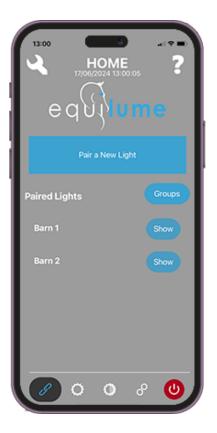


Nature's Light, Indoors.

# EQUILUME APP

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### INTRODUCTION

The Equilume Stable Light provides horses with biologically effective light creating the ideal stable environment for your horse. It offers timed delivery of blue-enriched white light during the day, soft red light at night, and gradual transitions at sunrise and sunset that mimic natural dawn and dusk.

To operate V2 and upgraded V2 Stable Lights, please subscribe to the Equilume Stable Light App. This subscription-based app revolutionizes the management of Equilume Stable Lights. Users can effortlessly pair, control, and customize their stable lights directly from their phone.

### NAVIGATION

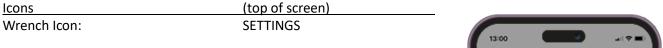
App Name

Menu Bar HOME PROGRAMS OVERRIDE HELP EMERGENCY BUTTON Equilume Stable Light

(found at bottom of the screen) Pairing screen Programs screen Override screen Help and Updates screen Emergency Button Override



HOME



Question mark Icon:	HELP
Screen name:	Displayed over time/date
Back button:	Back
Next button:	Next
Finish button:	Finish
Cancel button:	Cancel
Quit button:	Quit
Return button:	Return
Close button:	Close
Collapse menu button:	<
Expand menu button:	

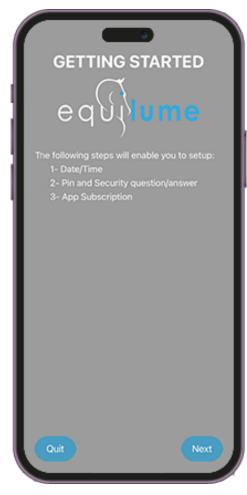
### GETTING STARTED

The following steps will enable you to setup:

1- Date/ Time

2- Pin

- 3- Security question/ answer
- 3- App Subscription



Press "**NEXT**" to begin.

#### 1. DATE/ TIME

Select between the two options: Automatic switch button: Automatic Date/Time (preselected) Or



Manual time selection button: Set Date/Time Manually \*Press "NEXT"\*

2. PIN

Enter your selected Pin Confirm your selected Pin \*Press "**NEXT**"\*

#### **3. SECURITY QUESTION**

Select your security question from the pre-selected list Type in your preferred answer \*Press "**SUBMIT**"\* \*Press "**NEXT**"\*

#### **4. APP SUBSCRIPTION**

Select Subscription (Equilume Stable Light Sub) Select Purchase Follow the on-screen purchase instructions \*Press "**NEXT**"\*

A summary screen will appear and the setup is now complete. Press **\***"**FINISH**"\* and the HOME screen will be displayed.



Navigation options:		
Pair a New Light	Pair button (add a stable light)	
Groups	Manages Groups of Stable Lights	
	Reconnect lights to the App	
	Extend Light menu "…"	
Move	Moves lights between groups	
Options visible with more than one Group:		Paired Ligh
Locate	Locates Stable Light	
Rename	Renames Stable Light	Group 1 (
Unpair	Unpairs Stable Light from App	
<	Collapses group menu	< ( La



The "HOME" screen allows the user to manage the paired stable lights.



#### PAIR A NEW LIGHT (Button):

This button leads to the "**PAIRING**" screen. This allows a stable light to be paired to the App. "How to pair a light" will be described on page 5.

#### Paired Lights and Groups:

When a light is paired to the App, it will be added to the "**Paired Lights**" section.

If nothing is paired, "No Light paired" notification is displayed. Lights in range and connected to the App will have a blue button, "...". When selected, this extends to a blue menu with different options to manage a paired light (described below). If the lights are not connected, this button will be grey. If the "..." button is grey, lights need to be in range and will need to be reconnected to the app. To reconnect lights, press the refresh icon.

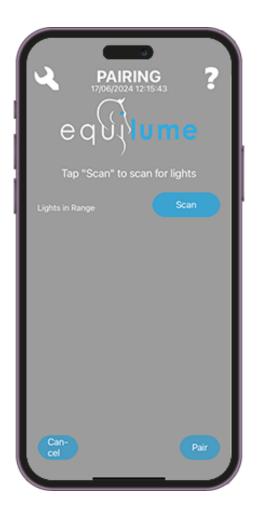
To **manage a paired light**, tap the "..." blue button. Three buttons will now appear; "Locate," "Rename," and "Unpair." (pictured above.)

**Locate** will send a signal to the selected light to pulse red and blue, making it easy to identify.

**Rename** allows users to rename individual lights. Type a new name into the text box and tap "**Rename**" to save to your selected light.

**Unpair** will unpair the light from the app.

### PAIRING SCREEN



From the **HOME** screen press "**Pair a New Light**" button.

The **PAIRING** screen will open. Press the "**Scan**" button to search for Equilume Stable Lights that are in range.

Once the search is complete, a message will display at the bottom of the screen showing how many lights have been found in the Bluetooth range. The lights within range of the App will appear under the "Lights in Range" text.

Tap on one of the lights to select for pairing. It will turn green. To pair the selected light, tap the "**Pair**" button at the bottom right of the screen.

A "Pairing in progress" message will appear. Once the light is paired, tap "**Finish**".

NOTE: Scanning will only detect lights that are in range and not paired to the App yet.

### PROGRAMS SCREEN 💭

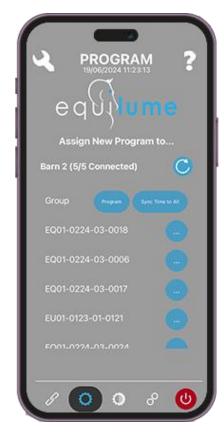
Group:\*

Program Sync Time to All

\*Group options are listed on page 9

Individual Light menu:

< Disable/ Enable Program Status



Group Programs Button Update time on all lights in group Reconnect lights to the App



Extend Light menu "…" Collapse the menu Disable/Enable programs Select Program Light Status

The "**PROGRAM**" screen allows the user to:

- Assign a program
- Enable/ Disable a program to a paired light
- Check the status of a light.

Tap the "..." button next to a paired light to reveal the following options:

#### Program –

This button will open a pop-up dialog, prompting the user to assign a program using the following process:

- Step 1 From the dial below "Program," select the type of program (options listed on the next page). Tap "Next."
- Step 2 Using the dials below "Sunrise Time," select the desired Sunrise hours and minutes. Tap "Next."
- Step 3 Tap the "**Submit**" button. This will send the new program to the light.

For custom program settings ONLY:

Follow the instructions above for Step 1 and Step 2.

- Custom Program Step 3 Use the switch to enable/ disable the red light at night, and, use the dial to enter the day length. (select the number of hours of blue light during the day)
- Custom Program Step 4 (Optional) Use the switch to enable/ disable an Interval period. Use the dials to enter when the lights should turn off and come back on.
- Custom Program Step 5 Tap the "**Submit**" button. This will send the new program to the light.

If the program has been successfully set, a pop-up dialog will be displayed with a summary of the new program.

#### Program summary dialog

Program: Sunrise time: Sunset time: Winter sunset time: Summer sunset time: Program Successful: Program Failed: Program name Sunrise Sunset Appears under circannual program Appears under circannual program Program Successfully added label Program Failure label

#### Choose one of the following programs:

- **Short Day:** Duration of full "daylight" is 11 hours 10 min with 20 min dim-up and dim-down transitions on either side.
- Long Day: Duration of full "daylight" is 17 hours 10 min with 20 min dim-up and dim-down transitions on either side.
- **Circannual:** Optimizes day length durations throughout the year. The program automatically changes the day length durations by adjusting the timing of sunset (red light transition) to provide an extended period of summer day length, a shorter winter day length and two transition periods that mimic spring and autumn day length changes.
- **Reflect:** Accurately reflects the sunrise and sunset time of the current location of the lights. The program takes off 20 minutes from the sunrise time, the user does not have to account for the 20-minute transition period. This program requires a WiFi connection to upload the location data.
- **Remove:** Unassign a program associated with a selected light.
- **Custom:** Allows the user to customize:
  - Day length (duration of full "day light")
  - Set an interval period (set period each day if lights need to be turned off)
  - Disable the red light at night.

**Example 1:** The user would like stable lights to stay on full "daylight" from 7am to 7pm each day, enable red light at night and have no interval period. Set the sunrise time to 07:00. Enable "Red Light at Night" using the switch and set the day length to 12 hours. Do not set an interval period and submit the program. Lights are now programmed and will start to dim down to red at 19:00 and dim up at 06:40.

**Example 2:** The user would like to program a regular off period each day when horses are not in the stables. Set the sunrise time and day length required (as per example 1). Enable "**Red Light at Night**" if required. Set the interval option by selecting the time to turn the lights off (HH:MM) and the time to turn the lights back on (HH:MM). Tap "**SUBMIT**" when finished.

NOTE: The interval period should only be used when horses are routinely out of the stables during a specified time each day. If this time varies, use the override option (page 9) to turn off the lights.

**Example 3:** The Custom program also gives users the option to deactivate the red light at night function. Set the sunrise time to the desired time. "Red Light at Night" is disabled.

PROGRAM ? PROGRAM ? e q G J u m e		
પ્ર	Statu	s
EQ01-0224-03-0018		
Output Signal:	t Colour:	On - White
Progra	m:	Short Day
Progra	m Enabled:	Yes
Sunris	e:	05:00
Sunsel		16:10
Curren	t Time:	11:27:26
Curren	t Date:	19/06/2024
Dual C	ontrol: 🥐	No
Sync 1	Time	Close

#### Status –

This button opens a pop-up dialog, giving the user a glance at what the light is doing:

**Output Colour** - This field displays whether the light is either on or off, as well as the colour of the light when it is on. e.g. "On - White" - "On" shows that the light is currently on, whereas "White" shows the colour.

**Signal** - This field displays the current signal strength of the light: Red - weak, Amber - average, Green - great.

**Sunrise Time** - This field displays the assigned program Sunrise Time. (Note: time displayed is when the sun has risen fully.)

Sunset/Winter Sunset - This field displays the assigned program Sunset time, the field is labelled "Winter Sunset Time" for Circannual programs, and "Sunset Time" for all other programs.

**Sync Time with Light** - Pressing this button will send the time displayed on the user\'s phone to a paired light.

**Groups**: (Found on the "**HOME**" screen) The Group Manager allows users to create/ delete/ rename groups of paired lights.

A group will display a selection of lights paired in the group and a selection of lights currently in range (already paired to the App).



**Creating a group** - To create a new group tap the "+" button at the top right of the pop-up. Type a new name for the group (This must be 10 characters or less.)

**Renaming a group** - Tap the "Rename" button next to the group name, and the name will change into a text box. Input the new name into this text box and tap "**Save**." The group name has been changed.

**Deleting a group** - Tap the "Delete" button next to the name of the group, and the group will be deleted.

NOTE: One group must remain, the App prevents all groups from being deleted.

**Moving lights between groups** - Next to a connected light under a group, there is a "**Move**" button, this will appear when more than one group is present. Tapping this will allow the user to move a light between groups. The "**Move**" button must be blue to move a light between groups.

NOTE: Multiple groups is the equivalent of having multiple barns/stables of lights. The app allows up to 20 groups to be created, each group can contain a maximum of 20 lights.

**Disable/Enable** - This button allows the user to enable/disable the current program of a paired light (only when a paired light has a program assigned.)

When the button is labelled "Enable", the program is disabled. When the button is labelled "Disable", the program is enabled.



Status - Giving the user information about the currently run program and what light is doing.

**Sync Time to All or Sync Time** is accessible from the Program and Home screen. This action is required after lights are paired to the App to send time/date updates to lights. It's recommended to repeat this step after the lights are programmed.

**Reconnect Lights to App** if some of the lights in the group are not connected during programming (Extend the Light menu "…" button to grey colour) use the reconnect button to connect lights before selecting a new program. For lights not in range it's required to move closer to lights, press the Reconnect Light button and select the program again.

OVERRIDE SCREEN	0
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Override Options	
Program	Program Settings
White	White Light
Red	Red Light
Pause	No Light (turned off)
$\bigcirc$	Reconnect lights to the App
•	Extend Light menu ""

The "**OVERRIDE**" screen allows the user to override the output colour of a paired light. Tapping the "…" button next to a paired light reveals four override options:



#### - Program

The button will display the current program of the paired light. The button will display "No Program" if the light has no program.

Tapping the Program button will disable the override and return the light to the current program.

#### - White/Red

These buttons will override the current program and set the output colour to white light/ red light.

#### - Pause

This button will override the current program and turn "off" the light.

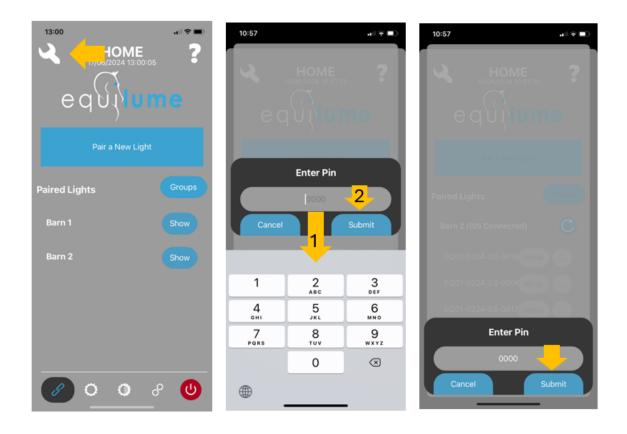
Note: The override will only be in effect for programmed lights until the next program transition.

### SETTINGS SCREEN

The "**SETTINGS**" screen allows the user to configure the Date/ Time and Pin/ Security Questions and Answers. The user can also view the About page, view the App's log and access information about subscriptions.

How to access the "SETTINGS" screen:

Tap the wrench icon located at the top left of the screen; a pop-up window will be displayed. Put in your PIN and tap Submit.



For more information about the Settings screen tap "?" Help icon





#### Date/Time:

To configure the date/time, tap the "Date/Time" icon. The user will be redirected to the date/time section. Using the dials to change the date and time or toggling the switch will implement automatic time. Finally, tap "Next" to save. The user will be informed if the operation is successful.

#### Pin:

To configure the pin, tap the "Pin" icon. The user will be redirected to the pin section. Use the dials to change the pin and confirm it (both pins must match). Press "Next" to move to the Security section, using the dial to select a question and input the answer. Finally, press the "Next" button to save. The user will be notified whether the operation was successful.

#### Log:

To view the log, tap the "Log" icon. The user will be redirected to the log section. From this section, the user can view logged activities, save a copy of the log and clear it.

#### About:

To view the About section, tap the "About" icon. The user will be redirected to the About section. Here the user will find the app\'s version number and contact information.

#### Subscription:

Displays details about your subscription including:

- Status
- Yearly Cost
- Start Date
- Renewal Date
- Subscription Period

## EMERGENCY LIGHT



There are two ways to activate the EMERGENCY mode:

- From the App (with stable lights in the range of the App)
- Cutting power to lights for a second.

Emergency lights activated by cutting power to lights will turn all lights white for 60 minutes. Light will revert to the program after 60 minutes. Lights in emergency mode can be operated from the App by using the Override functions.



The app Emergency Button is located at the bottom of the screen, in the menu bar. The stable lights within range of the App will turn the lights to white. To exit emergency lights mode, tap the Emergency button again.

Note: The emergency button will only work with selected groups when lights are in range of the App.



HELP is located on the Help screen.

Tap "?" to display a pop-up with page guidelines on every page.



The "Updates" screen allows the user to send updates to a paired light.

Tap the "Update" button next to the name of a paired light and a pop-up will be displayed. Tap "Check for Updates" for your light. If new software is available light button will change to "Update Ready", tap Update, and wait for the progress bar to reach 100%



WARNING: The App may disconnect from the light after the update.