



Cielo Lighting Control Package

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FCC Compliance

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ◆ Reorient or relocate the receiving antenna.
- ◆ Increase the separation between the equipment and receiver.
- ◆ Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- ◆ Consult the dealer or an experienced radio/TV technician for help.

Caution:

Any changes or modifications of this product not expressly approved by CasaWorks may void your authority to use the product.

Introduction

The CasaWorks Cielo Lighting Control Package, along with a personal computer and standard lamps, makes it possible to retrofit a home for intelligent lighting control without having to run wires. The included software takes you step by step through the process of installing the Z-PC USB to Z-Wave Bridge and adding Z-Wave lamp modules. Even the first time user can have the first lamp module responding to computer commands in no time.

In planning your lighting control system, be aware that Z-Wave devices have a distance limitation of 50 – 100 feet, depending on walls and other structures that may interfere with communications. But, since all Z-Wave devices on the system act as signal repeaters, the total distance from the Z-PC USB to Z-Wave Bridge to any Z-Wave controlled light is virtually unlimited, as long as the distance from one Z-Wave device to the next along the way is within this distance.

Getting Started

1. DO NOT plug in the Z-PC USB to Z-Wave Light Bridge until the drivers have been installed.
2. Insert the Cielo Lighting Control Package CD into the computer's CD-ROM drive. If the program does not auto-start:
 - a. Click "Start"
 - b. Click "Run".
 - c. Click "Browse"
 - d. Click on the drive letter of your CD-ROM
 - e. Double click setup.exe
3. Follow the on-screen instructions to install the drivers and program.
4. When prompted, plug the included Z-PC USB to Z-Wave Light Bridge into any available USB port on your computer.
5. Allow Windows to detect and install the new hardware.
6. Once the installation is complete, click the "Finished" button.
7. Double click the Cielo Lighting Control Package icon to start the program.

Navigation buttons

On the left side of the screen are buttons that will bring you quickly to the various parts of the program. The following sections will show you how to use each one.

Lights

This section is used to manually control lights, install new lights and give them names, and remove lights from the system.

Adding a lamp module

Before the program can control a light, it must be installed on the system. This procedure will guide you through the steps required.

1. Take any Z-Wave lamp module from the package and plug it into an electrical outlet close to the computer (within 5 feet). Plug a lamp into the lamp module and turn it on. The lamp may not actually light up until the Z-Wave lamp module is activated, either remotely by the program or by pressing the button located on the lamp module.
2. On the computer screen, click the “Lights” button. This screen allows you to control lights that have already been installed and will be explained in the next section.
3. At the bottom of the screen, click the “Add a New Light” button.
4. At the next screen, click the “Continue” button.
5. Choose the name of the room the lamp module will be used in. If the desired room name is not on the list, type it in the field to the right of the list.
6. Click the “Continue” button.
7. Either choose name for the light or type in a name. Use a name that will describe the light’s location, such as “overhead” or “table”.
8. Click the “Continue” button.
9. Press the button on the lamp module you plugged in (in step 1.).
10. The computer screen should now prompt you to test the new light. If it is still on the screen prompting you to press the button on the lamp module, try pressing the button again. If it still doesn’t work, try moving the lamp module closer to the computer.
11. Once the lamp module is added to the system, you may move it to its permanent location. This location must be within 50 -100 feet of the Z-PC USB to Z-Wave Light Bridge OR within 50 -100 feet of another Z-Wave device that has already been added to the system. The distance will vary, depending on walls and other objects that may interfere with Z-Wave communications.
12. On the test screen, control the light in any of three ways.
 - a. Move the slider control
 - b. Click the “On” or “Off” button.
 - c. Type a value from 0-100 (0 = fully off. 100 = fully on)
13. If you wish to add another lamp module, click the “Add another light” button. Otherwise, click the “Finished”button.

Controlling lights

When you click the “Lights” button, the screen presented allows you to control any light on the system.

1. From the list labeled “Choose a room”, select the room where the light is located.
2. From the list marked “Choose a light”, select the light you wish to control.
3. Use one of the following to control that light:
 4. Click “On” or “Off” to turn the light fully on or off.
 5. Drag the slider control up or down to set the light to the desired level.
 6. Type a number from 0 to 100 in the field next to the slider

0 = fully off
100 = fully on
Any number between 0 and 100 is a dim level

Removing a lamp module

If you wish to re-assign a lamp module to a different location, it must first be removed from the system. The following steps will guide you through the process.

1. Click the “Lights” button on the left side of the screen.
2. At the bottom of the screen, click the “Remove a Light” button.
3. Click the “Remove” button.
4. Go to the lamp module that you want to remove and press the button on it.
5. The screen should now say “Lamp module successfully removed”.
If not, press the button again until this happens.
6. If you wish to remove another lamp module, click the “Remove another light” button.
Otherwise, click “Finished”.

Scenes

A Scene is a single command to set any number of lights to a desired state. This section allows you to create new Scenes and manually control them.

Activating a Scene

Click the “Scenes” button on the left side of the screen. The screen you see will list Scenes that have already been created. To activate a Scene, simply click on a Scene and then click the “Activate” button.

Creating a new Scene

1. If not already in the Scenes section, click the “Scenes” button on the left side of the screen.
2. At the bottom of the screen, click “Add a Scene”.
3. In the field provided, type a name for the new Scene. An example is “Welcome Home” for a Scene that turns on certain lights at the time you arrive home. (How to schedule Scenes will be explained in the next section).
4. Click the “Continue” button.
5. From the list on the left, choose a light to include in this Scene.
6. Click “Add light”. The light name will be moved to the list on the right.
If you choose the wrong light, select it from the list on the right and click “Remove light”.
If you wish to use all lights, click “Add all”.
If you wish to remove all lights from this Scene and start again, click “Remove all”.
7. When you have added all desired lights, Click the “Continue” button.
8. Here you will see a list of all lights in the Scene. Select each light and either use the up and down arrows or type a level (0 – 100) to set the desired level of this light for this Scene. The lights will not be set to that level now, but when the Scene is activated.
9. When all lights have been set to the desired level, click the “Continue” button.
10. If you wish to create another Scene, click “Yes”. Otherwise click “No”.

Schedule

This section is where you schedule Scenes that have been created using the previous section.

Viewing scheduled Scenes

Click the “Scenes” button. The box on the left will list any Scenes scheduled for today. If you wish to see those scheduled on another day of this month, either click on that date or use the “prev day” and “next day” buttons. To view another month, click on the left or right arrow at the top of the calendar.

Set a new Scene schedule

1. Click “New Scheduled Scene”.
2. Choose the desired date as described in the previous paragraph.
3. Choose the Scene from the list.
4. Select the hour, minute and “am” or “pm”.
5. Click the “Save” button.

Delete a Scene schedule

1. Click “Delete Scheduled Scene”.
2. Choose the desired date as described in the previous paragraph.
3. Select the Scene schedule you wish to delete. (Note that this will delete the schedule, not the Scene itself).
4. Click “Delete” at the bottom of the screen.

Status

This screen shows you a list of all recent Scene activations along with the time and date they were activated. This includes Scenes activated manually or by scheduling.