

# WaveLinx LITE Mobile App

Be sure mobile app is running on iOS version 13+ or Android version 9+ for proper operation.



## Identify (blink a device)

Use this to identify a device in the ceiling or wall. Light fixture blinks and wallstation LED blinks.



## Add (blink a device)

Use this to add a device to an Area, Zone, etc.



## Remove (remove a device - NOT DELETE)

Use this to remove a device from an Area, Zone, etc.



## Delete

Use this to remove a device from a zone, a zone from an area, etc.



## Wireless Connection

Confirm wireless connection to an Area to use mobile app.



## Wireless Disconnected

Tap this icon to restore connection to an Area in range.



## Occupancy Settings

Use this to configure occupancy settings for the occupancy sets within an Area.



## Daylight Settings

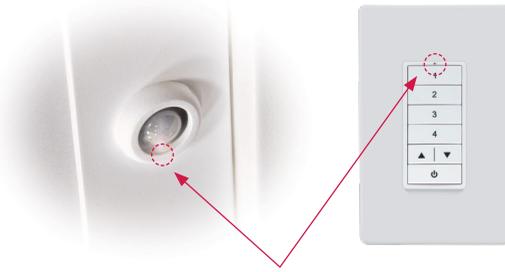
Use this to enable / disable daylighting for sensors in the Area.



## Scene Settings

Use this to modify scene light levels (Networked Areas ONLY).

# Indicator LEDs

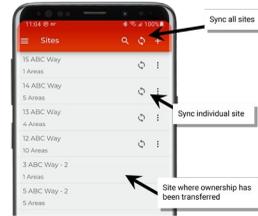


**Unprovisioned** Green / Blue blink

**Provisioned** White-to-Blue blink

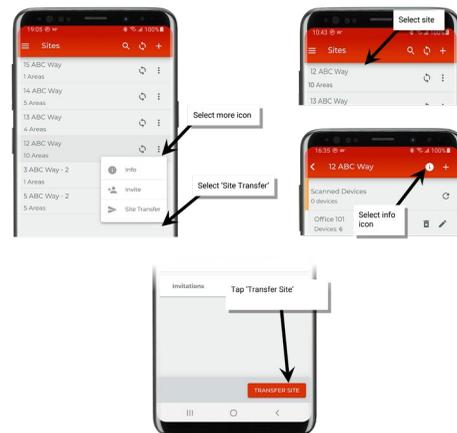
# Sync projects when complete

It is recommended to sync (backup) work to the cloud when completed. Sites must be synced before transferring to another user.



# Project Completion and Transfer

When completed, backup and transfer projects to registered account holders (see manual).

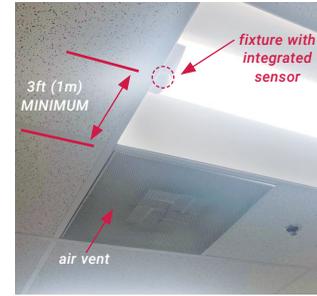


# Basic Troubleshooting

## Keep Sensors Away from Air Vents

Air movement close to sensors can trigger occupancy

- Maintain a 3ft (1m) MIN distance from air vents
- Disable sensors that are false triggering in an area



## Switches (do not use toggle switches)

Lights in mesh network may not perform correctly with frequent power toggles

- Toggle switches should never be used
- Wireless controls must restore communications
- Frequent power cycling can disrupt the programming for an Area



## Lost Devices

Only log into one mobile app from one device at a time –

DO NOT USE TWO DEVICES WITH ONE ACCOUNT!

- Backup data to the cloud
- Logout all devices
- Login to one device
- Select BACKUP and RESTORE to restore that particular site
- If devices are missing / unresponsive call for support



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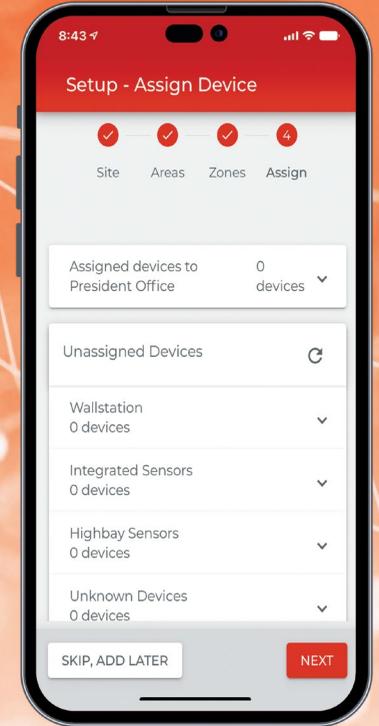
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Product availability, specifications, and compliances are subject to change without notice.

# WaveLinx LITE

Office | Education | Industrial | Parking Garage

Simple. Secure. Scalable.



pocket reference guide



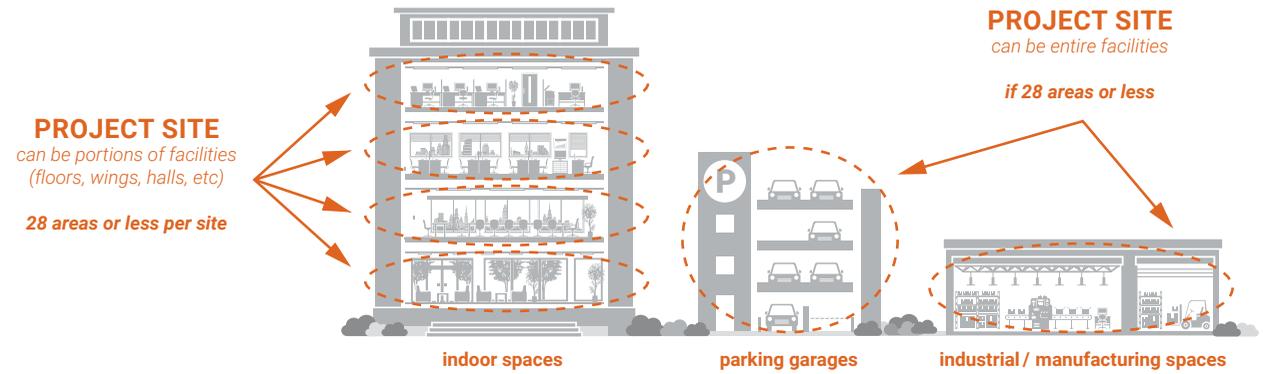
## Project Design

- Up to 28 **areas** per project site
- Up to 50 **devices** per area (best practice 40)
- Up to 16 **zones** (groups) per area
- Up to 6 occupancy sets per area
- Up to 7 scenes per area
- Up to 100ft (30m) LOS between **devices**
- Up to 5 hops between **devices**
- **(3) User roles** to choose from allowing site specific access

## Project Site (examples: buildings, floors, etc.)

Each facility administered by the WaveLinx LITE App is created as a unique site with a unique name. There is no limit on the number of sites that one user can create. Large projects with more than 28 areas may require the creation of more than one site for that one facility.

When a site is created, it is created on the mobile app and also in cloud storage. Once the site is fully setup, the data is synced to the cloud. Site ownership can be transferred so that facility owner can take over the site's programming after the setup is complete.



## Area (similar terms: room, space)

During provisioning, each device is assigned to an area. One site can contain up to 28 areas.

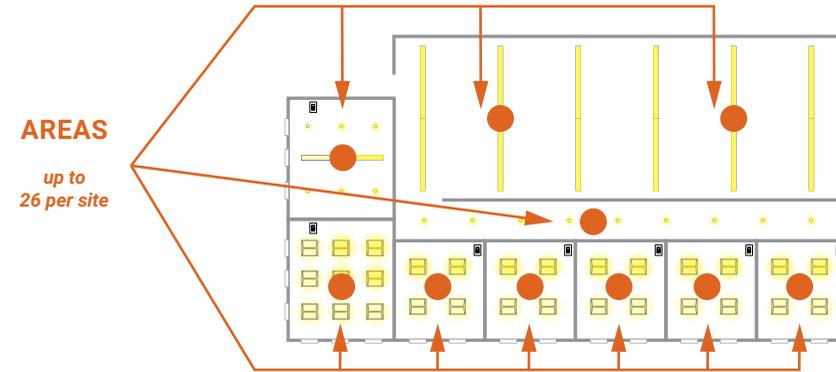
### Networked Area

A networked area is a space containing 50 MAX (best practice 40) devices which communicate in a mesh network.

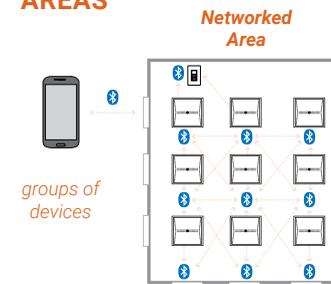
### Standalone Area

A standalone area allows for an unlimited number of devices that may be configured individually (without forming a mesh network). Use your mobile device to configure each device individually (useful when devices are too far apart to form a mesh network).

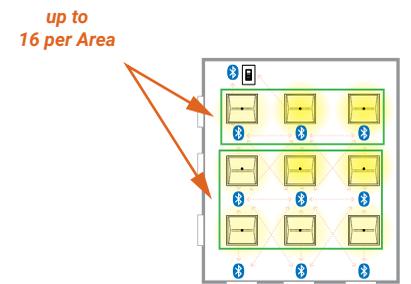
The mobile device running the WaveLinx LITE application must be within 60 feet of the desired device.



## Types of AREAS



## ZONES



## Zone (similar terms: group, row)

A zone is a group of devices that should operate together in a networked area. Zones are related to control and can be used to create scenes but are not required for daylighting.

A networked area has a default zone – up to 16 total zones.

Standalone areas will not contain zones.

## Devices (examples: light, wallstation)

WaveLinx LITE wireless components that can join areas.

For a complete list of products, visit [cooperlighting.com](http://cooperlighting.com)

