



EVE Remote Plus

Memorandum

ILEVIA S.R.L.
Beyond Building Automation

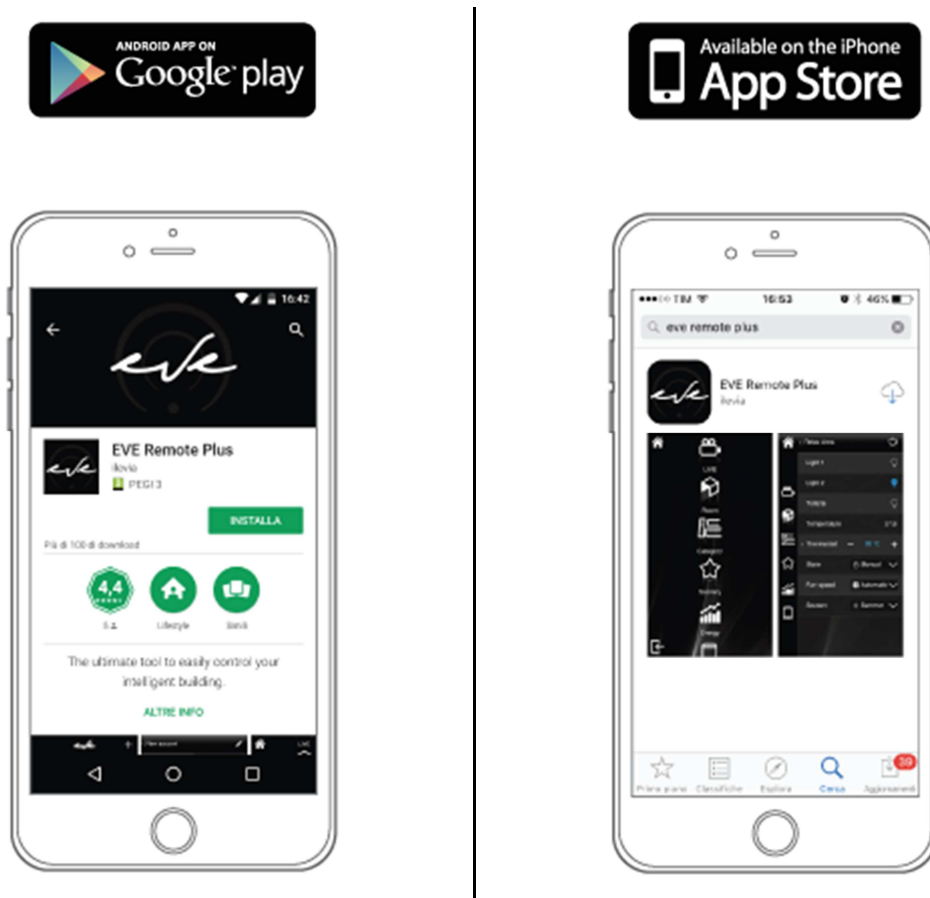
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1. INTRODUCTION

This manual contains the necessary information to interact with the app **EVE Remote Plus**. The system provides you with a free app for controlling your EVE installation remotely. The app is available for **Android** and **iOS** smartphones / tablets and for **Windows OS** or **Mac OS X** laptops / Pcs.

The mobile version is available on **Google Play Store** and **Apple App Store**.



The app for desktops can be downloaded on our website at <http://www.ilevia.com/downloads/>.

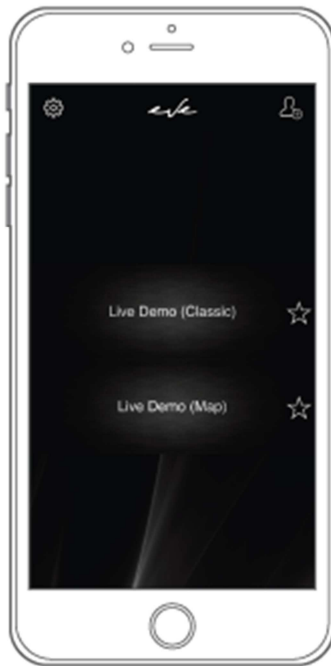
To keep your EVE Remote Plus app for desktop up-to-date, please [subscribe to our newsletter](#).

2. START SCREEN

Once **EVE Remote Plus** is started, you land on the **Start Screen**. On top left corner you find the gear icon to access the **Settings**, on top right corner the user icon to start configuring a **New Account**. In the middle of the screen are displayed all the accounts you configure (**Accounts List**).



There are two accounts configured by default to let you test our demo corner installation. These default accounts are used to show you two samples of user interface and can be deleted at any time.



Picture 1

Settings

To access the **Settings**, click on the gear icon on top left corner of the Start Screen.

- **Version:** app version and date of the latest app release;
- **Pin:** checkbox to enable a passcode and 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 consumptions 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



Picture 3

New Account

To start configuring a **New Account**, click on the user icon on top right corner of the Start Screen.

Title*: text area where you can enter a customized title for your personal;

Auto search: dropdown which shows all the active servers into 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.



The fields starred with an asterisk are mandatory to complete the account configuration. Be sure that all of them are filled in order to successfully create the account and to login.



Picture 4

Accounts List

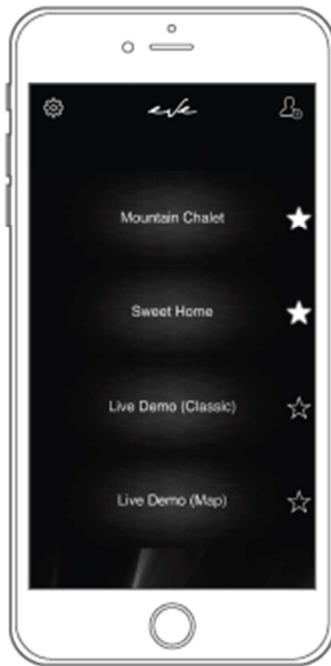
In the middle of the Start Screen are displayed all the accounts you configured on your app.

It is possible to configure **countless accounts**, also to control different installations. All your accounts are displayed in **alphabetical order**, however in a situation where many accounts are displayed, it could be helpful to choose which accounts to display on top of the list.

Tap the empty star icon of the account area to **set that account as one of your preferred**. When selected, the **star icon becomes colored**. With the next run of the app, all the **starred accounts** will be displayed in **alphabetical order** before all the other accounts.

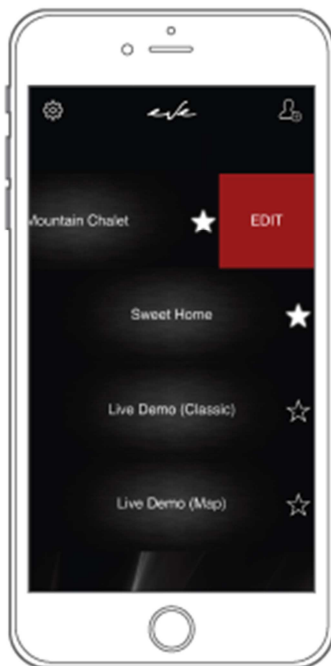


When only one account is set as your favorite, with the next run of the app, the Start Screen display will be skipped and the connection to the preferred account will be done directly to speed up your controlling experience.

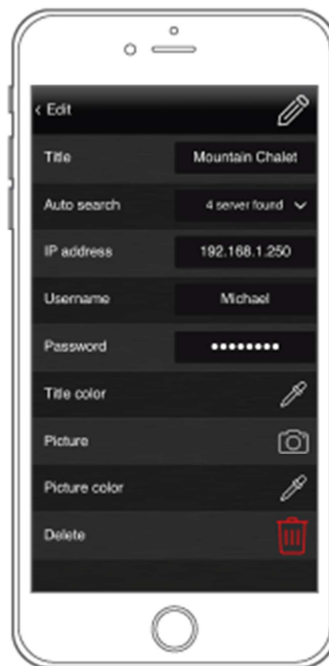


Picture 5

To edit an account simply **swipe the account area** from right to left with your finger. Doing so, a **red button** will be revealed. Click on “**Edit**” to access the account panel where **edit/delete the account**.



Picture 6



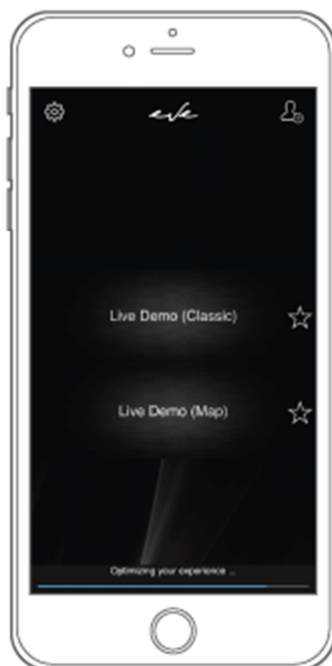
Picture 7

Account Login

To **login** to the account you want to use, simply **tap on the account area** (previously configured). Remember, **when setting an account as your favorite one**, the **Start Screen display is skipped** and the connection to the starred account is automatically done by EVE Remote Plus app.



If the login fails due to a wrong configuration of the account, get in touch with your trusted installer to solve the issue. Report to your installer the message displayed on the connecting bar of your EVE Remote Plus app which will help him to detect the problem.



Picture 8

3. HOME SCREEN

When you successfully login, you land on the **Home Screen** of your user interface (created on EVE Manager configuration software). On top left corner you find the **home icon** which brings you **back to the Home Screen** any time you click on it, wherever you are in your navigation through the user interface. On bottom left corner the **exit icon** to **go back to Start Screen** of your EVE Remote Plus.



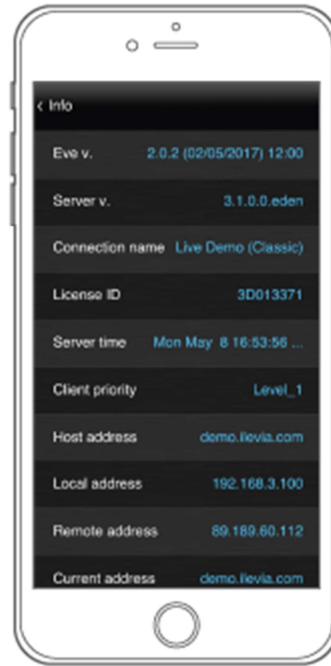
Picture 9

Information

When you press the **home icon** for longer than a second (**tap and hold**) you access a **Menu** which shows you a **row of icons corresponding to several configurations** available for the user. Click on the **info icon** to access a list of **further information** about the server you are connected to.



Picture 10



Picture 11

Configurations

When you press the **home icon** for longer than a second (**tap and hold**) you access the **Configurations menu** which shows you a row of icons corresponding to several **configurations available for the user** within the EVE Remote Plus app. At the moment, only an icon is displayed: a **clock icon to set timers**.



In order to enable the management of timers feature, it is necessary to add the "Week Timer" module within the installation project using EVE Manager configuration software.

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 EVE will automatically trigger events based on system calendars.

Timers Configuration Mode

To access timers configuration mode, **tap and hold** the **home icon**, then **click** on the **clock icon**. Once selected, the **home icon begins to flash of a different color (orange)**. From now on, you will be navigating using the **timers configuration mode** until you will long press the home icon again. Navigate through your user interface and **tap on an object** for which you want **to set a timer** to.



Picture 12



Picture 13

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. *Abat Jour*). 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.



Picture 14

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** is displayed in front of you. Here you **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 are surrounded by a colored circle. Below, the **keypad** allows to **input the time of the event**. On the top right corner of the Event Configuration Screen you find the **bin icon** to **delete the event**, on top left corner the arrow icon to **go back** to the user interface navigation.



Picture 15

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.

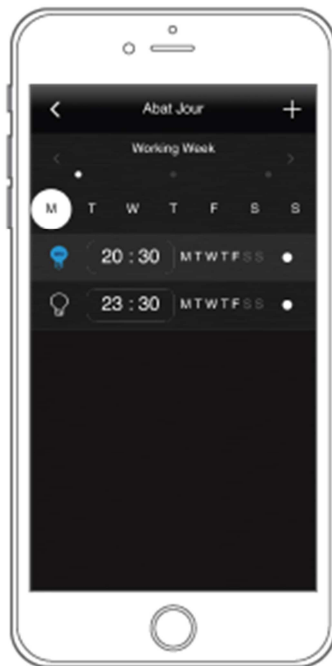


Picture 16

Event Row

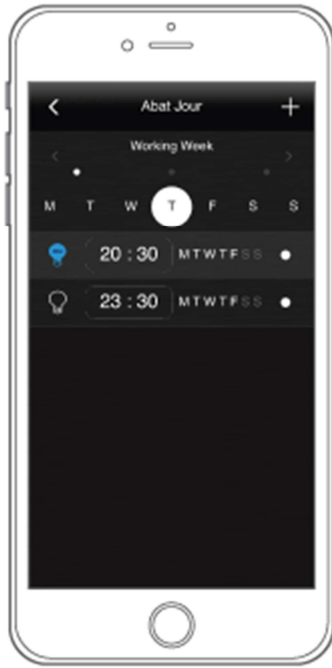
Each **Event Row** showed on the Week Timer Screen summarizes the **details of each event** and allows to **complete the configuration**. From left to right you find:

- a **switch icon** allows to define whether the event has to **turn on** or to **turn off** the object;
- a **timer display** and a **week display** (not editable) summarize the **event's details**;
- a **white dot** allows to define whether the event is **enabled** or **disabled**.

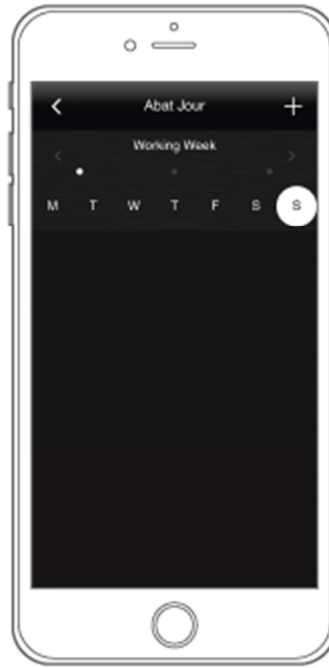


Picture 17

Use the **Week Line** (filter by day) on the Week Timer Screen to **move towards the week events** of the specific object and edit each event depending on your needs. **Providing you access to the timers configuration mode**, you can **edit** each event **any time you want**.



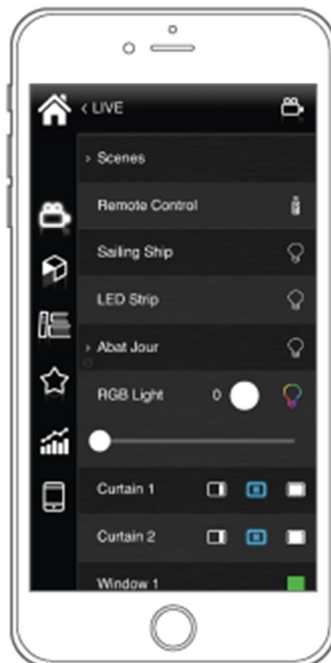
Picture 18



Picture 19

Timer Icon

When finished, **go back** to the user interface using the arrow icon on top left corner of the Week Timer Screen and **tap and hold** 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 to facilitate the recognition.



Picture 20

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 is helpful 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 EVE 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.



The Week Timer Calendar is a module which needs to be added on your user interface using EVE Manager configuration software. This is an object to complete the configuration of your timers setting in case that more than one Week Timer is set.

Tap on the **calendar icon** to access the **Week Timer Calendar Screen**. On top of the screen you find the **title of the object** you have selected. Below there is the **calendar area** for days selection. At the bottom of the page you find the **scroll bar to select the Week Timer** you want to configure. Here, the **Primary Week Timer is not showed** due to the fact that it is the default one.



Picture 21



Picture 22

You can choose to set countless Secondary Week Timers, 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 the selected days will be

surrounded by a colored circle. In those dates will be triggered only the events that you configured as Secondary Week Timer during the creation of your events.



Picture 23



Picture 24

When done, **go back** to the user interface using the arrow icon on top left corner of the screen.

5. REC SCENE CONFIGURATION

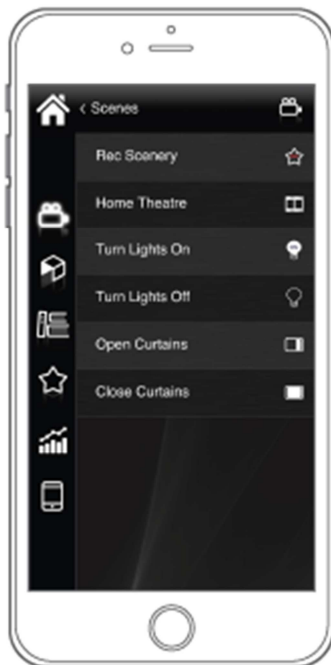
The system EVE allows the management of countless scenes. This is helpful to eliminate repetitive operations and speed up the control of the building. EVE Remote Plus app allows also the record of personal scenes directly through the user interface without EVE Manager configuration software.



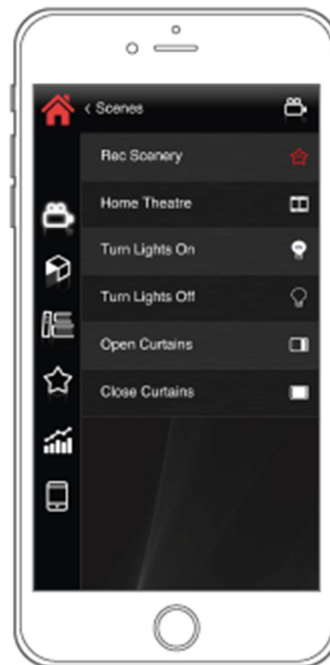
The Remote Scenario is a module which needs to be added on your user interface using EVE Manager configuration software. This is an object that allows to record customized scenes to perform with a simple button within your user interface.

Remote Scenario Configuration Mode

Tap and hold the **Remote Scenario icon** to access the recording scene configuration mode. Once done, the **home icon begins to flash of a different color (red)**. From now on, you will be navigating using the **recording scene configuration mode** until you will click on the home icon again.



Picture 25



Picture 26

Rec Scene

Tap and hold the **Remote Scenario icon** to access the **recording scene configuration mode**. Once done, the **home icon begins to flash of a different color (red)**. Navigate through your user interface and **command the objects** that you want to **add into your scene**:

- **turn on / turn off** switches and lights;
- **dim** lights to customized percentage;
- **open / close** shutters and blinds;
- **power on / power off** the A/V system;
- **activate / deactivate** the alarm system;
- **increase / decrease** the room temperature or **set a mode**.

When you think the registration is complete, **tap and hold** the initial **Remote Scenario icon to exit the recording scene configuration mode** and confirm the registration. From now on, simply **tap on that Remote Scenario icon to trigger the scene** you have just recorded.



In case you accidentally access the recording scene configuration mode, simply tap on the Remote Scenario icon to exit without editing the recorded scene.

Reset Scene

In order to **reset** a Remote Scenario to reconfigure it, **tap and hold the Remote Scenario icon** to access the recording scene configuration mode, then **tap and hold the Remote Scenario icon again**. Without making any new changing, the Remote Scenario will record “**no actions**” which means you **delete the previous recording** and it brings the **configuration to the initial state**. Now it will be possible to record a new scene as explained in the above paragraph.

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