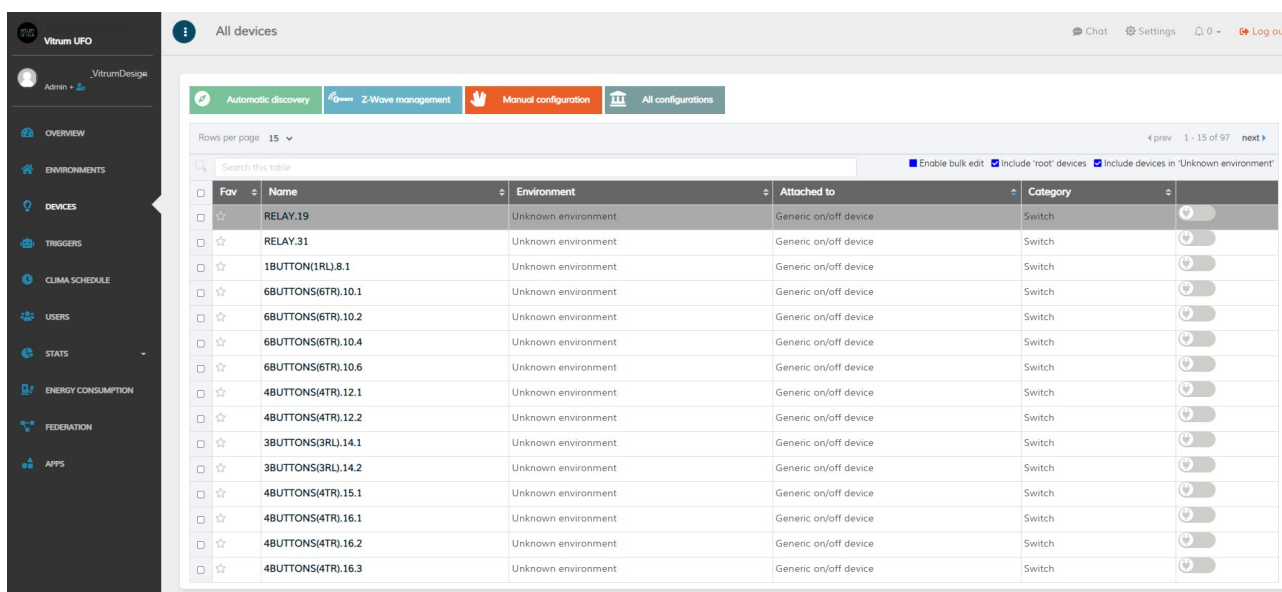b) **Node Name**. If it has not been changed manually it will correspond to the Model of the device;

c) **Manufacturer** of the device;

d) The first icon (flag) indicates that a **template** has been applied to the node. The second icon (ear) indicates that the **device is always listening** (i.e. it is not a battery-powered device);

e) **Environment** in which the node is installed;

f) **Model** of the device;

g) Functionality of the individual endpoints.

Se è la prima volta che si accede a questa schermata, non sarà presente alcun nodo oltre al Gateway.

Select Z-Wave region (only UFO generation II)

Before starting to include the Z-Wave devices, the working Region must be set, so select the GATEWAY device and click on "i" and then on change in the frequency menu item and choose the region:
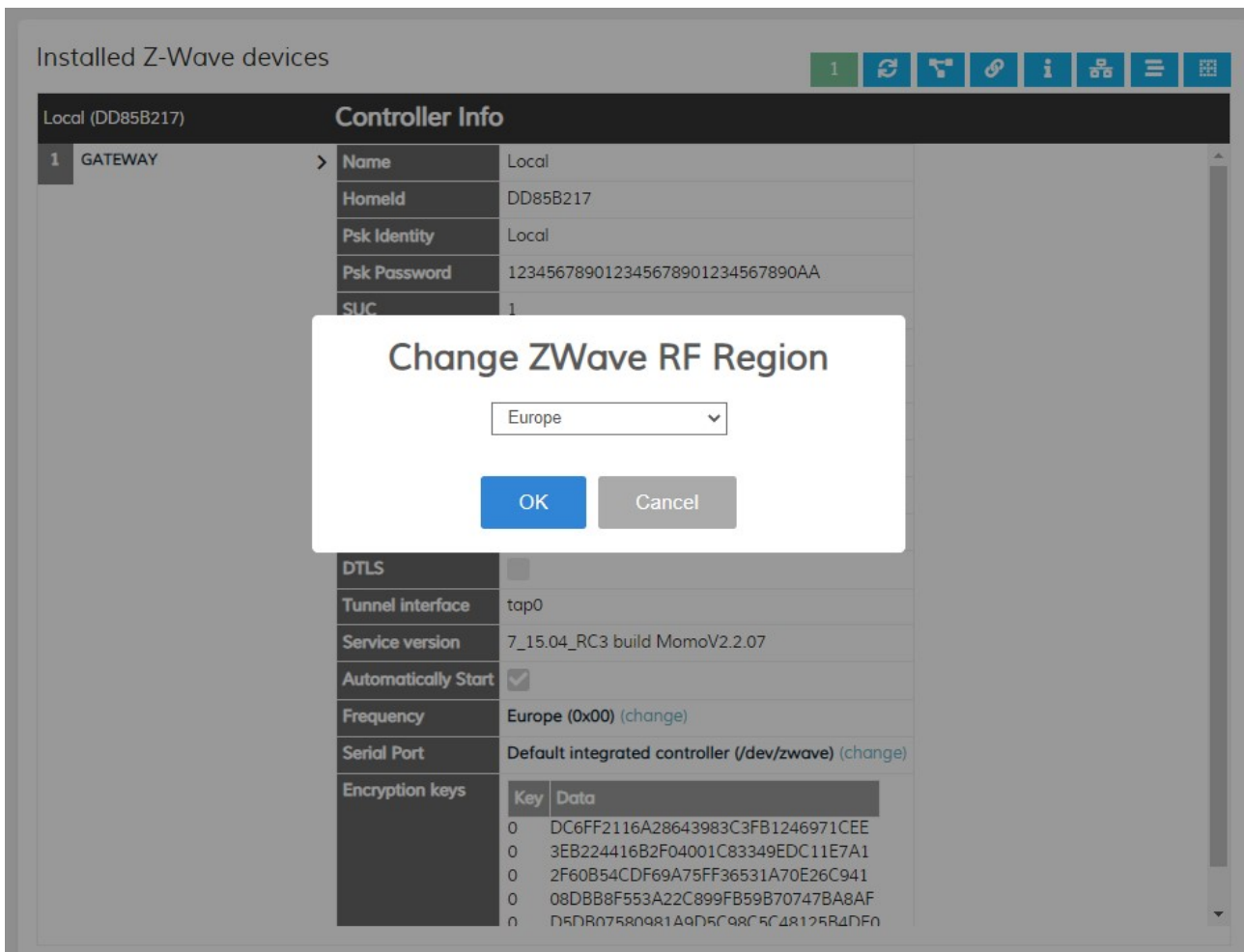
When OK, UFO will have to be restarted:

Node inclusion

From the Devices → Z-Wave Management panel select Inclusion (image 19)

IMAGE 19

From now on you have 60 seconds to include a node. For the procedure to carry out to include the node, consult the manual of the device in question.

IMAGE 20

In the event that, following the inclusion of a node, error messages appear on the screen, carry out the exclusion as indicated in the following paragraph and then retry the inclusion procedure.

Node esclusion

From *Devices* panel → *Z-Wave* management select *Exclusion* (image 21)

IMAGE 21

From this moment you have 60 seconds to exclude a node. For the procedure to be carried out to exclude the node, consult the manual of the device in question. From this moment you have 60
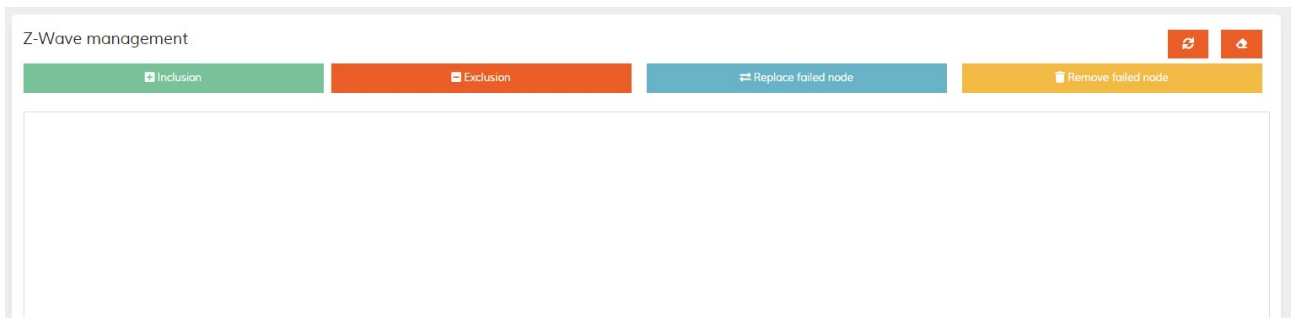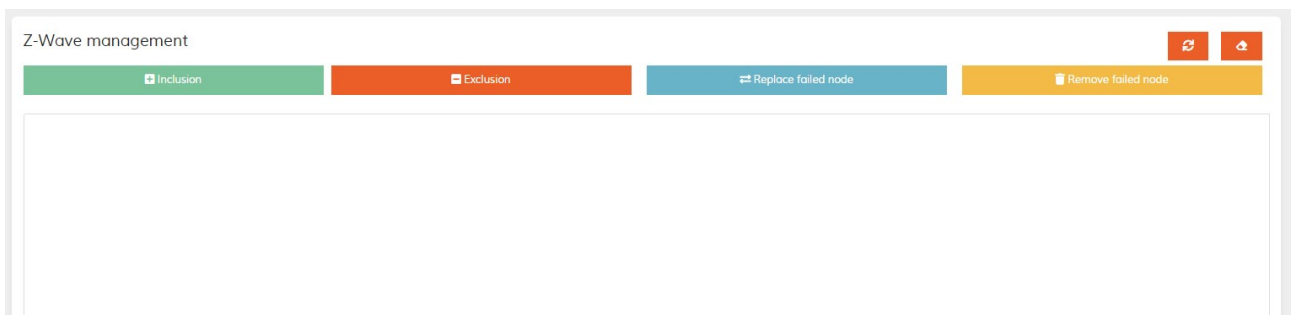
seconds to exclude a node. For the procedure to be carried out to exclude the node, consult the manual of the device in question.

IMAGE **22**

Template application

For each node it is necessary to apply a template, to make sure that UFO has knowledge of the functionality of the device.

To do this you need to select the node and open the Templates tab.

Below is an example of a template for a *Vitrum 01E01H020 (1CH-1RL)* device and a brief description of each modifiable parameter.
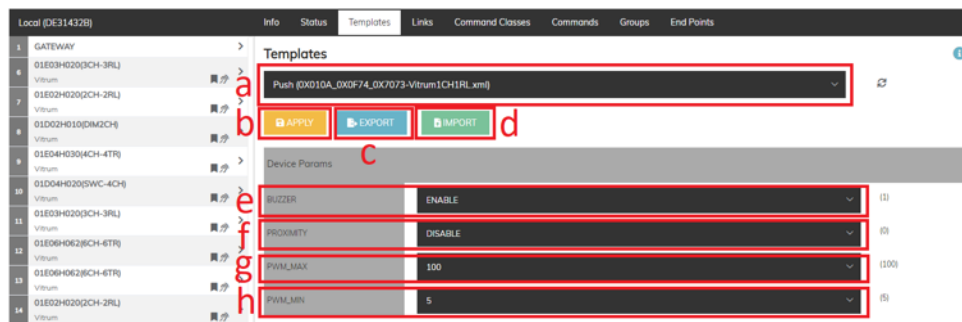

IMAGE **25**

   a) Node template;
   b) Template application;
   c) Export template;
   d) Import template;
   e) Enable/disable devices sounds;
   f) Enable / disable proximity;
   g) Maximum brightness of the devices;
   h) Minimum brightness of the devices;

Endpoint
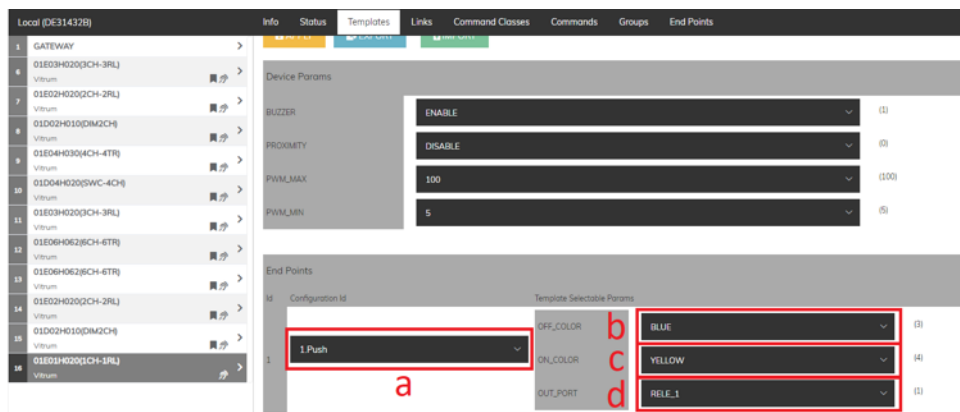
Individual endpoints must also be configured (image 26)

IMAGE **26**

a) Endpoint functionality;
b) Endpoint color when OFF
c) Endpoint color when ON;
d) Output piloted by the endpoint;

Create Link

To make links between Vitrum Z-Wave peripherals, choose the peripheral, click the Link tab and choose the endpoint of the node to be configured and the peripheral with which to link at this point, click to decide whether to make a bi-directional or one-way link (image27)
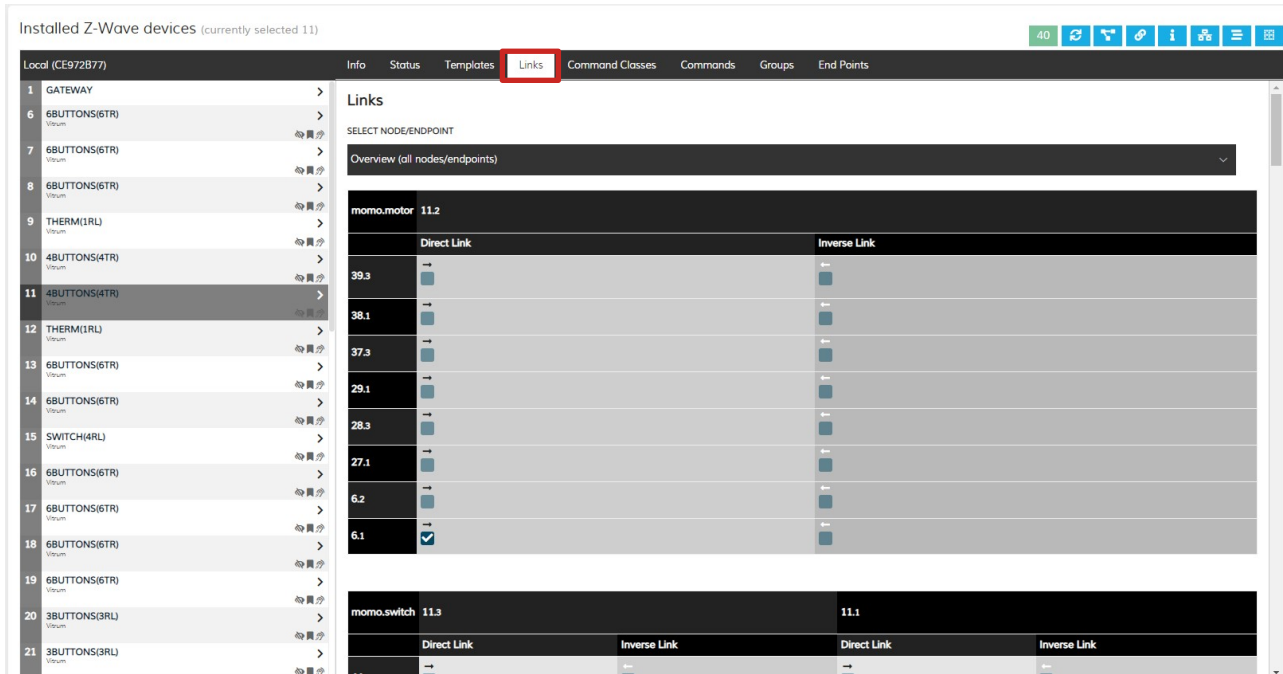

IMAGE **27**

Environment Management

Once the Z-Wave configuration is complete, let's move on to configuring the environments, if not all the environments of the building have been created during the activation phase, it will be possible to create new environments by clicking on "Create new environment" (image 28)

IMAGE 28

Just enter "Name", a "Description" (optional), the "Type" of environment if it is an "Indoor or outdoor environment" and if it has a "Parent Room" (for example if it is part of a specific floor of the building or if it is in another environment) and then click "Add" (image 29)
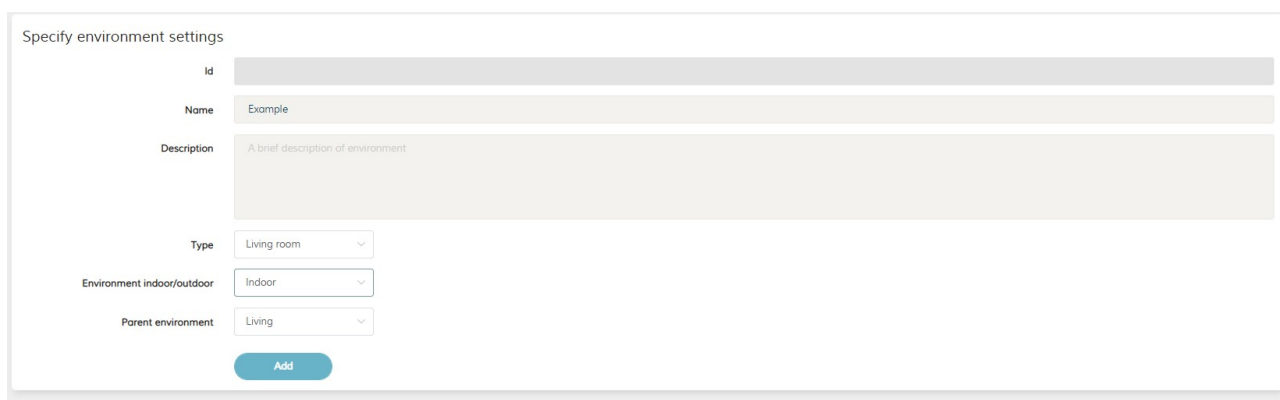

IMAGE 29

It will also be possible to change the fields of the environments created by clicking on the environment icon and then "Edit Environment" (image 30)
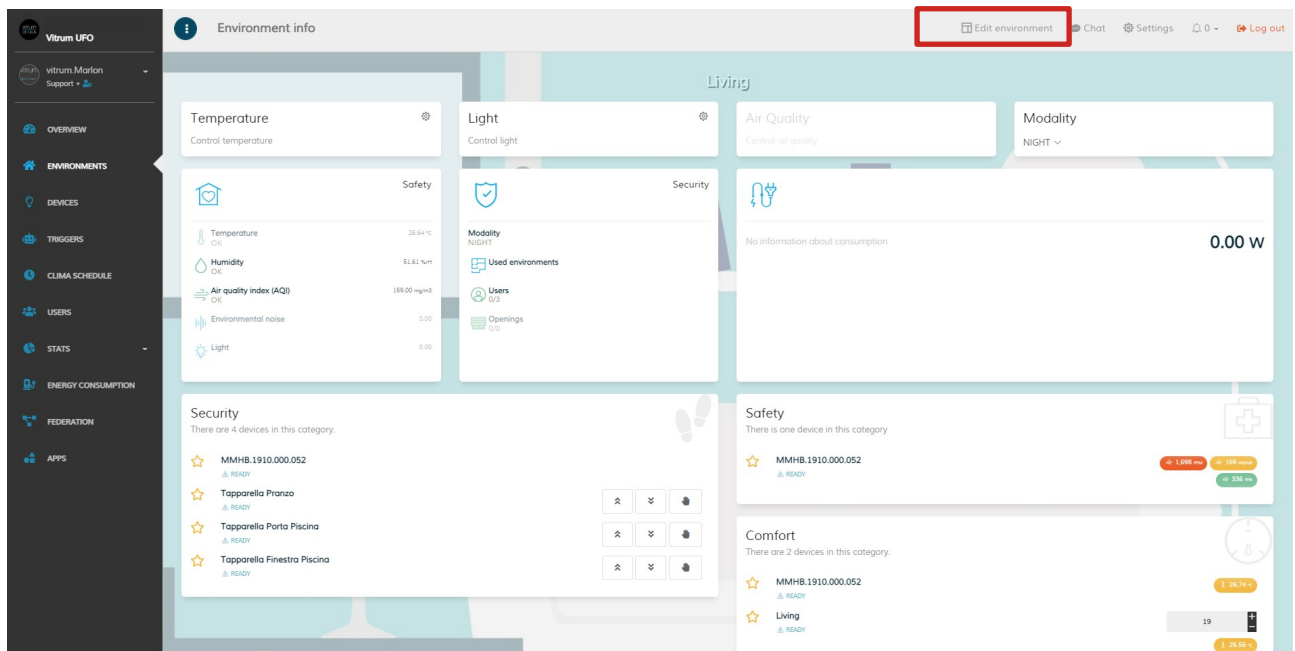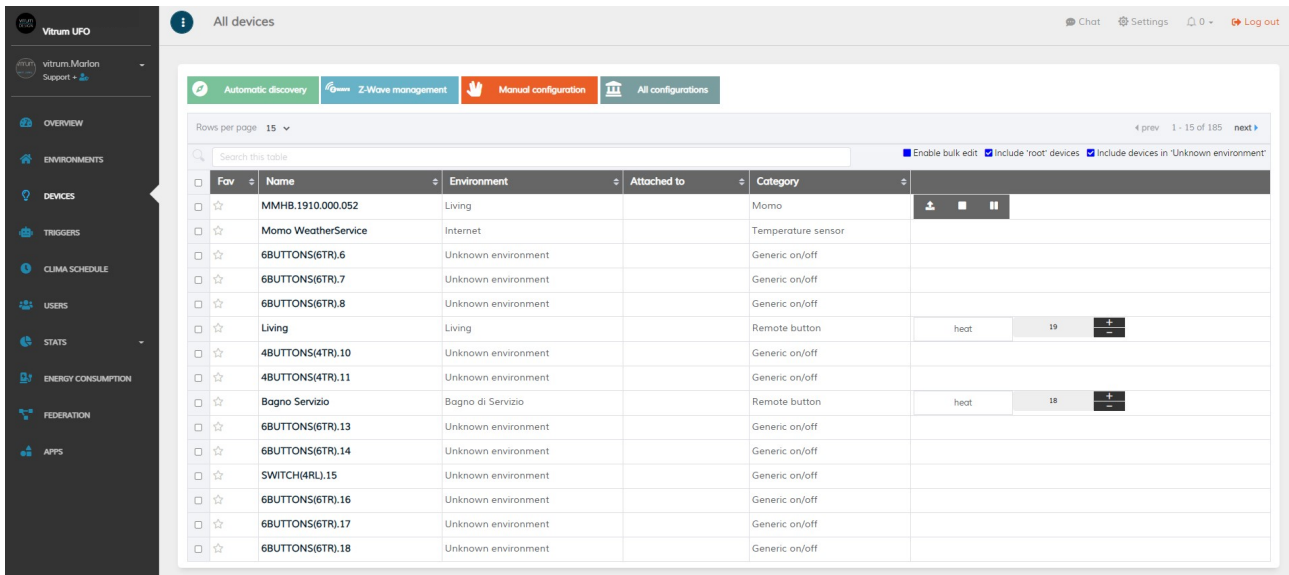
IMAGE 30

Device Configurations

Let's configure the Devices previously included and configured and to insert them in the reference environments (image 31)

IMAGE 31

By clicking on a *device* we will enter the edit page, where we can change its name, associate it with an environment and define what it is connected to (image 32)

IMAGE 32

Automation

With UFO it is possible to create automatisms that are triggered by events or adjustments for some time below as an example we show the realization of both types of automatisms:

Master Off

Click on the "automation" menu item and on "configure a new automation" (image 33)
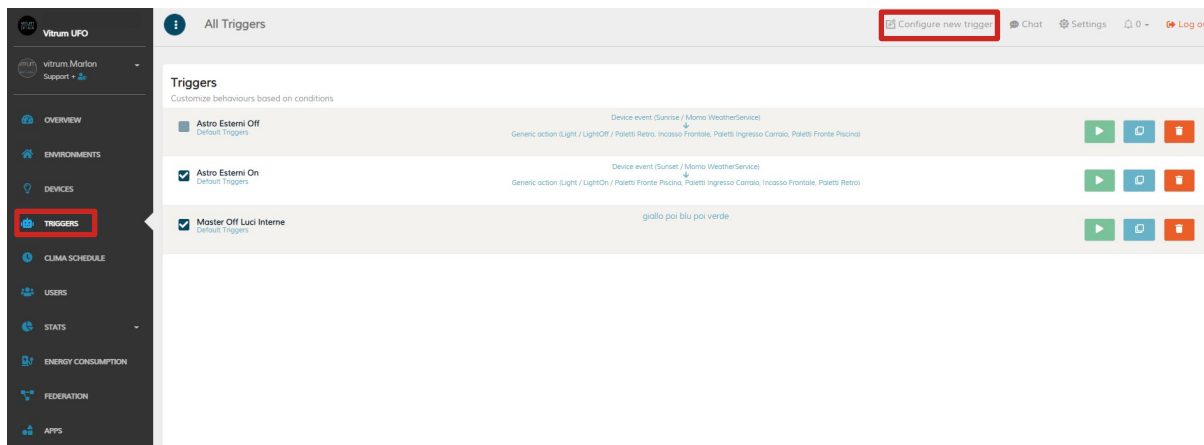
IMAGE 33

At this point we will have to enter the Name of the automatism click on enabled if we want it to be immediately active, choose the condition "Event from Device", at this point choose the type of device, in our case Remote button and choose the peripheral and the endpoint that will trigger the event, finally the "Off" action in our case.

Now we are going to select what we act on, in our case we will choose "generic action", the action we will choose lighting-> Turn off, and at this point we will decide whether the action concerns all the lighting devices, a specific environment or specific devices, in our if we choose the devices and select them from those available, then click on Add (image 34)
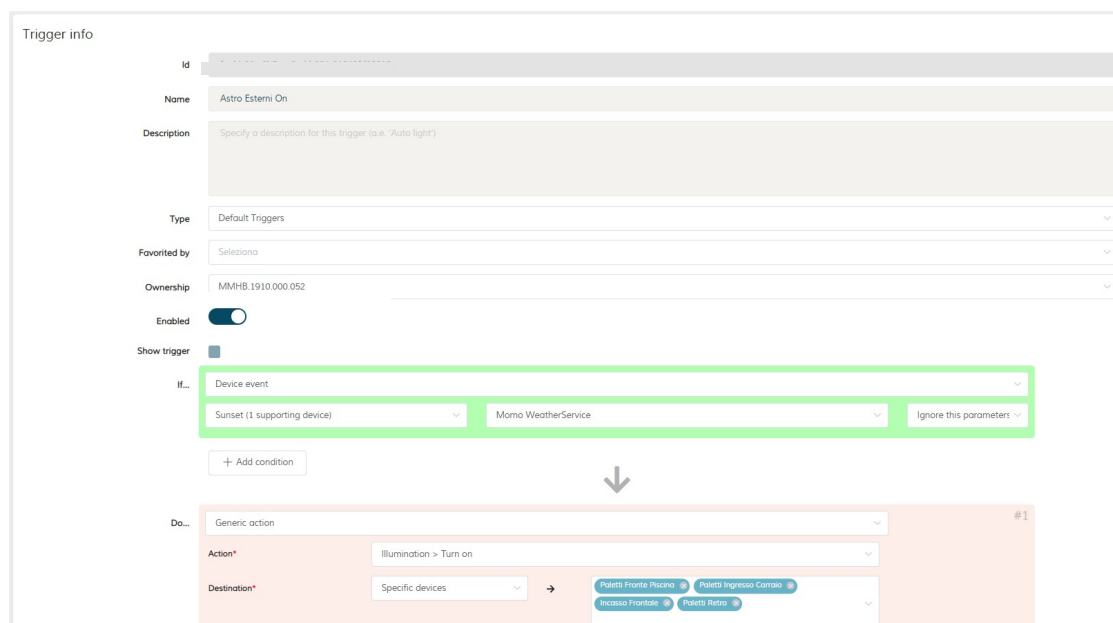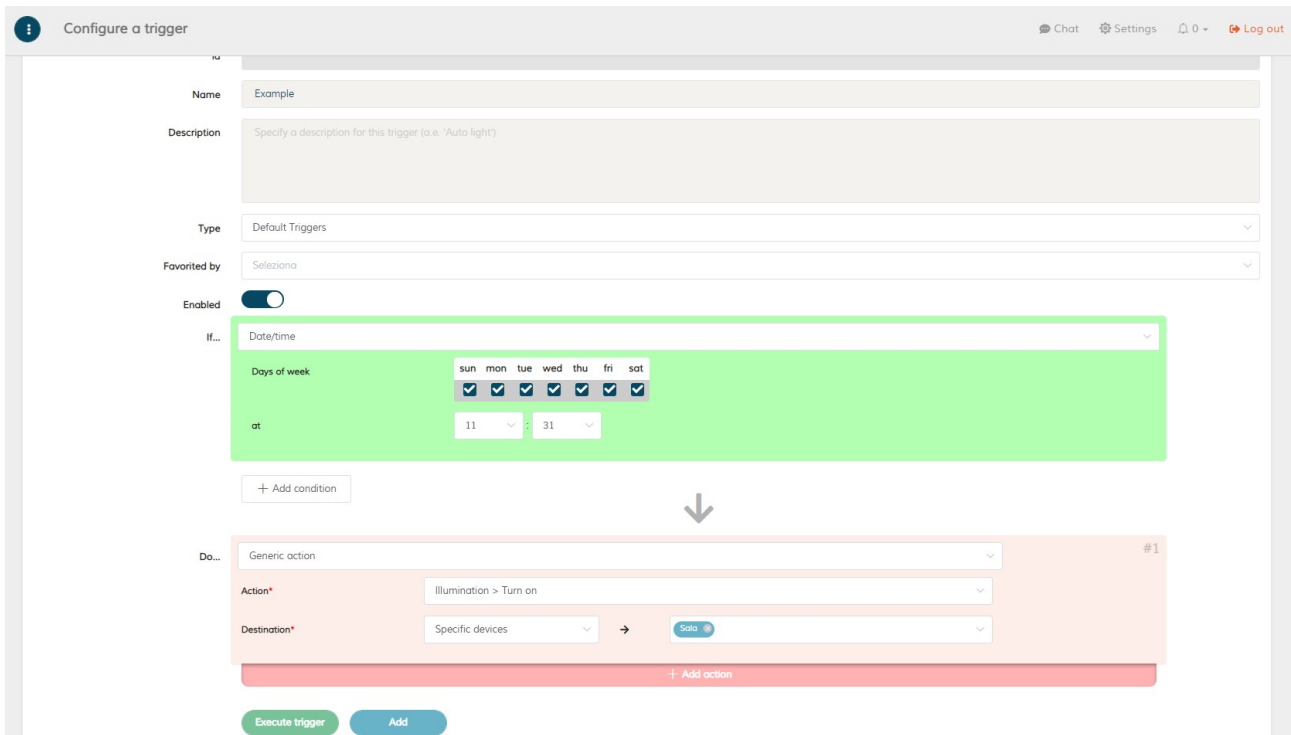
IMAGE 34

Returning to the newly created automation, we can click on "Run trigger" to test the automation.

Timed lighting of lights

Click on the "automation" menu item and on "configure a new automation" (image 33)

Once the name has been entered and the automation enabled, we will choose the "Date / time" condition, we will display a weekly calendar with an activation time, in our case the rule will be valid every day at 4:00 pm, and as an action we choose always generic action, this time lighting-> Turn on and target a specific environment, so at 4 pm every day all the lights configured within that specific environment will turn on (image 35)

IMAGE 35

Settings

From the settings menu it will be possible to carry out important maintenance on UFO (image 36):

- Wi-Fi change - by clicking on the Wi-Fi icon you will enter the Wi-Fi selection page (image 1)
- Clicking on the "Reboot" button will restart the entire UFO device
- Clicking on "Restart" will restart only the UFO application
- By clicking on "Manual Backup", the entire system will be backed up
- As soon as there are UFO updates, the "Update" button will appear

IMAGE 36

VITRUM DESIGN
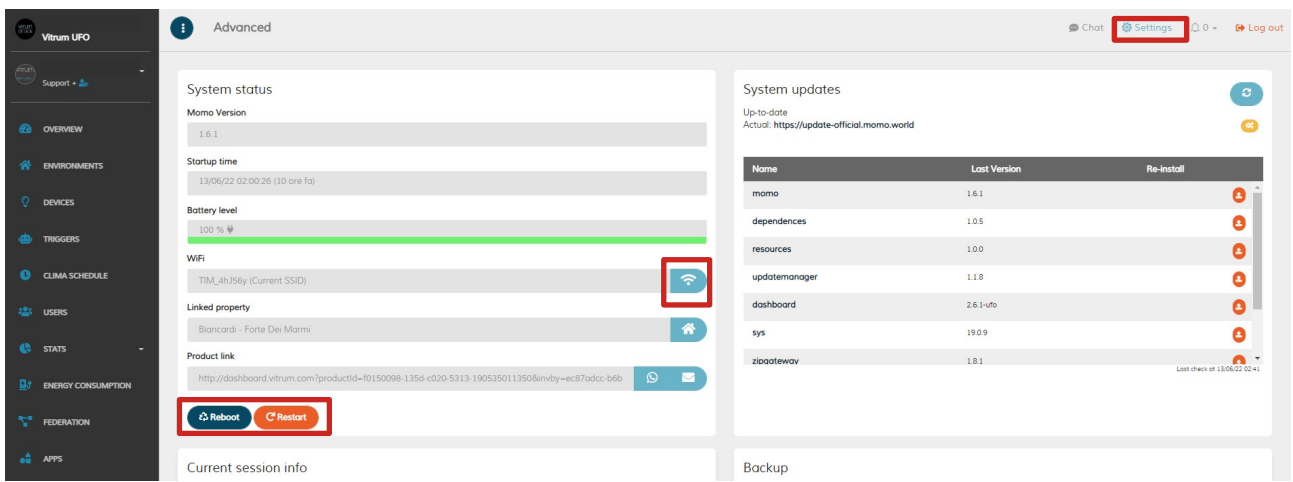
Users' management

Once the system integrator has completed the UFO configuration, he will have to create the user who will then manage the house via the App, click on the "Users" menu item and then on "Configure New User" (image 37)
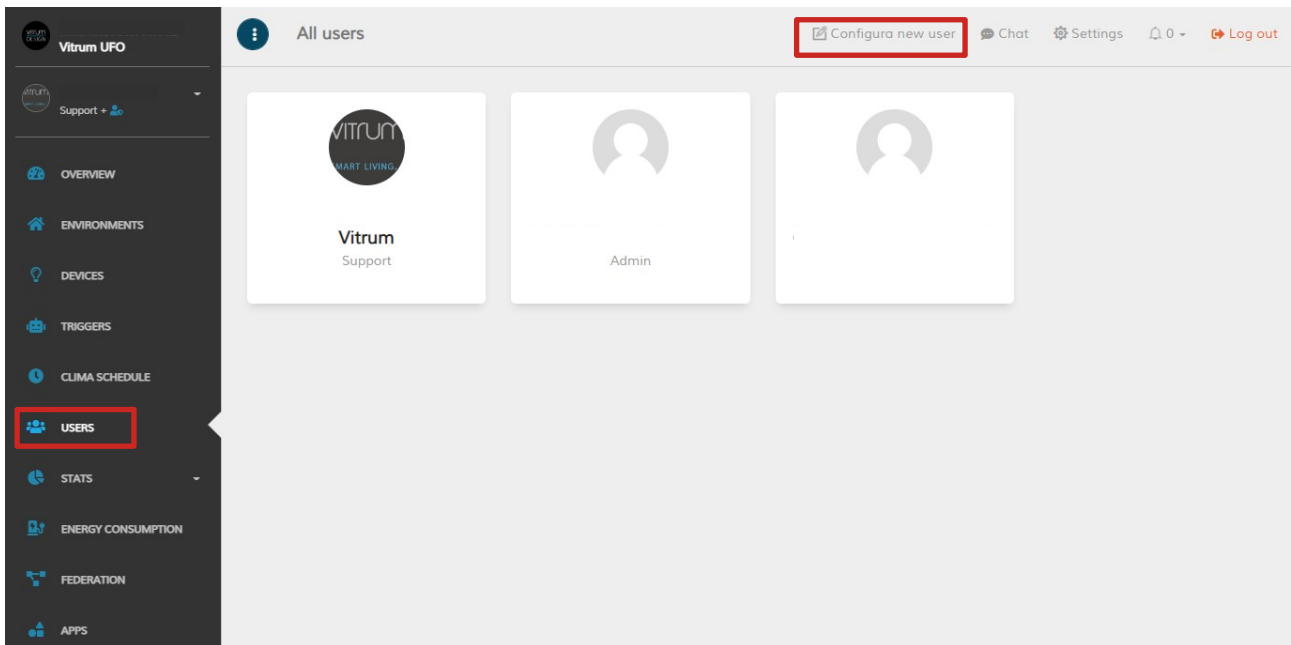
IMAGE 37

Fill in the required fields, "Name", "Role" you have to choose the type "User" "Default Language" and "email" and click "Add" (image 37)
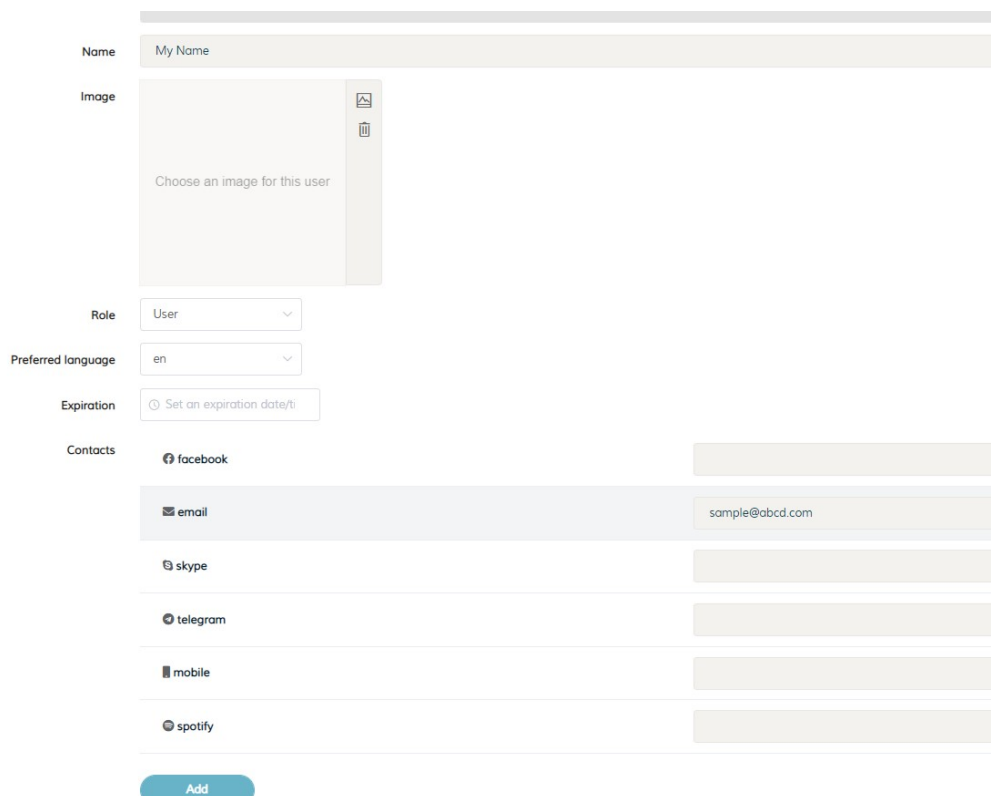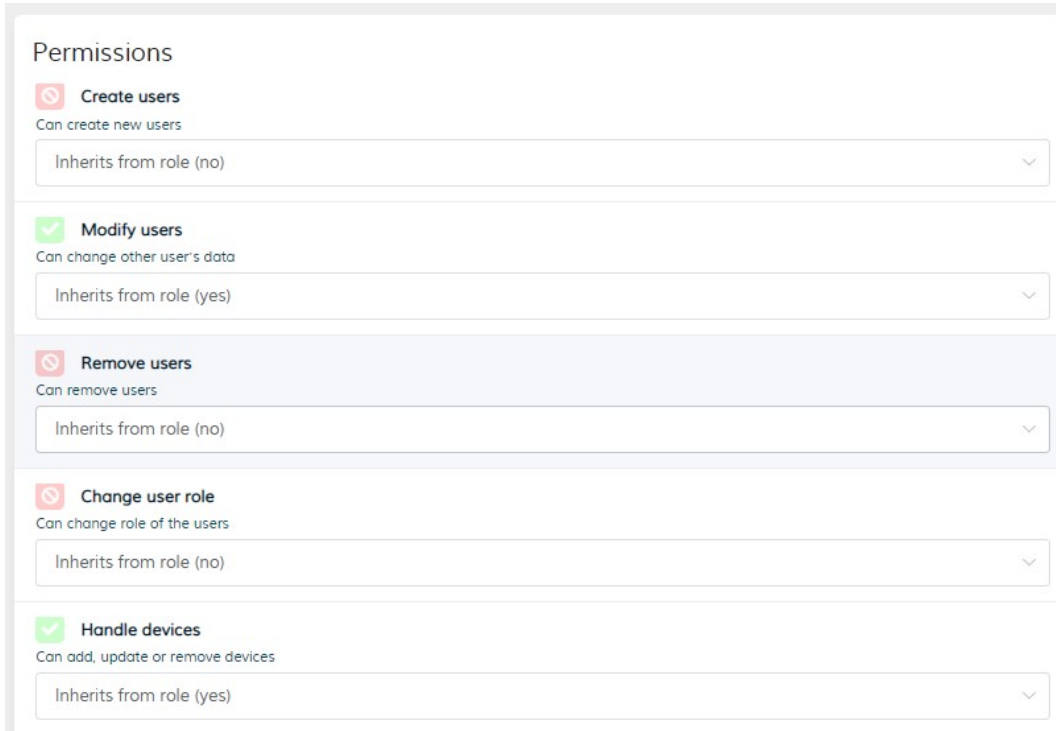
IMAGE 37

At this point, reselect the newly created user from the "Users" page and give the permissions to Create Edit and Remove Users, and click "Update" (image 38)

Permissions

Create users
Can create new users

Inherits from role (no)

Modify users
Can change other user's data

Inherits from role (yes)

Remove users
Can remove users

Inherits from role (no)

Change user role
Can change role of the users

Inherits from role (no)

Handle devices
Can add, update or remove devices

Inherits from role (yes)

IMAGE 38

Reset

In the new version of UFO generation II the reset procedure is no longer foreseen.

If necessary, use the new "Shipping" function.

Factory reset

To perform a system factory reset:

1. Press the button on the back of UFO for at least 10 seconds.

- If the operation cannot be performed:
- The buzzer emits two beeps

2. If the system enters factory reset mode:

- The Brain key flashes slowly (*HeartBeat Normal*)
- The buzzer emits a Play (500 ms)

3. Confirm the execution of the procedure by touching the Brain button for at least 2.5 seconds (Long Touch):

- The Brain key starts flashing quickly (*HeartBeat Fast*)

4. If the operation is completed successfully:

- The buzzer emits a Play (200 ms)
- The Brain key lights up at maximum brightness for 2 seconds and then sets the brightness to 20%

If the operation fails:

- The buzzer emits a Beep followed by a Play (800 ms)
- The Brain key stops blinking and sets the brightness to 20%.

Firmware update

When the UFO system enters firmware update mode, the following phenomena occur:

- The Brain key flashes quickly (*Hear Beat Fast*)

- The touch sensor is not active

If the firmware update is completed successfully, the following phenomena occur:

- The buzzer emits a Play (200ms)

- The Brain key lights up at maximum brightness for 2 seconds, after which it reaches minimum brightness

The same happens if the firmware update is not completed within 30 minutes.

Power supply OFF/ON

- When the power supply is disconnected, the buzzer emits a Play (1s)

- When the power supply is connected, the buzzer emits a Play (100ms)

System Shipping

To set the system in shipping mode:

1. Toccare il tasto Brain per almeno 2,5 secondi (*Long Touch*):
    *   The Brain key starts flashing slowly (*Normal HeartBeat*)
2. Confirm the operation by touching the Brain button again for at least 2.5 seconds (Long Touch).
    If no confirmation is given within 10 seconds, the operation is canceled:
    *   The Brain key stops flashing
    *   In this case, start over from point 1
3. Until the SoC shuts down:
    *   The Brain key flashes quickly (*Fast HeartBeat*)
    *   The touch sensor is not active
4. When the Soc shutdown is completed and until the power supply is removed:
    *   The Brain key flashes slowly (*Normal HeartBeat*)
    *   The buzzer emits a Play (500 ms) every 500 ms
    *   The touch sensor is active only on Long Touch events to exit standby (see "Shipping exit")
5. Remove the power supply
6. The system is completely shut down:
    *   The Brain key goes out
    *   The touch sensor is not active

Note

Shipping exit

Per uscire dalla modalità shipping quando si è al punto 4 dei precedenti step:

1. Toccare il tasto Brain per almeno 2,5 secondi (*Long Touch*):
    *   Il buzzer non emette più alcun effetto
    *   Il SoC viene acceso
    *   Il tasto Brain lampeggia velocemente (*Fast HeartBeat*)
2. Quando viene completata l'accensione del SoC:
    *   Il tasto Brain smette di lampeggiare e setta la luminosità al 20%
    *   Il sensore touch è attivo su eventi di *Single Touch* e *Long Touch*.

Rejected shipping

*   • The buzzer emits three plays (200 ms)

This happens, for example, during the first 2 minutes after starting the system.

System reboot during shipping

*   In case the system undergoes a reboot while in the shipping state:ll
*   Buzzer emits un *Play* (200 ms)

If the system is restarted following a power failure, the Shipping status is discarded:

- The Brain key lights up at maximum brightness for 2 seconds, then sets the brightness to 20%

If the system is restarted for some other reason, the shipping status is confirmed:

The Brain key flashes quickly (*Fast HeartBeat*) until the SoC turns off.

Low batteries before user confirmation

If, while waiting for confirmation, a low battery condition occurs, the shipping request is discarded and the system enters Low Power mode.

It will be possible to activate the Shipping mode even when in Low Power mode.

Refer to the chapter "Low batteries".

Low batteries during SoC shutdown

If a low battery condition occurs during the SoC shutdown, the system switches to Low Power mode maintaining the Standby request.

In this case, once the SoC shutdown is complete, the system shuts down completely:

  • The Brain key goes out

  • The touch sensor is not active

Low battery

When the batteries are low

- The Brain key flashes quickly (*Fast HeartBeat*) until the SoC turns off

When the SoC shutdown is complete:

- The Brain key stops flashing and sets the brightness to 10%
- The touch sensor is active on Single Touch and Long Touch events.

When tapping the Brain button (*Single Touch*):

- The Brain key varies its brightness between 10% and 30%

For standby mode, see the "System Shipping" chapter.

If the power supply is connected, when a sufficient charge level of the batteries is reached:

- The SoC is turned on
- The Brain key flashes quickly (*Fast HeartBeat*)

When the switching on of the SoC is completed:

- The Brain key stops flashing and sets the brightness to 20%
- The touch sensor is active on Single Touch and Long Touch events.