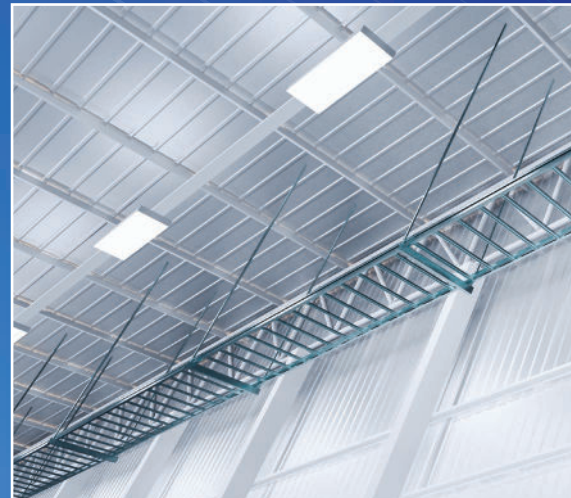
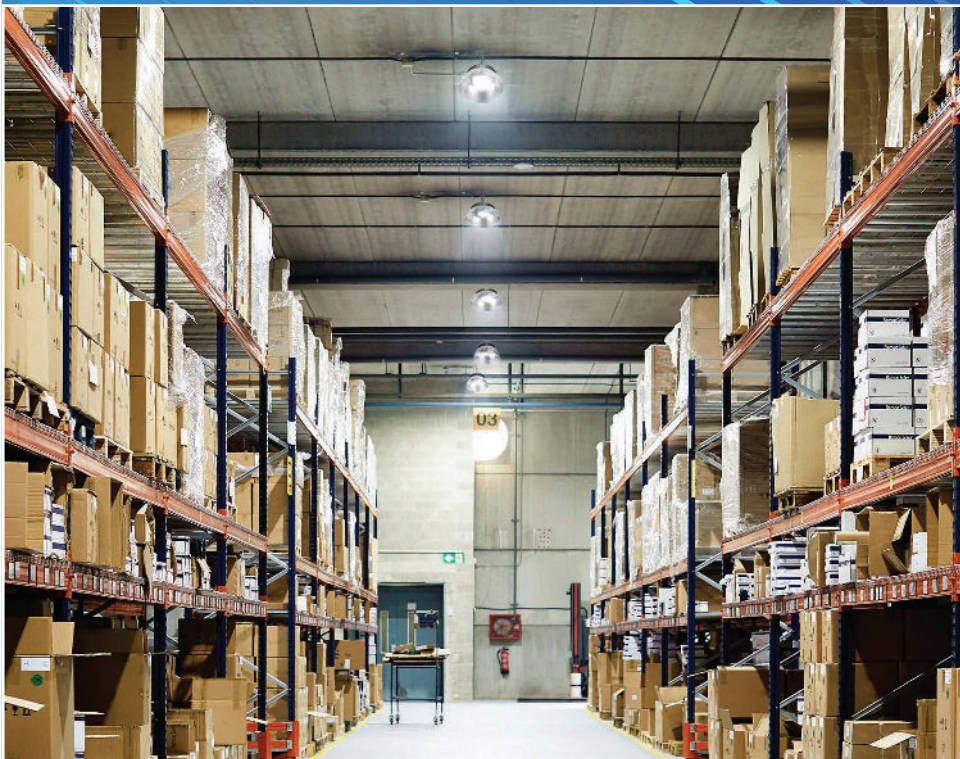




Network Lighting Control App Instruction Manual



USER MANUAL

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INTRODUCTION

Network Lighting Controls (NLC) can address luminaires individually or in groups, utilizing Bluetooth® Low Energy Mesh 4.2 & 5.0 protocols. This state-of-the-art wireless control system is operated using the NLC App in conjunction with various sensors, wall switches, power packs, and controller modes. The system components are easily commissioned using the NLC App on a mobile device, without requiring a gateway. The mesh network enables wireless communication up to 100 feet or more between devices, and commissioning does not require any internet access.

The NLC App employs data encryption to ensure mesh network security. The configuration settings for each device are stored in encrypted QR codes and each network device cannot be accessed without the QR code. Homewell INC receive UL 1376 verification for security capabilities, and achieve full-stack, in-house R&D for networked sensors and controllers. The platform is also one of the systems listed to DLC's Networked Lighting Controls (NLC5).

Luminaire level lighting control refers to a type of lighting control system where each individual light fixture is equipped with its own control device or integrated control system, allowing for independent control and management of each fixture. LLLC luminaires can detect human movements, ambient light level, and automatically turn on/off or dim the lights to provide comfort, safety, and energy savings.



CAUTION

1. Do not use more than one mobile device during the commissioning process.

- Using multiple mobile devices may cause unexpected results such as data corruption, duplicate light addresses, etc.

2. Ensure commissioning data has been synchronized to the cloud before sharing QR code.

- Access rights to the zone can be shared to other users by sharing the QR code. Before sharing the QR code, please make sure the zone data has been uploaded to the cloud (requires internet connection).
- When uploading/downloading the data, it must have a good internet connection to save/update the commissioning data to the corresponding QR code. You may share the QR code to other users immediately after commissioning is completed.
- DO NOT share the QR code to others before you successfully sync the data

3. Before adding the sensors, better to have a plan for the project.

- When adding devices, it is suggested to add the nearest 5-10pcs devices via engineering adding mode.
- Then name the devices accordingly via positioning function. It will be much easier and quicker to add all devices you need.

4. Save and Name the Zone QR code to the project file on your computer.

PREPARATION

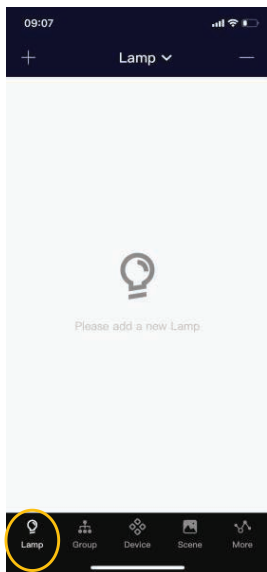
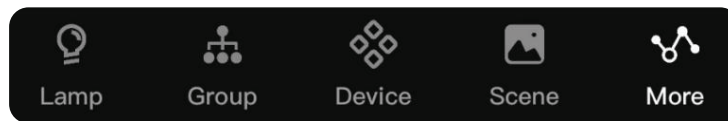
3.1 Download the App

To download the App, scan the QR code below. Google Play Store version coming soon.



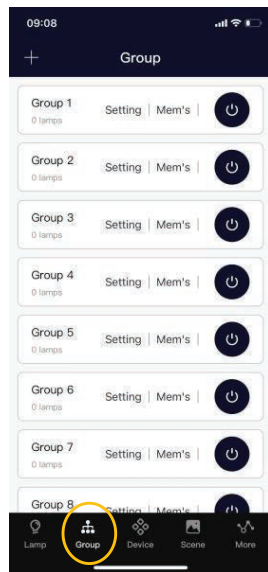
3.2 App Navigation

The App has five tab pages which you can move between to provide easy control of your lights. They are located in the bottom menu bar of the screen.



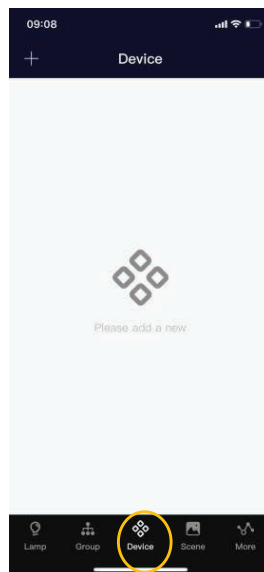
Lamp

Shows all fixture sensors that are connected to the app. It allows the user to view and control individual lights.



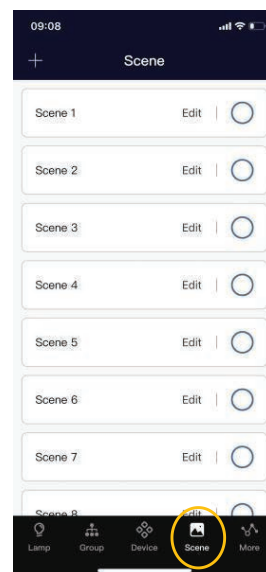
Groups

Allows users to set parameters of the devices at the same time. There are 16 groups per Zone.



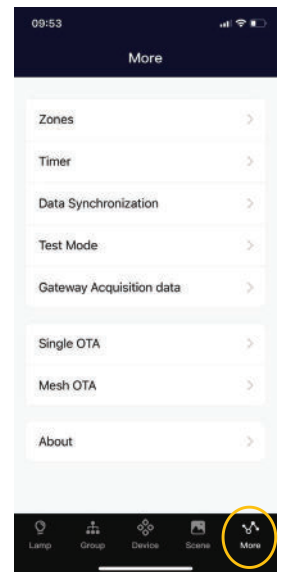
Device

Shows all the gateways, switches and other BLE devices (except the sensors) that are connected to the app.



Scene

Allows users to manage the scene according to their needs. There are 16 scenes per Zone.



More

Allows the user to view Zones, Timer and to connect to the WiFi to upload and download the data.

PAIRING

The following pairing procedure is recommended:

Preparation Work:

- A.** Define the control Intent Narrative and SOO
- B.** Install sensors to the lamps and turn on power for each

Add Sensors, Manage Zones, Groups and Scenes:

- A.** Create Zones and Generate QR Codes
- B.** Connect lamps to the APP
- C.** Setting Lamps with Sensors
- D.** Add Lamps to Group
- E.** Create Scene setting
- F.** Add wall switch

Share Project

- A.** Share QR codes

4.1 Preparation Work

For each project site, it's recommended to prepare a design script in advance, which includes the following content:

1. Site plan, description of the actual functional purposes of each area.
2. Model No., quantity, parameters, and location description of lamps.
3. The division of zones is recommended based on real functional purposes, and the real number of lamps and switches in a single zone should not exceed 100. There should be no objects (such as solid walls, large metal objects, etc.) that hinder wireless signal transmission in the area, and the length, width, and area should not exceed the wireless coverage range (usually the length, width, and area of the building should not exceed 50 meters, and the area should not exceed 1000 square meters).
4. For each zone, plan the number and name of groups needed, the number and name of lamps scenes, and the approximate lamps scheme for each scene.
5. Plan the number and model of devices required for each zone.

4.2 Create Zones, Add Sensors, Manage Groups and Scenes

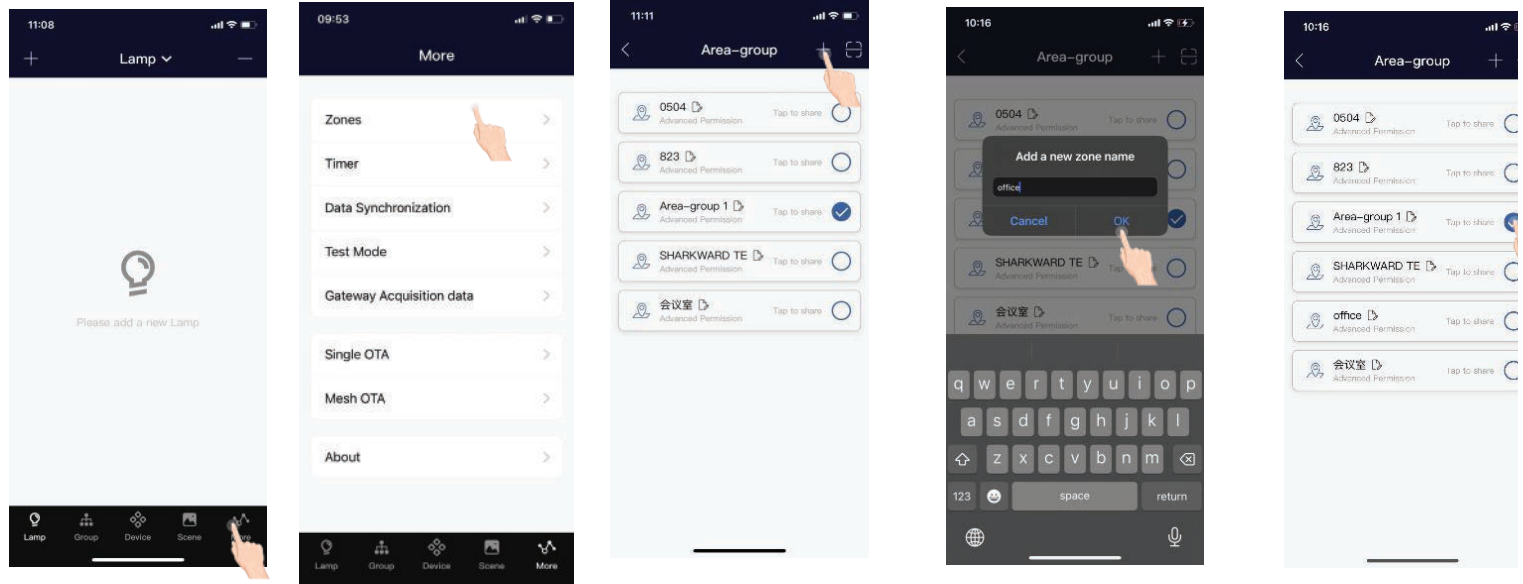
4.2.1 Zones

It is recommended to create QR codes for all zones and pre-define all groups, scenes, and their names prior to commissioning in order to reduce work on-site. A QR code represents a zone and all of the lights, switches, and other devices in that zone. For more information on scanning, creating, and sharing QR Codes, see the QR Code chapter, on page 24.

PAIRING

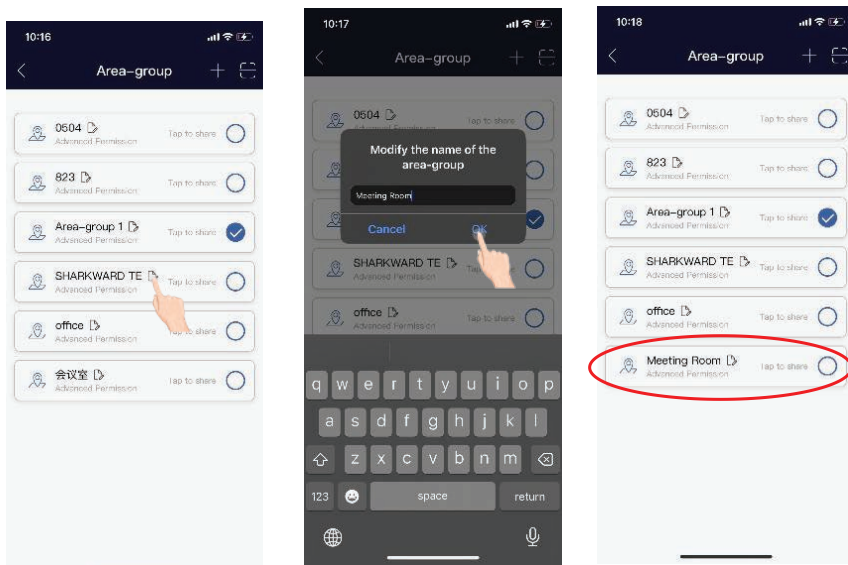
4.2.1.1 Creating Zones

4.2.1.1 Creating Zones



1. Open APP,
Click **More**
2. Click **Zones**
3. Click **+**,
create new zones
4. Type the name,
and click **OK**
5. All zones can be found
in the **Zones** list and
you can tap to share
and and you can
switch between them
by clicking the circle
on them.

4.2.1.2 Renaming Zones



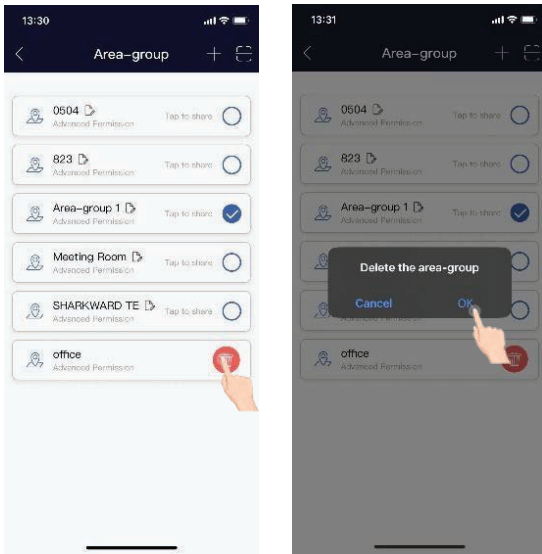
1

2 & 3

1. On the **Zones** page, press the edit button
located to the right of the zone name.
2. Enter preferred zone,name as prompted.
3. Press "OK" to save.

PAIRING

4.2.1.3 Deleting Zones



1. Select the **Zone** to delete and long press the zone and the delete button will appear on the right.
2. Press the red delete button that appears.
3. Confirm by pressing **OK**

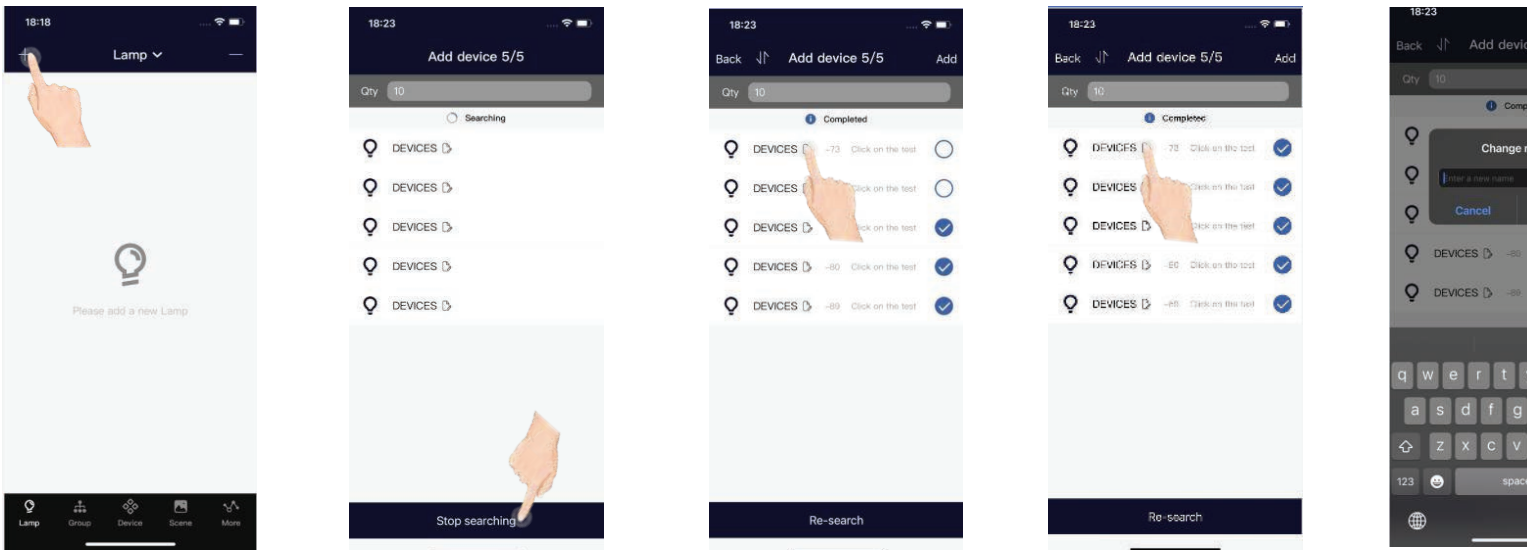
Note: User cannot delete the zone in which they are currently active.


4.2.2 Fixtures

The **Lamps** tab is the first page you'll see upon opening the App. It is the primary page for controlling individual lights. Add lights by zone, and turn on more than 100 lights at the same time. To prevent wireless communication jamming, turn off lights that are not in the current zone. We have two ways of adding, Engineering Add Mode and Quick Add Mode.

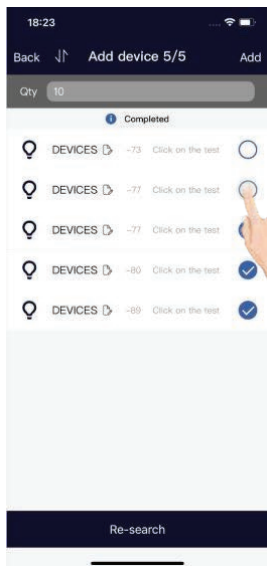
4.2.2.1 Add Lamps to the App

A. Engineering Add Mode

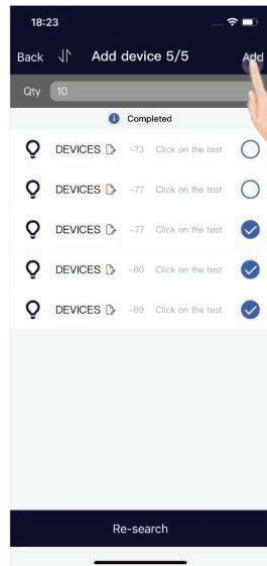


1. Enter the **Lamp** interface, click the **+** in the upper left corner.
2. The app will scan and list nearby lamps that can be added (the default quantity is 10). Click **Stop searching**, and the nearest 10 devices will be sorted based on the Bluetooth dB value.
3. Click the lamp to switch it on and off for easy search and positioning.
4. Click  to rename the lamp.
5. Type the name, and click **OK**.

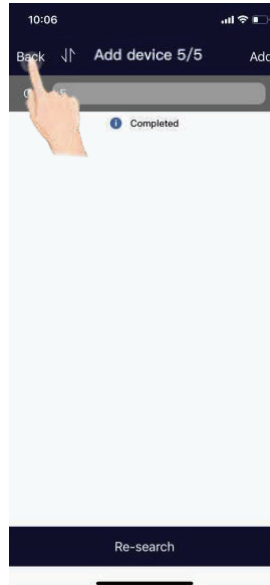
PAIRING



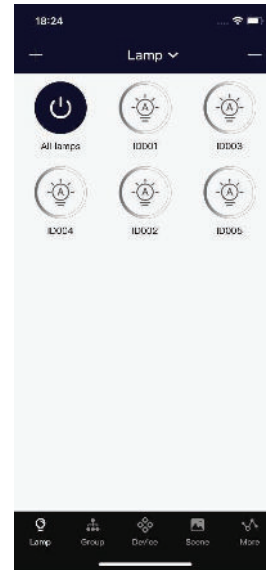
6. Click the checkbox to select or deselect the lamp.



7. Click the **Add** button in the upper right corner, add the selected lamps to the project.

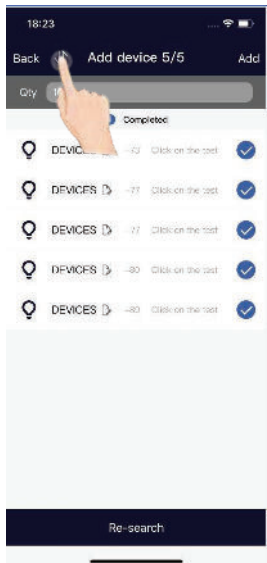



8. After adding successfully, you can click **Back** to the **Lamp** interface to check whether the devices are added successfully.

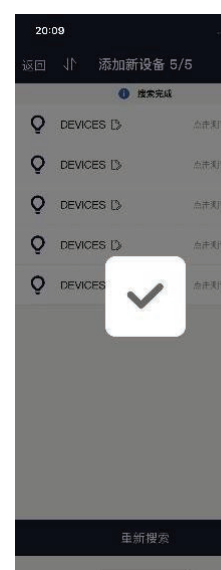
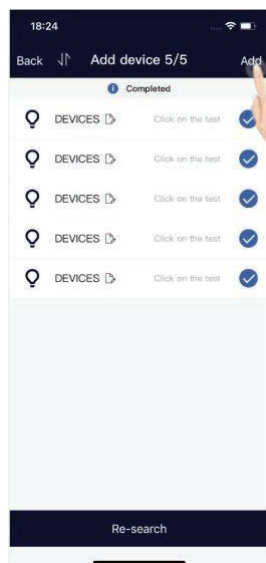


Tips: For large areas, it is recommended to use the engineering add mode.
After positioning each light, change the name before adding it.

B. Quick Add Mode



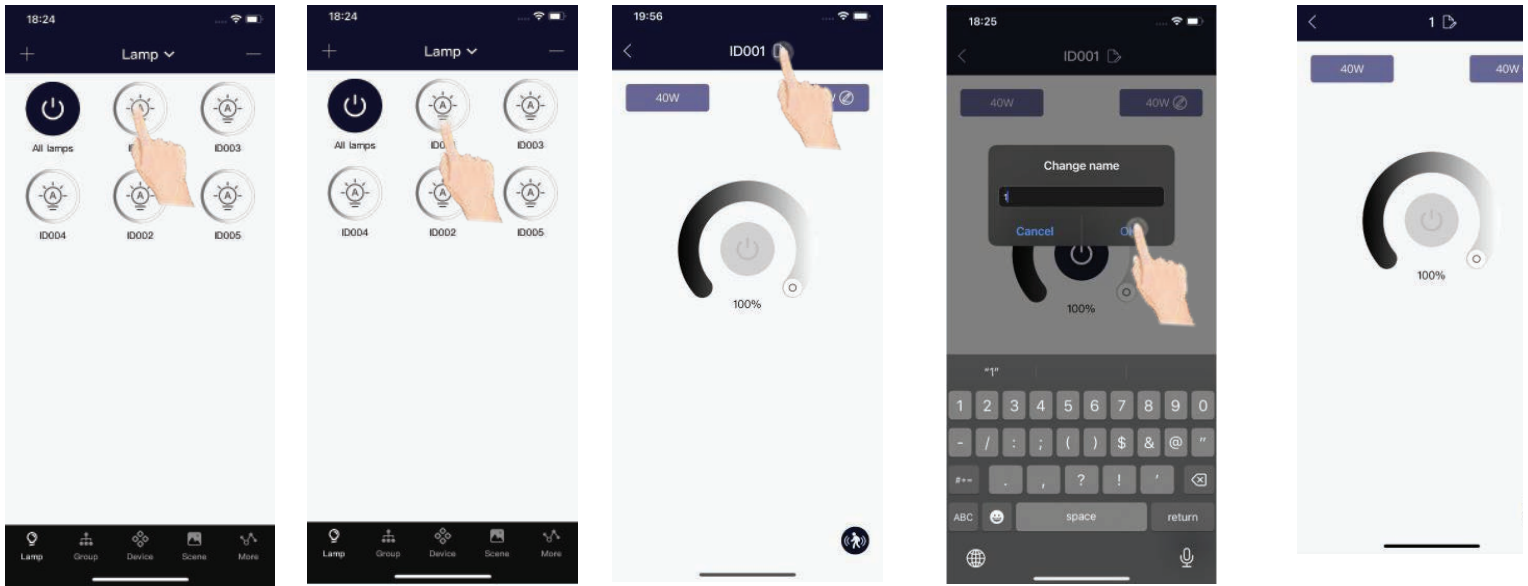
1. Click  on the top left corner will switch to **Quick Add Mode**. In this mode, the Bluetooth signal dB value will no longer be displayed. Click **Re-search** will search for all Bluetooth lamps in the zone (up to 100).




Click **Add** to quickly add all devices in the list

PAIRING

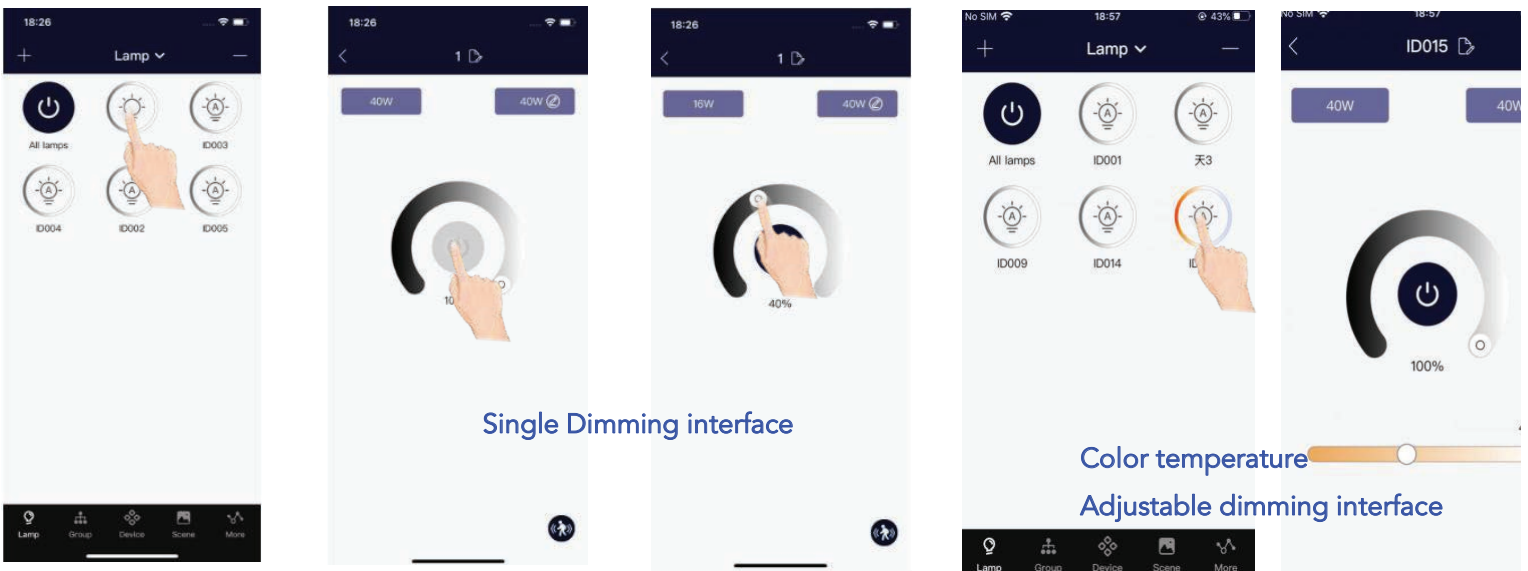
4.2.2.2 To Name or Rename Lights



1. On the lamp interface, click one lamp and it can be quickly turned on and off for easy search and positioning.
2. Long press a lamp, it will enter into the dimming and manage interface.
3. Click  to name the lamp.
4. Type the lamp name in the pop-up input box and click **OK** to save it.
5. The lamp name has been successfully re-named.

4.2.2.3 Dimming and Color Tuning

Below are examples of the Light Dimming pages for Dimming Controls and CCT Tuning.



Single Dimming interface

Color temperature
Adjustable dimming interface

1. Long press a lamp to enter the dimming and management interface.

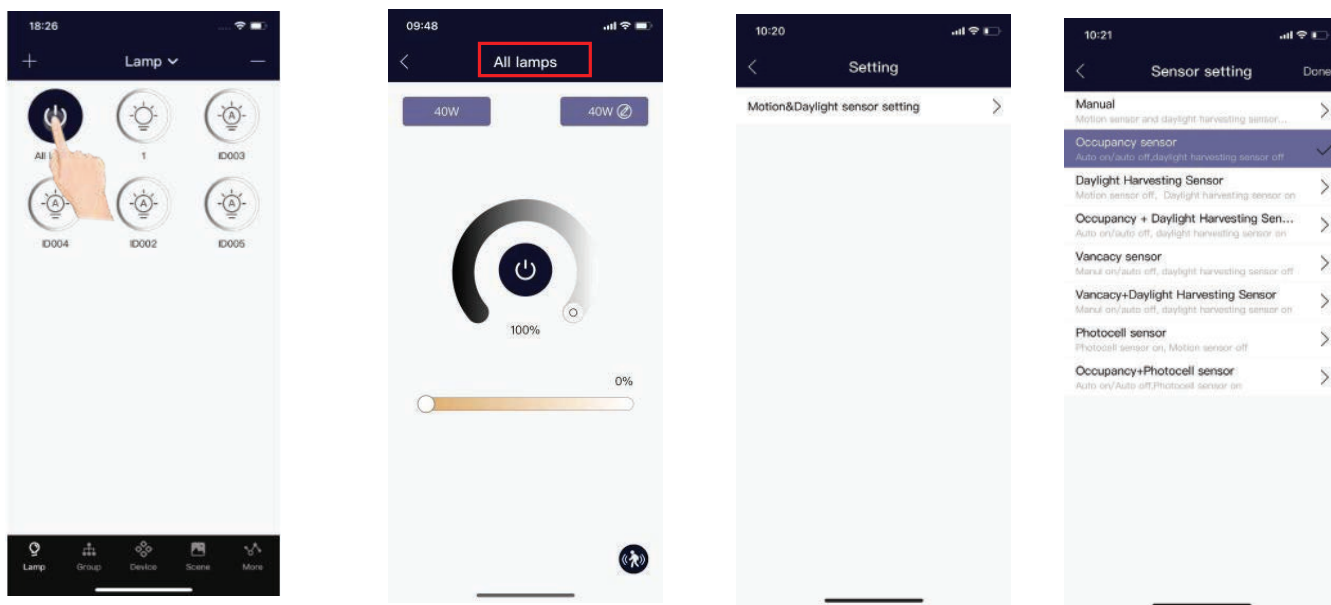
Single Dimming Interface

Color Temperature
Adjustable Dimming Interface

Different types of lamps will have different dimming interfaces. Please click and slide the corresponding dimming control.

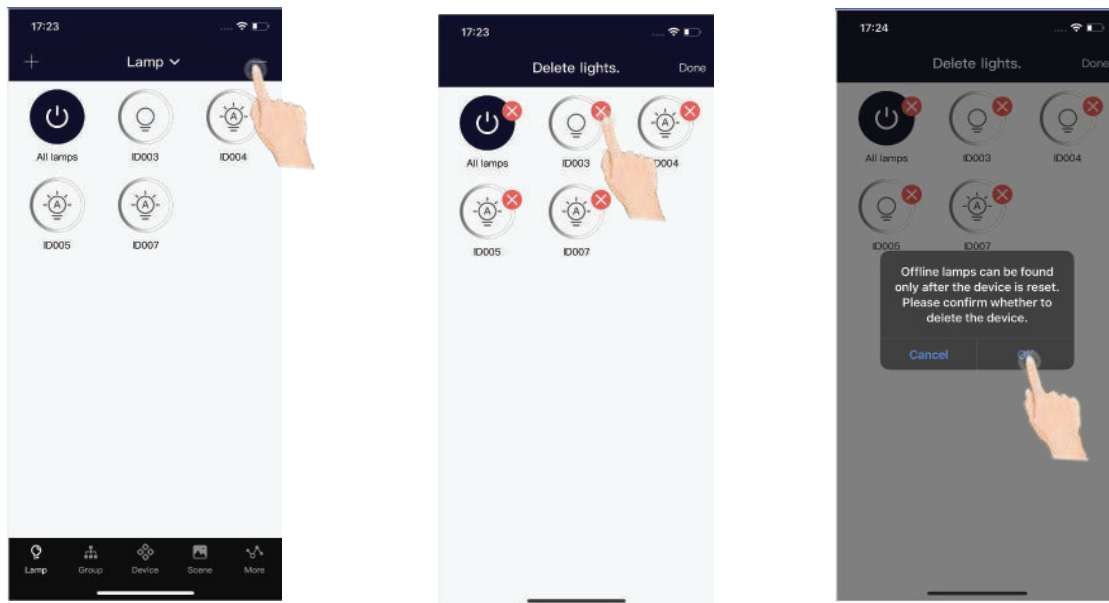
PAIRING


4.2.2.4 Quick Setting for all Devices



1. Long press at **All Lamps** to enter the dimming and management interface.
2. Here you can set the parameters of all devices you added.

4.2.2.5 To Delete Lights



1. Click — on Lamp interface.
2. Click  to delete the lamps.
3. This method is only effective for online lamps.

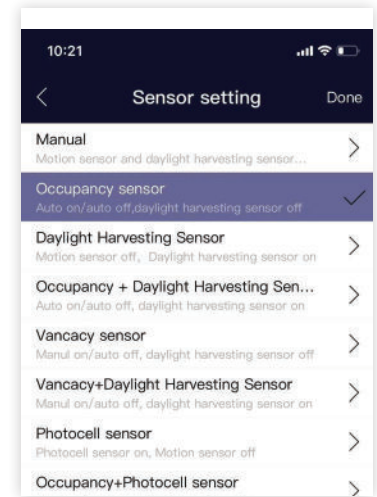
4.2.2.6 Sensor Settings

4.2.2.6.1 Brief introduction

For lamps with sensors, the sensors can automatically sense human body movements and environmental light changes, and automatically switch on and off the lights and adjust the brightness according to needs, achieving the goals of comfort, health, and energy conservation.

Before setting the sensor parameters, you need to select the sensor mode according to your needs:

1. **Manual** - Motion Sensor and daylight harvesting sensor both off.
2. **Occupancy Sensor** - Fixture powered on when motion is detected and off when no motion is detected.
3. **Daylight Harvesting Sensor** - Fixture will maintain the constant level of light set in the app.
4. **Occupancy and Daylight Harvesting Sensor** - Fixture on when motion is detected and will maintain the constant level of light set in the app. Fixture off when no motion is detected.
5. **Vacancy Sensor** - Fixture manually turned on but automatically turned off when no motion is detected.
6. **Vacancy and Daylight Harvesting Sensor** - Fixture manually turned on but automatically turned off when no motion is detected. Fixture will maintain a constant level of light while powered on.
7. **Photocell Sensor** - Fixture on when ambient lighting is below the set threshold and off when ambient lighting is above the set threshold.
8. **Occupancy and Photocell Sensor** - When ambient lighting is below the set threshold, the fixture powered on when motion is detected and off when no motion is detected. Fixture will remain off when ambient lighting is above the set threshold.

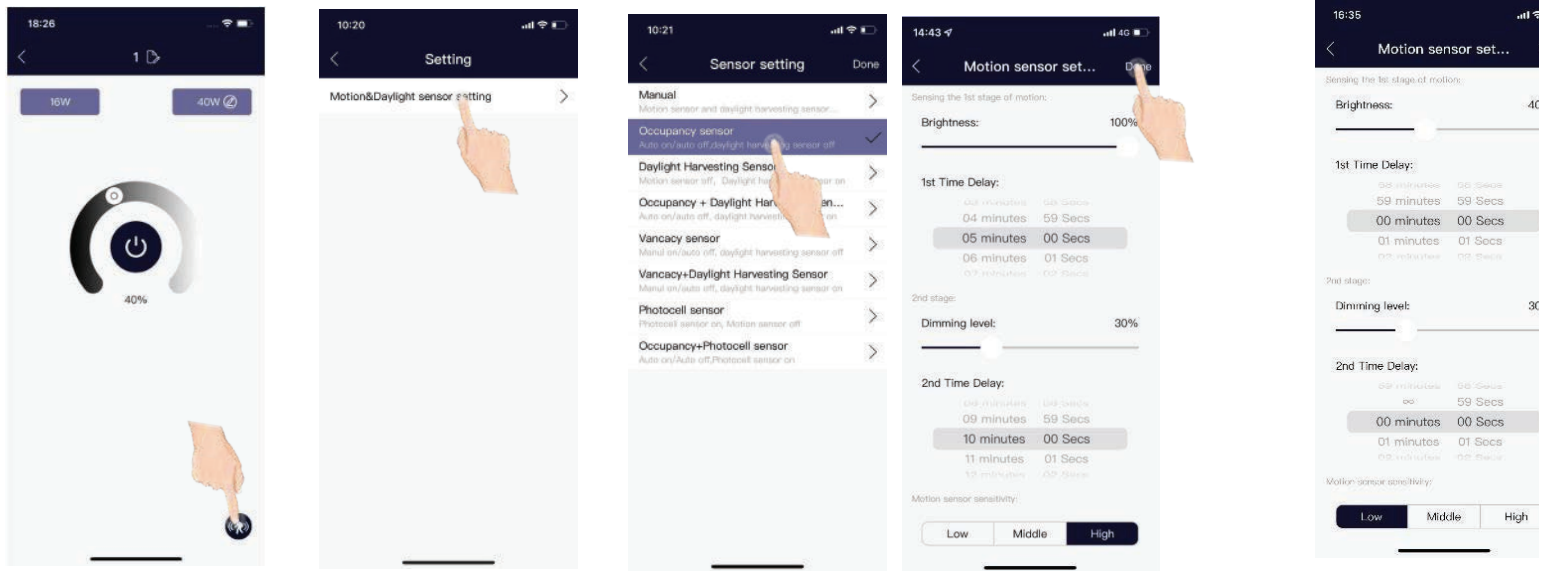


Lamps with sensors have some special parameters, including:

1. **Brightness:** The brightness of the lamp when the motion is detected.
2. **1st Time Delay:** Hold time refers to the time it takes for the sensor to turn off after receiving the signal for the last time.
3. **2nd Time Delay:** Stand-by time refers to the duration of the dimming function after the lamp enters the dimming function.
4. **Dimming level:** The function of dimming a lamp, reduce the brightness to 10%, 20%, and 30% to achieve energy-saving.
5. **Motion Sensor Sensitivity:** Sensing distance (sensitivity) refers to the distance that the sensor can receive signals, with three options: high, middle, and low.
6. **Linkage:** When the lamp is not triggered by motion, but other lamps in the same group sense movement and turn on the linkage setting of this group, the other lamp will be triggered to the linkage brightness. The linkage brightness is calculated in proportion to the normal working brightness.

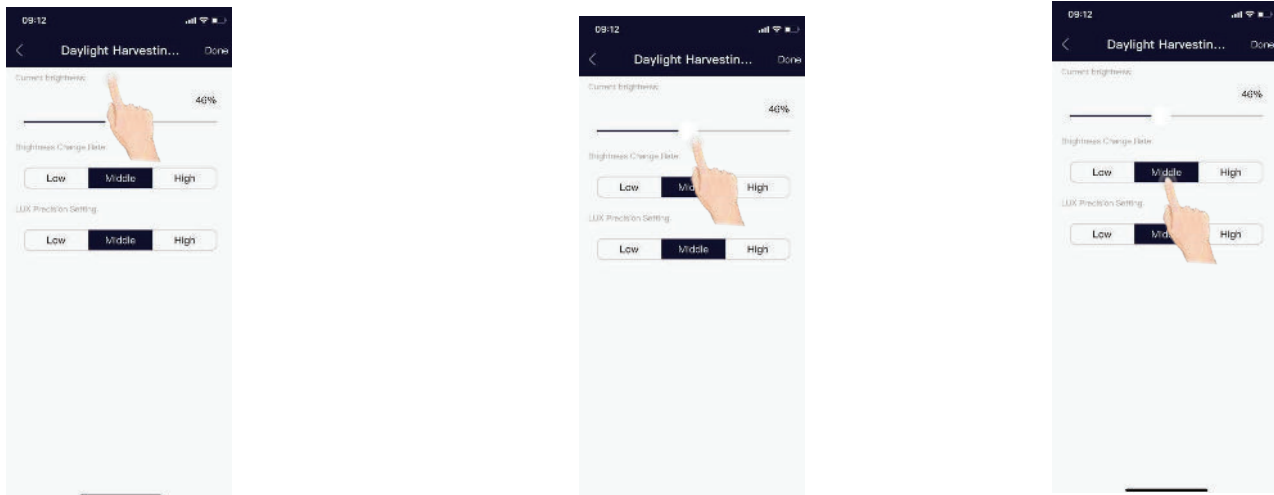
PAIRING

Sensor Setting



1. Click **Done** in the lower right corner to set the sensor parameters for this lamp.
2. Select the sensor mode type.
3. After setting the parameters, you need to click the **Done** button to save the settings.
4. If you select the daylight harvesting mode, after setting the sensor parameters, click **Next** to enter this model.

4.2.2.6.2 Sensor Daylight Harvesting Setting

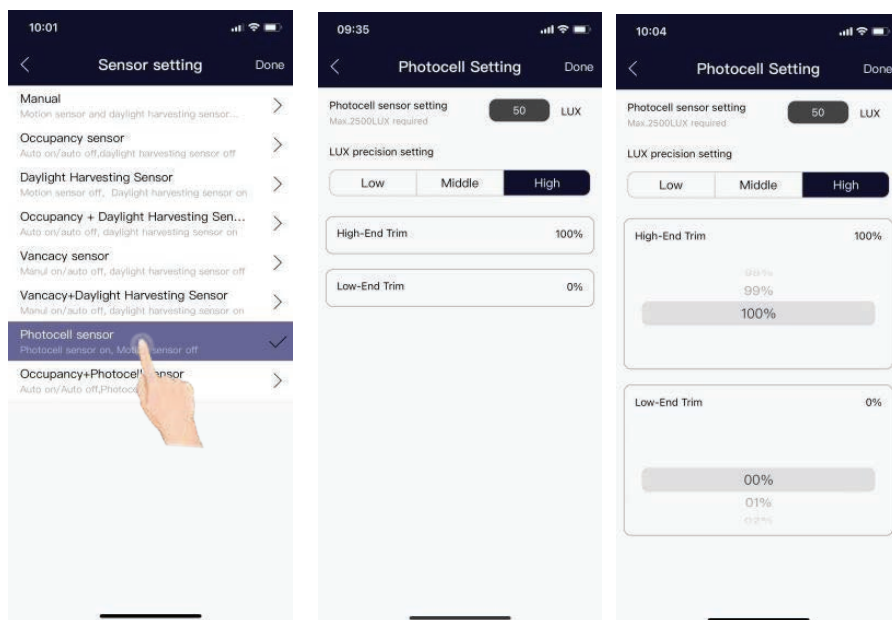


5. Choose the **Current Brightness** of the lamp as the memory lux value for daylight harvesting function. When the ambient light turns lower, the brightness of the lamp will increase. When the ambient light turns higher, the brightness of the lamp will decrease to maintain the lux level.
6. **Brightness Change Rate** means when the ambient light changes, the speed at which the luminance of the luminaire changes can be changed. There are three types: **Low**, **Middle**, and **High** modes.
7. **LUX Precision Setting** means you can select the accuracy of lux recognition when daylight harvesting is working. There are three types: **Low**, **Middle**, and **High** modes.

PAIRING

4.2.2.6.3 Photocell Sensor

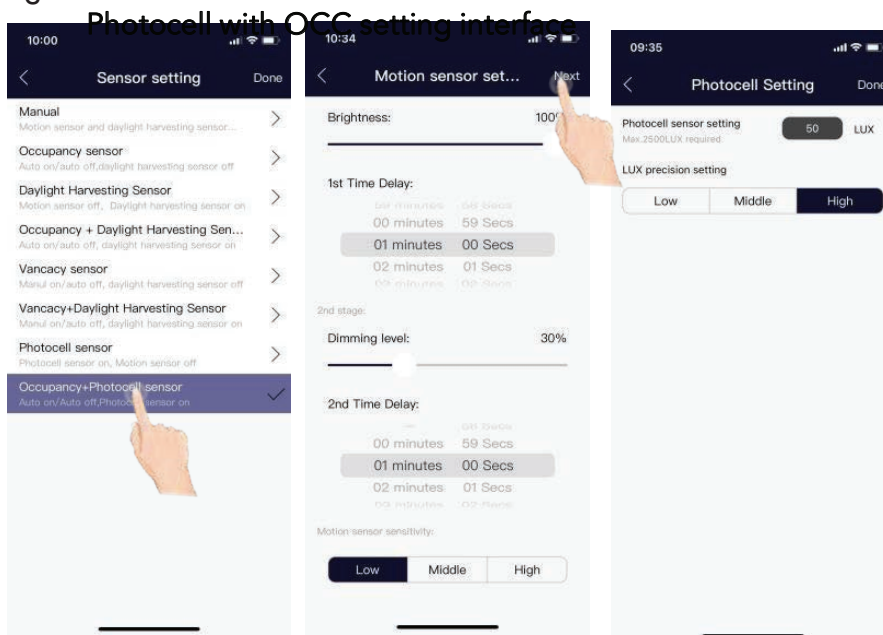
Photocell only setting interface



In the photocell interface, you can set the **LUX** and choose the precision (**Low**, **Middle**, **High**), **High-End Trim**, **Low-End Trim**. Low means 15%, Middle means 10%, High means 5%.

Take the setting on the picture as an example, when you set 50lux, it means when the lux is less than 47lux, the fixture will be 100% on automatically, when the lux is 53lux, the fixture will be off.

Photocell with OCC setting interface



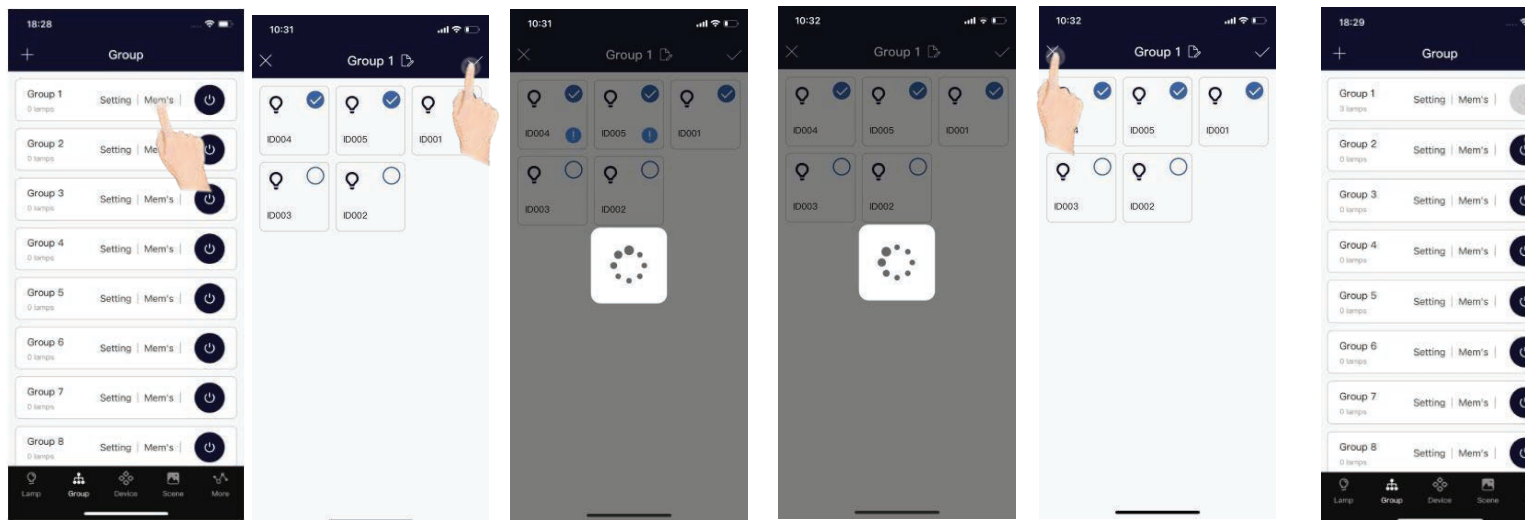
In photocell with OCC mode, after setting the sensor regular parameters, click **Next**, then you can set the **Lux** and **Lux precision**. Take the setting on the pictures above as an example, when the **Lux** is less than 47lux, when motion is detected, the fixture will be 100% on, after 1 minute, if no motion is detected, the fixture will be 30% on, then after 1 minute without motion detected, the sensor will be off. During the **1st Time Delay** and **2nd Time Delay**, once the **Lux** is more than 53lux, the fixture will be turned off by force.

PAIRING

4.2.3 Groups

Groups enable control of a defined set of lights, in a small area. There are totally 16 groups in the list.

4.2.3.1 Add or Remove Lamps in a Group

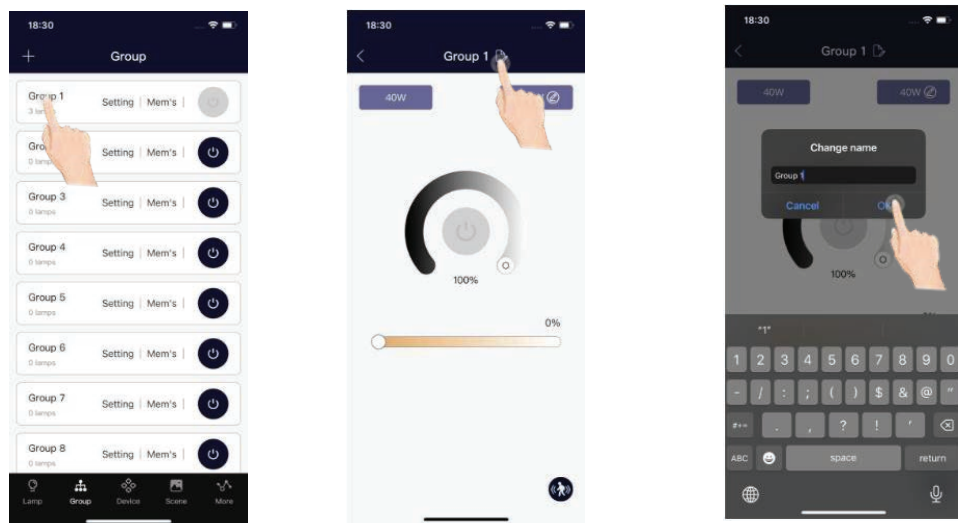


In **Member Management**, click the selection box in the right corner of the lamp icon to add or remove a certain lamp. After selecting members, click the ✓ to save the grouping.

During adding, ! will appear in the lower right corner of the device being configured. The devices that are added to the group successfully, the ! will disappear. Then press x to exit.

On the **Group** interface of the App, click the sliding switch of a certain group to quickly turn on/off all the lamps in this group.

4.2.3.2 Rename the Group



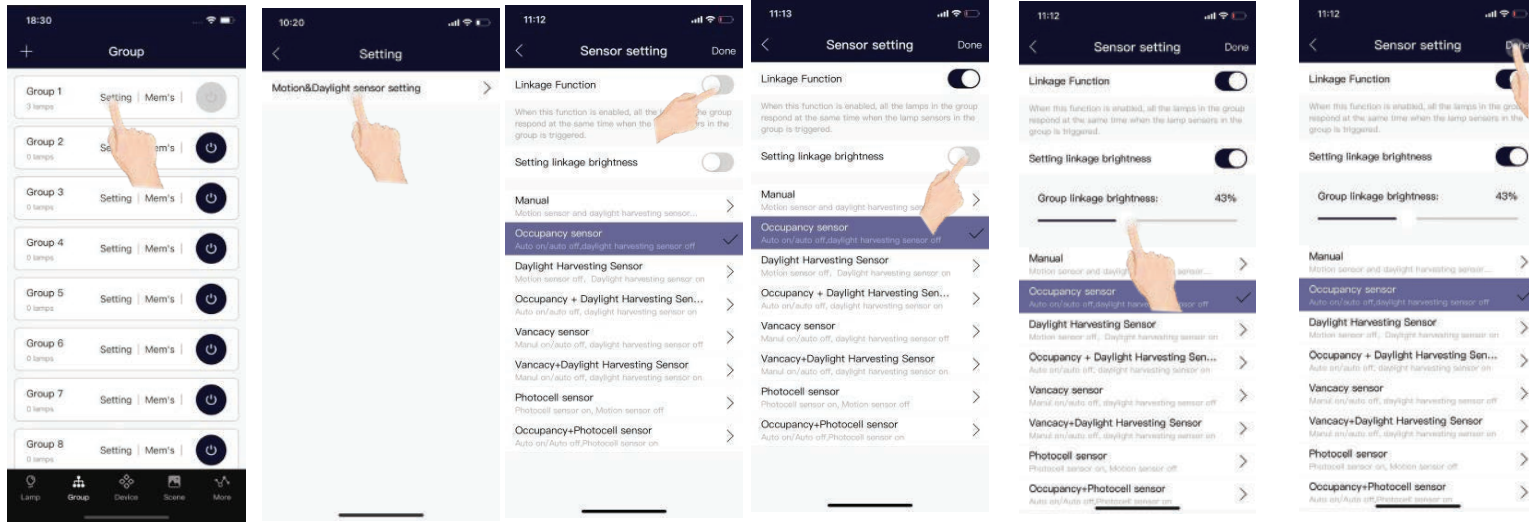
1. Click **Group1** to enter the group lamp dimming and management interface.

2. Click  to name the lamp.

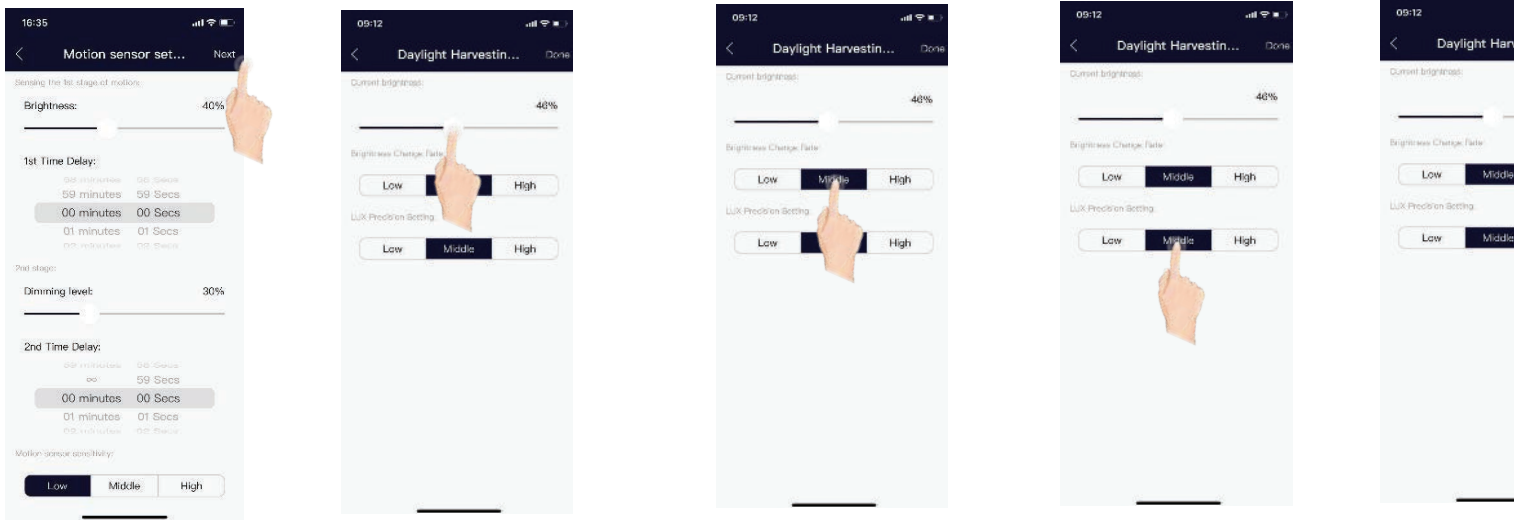
3. Type the group name in the pop-up input box and click **OK** to save it.

PAIRING

4.2.3.3 Linking and Parameter Setting



1. Click a **Group** to enter the lamp **Setting** page.
2. Click the **Linkage Function** sliding switch to turn on/off the linkage function of this lamp group.
3. Set the **Group linkage brightness** in the **Sensor setting** interface.
4. You must click **Done** to save the linkage function.



5. To select **Daylight Harvesting Mode**, after setting the sensor parameters, click **Next** to enter this mode.
6. Choose the **Current brightness** of the lamp as the memory Lux value for **Daylight Harvesting Function**. When the ambient lights turn lower, the brightness of the lamp will increase. When the ambient light turns higher, the brightness of the lamp will decrease to maintain the Lux level.
7. **Brightness Change Rate:** When the ambient light changes, the speed at which the luminance of the luminaire changes can be altered. There are three types: **Low**, **Middle**, and **High** modes.
8. **LUX Precision Setting:** You can select the accuracy of Lux recognition when Daylight Harvesting is working. There are three types: **Low**, **Middle**, and **High** modes.
9. Click **Done** to save the setting.

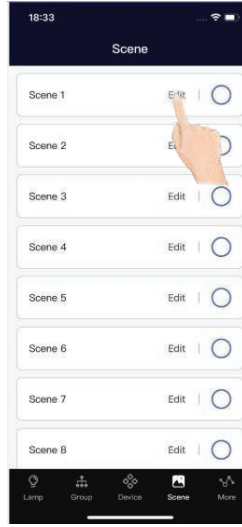
PAIRING

4.2.4 Scenes

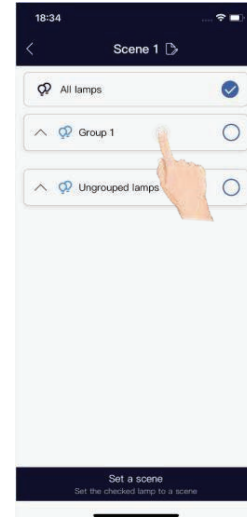
Scenes establish programmed settings for individual lights or groups of lights. The Scenes can be set manually by users. There are totally 16 groups in the list. Activating a scene will cause all members to adopt the settings to the selected scene. Users must add lights first, then the next step is sensor setting before creating groups and scenes.



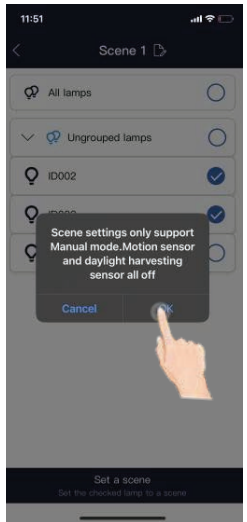
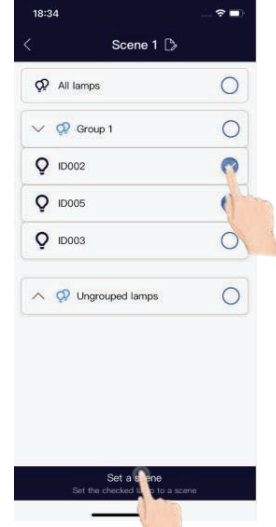
According to the actual application scene, set the required brightness on each lamp.



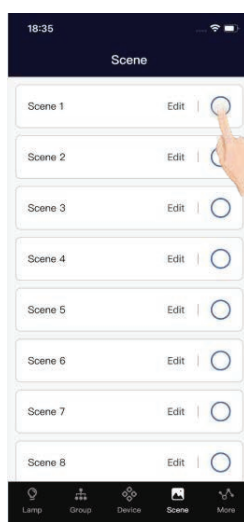
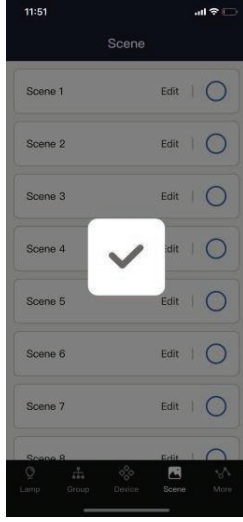
Click the **Edit** on the **Scene** interface.



Click to select the lamps just set, and then click **Set a scene**.



Click **OK** to save.



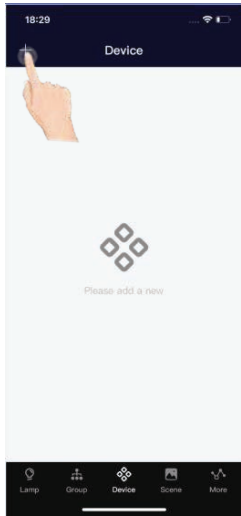
Click **OK** to select the lamp you just set, and then click **Set a scene**.

PAIRING

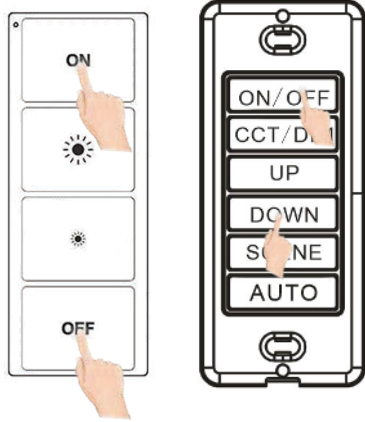
4.2.5 Switch

Smart switches can be added to the App to control individual lights or groups. Currently two switches are available, one is four button switch, another is six button switch.

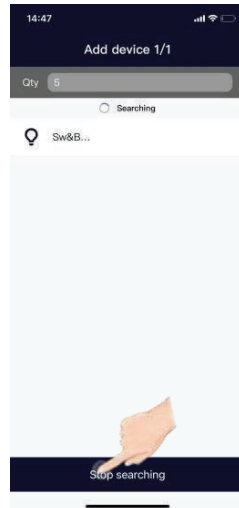
4.2.5.1 Add a Switch



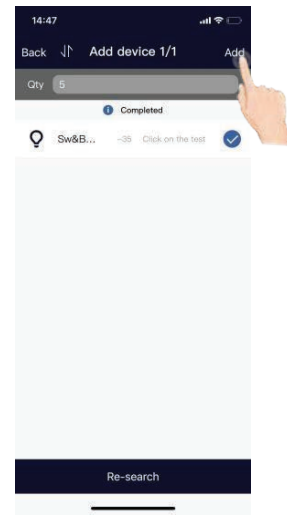
1. Click + on the device interface.



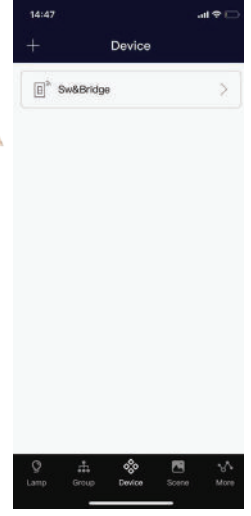
2. Press and hold the **ON** and **OFF** (**ON/OFF and DOWN**) buttons for 5 seconds, you will find the devices on the app.



3. Click **Stop searching**.



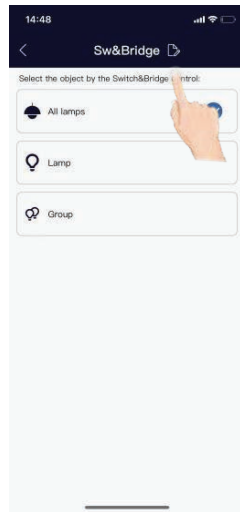
4. Click **Add**.




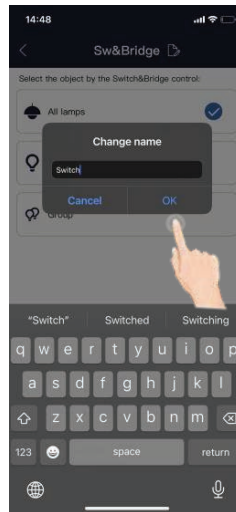
4.2.5.2 Rename and Delete the Switch



1. Enter the switch parameter setting interface.



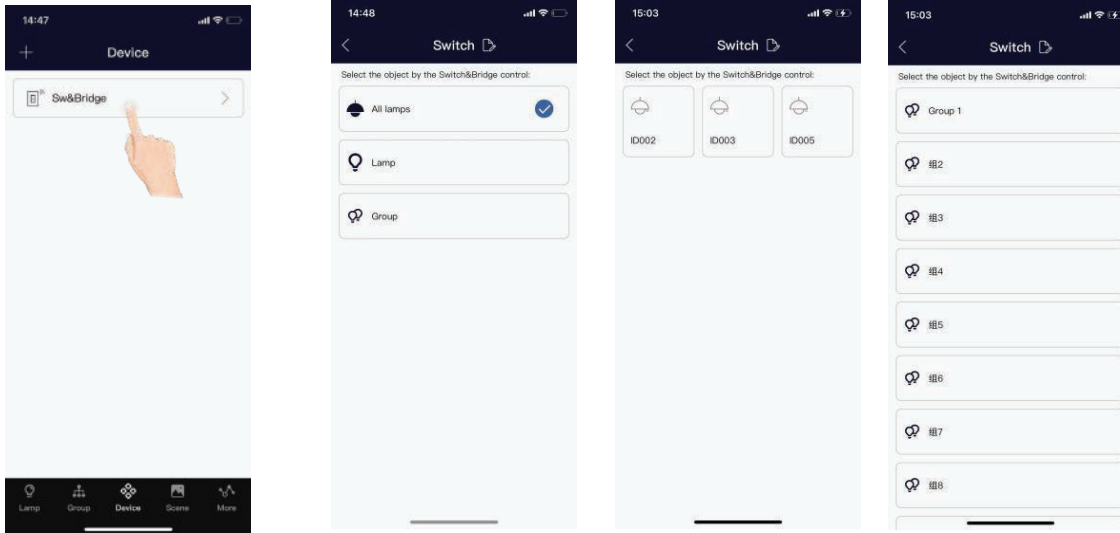
2. Click  to rename it, and click **OK** to save.



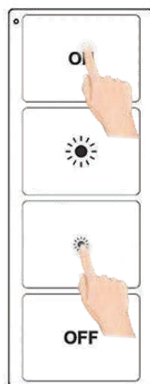
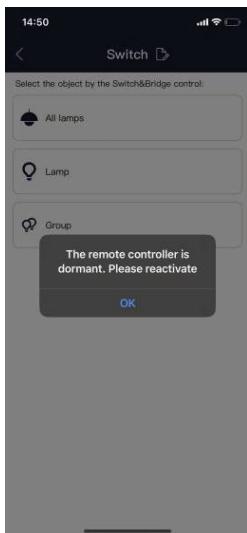
3. Long Press the **Switch** to delete it.

PAIRING

4.2.5.3 Set the Switch



1. Enter into the **Device** interface.
2. On the **Switch's** configuration interface, All Lamps, Single Lamp, and Group can be selected.

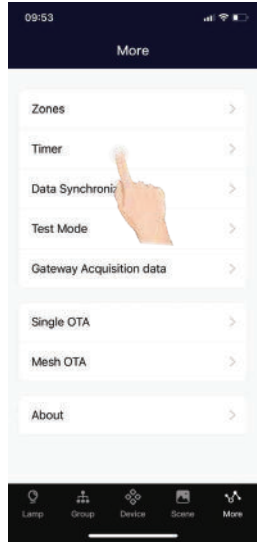


When the remote control is dormant, you need to reactivate it (to enter pairing mode), long press and hold the **ON** and **DIM-** buttons for 5 seconds until the green light flashes

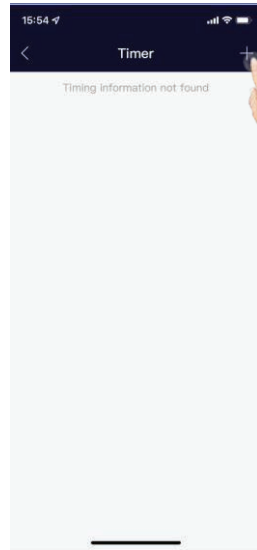
PAIRING

4.2.6 Schedule (Timer)

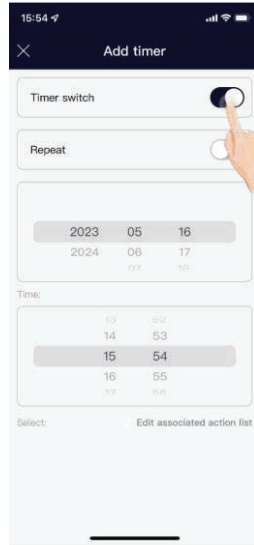
Schedules allow the user to program lighting changes for specific dates and times. Schedules can be applied to an individual light, a group, or a scene.



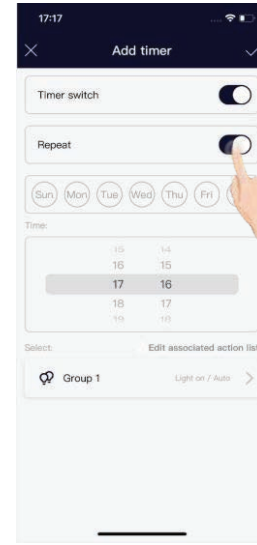
1. On the **More** interface, click **Timer**.



2. Click **+** to add a timer.



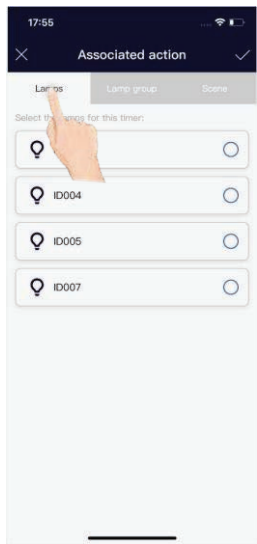
3. Click the  to open or close the timer.



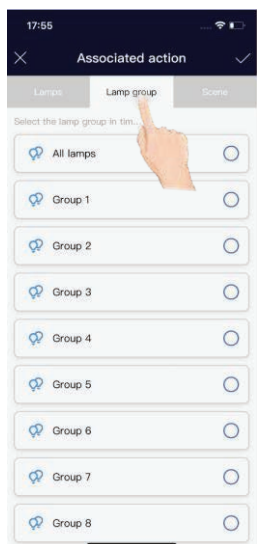
4. Choose whether to **Repeat** date or time.



5. Click **Edit associated action list**.



6. **Lamps**, **Lamp group**, and **Scene** can be associated.

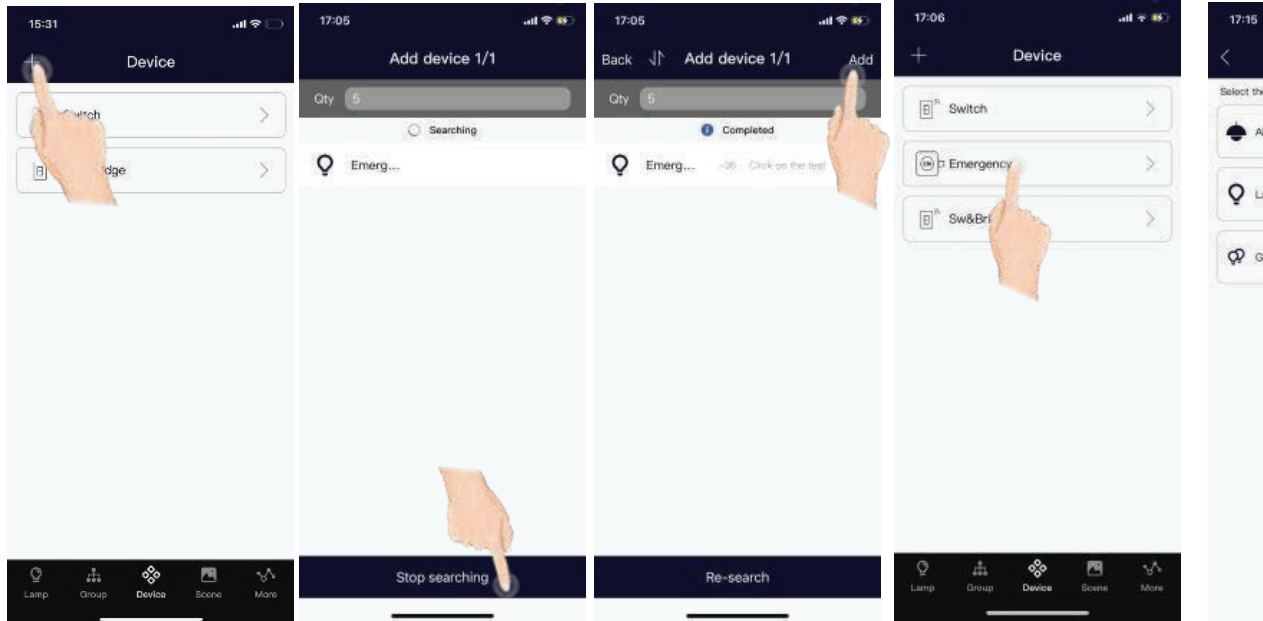


5. Long press the **Timer** to delete it.

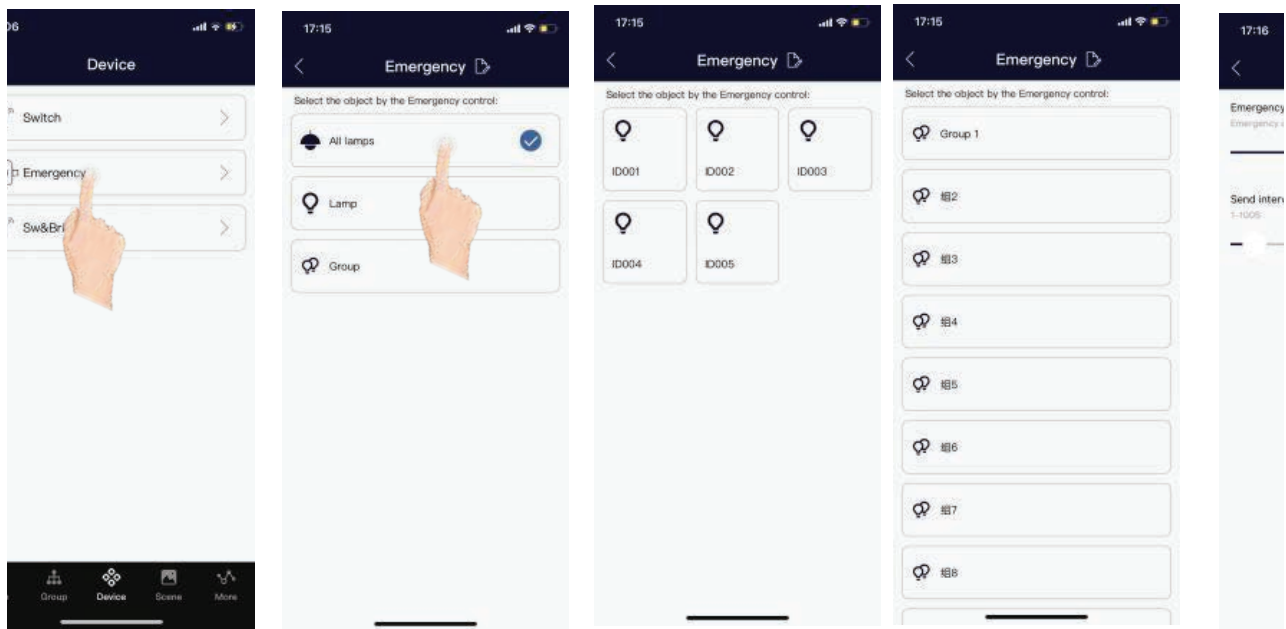
Note: With gateway (bridge GT-001-GE) if power is suddenly lost and recovered after a day the timer will reset to its previous setting.

PAIRING

4.2.7 Devices for Emergency Kit



1. Click + on **Device** interface.
2. Click **Stop searching**.
3. Click **Add** to add the devices.
4. Enter into the **Device** interface.



5. On the **Emergency** configuration interface, **All Lamps**, **Single Lamp**, **Group** can be selected.

5. You can choose the Emergency brightness and the signal sending interval.



6. Long press the testing button, the green indicator will be on, it means it is in testing mode.

ENERGY MONITORING

5.1 General Description

GEBC lighting control system is capable of providing energy monitoring report for customers and clients to better analyze and optimize the lighting energy consumption. The energy data is collected and report is generated by GEBC iOS App.

5.2 Devices for Energy Monitoring

You need a GT-001-GE Energy Monitoring Gateway to collect energy consumption data in order to generate an energy report and save it to cloud automatically.

The features of GT-001-GE include:

- Powered by USB-A receptacle.
- Embedded RTC for time syncing for all devices in the Zone, include super capacitor to keep time during power outage.
- Record energy consumption online

Please refer to GT-001-GE Specification for detailed information. GT-001-GE records the energy consumption raw log for every devices in the zone and upload this to cloud in 5 minutes interval, this can be changed to 5-15 minutes. The data will be saved to one file per month or per year or per day and they will never be deleted as they are stored on cloud.

You only need one GT-001-GE for each zone. But it depends on the real installation situation.

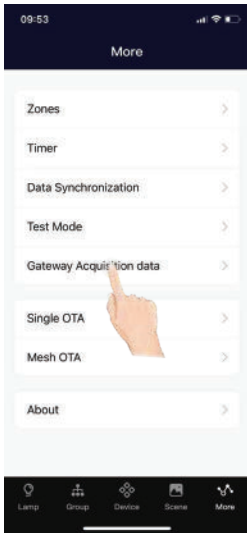


GT-001-GE Energy Monitoring USB Gateway Lite

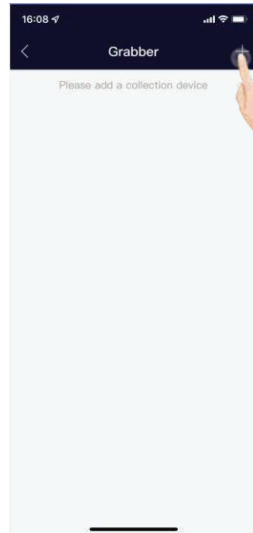
ENERGY MONITORING

5.2.1 Add Gateway

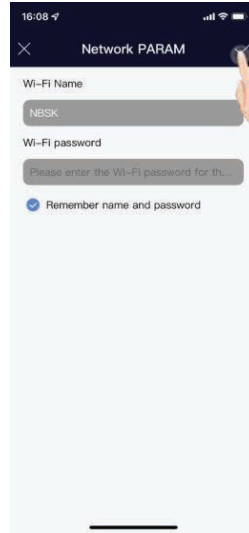
First add the gateway to the internet.



1. Click **Gateway Acquisition data** on **More** interface.



2. Click **+** to add a gateway.



3. Connect the Wi-Fi, and type the password, click ✓ to save.



4. Long press the **S1** and **S3** button until the green light is on.

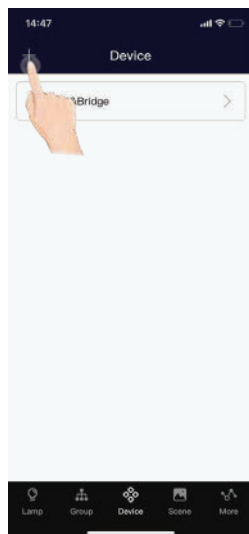


5. **DIST net success** means added successfully, click **x** to back the gateway interface.

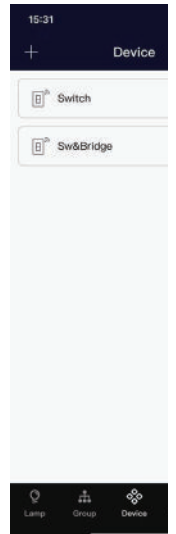
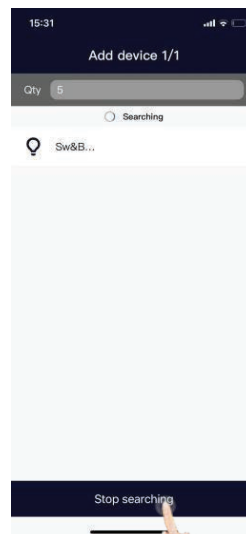
Second add the gateway as a Device.



1. Long press the **S1** and **S2** button until the green light is on.



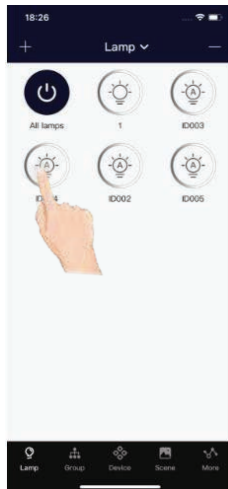
2. Click **+** on Device interface.



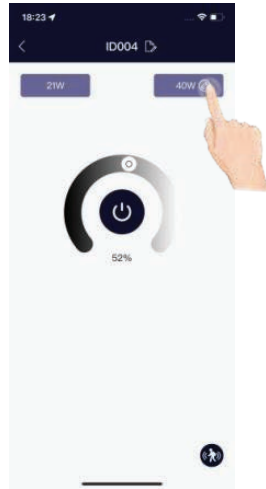
Note: THIS STEP IS A MUST. If not connected to the Internet, the gateway can work as a net-bridge and a time calibrator.


ENERGY MONITORING

5.2.2 Set the Wattage of Lamps



1. Long press a lamp to enter the dimming and management interface.



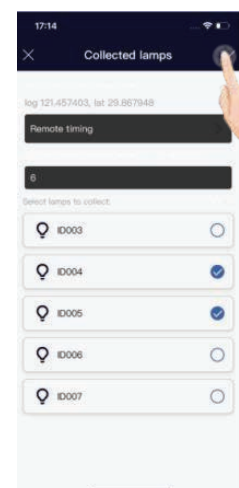
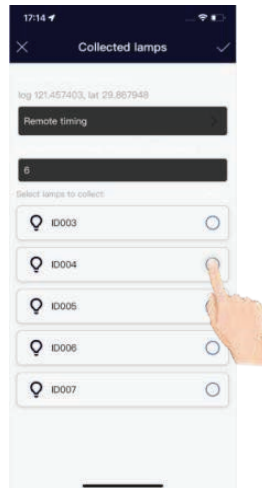
2. Click  to set the wattage.



3. Type the real wattage of the lamp, and click **OK** to save.



5.2.3 Collect Lamps



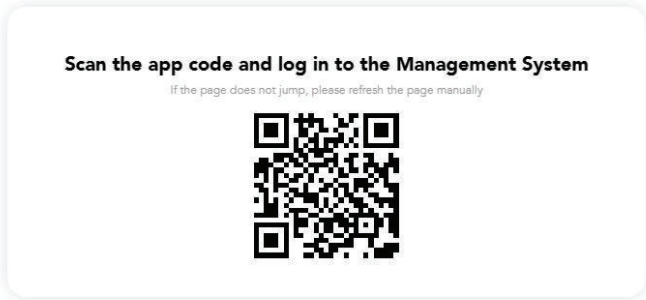
Click the gateway to enter into the **Collected lamps** interface, select the lamps for energy monitoring, click ✓ to save.

ENERGY MONITORING

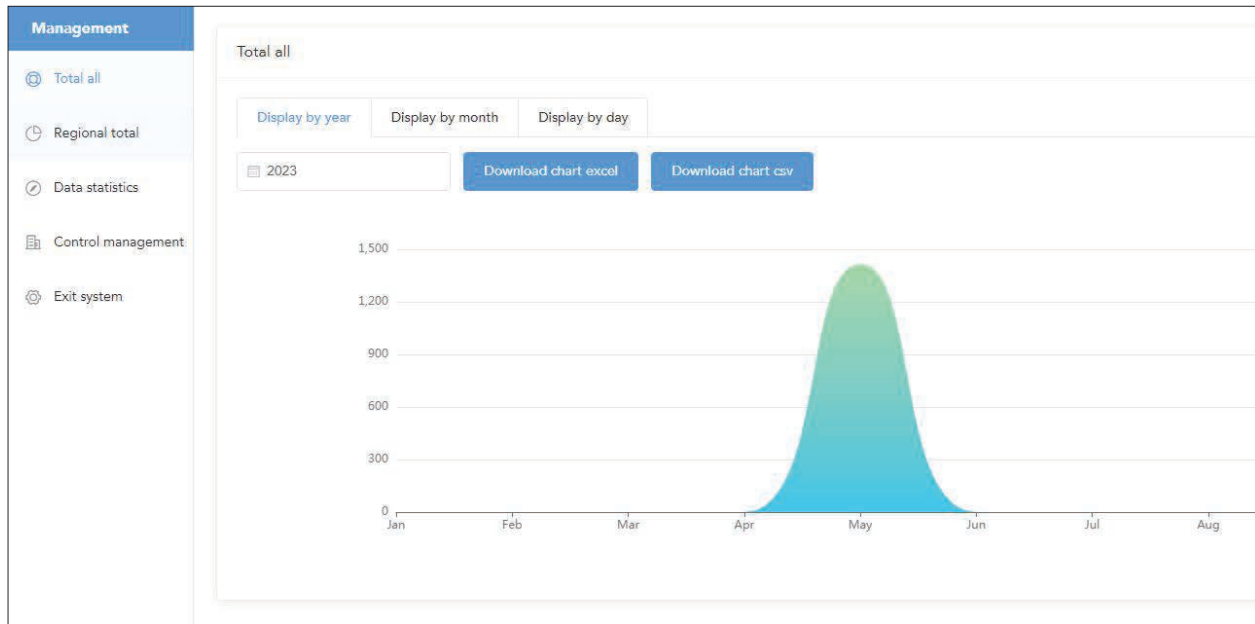
5.3 Get the Data from Website

Login: <https://www.homewellinc.cc:553/web/#/LoginPc>

Scan the QR code by phone



In management, you can see the total devices Energy Consumption display by year, by month and by day, download the chart excel or csv for reference.

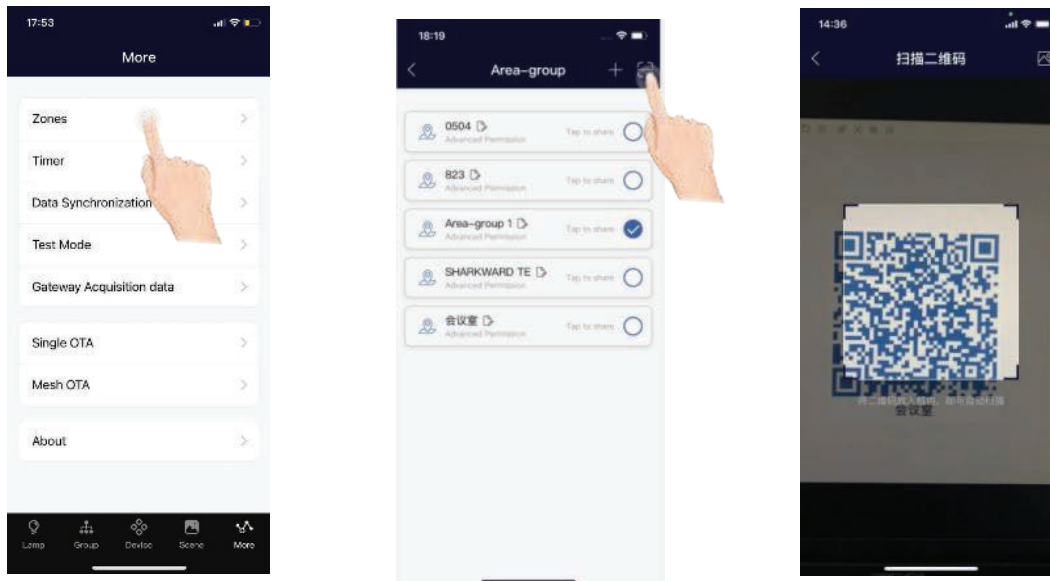


QR CODES

Whenever a zone is created, two QR codes can be generated, one for **Advanced Permission** (the Admin level) and one for **Basic Permission** (the User level). The QR codes represent the zone, as well as all of the lights, switches, and groups associated with that zone.

The **Basic Permission** QR code allows the user to dim, activate a scene, or control lights on that zone, but it does not allow the user to add, delete, or change lights, groups, or scenes. The **Advanced Permission** QR code allows a user to control and edit all settings within the App. Only users with the **Advanced Permission** QR codes can share **Advanced Permission** QR codes.

6.1 To Scan the Code



Click **Zones** in **More** interface, and click  to scan the QR code

QR CODES

6.2 To Save the code



All zones can be found in the **Zones** list and you can tap to share.



By selecting the corresponding permissions based on the customer type, a QR code can be generated.



Click **Save to album**. Then you can find the code in your album.

Tips: Each QR Code represents a separately managed area and its lamps, switches, and other devices. During the preparation work, it is recommended to prepare the QR Codes for all zones, and set the group, scene, and name in advance to reduce on-site work.



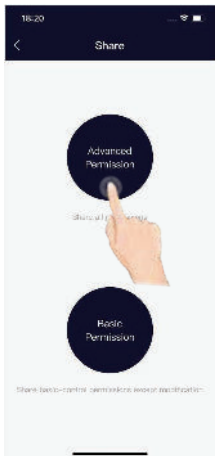
**Basic
Permission**



**Advanced
Permission**

6.3 To Share the Code

6.3 TO SHARE THE CODE



1. From the **Zones** page, select the **Zone** to share and click on either **Advanced** or **Basic**.

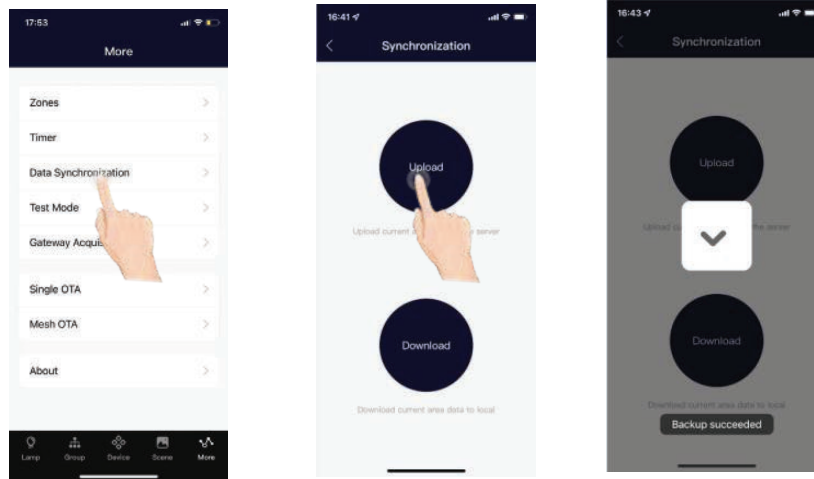
2. A QR code will be displayed on the app. It can then be scanned by another for sharing or you can save the the album or screenshot it and send it to another for scanning.

6.4 To Synchronize Data to the Zones

6.4.1 Upload the Data to Cloud

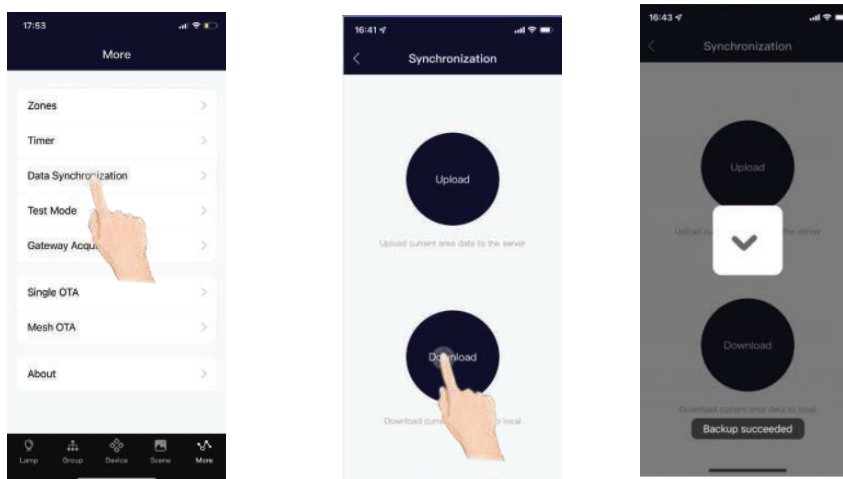
If someone changed the parameters, they need to upload the data, then others can download.

Click **Synchronize Data** on the **More** interface, open the internet, click **Upload**, then alert the users that the setting of the **Zone** has been changed.



6.4.2 Download the Data to Cloud

Users click **Data Synchronization** in **More** interface, open the internet, click **Download** to synchronize the settings of the zone. If the users don't have the zone, please scan the code to add the zone.



QR CODES

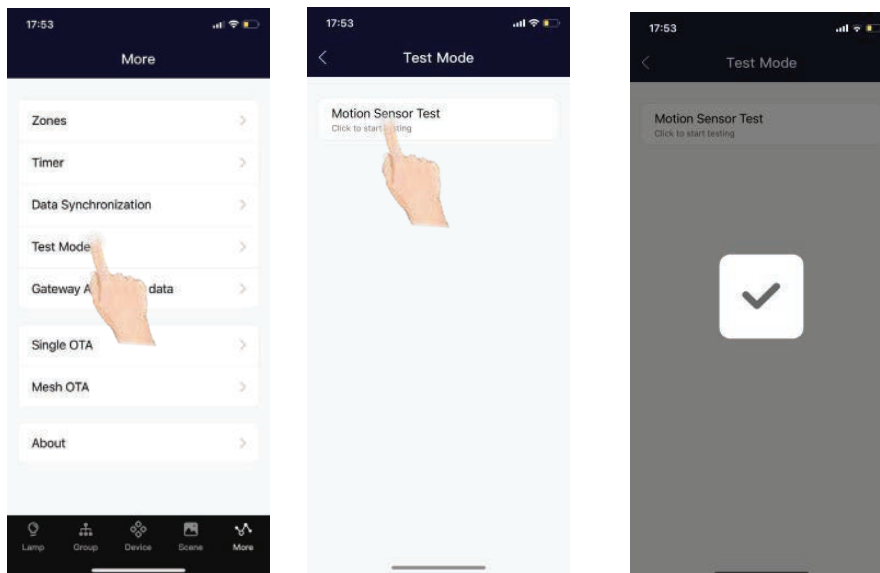
6.4.3 Remote Commissioning without Gateway Step

If your customer does not know how to set the parameters and does not want to learn much about the sensor knowledge, please refer to the following step:

STEP 1: FOR CUSTOMERS	STEP 2: FOR YOU	STEP 3: FOR CUSTOMERS
1. Create the Zone	4. Scan the code	7. Go to the site, download the date from the cloud in Data Synchronization
2. Share the Zone code	5. Set the parameters of the Groups according to customers needs	8. Add the devices to the app
3. Tell us what parameters you want to set for the sensors	6. Upload the date to the cloud in Data Synchronization	9. Add the sensors to the groups accordingly
		10. Must upload the date to the cloud in Data Synchronization

TEST FUNCTION

In test mode, when the sensor detects motion, the fixture will be 100% on, after 2 seconds, the fixture will be off. Test mode stop or turn off automatically in 3 minutes.



1. Click **Test Mode** in **More** interface.

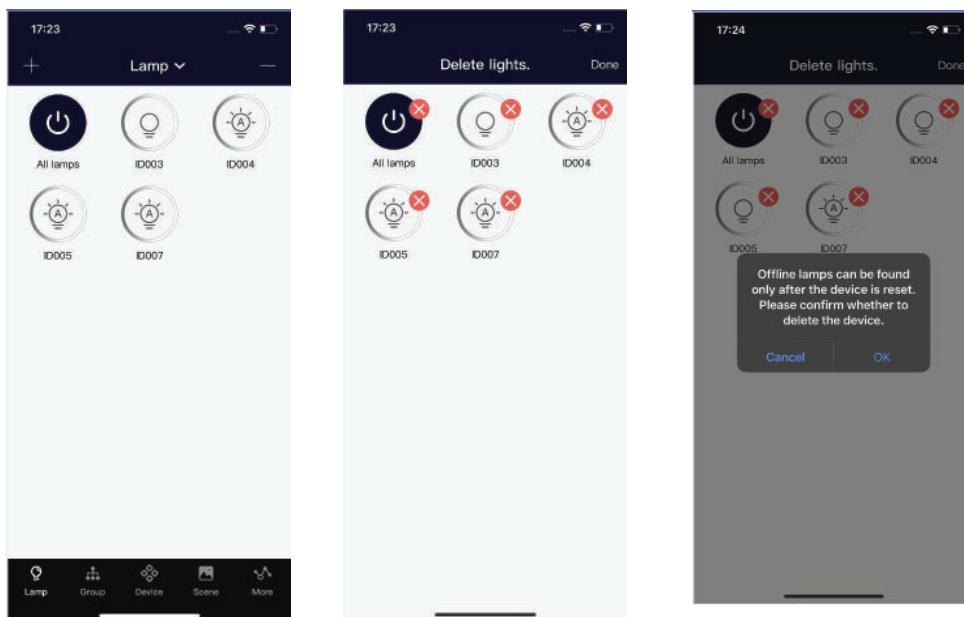
1. Click to start.

RESTORING FACTORY SETTINGS

There are five ways to restore factory settings for the lights. (Some ways are suitable for some devices)

8.1 Restore By Deleting Lights Online

The first way is by deleting lights from the App. This is the easiest way. When finished testing, you must delete the lights online. (After deleting the lights online, wait for a while to ensure all devices is deleted successfully. Then you can refresh the **Lamp** interface to see there's still some devices).



1. Click — on **Lamp** interface.

2. Click  to delete the lamps.

3. This method is only effective for online lamps.

8.2 Restore By RC100

First: Press **RESET** button

Second: Press **ON/OFF** button

The lamp flashes once, indicating that the reset is successful.
This is very useful if someone forgets to delete the lamps online.



RESTORING FACTORY SETTINGS

8.3 Restore by Reset Button

Some sensors have reset buttons, so when the sensor is on, long press the reset button for around 5 seconds, the lamp flashes once, indicating that the reset is successful.



ANT-4E-BLE-GE



ANT-15P-BLE-GE

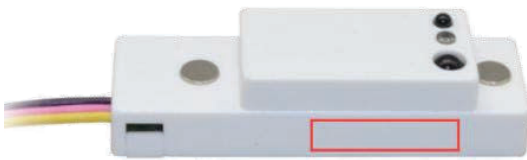


BRI819P-B-D-BLE-GE

8.4 Restore by Magnets

Almost all products can be restored by magnets. We will have a label (Reset) on the product. Put the magnets on the top of the label for 5 seconds.

magnets on the top of the label for 5



8.5 Restore By Power Reset (Not Recommend)

The operation steps are as follows:

1. Preparation: the fixture is powered on for the first time, the light is on, wait for 20 seconds.
2. Continuously power off and on for 5 times, and after the 6th power on, the lamp flashes once, that the reset is successful.

More Operation Video on Youtube

<https://www.youtube.com/playlist?list=PL9r1QfMK3L7QR366RaUjDR6BLFoof7PPf>



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