

Orcomm

Smart Home Touch Screen User Guide

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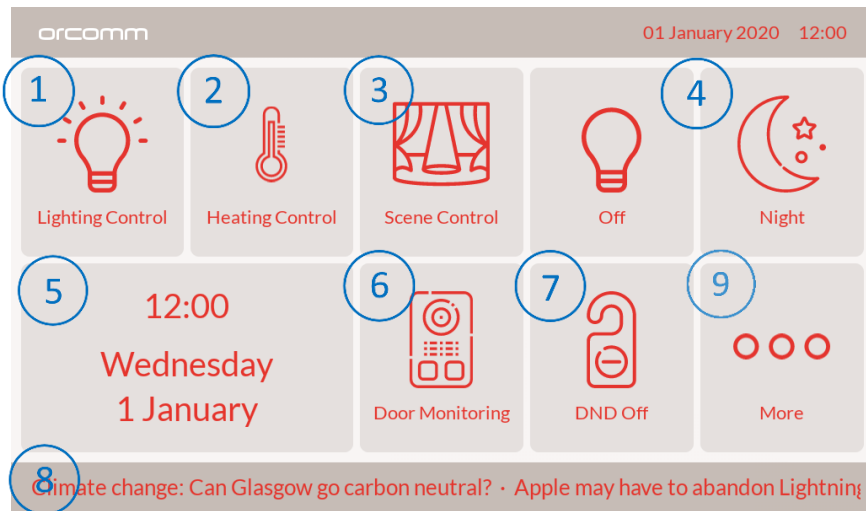
V2.0

Introduction

Welcome to your Orcomm Smart Home Touch Screen. This guide is designed help you understand how to use all the features included with your Orcomm Smart Home Touch Screen.

Please note, this guide is intended for end users and does not contain installation instructions. For installation instructions, please refer to the Orcomm Smart Home Touch Screen Installation manual available at <https://www.orcomm.co.uk/manuals-and-tools/>.

Home Screen



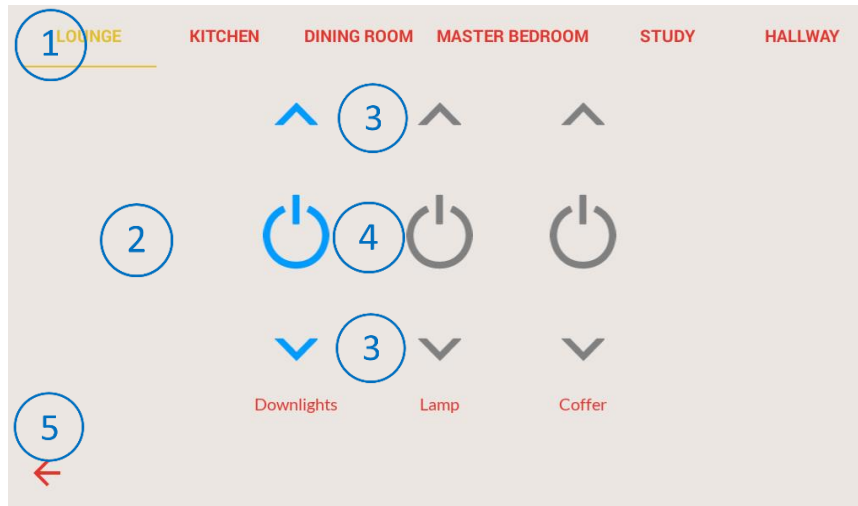
1. **Lighting control** – Control your lights directly from the touch screen, including full dimming control for dimmable lights. See [page 4 - Lighting Control](#) for details.
2. **Heating control** – Provides heating control for every room. See [page 6 - Heating Control](#) for details.
3. **Scene control** – Provides quick access to all available lighting scenes set up on the touch screen. See [page 7 - Scene Control](#) for details.
4. **Favourite Scenes** – These buttons provide quick access to your favourite lighting scenes. Favourite Scenes can be configured from the Scenes settings. See [page 7 - Scene Control](#) for details.
5. **Widget** – Customisable widget button. See [page 13 - Widgets](#) for details.
6. **Door Monitoring button** – Temporarily connects to one or more Door Entry panel(s) (if available) and displays the video feed. See [page 8 - Door Monitoring](#) for details.

If there are any missed calls or unread messages, the icon will change to either a phone symbol or message symbol and flash. In this case, tapping on the button will open your call log. See [page 9 - Call log](#) for details.

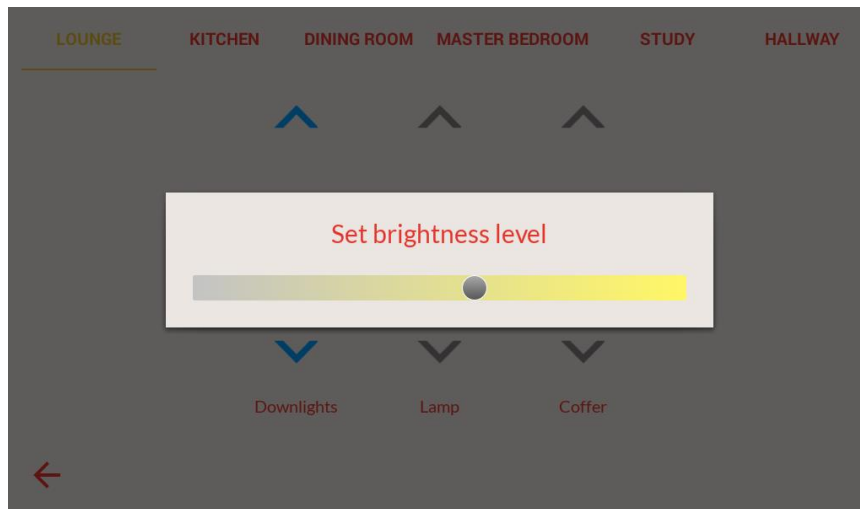
7. **DND (Do Not Disturb) button** – Quick access to enable/disable DND mode. When activated, DND mode acts like a “Silent mode”, muting all notifications including ringtones and message alerts. DND mode can be configured to have a timeout period after which it will automatically deactivate. See [page 18 – Calls & DND](#) for details.
8. **News feed bar** – Displays news feed if it has been enabled. The bar will automatically scroll through all news items. You can manually scroll through the items by swiping left or right on the bar. The displayed feed can be customised from the News Feed settings. See [page 15 - News feed](#) for details.
9. **More button** – Provides access to the Settings menu.

Lighting Control

The Lighting Control page allows fine grained control of every light in each room that has been set up on the touch screen.



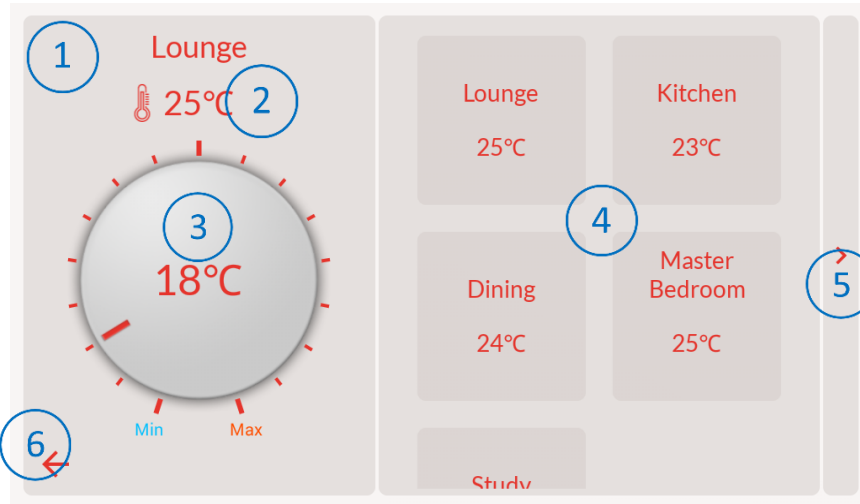
1. **Room Selector** – Displays all available rooms and allows switching between rooms by tapping on each room item. Selecting a different room will update the Light List to display the lights in that room, in addition to the state of each light.
2. **Light List** – Displays all the lights in the currently selected room. Here you can see the name and the current state of each light. The state of each light is updated in real time and will accurately reflect the current state whether it has been changed manually (by physically touching the switch), from the touch screen or from any paired mobile device.
3. **Dimming buttons** – These dimming buttons will only be displayed if a light is dimmable. Tapping either one will display a dialog with a progress bar which will allow you to set the required brightness level. To close the dialog, simply tap outside anywhere outside the dialog box.



4. **Power on/off** – Tapping this button will turn on/off the light. When turning off, the light buttons will flash until the light has turned off.
5. **Back button** – Returns to the Home Screen.

Heating Control

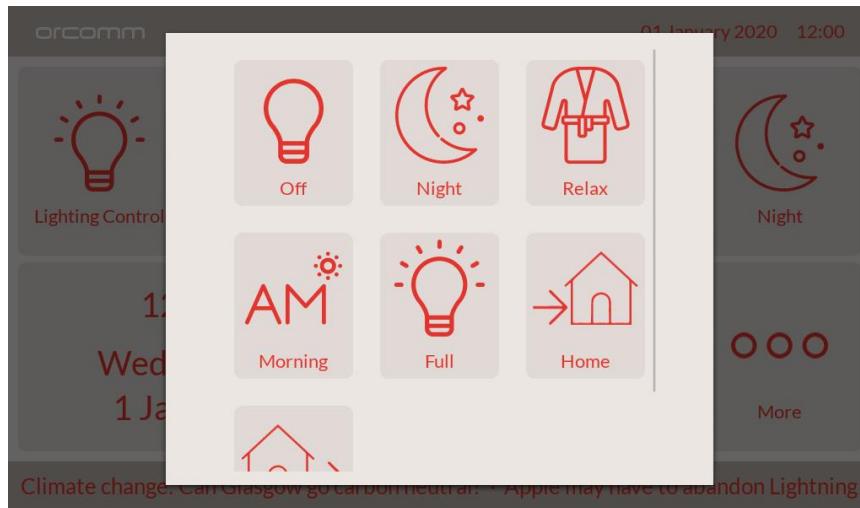
The Heating Control page allows you to precisely control the temperature of every room that has been set up on the touch screen. For setting up automated heating schedules, see [page 12 – Schedules](#).



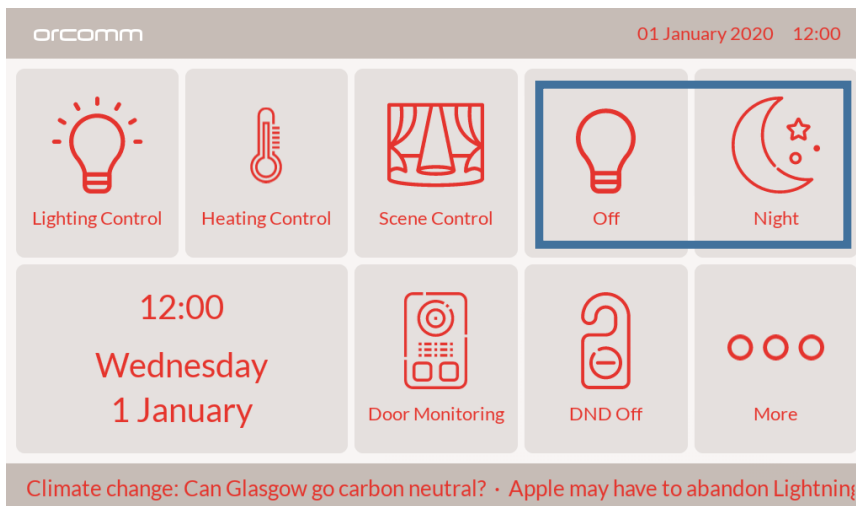
1. **Selected room pane** – Displays the temperature information and controls for the currently selected room.
2. **Ambient Temperature** – Displays the current room temperature
3. **Set point Temperature control** – Control which sets and display the set temperature for the room.
4. **Room selection list** – Displays a list of all available rooms which have heating control and displays the ambient temperature for each room. Tapping on a room will display the room's temperature details in the selected room pane.
5. **Expand/collapse button** – Expands or collapses the room selection list
6. **Back button** – Returns to the Home Screen

Scene control

The Scene Control button provides a quick selection of all available scenes that have been set up on the touch screen. Tapping on the button will open a dialog containing all scenes. Tapping on a scene will immediately activate that scene and close the dialog. For setting up automated scene schedules, see [page 12 – Schedules](#).



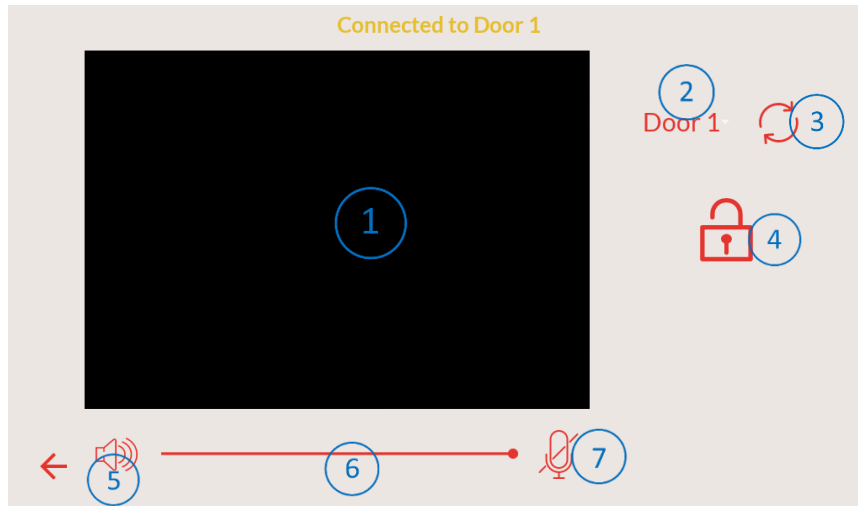
The order in which the scenes are displayed will match the order specified in the [Manage Scenes](#) dialog within the Scene Setup page. The first two scenes in the list will also be displayed on the Favourite Scenes buttons on the Home Screen for even easier access to the two most commonly used scenes.



To set up scenes, please refer to [page 16 - Scenes](#).

Door Monitoring

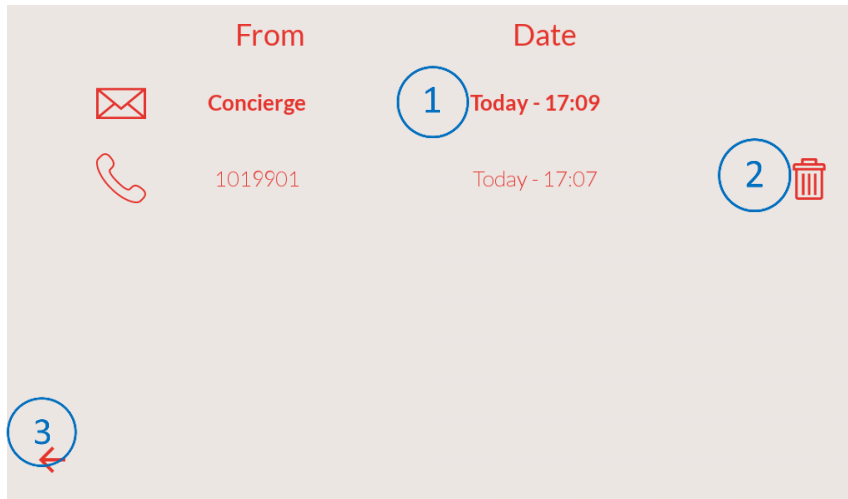
The Door Monitoring screen will allow you to temporarily connect to one or more external Orcomm Door Entry panels. Once connected, you will be able to view the video feed from the connected panel and unlock and unlock the door. The connection will automatically disconnect after approximately 30 seconds.



1. **Incoming video** – Displays incoming video from the connect external door panel.
2. **Door Panel selector** – If multiple panels are available, this drop-down list allows switching between different panel feeds.
3. **Panel refresh** – Forces a scan of available door panels. Used when monitor fails to connect or after the connection has automatically disconnected.
4. **Unlock** – Issues a door unlock command to open the door.
5. **Mute/Unmute** – Mutes/Unmutes the volume.
6. **Volume control bar** – Controls the volume level.
7. **Mute/Unmute microphone** – Mutes/Unmutes the monitor microphone. The microphone is muted by default.

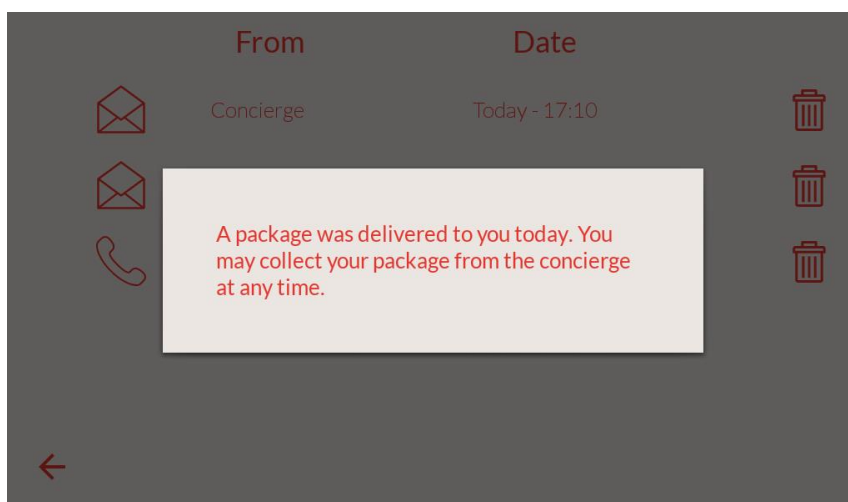
Call log

The call log allows you to view any received/missed calls and messages. Accessing the call log depends on the software version installed:



1. **Call log list** – Displays recent calls and messages, together with information on the sender and the date they were received. Any unread messages or missed calls will be highlighted in bold.
2. **Delete button** – Tapping this button will permanently delete the associated entry.
3. **Back button** – Returns to the Home Screen.

Tapping on a missed call will mark it as “read” and it will no longer be highlighted. Tapping on a message will open a dialog showing the message contents.

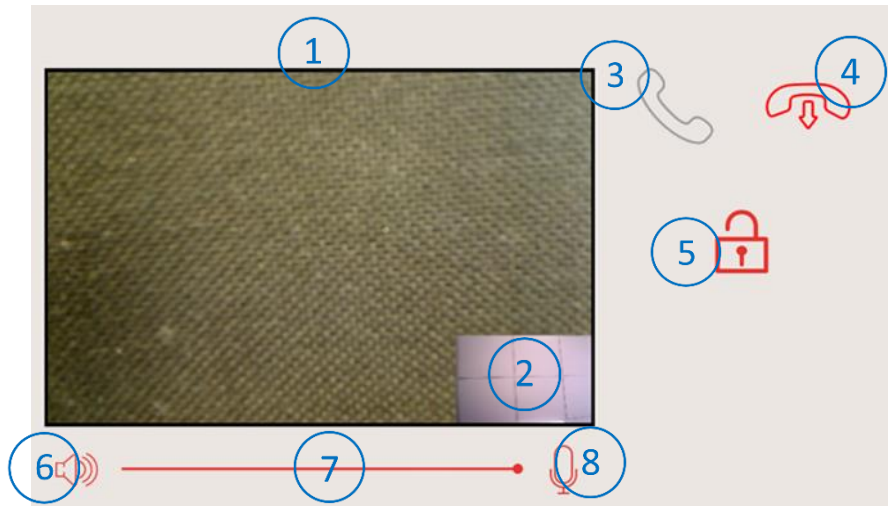


Tapping anywhere outside the dialog will close it. Once closed, the message will be marked as “read” and will no longer be highlighted.

Tapping the back button will automatically mark any missed calls as read.

Calling

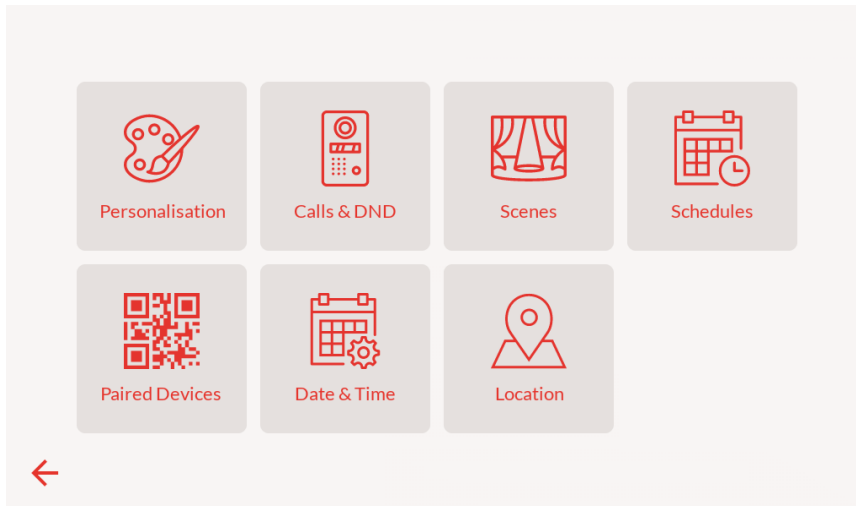
The Orcomm touch screen allows the capability to receive video calls from any external door panels. If Concierge services are available, calls can be made and received to/from the Concierge in addition to receiving messages.



1. **Outgoing video toggle** – Controls whether outgoing video is enabled/disabled (only applies when calling Concierge). If enabled, the Orcomm touch screen camera will start sending video to the Concierge to enable two-way video calling.
2. **Incoming video** – Displays incoming video from an external door panel or concierge.
3. **Outgoing video** – If outgoing video is enabled, outgoing video from the Orcomm touch screen is displayed here.
4. **Answer call button** – Answers an incoming call. Once answered, this button is disabled.
5. **Hang up/reject call button** – If in a call, this button ends the call. If receiving a call, this button rejects the call.
6. **Unlock button** – If receiving a call from an external door panel, this button unlocks the associated external door. This button is disabled until after the call has been answered.
7. **Mute/Unmute button** – Mutes/Unmutes the call volume. Disabled until call has been answered.
8. **Volume control bar** – Controls the call volume level. Disabled until call has been answered.
9. **Mute/Unmute microphone** – Mutes/Unmutes the Orcomm touch screen microphone. Disabled until call has been answered.

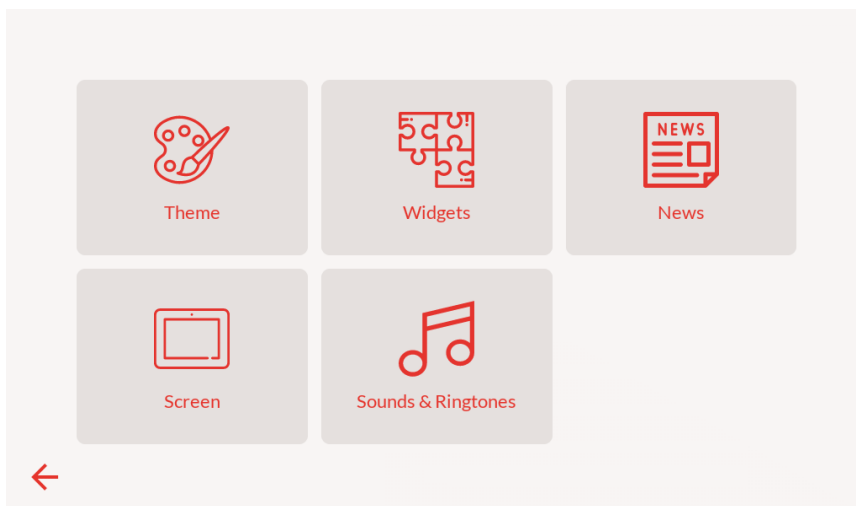
Settings

The Orcomm smart screen provides various personalisation settings to change the look and feel of the touch screen to suit your needs.



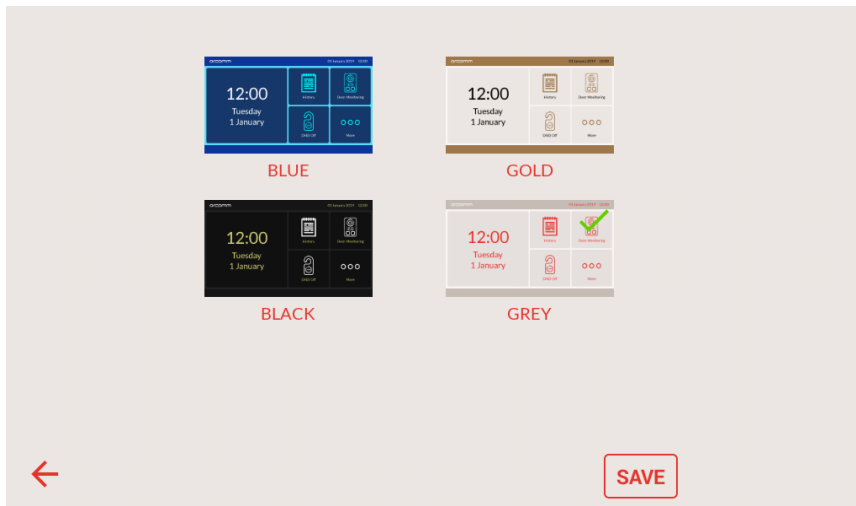
The settings menu can be accessed by tapping the More button on the Home Screen. The following sections describe each setting and what effect they have on the touch screen.

Personalisation



Theme

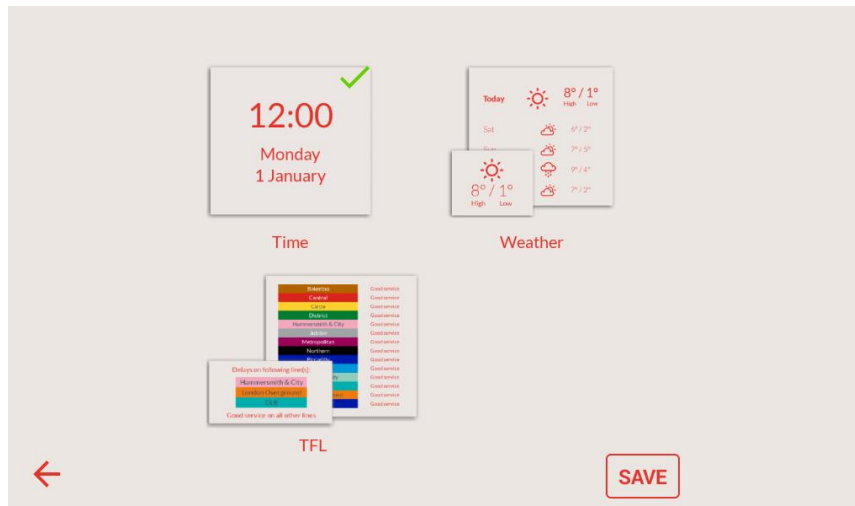
The Theme menu allows you to change the colour palette of the touch screen from a pre-defined list of “themes”.



The currently selected theme will be highlighted with a green tick symbol. To change theme, simply tap on the desired theme and tap the Save button. The new theme will be immediately applied.

Widgets

The Widgets menu allows the ability to control which widget is displayed on the Home Screen.



Depending on the widget, tapping on the widget button on the Home Screen may navigate to a secondary page displaying more detailed information (e.g. the weather widget displays a 5-day forecast with extra information on the current day's weather).

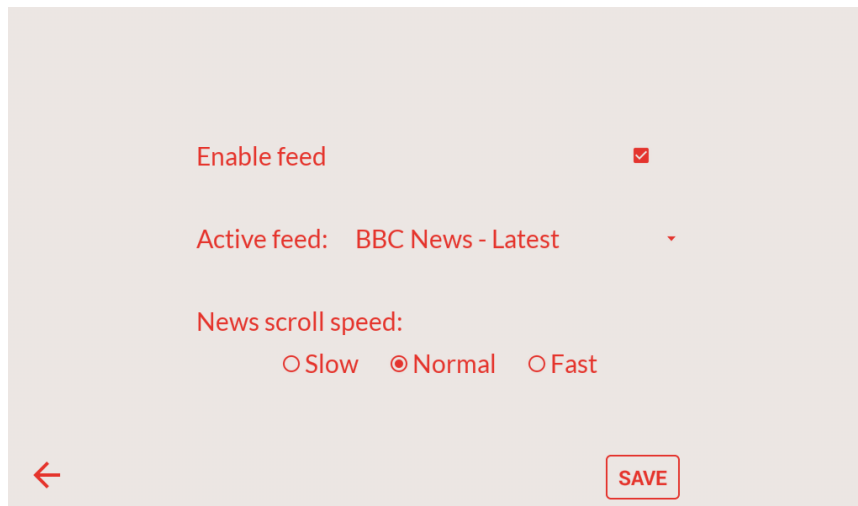
The currently selected widget will be highlighted with a green tick symbol. To change which widget is displayed on the Home Screen, simply tap on the desired theme and touch the Apply button. The new widget will be immediately displayed on the Home Screen.

Please note - The list of available widgets may change depending on the installed software version and if the touch screen has external internet access.

News feed

(only available if external internet connection available)

The News menu provides the option to change which news feed is displayed at the bottom of the Home Screen and the scroll speed of the news feed bar. In addition, the feed can be disabled if desired.



To enable/disable the news feed simply tap the Feed Enabled checkbox to the required setting. Disabling the feed will grey out the Active feed and News scroll speed and will prevent them from being changed until the feed is re-enabled.

To change which feed to display, tap on the currently selected feed title (BBC News – Latest in the above screenshot) to open a dialog displaying all available news feeds. Tapping on a news feed will apply that feed and close the dialog.

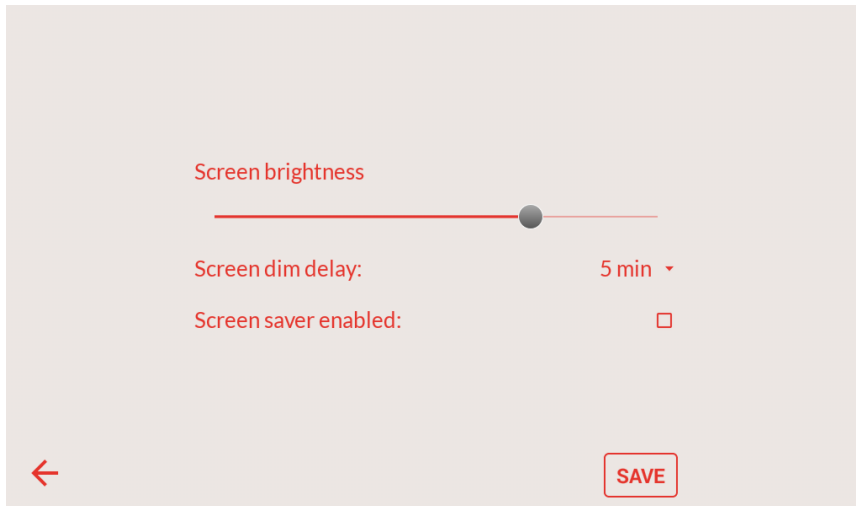
To change the speed at which the news feed bar scrolls, simply tap on the desired speed option.

Please note - The list of available news feeds may change depending on the installed software version.

Screen

The Screen menu provides the ability to change the default screen brightness level. In addition, the option to set the Screen dim delay is provided. This option dims the screen after it has been idle (no user interaction) for the set amount of time.

A screen saver can also be enabled which will be displayed a minute after the screen has dimmed. The screen saver will turn off the main screen and will only display the current time.

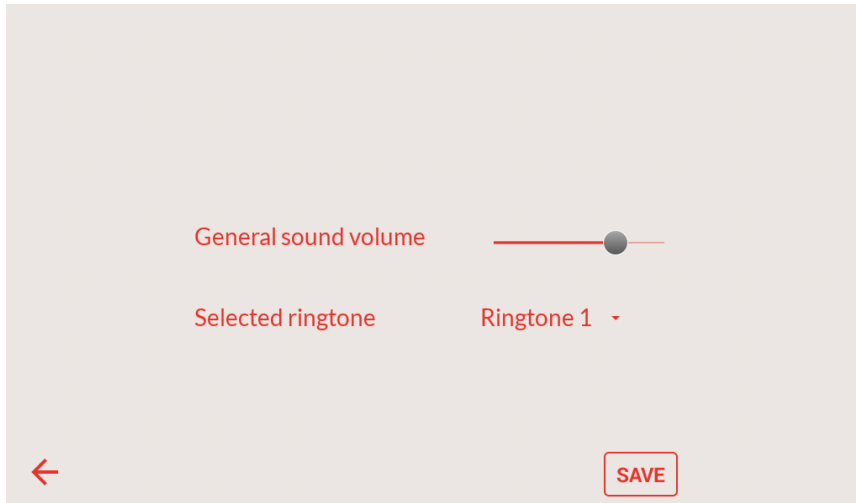


To change the default screen brightness, use the slider to change the brightness to the desired level.

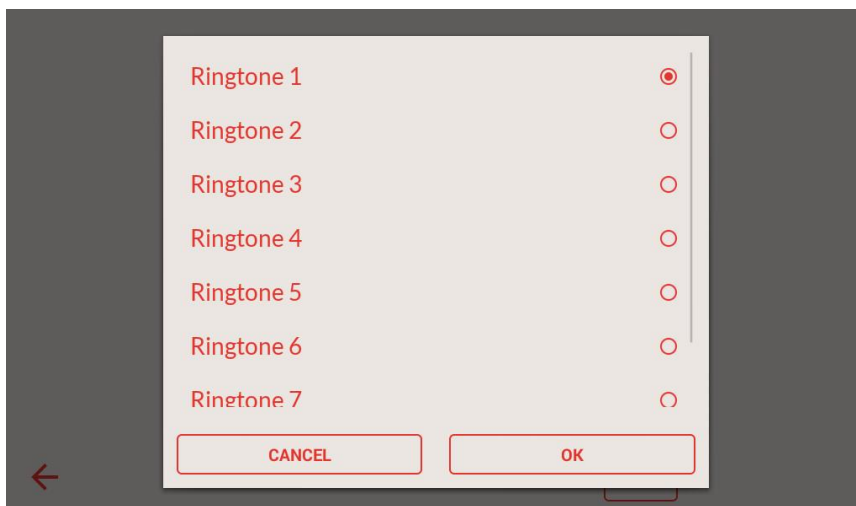
To change the Screen dim delay, tap the currently selected dim delay (5 mins in the above screenshot) to open a dialog displaying a list of delay values. Tapping on a value will apply that value and close the dialog.

Sounds & Ringtones

The Sounds & Ringtones menu allows you to set a ringtone which will be used whenever the touch screen receives an incoming call. It also allows you to set the general system volume for missed call/message notifications, button presses etc.



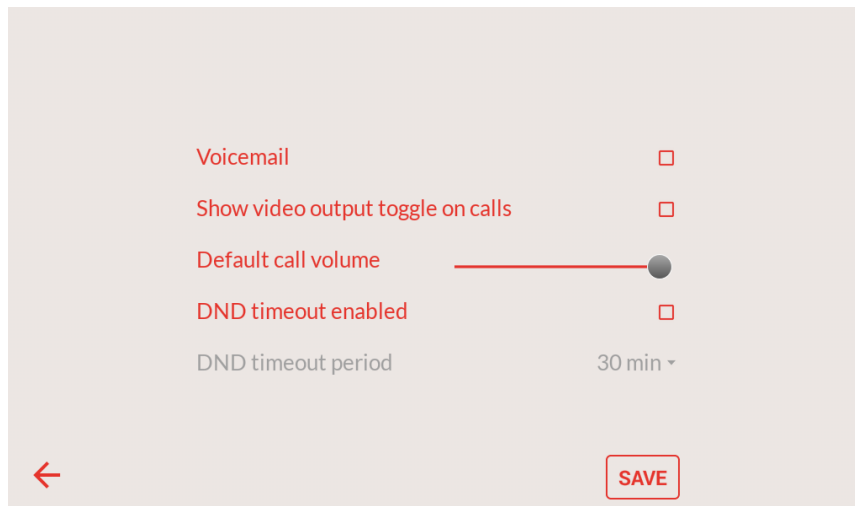
To change ringtone, tap on the currently selected ringtone to open a dialog displaying a list of possible ringtones.



Tapping on a ringtone will play that ringtone. Tapping the OK button after selecting a ringtone will set it as the current ringtone and close the dialog.

Calls & DND

The Calls & DND menu provides options to configure calling options and DND timeout. DND timeout, if enabled, automatically turns off DND mode once the set amount of time has passed.



To enable Voicemail a memory card must be inserted into the Orcomm touch screen. When enabled, anyone calling the property can leave a video message which is saved onto the memory card to be viewed at a later time.

The “Show video out toggle on calls” option controls whether the “Video output control” is available when making or receiving calls. To show/hide the video output toggle, tap the checkbox to the required setting.

The default volume option sets the default audio volume for all calls. To change the default volume, use the slider to change the volume to the desired level.

To enable/disable DND timeout simply tap the DND timeout checkbox to the required setting. Disabling DND timeout will grey out the DND timeout period and will prevent it from being changed until DND timeout is re-enabled.

To change the DND timeout period, tap on the currently selected value to open a dialog displaying a list of possible timeout values. Tapping on a value will and apply that value close the dialog.

Scenes

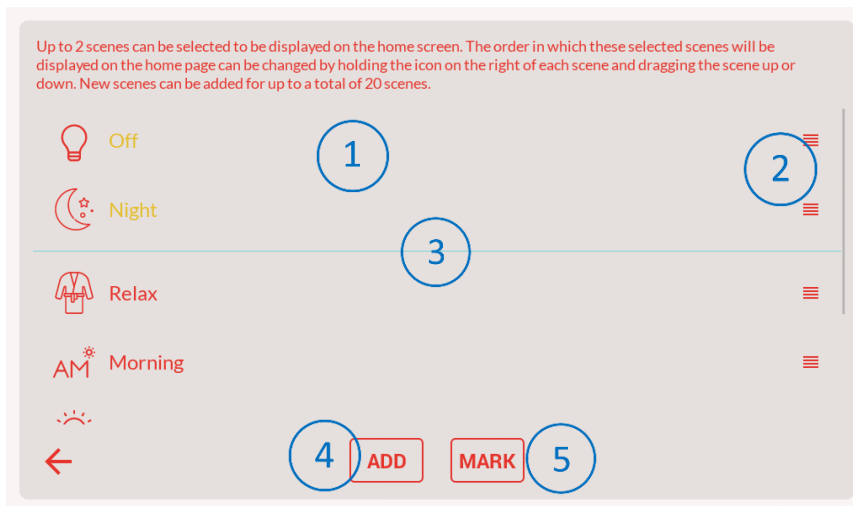
The Scenes menu allows you to create, edit and customise different scenes to control your lights. The Orcomm touch screen provides five scenes as standard (Off, Relax, Night, Morning, Full) and the option of creating four more custom scenes for a maximum of nine scenes. However, the five pre-loaded scenes can be changed or removed if desired.



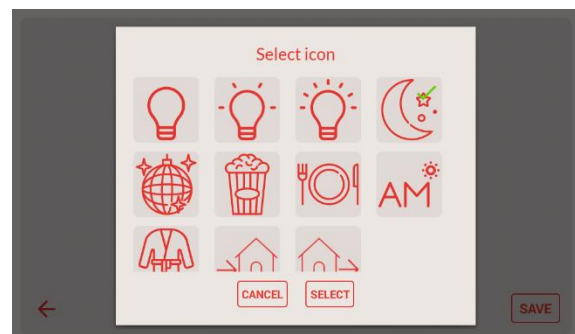
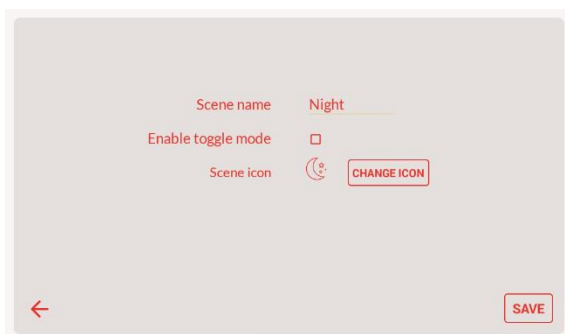
1. **Room Selector** – Displays the currently selected room. Tapping on the selected room will open a dialog displaying all available rooms. Tapping on a room will select it and close the dialog. Selecting a different room will update the Assigned Lights grid to display the lights in that room and show if those lights have been assigned to a scene.
2. **Light list** – Displays all lights in the selected room in a vertical list.
3. **Scene list** – Displays all available scenes in a horizontal list.
4. **Assigned Lights grid** – Displays any lights which have been assigned to a scene and allows you to assign lights to one or more scenes. See [Assigning lights to scenes](#) for more information.
5. **Manage Scenes** – Opens a dialog listing all available scenes. Scenes can be created, edited or deleted from within this dialog. See [Managing Scenes](#) for further information.
6. **Back button** – Returns to the settings page.

Managing Scenes

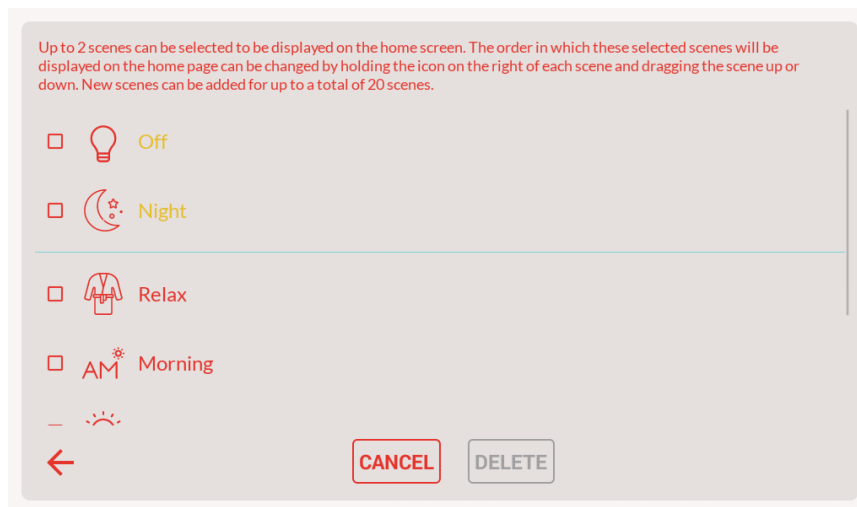
To customise the available scenes, tap on the Manage Scenes button to open the Manage Scenes dialog.



1. **Scene list** – Displays all available scenes. Tapping on an individual scene will navigate to the scene details where you can edit the scene name and associated icon. Toggle mode makes the scene “toggleable”, meaning every time the scene is activated it will invert the current state of all assigned devices (eg. if all assigned lights are on the scene will turn them off, if all assigned lights are on the scene will turn them on to the specified brightness values).

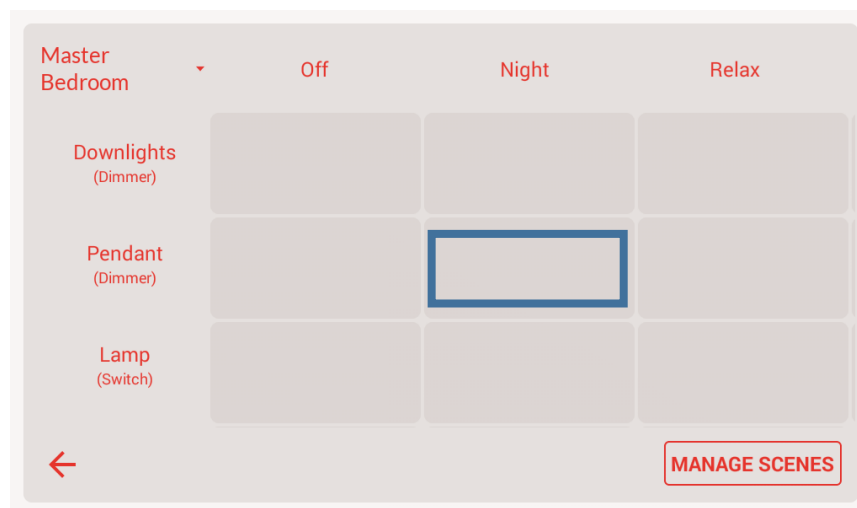


2. **Reorder icon** – This icon allows you to change the display order of each scene in the scene list by holding and dragging on this icon to move the scene up or down the list.
3. **Horizontal divider** – This separates the “favourite” scenes from the other scenes. Scenes above this line will be highlighted to emphasise their status. Favourite scenes are displayed on the Home Screen. If using the Lighting Control firmware, up to four favourite scenes are supported. For all other firmware types, only two favourite scenes are supported.
4. **Add scene button** – Tapping this button navigates to the scene creation dialog. Here you can enter the title for the new scene and select an icon to associate with it.
5. **Mark button** – Provides a way to delete one or more scenes. Tapping this button will change the list to “Mark” mode. In this mode, the list will change to display checkboxes next to each scene. Tapping a scene will select it. Once one or more scenes have been selected, tapping the Del button will delete the scene(s) and return the list to normal mode.

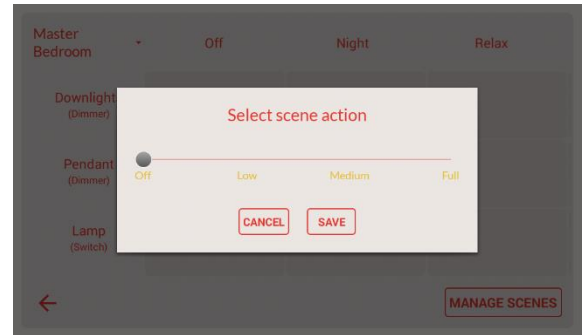
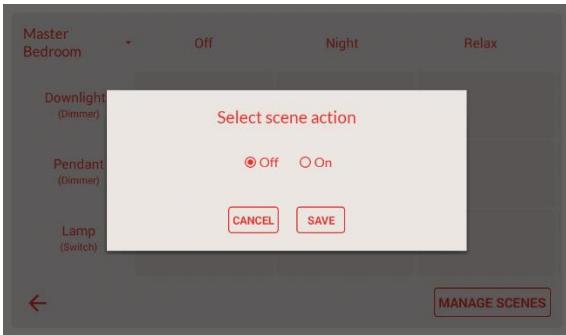


Assigning lights to scenes

Once the desired scenes have been set up, you can assign each light to one or scenes. When assigning a light, you can set whether if turns on or off, or in the case of dimmable lights, set the desired brightness level. When a scene is selected from the Scene Control dialog or Favourite Scene button on the Home Screen, any lights assigned to that scene will be activated/deactivated with the previously set brightness value.



Each cell in the light grid represents an association between a light and a scene. When a light is not assigned to a scene, the cell is empty (as shown in the figure above). Tapping on a cell opens the light brightness dialog for the associated light and scene.

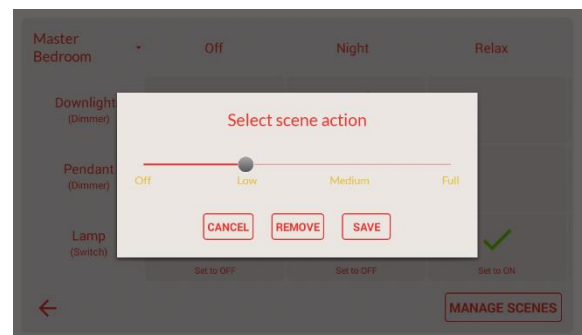
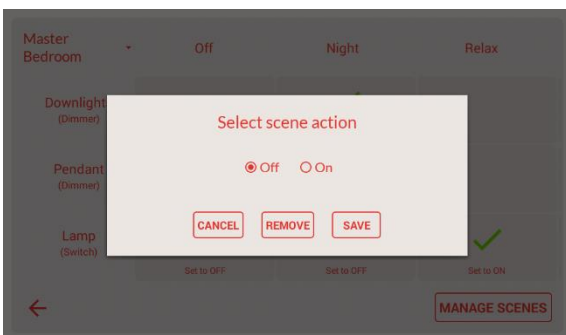


For non-dimmable lights, the dialog allows you to set the light to turn off or on when the scene is activated. For dimmable lights, the dialog allows you to set the brightness level using a progress bar.

Once the desired setting is saved, the dialog is closed and the cell is populated a green tick symbol and a textual description of the set value.



If you wish to edit or remove a light from a scene, simply tap on the cell again. The dialog will now have an extra Remove button which, when tapped, will remove the light from the scene.



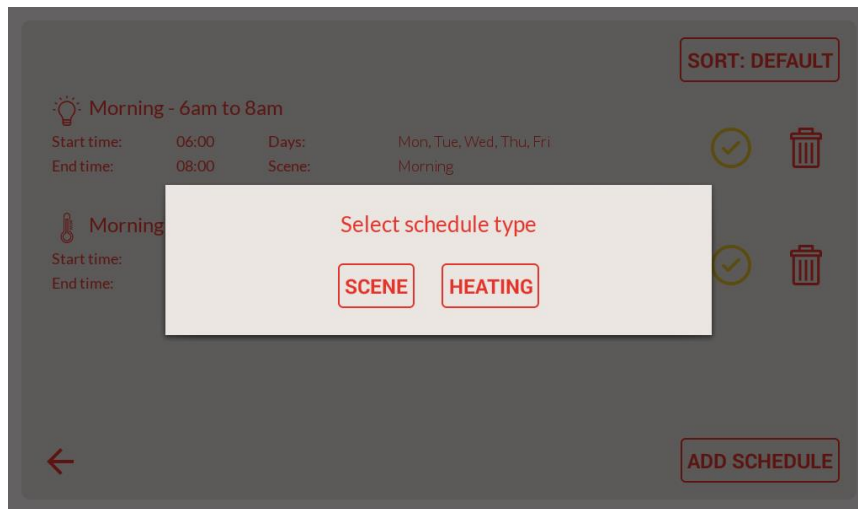
Schedules

The Schedules menu allows you to create, edit and customise up to 20 different heating and lighting schedules. Heating schedules allow multiple thermostats to be automatically set to a specified temperature at the required time. Lighting schedules allow a scene to be automatically triggered at a specified time, and also provide extra options to activate when the schedule ends.



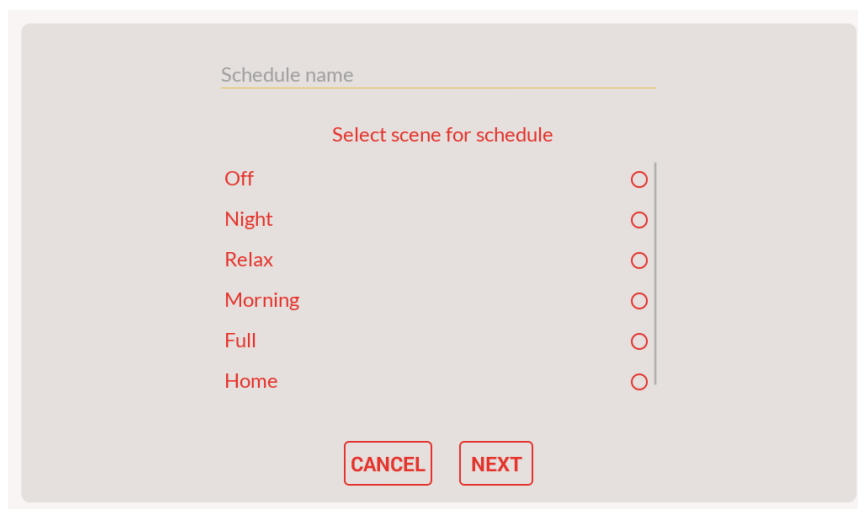
1. **Schedule List** – Displays all existing schedules along with a short summary of each schedule’s details
2. **Sort button** – Provides sorting options to help navigate the schedule list
3. **Enable/Disable schedule button** – Enables/Disables the selected schedule. If disabled, the system will not activate the schedule until it is enabled again.
4. **Delete button** – Deletes the schedule. A confirmation dialog will display to confirm this action.
5. **Add schedule button** – Opens the schedule creation window.
6. **Back button** – Navigates back to the Settings screen

When adding a new schedule, you will have the option of creating a Scene or Heating schedule. A Scene schedule can only trigger one scene, whereas a Heating schedule can trigger multiple thermostats at the same time.



Creating a schedule – Scene

After clicking on the Add Schedule button and selecting Scene you will be able to enter a schedule name and select a scene to trigger when the schedule activates.



Once a name has been entered and a scene selected, pressing Next will allow you to set a schedule Start time and an optional schedule End time.

Enable end time

Set start time:

18	55
19	00
20	05

Set end time:

21	55
22	00
23	05

BACK NEXT

If an End time has been selected, pressing the Next button will show a couple of extra options which can trigger when a schedule has reached the End time:

Select schedule end option

Turn scene off Activate secondary scene

Off

Night

Relax

Morning

Full

Home

^ ^

BACK NEXT

1. Turn scene off – If selected, this will automatically turn all lights assigned to that scene to Off at the End time
2. Activate secondary scene – A second scene can be immediately activated once the End time is reached

After choosing an option and pressing Next (or if End time was not enabled in the previous screen) you will be able to choose on which days this schedule should activate at the previously specified time.

Select days for schedule

Every day	<input type="checkbox"/>
Monday	<input type="checkbox"/>
Tuesday	<input type="checkbox"/>
Wednesday	<input type="checkbox"/>
Thursday	<input type="checkbox"/>
Friday	<input type="checkbox"/>
Saturday	<input type="checkbox"/>
Sunday	<input type="checkbox"/>

After selecting the desired days and pressing Next, the final schedule summary page will be displayed.

Schedule summary

Schedule name:	Evening
Start time:	19:00
End time:	22:30
Days:	Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday
Scene:	Relax
End option:	Activate scene "Night"

After pressing Save, the system will queue this new schedule to activate at the desired time and day(s) and will add this new schedule to the schedule list.

Creating a schedule – Heating

Creating a heating schedule follows almost the same steps as the Scene Schedule, just with a few differences.

Schedule name _____

Select thermostats for schedule

Lounge	<input type="checkbox"/>
Kitchen	<input type="checkbox"/>
Dining Room	<input type="checkbox"/>
Master Bedroom	<input type="checkbox"/>
Study	<input type="checkbox"/>

CANCEL **NEXT**

Heating Schedules can set multiple thermostats to a desired temperature when the schedule is activated. Heating Schedules always have an End time, and unlike Scene Schedules, do not have any special End options.

The temperature screen is shown after setting the Start and End times.

Select required temperature

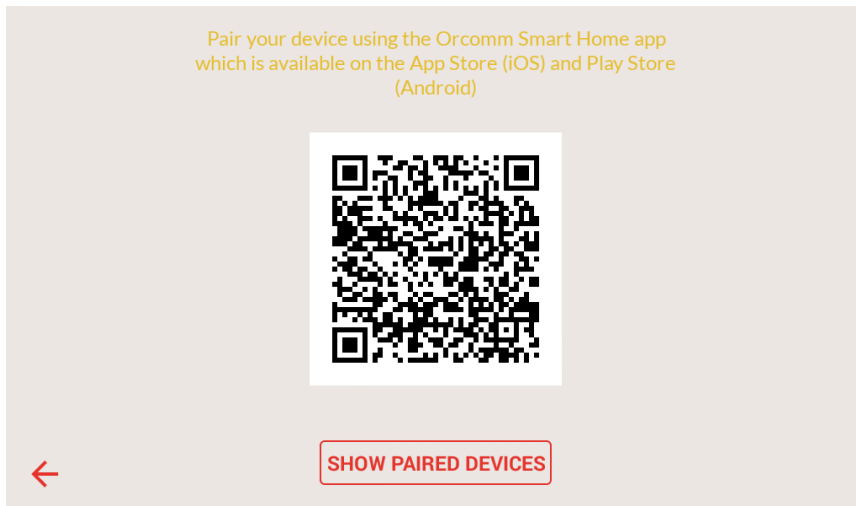
23°C

BACK **NEXT**

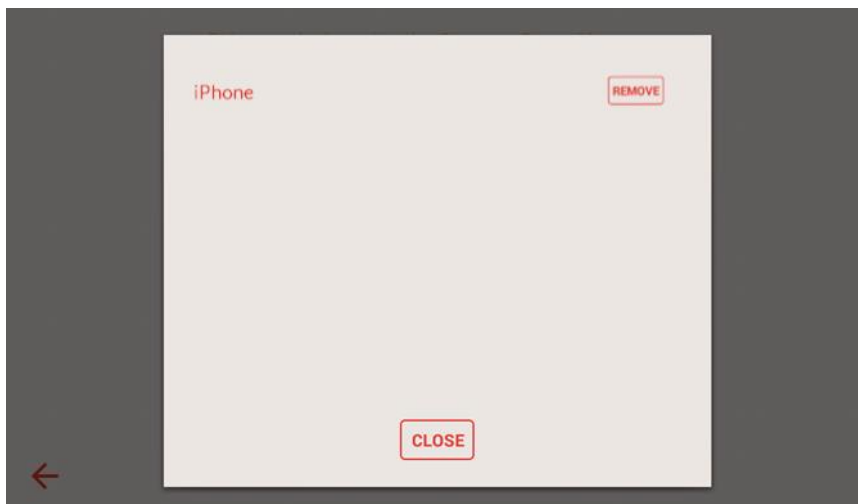
Paired devices

(only available if enabled by system installer)

The Pair phone menu allows you to pair your phone using the Orcomm Smart Home app to allow remote control of your lights and receive calls/messages. The app connects by scanning the QR code generated by the touch screen. Once successfully connected, a message will display on the touch screen saying “Device successfully paired”.



Tapping on the Show Paired Devices button will open a dialog listing all mobile devices currently paired to the touch screen. If you wish to remove a device from the touch screen, simply tap the Remove button.



The Orcomm Smart Home app is available for both Android and iOS.

Google Play Store - https://play.google.com/store/apps/details?id=com.orcomm.orcomm_902x_android

iTunes - <https://itunes.apple.com/gb/app/orcomm-smart-home/id1220819557?mt=8>

Please note – The phone must be connected to the same network as the Orcomm Smart Home Touch Screen.

Date & Time

The Date & Time menu allows changing system time format to either 12 hour or 24 hour formats, and additionally allows manual changes to date and time.

By default, date and time are set automatically and time format is set to 24 hour.

Current date & time 17 January 2020 11:46

Time format: 12 hr 24 hr

Automatically set date and time

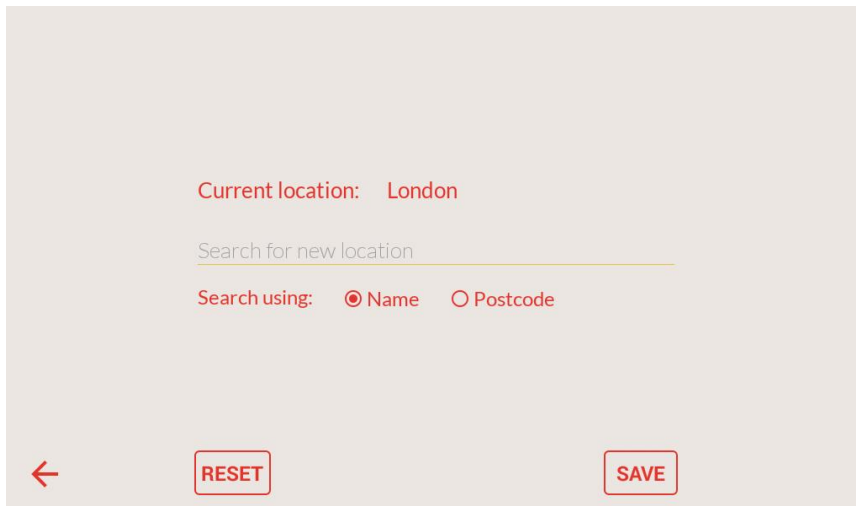
16	Dec	2019	10	45
17	Jan	2020	11	46
18	Feb	2021	12	47

← SAVE

Location

The Location menu allows you to manually set your current location via a name or postcode search filter.

Location data is used for any widgets which require location to display any associated data eg. Weather data. Normally, the system obtains the location automatically via your Internet provider. However, in some cases the location received is not completely accurate. In this case you can manually set the correct location.



The screenshot shows a user interface for setting a location. At the top, it displays "Current location: London" in red text. Below this is a search input field with the placeholder text "Search for new location". Underneath the search field are two radio buttons: "Name" (which is selected) and "Postcode". At the bottom of the interface, there are three buttons: a left-pointing arrow, a "RESET" button, and a "SAVE" button.

To set your location, select the search criteria to use and start typing the desired location. A drop-down list will be displayed showing any matching locations.

To reset location to the automatically resolved one, press the Reset button.

Note – Location data is only stored locally and used only to enable accurate data readings from enabled widgets.