

# **Opalume RGBW AirGlow**

Quick Start Guide

**FAGERHULT**

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## **What is AirGlow?**

AirGlow is a control system designed for outdoor lighting. The control system is based on a wireless and patented mesh technology, MiraMesh. This technology provides reliable and stable communications, with AirGlow automatically adapting to other traffic within the assigned frequency range and then selects the best available frequency to avoid interference.

The system has an impressive range of up to 1500 m between AirGlow nodes in optimal conditions. Since in outdoor environments there are frequent variations in the surroundings, such as weather and vegetation, the recommended maximum distance between AirGlow nodes is 150 m.

The AirGlow node itself is in accordance with Zhaga Book 18 and is also DALI-2 and D4i certified. The control system has support for triggering scenes based on Astro Clock and fixed times. Up to 6 DALI DT-6 channels can be controlled, enabling control of RGBW, for example.

Commissioning and day-to-day use are carried out with the AirGlow app, which works with iOS and Android devices. The AirGlow app is free to download from Google Play and the App Store. The mobile devices then communicate with AirGlow nodes via Bluetooth.

## Installation and commissioning

Fit AirGlow in the relevant Zhaga socket on the luminaire. Ensure that the mains voltage to the luminaire is switched off before installation. AirGlow can be installed either on the top of the luminaire or on the bottom.

Opalume RGBW is pre-programmed from the factory with the required DALI group addresses:

- CW (cold white): G0 (downlight)
- WW (warm white): G1 (not active)
- R (red): G2 (diffuser)
- G (green): G3 (diffuser)
- B (blue): G4 (diffuser)
- A (amber/white): G5 (diffuser)

Switch on the mains voltage to the luminaires. The luminaires' light level will then be at 100%.



The screenshot shows the AirGlow app page on the App Store. At the top, there's a header with signal strength, time (08:28), and battery level (88%). Below the header, the app icon is a green hexagonal shape with a white geometric pattern. The app name "AirGlow" is displayed in bold, followed by "LumenRadio AB". There are download and share buttons. Below the icon, there's a table with categories: KATEGORI (Verktyg), UTVECKLARE (LumenRadio), and STORLEK (92 MB). A section titled "Nyheter" shows "Version 1.2.0" and a note about commissioning data being uploaded to the cloud. A "Förhandsvisning" (Preview) section is visible at the bottom.

## App and user account

Download the AirGlow app for iOS from the App Store and for Android from Google Play. Scan the QR code below for a direct link to the App Store and Google Play.



The screenshot shows the login screen of the AirGlow app. It features a green hexagonal icon with a geometric pattern. The text "Log In" is at the top, followed by "AirGlow App". Below that are two input fields: one for "Email" with an envelope icon and one for "Password" with a lock icon. A large green "Log In" button is at the bottom. To the right of the button are links for "Create Account", "Forgot Password?", and "About AirGlow App".

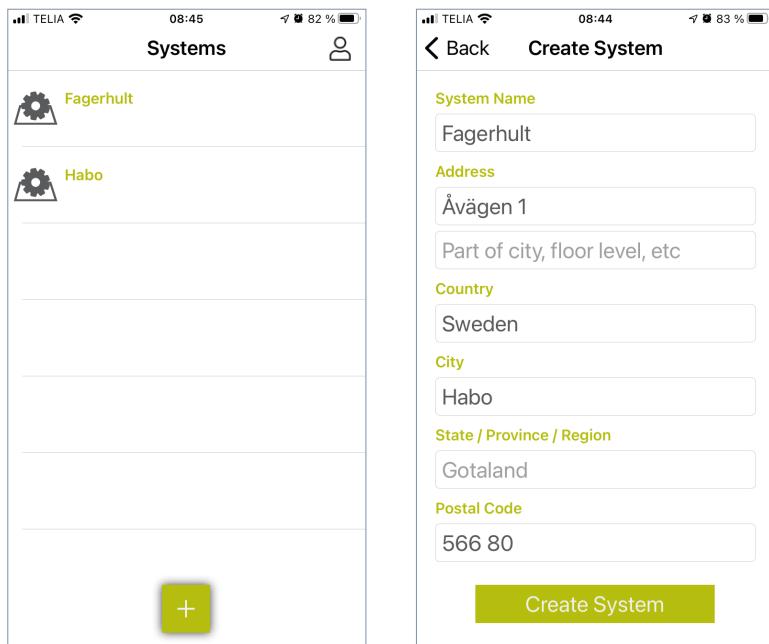
Start the app and create a user account by selecting “Create Account” and then filling in the requested details. If you already have an account, you don't need to create a new one, but can use the same account for several different systems.

Now log into the app with your login details.

## AirGlow restrictions

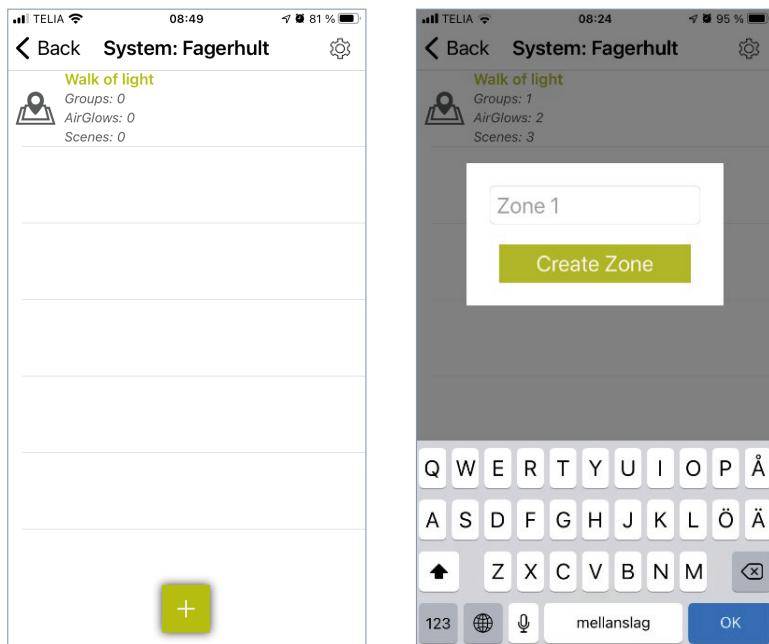
Good to take into account when programming an AirGlow system:

- A system may include up to 200 AirGlow nodes
- In a system, you can create an unlimited number of zones
- A zone can include up to 15 groups
- In a zone, up to 8 scenes can be created

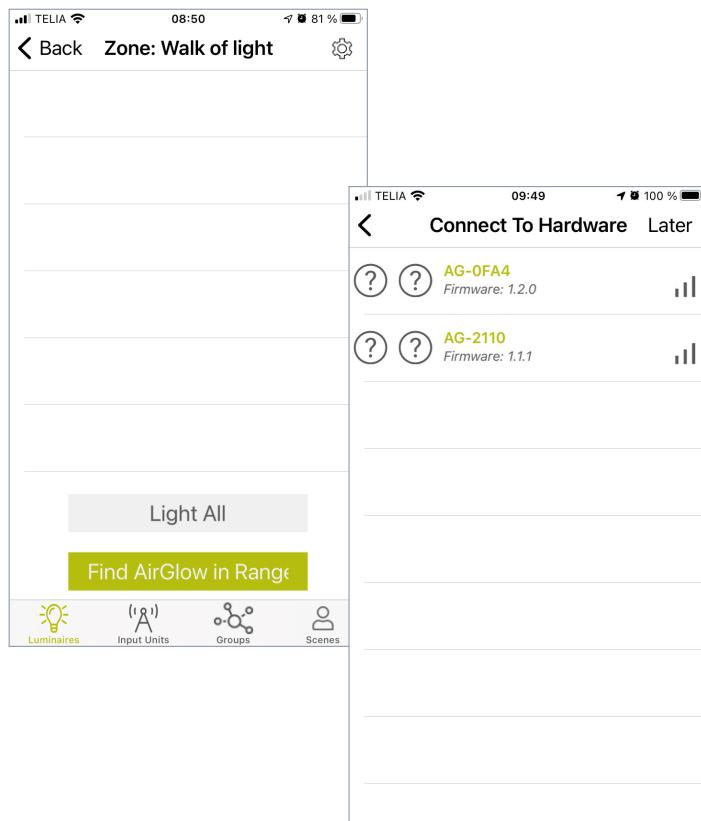


## Programming

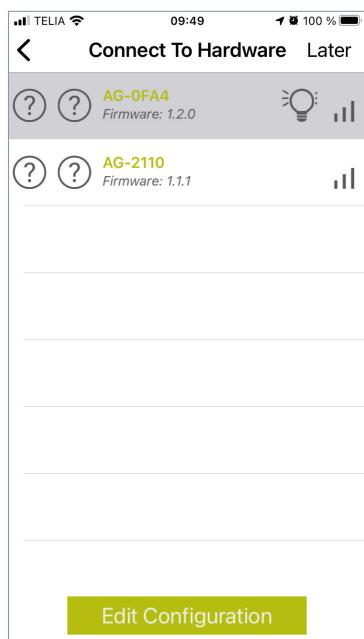
Create a new system by tapping “+” and filling in the requested details. Now tap “Create System” and configure the created system.



Now create a zone by tapping “+” and giving it a name. Tap “Create Zone” and configure the created zone.

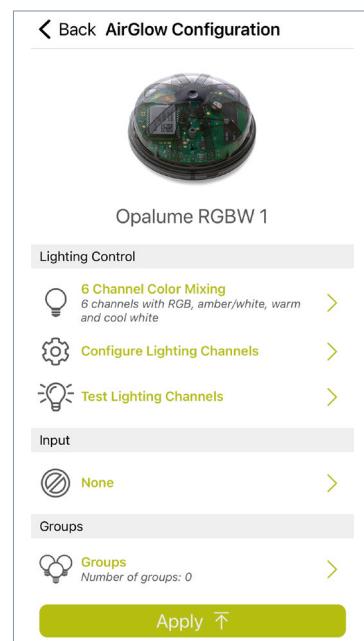
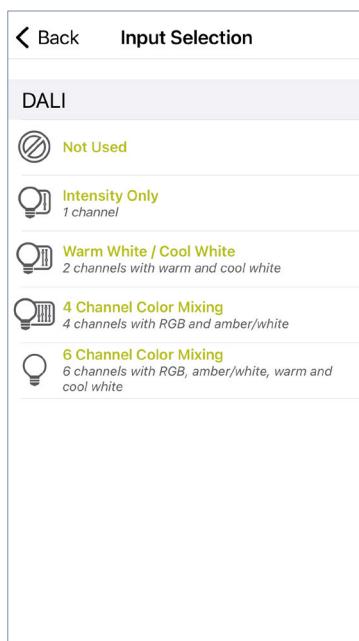
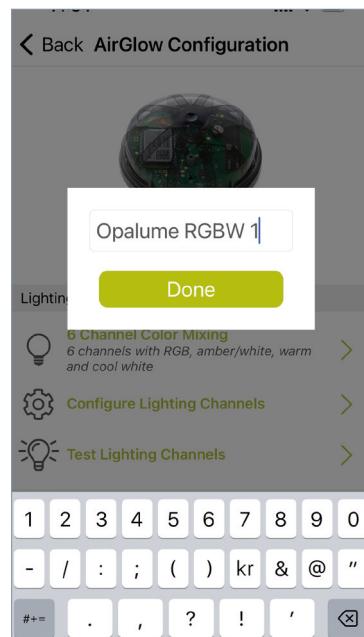
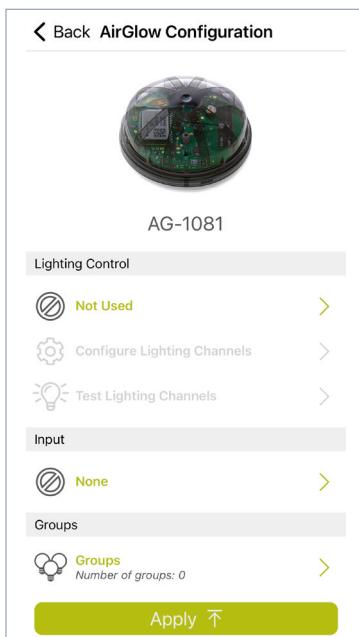


To detect AirGlows, position yourself near the luminaires and tap “Find AirGlow in Range”. All detected AirGlow nodes within the device's Bluetooth range will now appear on a list.



Select a device on the list and the selected device/luminaire will flash for a few seconds.

Now tap “Edit Configuration” to program the selected device.



## Name

If you want to change the name displayed under the image on the AirGlow node, tap the name and type a new one.

## Lighting Control

Tap “Not Used” and then select one of the following:

- “4 Channel Color Mixing” for control of RGBW only in the diffuser. The downlight light level will then be at 100%.
- “6 Channel Color Mixing” for control of RGBW in the diffuser as well as control of the downlight.

The selection will now be displayed under the Lighting Control menu.

## Configure Lighting Channels

You can skip this function because it has already been configured in the factory.

## Test Lighting Channels

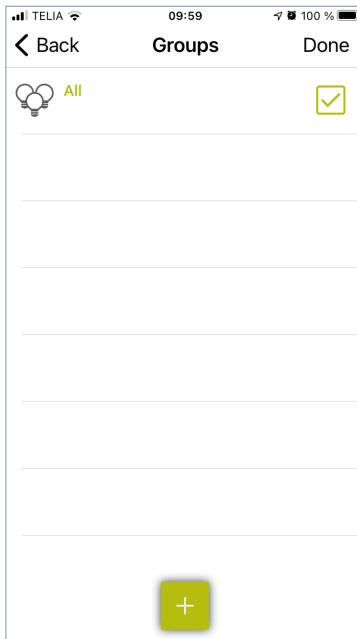
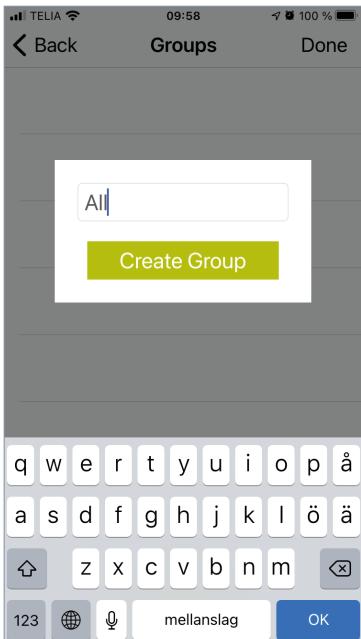
You do not need to test because this has already been tested in the factory.

## Input

This is not active for Opalume AirGlow RGBW and therefore does not need to be set up.

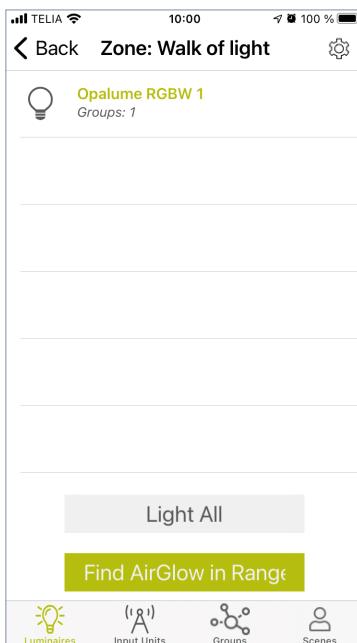
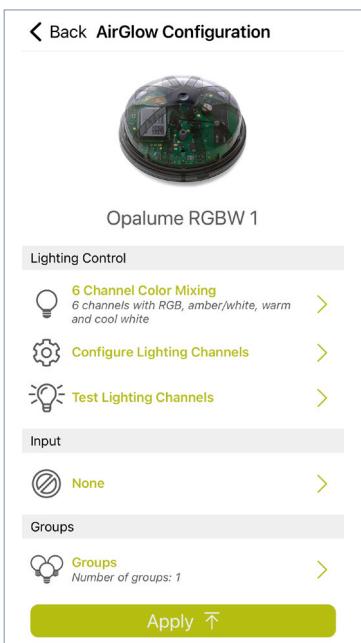
## Groups

Tap “Groups” to manage group affiliation for the luminaire.



## Groups, continued

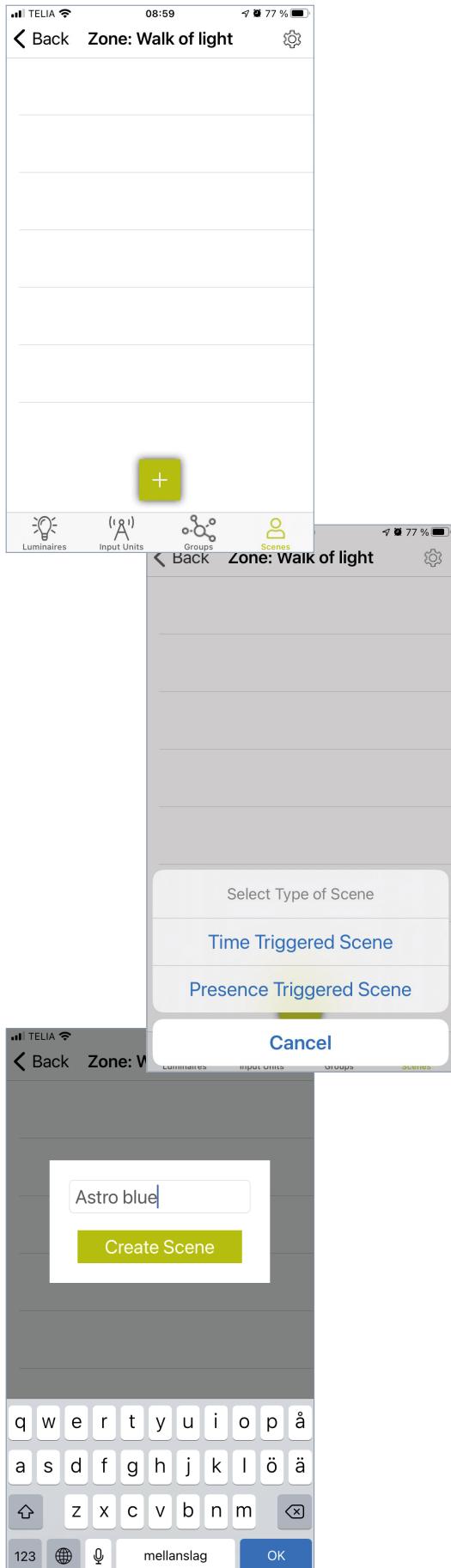
- Tap “+” and enter a name for the group you want to create. Next tap “Create Group” to connect the luminaire to the group.
- Tap “+” once more to create an additional group that you want to connect the luminaire to.
- Once you have done this, tap “Done”.
- Now tap “Apply” to send the configuration to the selected AirGlow.



Now repeat the same procedure for the remaining luminaires by tapping “Find AirGlow in Range” (p. 7).

- Only those devices not yet programmed will appear on the list.
- For assignment to a group, you can now connect luminaires to previously created groups by ticking the box after the appropriate group.

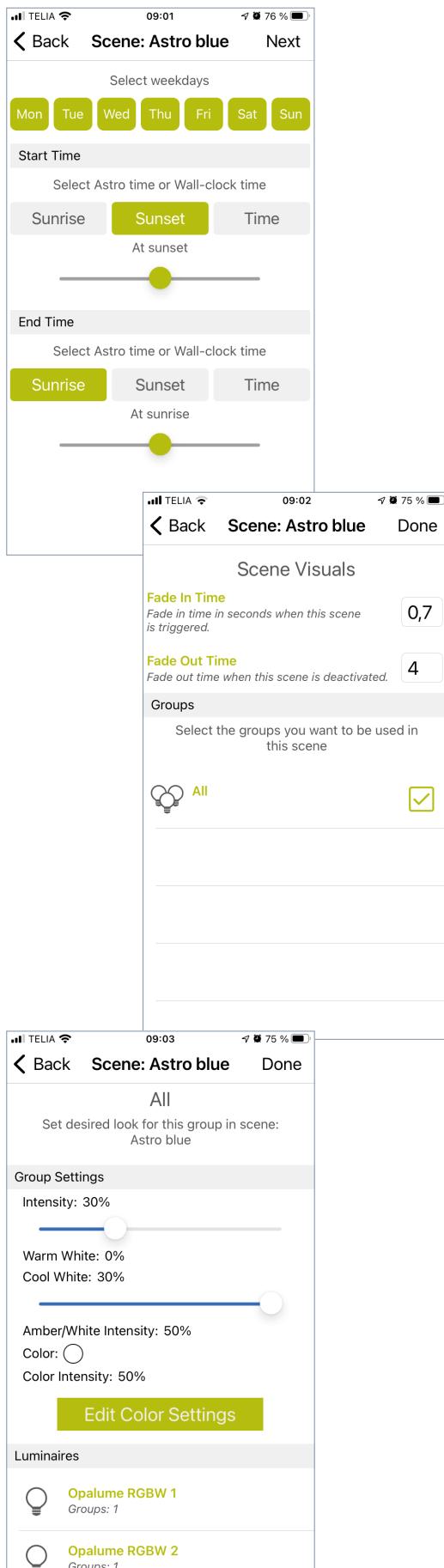
To access and program all luminaires, you need to move to the vicinity of each luminaire to ensure Bluetooth communication. To rename, or delete a group, tap the “Groups” icon at the bottom of the app.



## Scenes

### Creating scenes

- Tap the “Scenes” icon at the bottom of the app and then “+” to select the type of scene.
- Select “Time Triggered Scene” (because LSI Port is not active, “Presence Triggered Scene” is not operable).
- You can have multiple scenes activated at the same time, and with “Time Triggered Scene”, it is always the most recently triggered scene that is prioritised and is activated.
- Give the scene a name and tap “Create Scene”.



## Creating scenes, continued

Choose which days of the week to apply the scene. By default, all weekdays are selected. Now configure “Start Time” and “End Time”.

- Astro Time is selected with “Sunrise” and “Sunset” (Sunrise: selected action occurs at sunrise. Sunset: selected action occurs at sunset).
- You can also select an offset of ±60 min to Sunrise or Sunset by dragging the slider left or right.
- Wall-clock Time is chosen with “Time”, meaning that the selected action will occur at an exact time.
- Once all selections are made, tap “Next” in the top right corner.

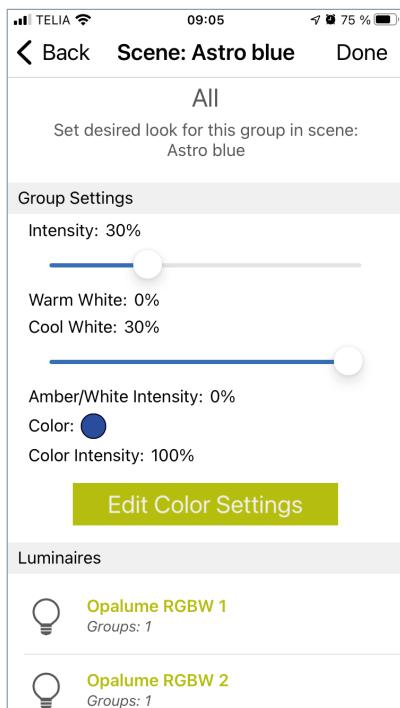
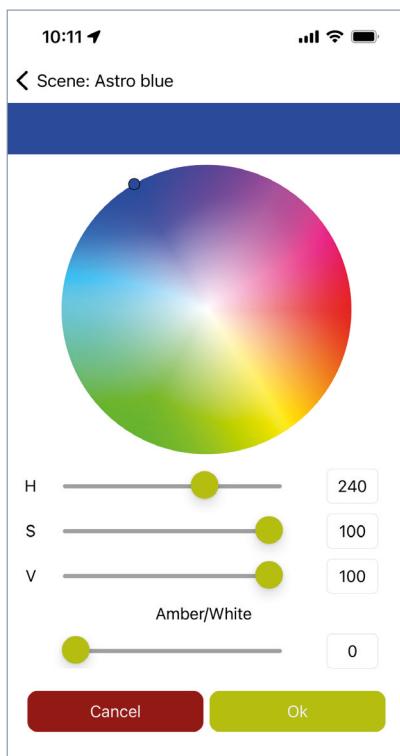
Now configure “Fade In Time” and “Fade Out Time”. Choose which group you want to be affected in this scene.

Next, tap “Done” in the top right corner.

Now configure the intensity of the downlight (does not apply to “4 Channel Color Mixing”).

- “Intensity”: determines the total luminous flux for the downlight (0-100%).
- “Warm White/Cool White” can be set in relation to each other's intensity and in relation to the total luminous flux. Since WW (Warm White) is not active, drag the slider to the far right and then adjust the slider for “Intensity” to the desired luminous flux.
- The value in % should now be the same in both “Intensity” and “Cool White”, while the value for “Warm White” is 0%.

## Creating scenes, continued



Now configure the color and intensity of the light in the diffuser by tapping “Edit Color Settings”.

Here you'll see a color palette as well as a few sliders. The different sliders controls the following:

- **H = Hue 0-360.** Choose the desired color.
- **S = Saturation 0-100.** Choose the desired color saturation. The higher the value, the more saturated the color will be.
- **V = Value 0-100.** Choose the desired brightness for the RGB mix.
- **Amber/White = Brightness 0-100.** Choose the desired brightness for the white diode.

The four channels R-G-B-W are distributed as follows:

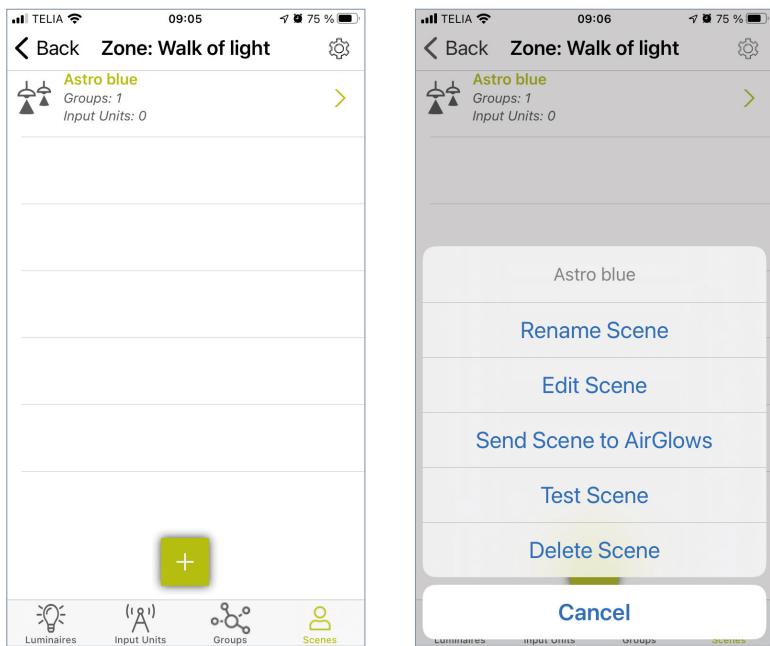
Because there are separate white LEDs in the diffuser, they are separated from the RGB mix and can instead have a separate intensity. This means, for example, that you can have only white light in the diffuser by setting “Amber/White” to the desired value and then setting the “V”-slider to 0%. With this set-up, only the white LEDs will light.

You can also select a color via the color palette, or the "H" & "S"-sliders, and set the desired intensity with the "V"-slider, and then set “Amber/White” to 0%. The white LEDs are then off and only the LEDs in the RGB color mix are on.

If you choose to have an intensity for both “Amber/White” and “V”, the desired color selection will be perceived as reduced or bleached.

Adjust to the desired intensity and color and press “OK” after you make your choices. To make further adjustments, tap “Edit Color Settings” again, or tap “Done” if you are done.

Tap “Done” again to send the set-up to the nodes.



## Creating scenes, continued

To visually check a scene afterwards, you can tap a scene and then tap “Test Scene”. The selected scene will then turn on for about 30 seconds.

- Do you want to go back and edit the scene? Tap the created scene again and select “Edit Scene”. Next, repeat the different steps to set the desired values.
- If you want to change the intensity or color of the scene, you need to tap the name of the group selected for the current scene (the one that has the tick in the box).
- If you want to create more scenes, repeat the same procedure.
- After a scene’s “End Time” is reached, the luminaire turns off if no other scene is active and takes over. If you do not want this, you need to have scenes activated around the clock. You can combine scenes based on both Astro Time and Wall-clock Time to find a good mix.
- If the mains voltage has been turned off and you want to turn it back on at a time when no scene is active, the luminaire light level will be 100%. If you want to avoid this, you need to have activated scenes around the clock.

For more details about AirGlow, its system and user app, please refer to  
 Lumenradio's manuals and instructions at [lumenradio.com](http://lumenradio.com)



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