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- Section 2: Pairing Fixtures with the App
- Section 3: Labeling Fixtures
- Section 4: Creating Groupings/Rooms
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- Section 6: Individual Fixture Control
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- Section 9: Reseting fixtures and range extenders to the factory default original settings

### Initial Set Up:

With power supply off, install low voltage transformer and wire, and connect all Bluetooth Color Changing Spotlights (SBLBTC1) together with Range Extenders (SBLBTR) to low voltage transformer power supply required on the system. Keep in mind that the range extenders must not be placed more than twenty feet apart from one another for optimal communication of system.

## Section 1: Installing the App:

### Step 1.1:



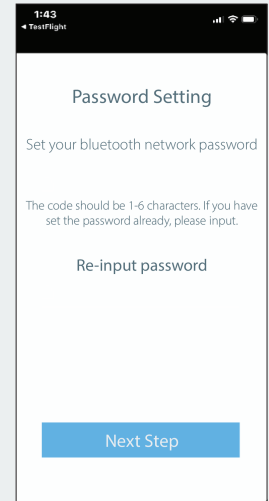
Download and install the SOURCE App from the App Store by searching:  
Apple: Cast Lighting bttooth  
Andriod: Cast Lighting Btooth-Spot

### Step 1.2:

Turn on power to fixtures and range extenders. Make sure you are in range of the fixtures.

### Step 1.3:

Open the App. Follow the prompt to create a password.



(Step 1.3)

## Section 2: Pairing Fixtures with the App:

### Step 2.1:

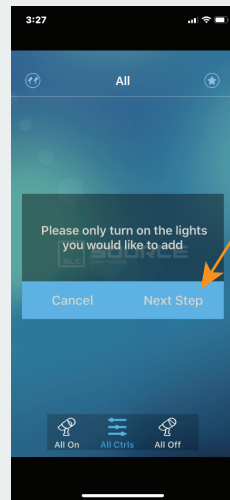
With App open, click on the star (right top corner) and tap the white box "Adding Devices".



(Step 2.1)

### Step 2.2:

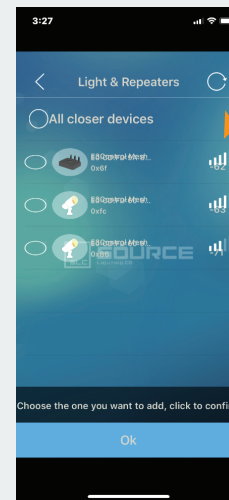
Turn on only the lights you want included in this pairing.  
Press the "Next Step" button.



(Step 2.2)

### Example:

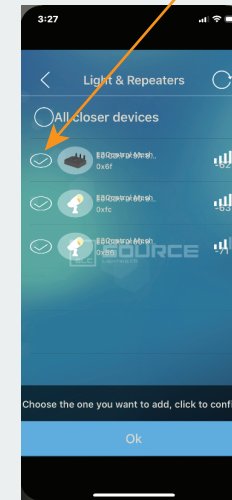
Only powered on fixtures will appear on the screen. In this example there are 2-spotlights and 1- range extender. The bars on the right of each fixture indicates signal strength to that fixture.



(Example)

### Step 2.3:

Check the boxes for the fixtures you want installed to the app.  
Hit the "Ok" button.



(Step 2.3)

### Step 2.4:

The fixture icons will now appear on your screen.  
They are successfully paired with the App.



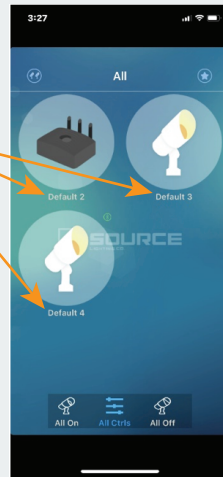
(Step 2.4)

### Section 3: Labeling Fixture(s) (SBLBTC1): It is not necessary to label the range extenders (SBLBTR)

Tapping one of the fixture icons will turn the fixture on, tapping it again will turn the fixture off. This will help you identify the fixture in the field so you can label each accurately.

Initially, the fixtures and range extender will be labeled as DEFAULT 1, 2, 3, ETC.

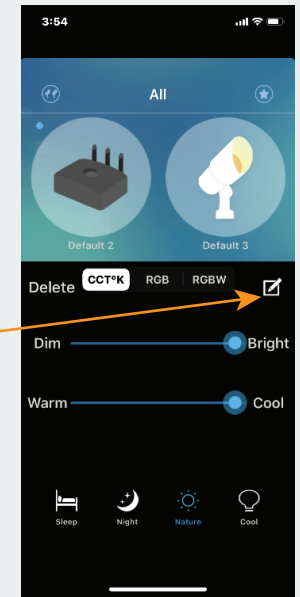
Tap one of the fixture icons to turn on and off.



### Step 3.1:

Tap and HOLD the icon of the fixture you are naming, and the following black screen will appear.

Press to open the "Note Tab" icon in the right corner.



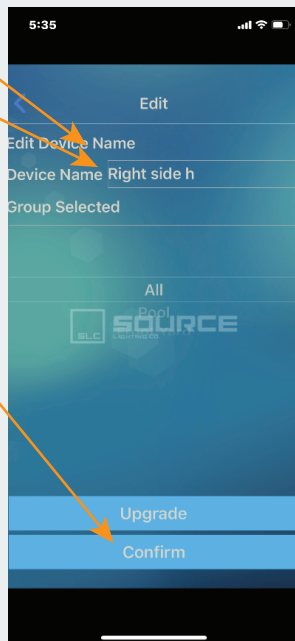
### Step 3.2:

In the "Device Name" area, name the fixture using it's location. There is a 12 character limit, abbreviate when possible.

Example: We've named this fixture "Right Side H"

### Step 3.3:

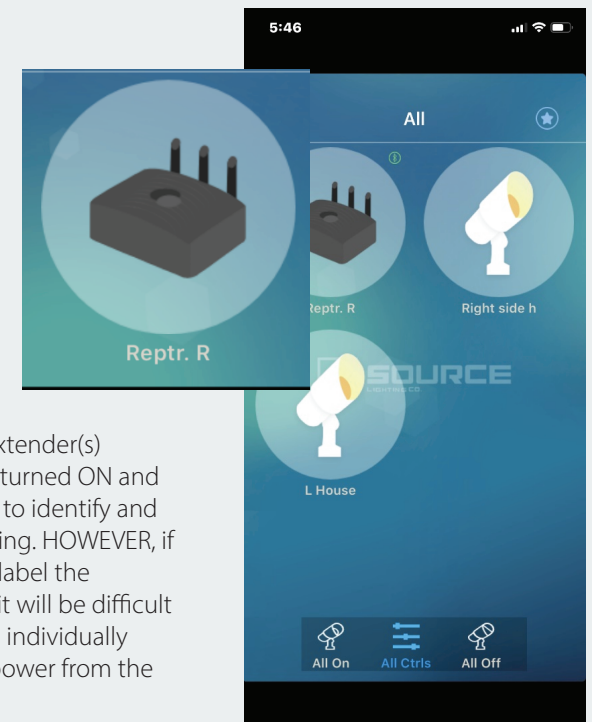
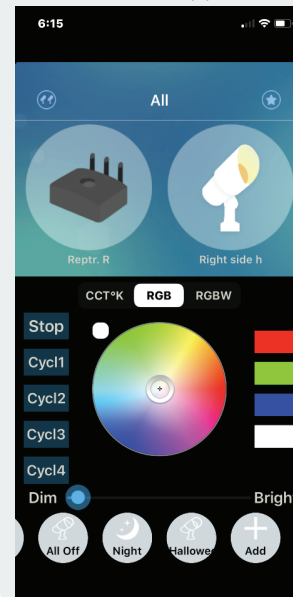
Hit the "Confirm" button.



### Step 3.3:

You will notice, below the fixture, the new fixture name is now indicated. In this example "Right Side H".

Repeat section 3 re-naming and identifying all fixtures on the App.



**NOTE:** The Range Extender(s) (SBLBTR) cannot be turned ON and OFF like the fixtures to identify and do not require labeling. HOWEVER, if you chose, you can label the repeaters although it will be difficult to identify each one individually without removing power from the actual repeater.

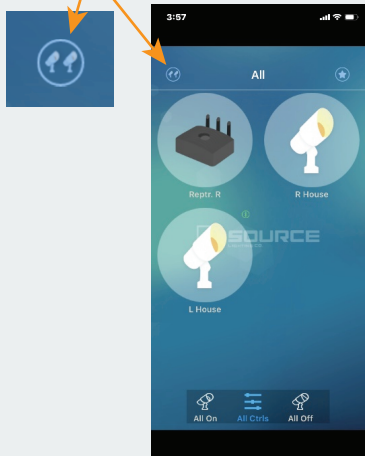
## Section 4: Creating Groupings/Rooms:

**NOTE:** You can skip this feature if you do not require the grouping controls of the fixtures in the different sections of the property. For example, this feature allows you to control the back yard, front yard, pool, right yard groups of fixtures individually. If you are only installing one group of fixtures (ex. front yard only), you will not need this feature since you only have one group of fixtures and that is the default setting in the App.

**Getting Started:** You will notice the word "All" at the top of the screen. This is the default that shows ALL fixtures on the system in one group. If you want to break out fixtures into different sections, or GROUPS/ROOMS they need to be grouped and named separately. As an example, we will be creating two groups (Pool and Front Yard) in this section. There are up to 20 GROUPS/ROOMS available in this App.

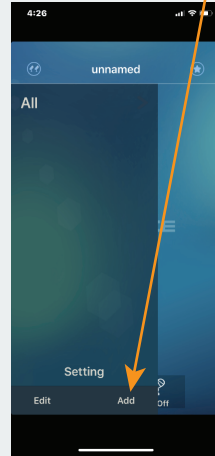
### Step 4.1:

Tap the "GROUP/ROOM" icon on the top left of the screen.



### Step 4.2:

On this next screen, tap the "Add" button



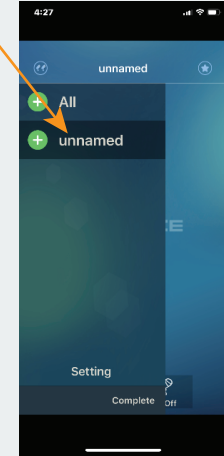
### Step 4.3:

On the following screen, tap on the green + (plus sign) "All" button



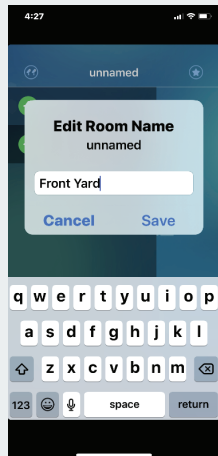
### Step 4.4:

On this next screen, the following "Unnamed" GROUP/ROOM will appear. Tap on the word "Unnamed"



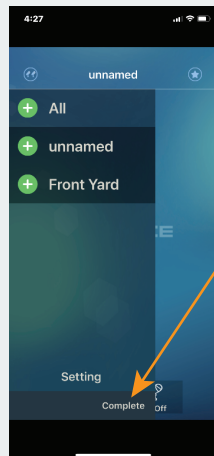
### Step 4.5:

The "Edit Room Name" screen will appear. Enter the name you've chosen of the GROUP/ROOM. Tap "Save".



### Step 4.5:

To add additional GROUPS/ROOMS repeat steps 4:3-5 until you have all the desired number of GROUPS/ROOMS named.

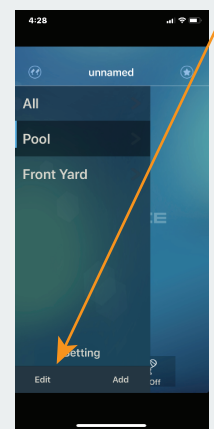


### Step 4.6:

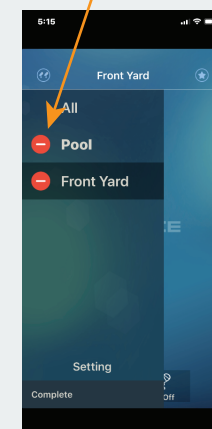
When you have all your groupings/rooms named, tap the "Complete" button at the bottom.

## Editing or Deleting Groups/Rooms

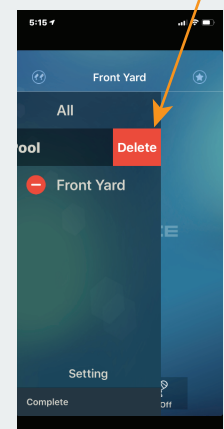
If you want to delete a GROUP/ROOM, simply tap the edit button at the bottom.



Tap the Red Negative button.



Tap the "Delete" button to remove the GROUP/ROOM.



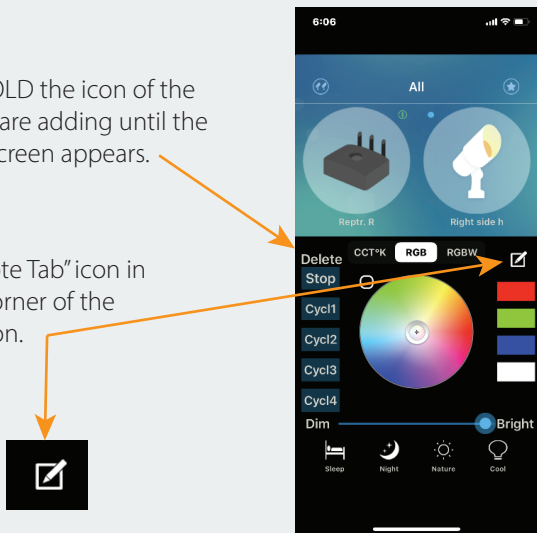
**NOTE:** If you have fixtures grouped to this room, you will need to ungroup them before you can delete the room.

## Section 5: Placing Fixtures into Groupings/Rooms:

### Step 5.1:

Tap and HOLD the icon of the fixture you are adding until the following screen appears.

Tap the "Note Tab" icon in the right corner of the black section.



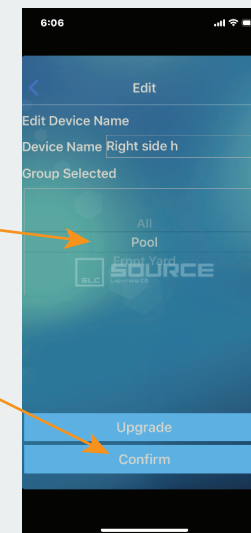
### Step 5.2:

The following screen will appear. Select the GROUP/ROOM you want this fixture associated with by tapping the GROUPING/ROOM selection wheel. In this example we have selected "Pool".

Once you have made your selection, tap "Confirm". This will place the fixture selected into that GROUPING/ROOM.

NOTE: After placing a fixture in a GROUPING/ROOM and hitting the confirm button, the fixture will blink four times to confirm setting.

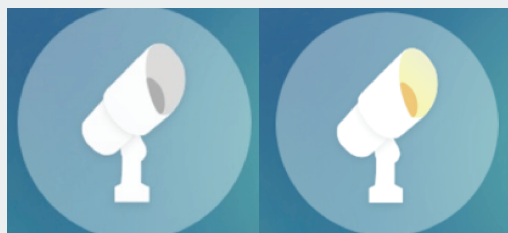
**Repeat steps 5.1-2 with each fixture on the job site.**



## Section 6: Individual Fixture Control:

### Step 6.1:

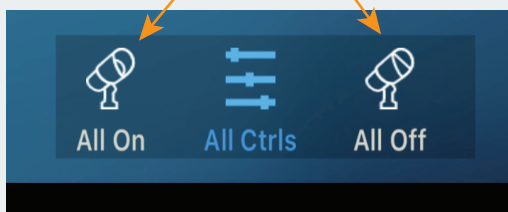
Tap on the individual fixture icon to turn the fixtures on and off.



Fixture Off

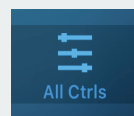
Fixture On

At the bottom of the screen, you can turn on and off ALL the fixtures in a GROUPING/ROOM by tapping the "All On" or "All Off" buttons.



### Step 6.2:

Tap on the "All Ctrls" button (this controls all the fixtures in the GROUPING/ROOM).



The following screen will appear, allowing immense fixture control and is the nerve center of the App.

#### Preset Dissolve Features:

- Stop** = Turns off the CYCL features.
- Cycl1** = A slow dissolve that will cycle through all the colors over a 15 second time period.
- Cycl2** = A slow dissolve that will cycle through all the colors over a 30 second time period.
- Cycl3** = Slow dissolve that will cycle through all the colors over a 60 second time period.
- Cycl4** = Slow dissolve that will cycle through all the colors over a 120 second time period.



**RGB and RGBW** - Both will allow you to select any color from the pallet on the preset pallet on the right, or from the color wheel in the center by simply tapping on that section.

#### Dim Bar

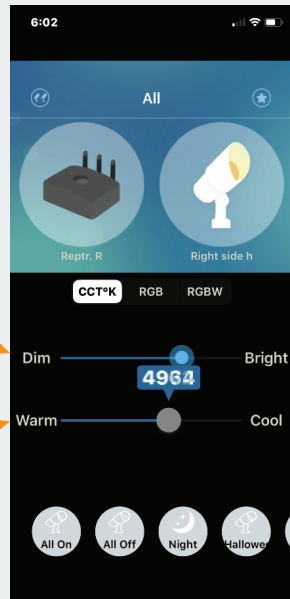
Used to increase or decrease the brightness setting of the grouping of fixtures from 5% to 100% by sliding the bar.

### Step 6.3:

**CCT°K** - Controls the color temperature and the brightness for the GROUPING/ROOM.

Simply slide the Dim/Bright bar to adjust the brightness from 5% to 100%.

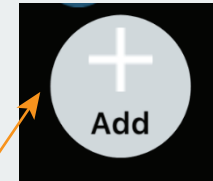
Sliding the Warm/Cool bar will adjust the light temperature of the fixture from 2200K° to 6600K°



### Section 7: Programming Custom Preset Scenes:

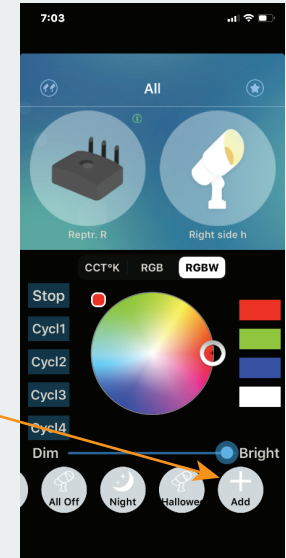
#### Step 7.1:

At the bottom of the screen you can create custom scenes.



Press and hold the "Add" button to begin.

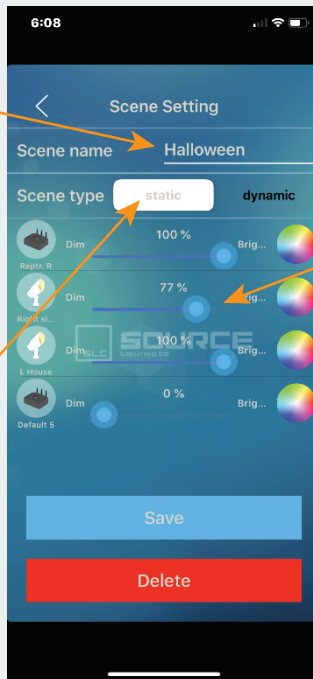
The screen in the next step will appear.



#### Step 7.2:

Start by entering the name of your scene here. In this example we are programming a Halloween scene.

Keep the scene type as "static". (The feature, "dynamic" is a place holder for future app development.)



Select the brightness level using the slide bar to adjust it to the desired light level for the individual fixture.

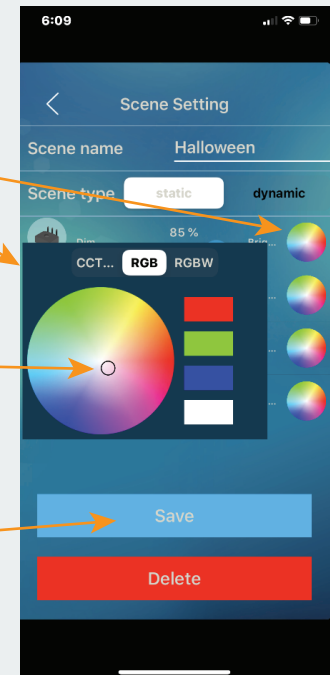
#### Step 7.3:

Set the color you want for each of the fixtures in the scene. You will need to do this for each fixture.

Tap the small color wheel for each individual fixture and the color control box will appear. You will need to do these steps for each fixture.

Select color by tapping on the section of the color wheel desired.

Once you have set the colors for each fixture, tap the "Save" button at the bottom and "Confirm".

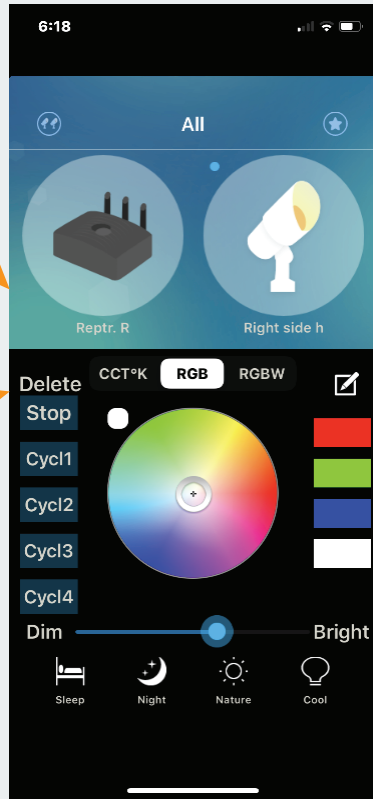


NOTE: All fixtures will blink three (3) times in white light to confirm the new setting.

## Section 8: Deleting a Fixture or Range Extender from the App:

### Step 8.1:

Press and hold the icon of the fixture or range extender you want to delete until this screen appears.



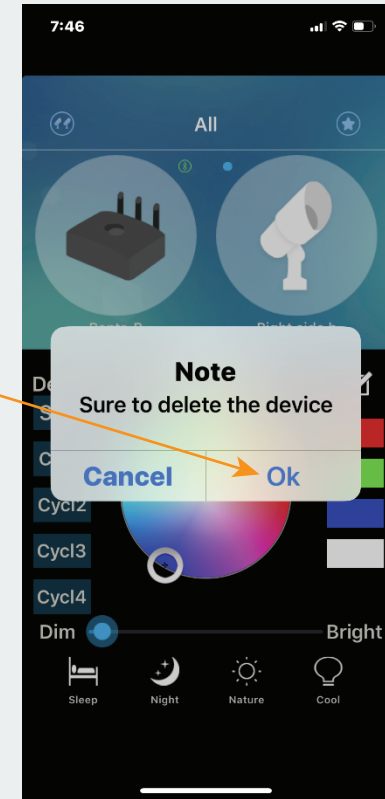
Press the "Delete" button.

### Step 8.2:

Make sure you want to delete this device from the App (adding it back, once deleted will take a few minutes).

Once certain you want to delete the device hit "Ok".

The device will disappear from the App.



## Section 9: Resetting one or all fixtures and range extenders to the factory default original settings:

This procedure will make the fixtures discoverable as when originally purchased. You will need to go back to step one to add these fixtures back to the App after resetting them.

To reset the fixture or range extender, perform the following:

- Turn all fixtures off for one (1) minute, then turn all fixtures back on for fifteen (15) seconds.
- Turn all fixtures back off for five (5) seconds, then turn all fixtures back on for fifteen (15) seconds.
- Turn all fixtures back off for five (5) seconds, then turn all fixtures back on for fifteen (15) seconds.
- Turn all fixtures back off again for five (5) seconds, and then finally turn all on and leave them on.

The fixtures will dim in white light to signify the units have been reset.



CAST Lighting, LLC  
1120 - A Goffle Road  
Hawthorne, NJ 07506  
Phone: 973-423-2303  
Email: info@cast-lighting.com  
www.cast-lighting.com