

ControlBright



Welcome to ControlBright!

The ControlBright platform is the world's leading cloud controlled accent lighting solution. Effortlessly manage ANY DMX RGBW, RGB and Single Color LED fixtures through a centralized web-based interface. Instantly manage thousands of locations with the click of a button.

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 - a. My Scenes
 - b. Schedule

ControlBright Portal

Here is helpful information, howto's, and user guides for the ControlBright Portal

- 1. How-To's
- 2. Logging In
- 3. Dashboard
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1. How-To's

2. Logging In

To log in, simply enter your email address or password. If you do not have an account setup, please use the Create Account button.

Need an account?

CREATE ACCOUNT

Sign In

E-mail

Password

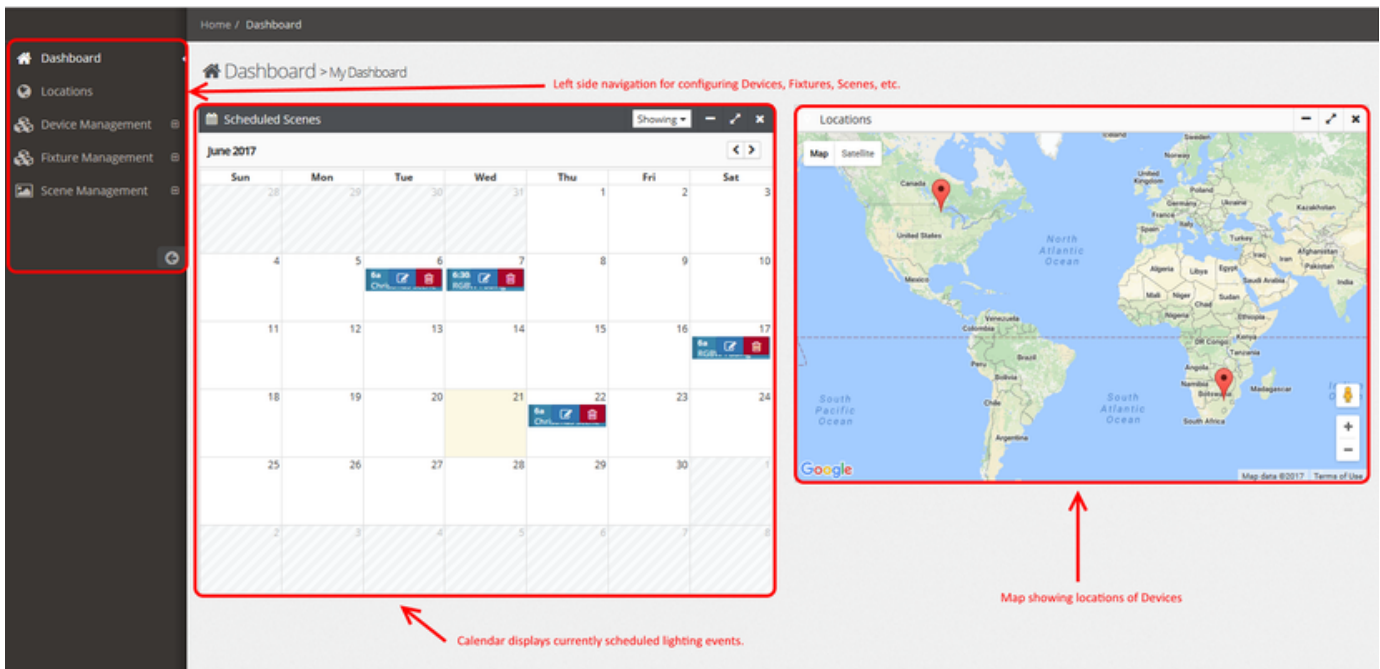
Forgot password?

☒ Stay signed in

Sign in

3. Dashboard

Once logged in, the dashboard displays a birds eye view of device locations, the current calendar displaying scheduled lighting events, as well as the main navigation for the portal.

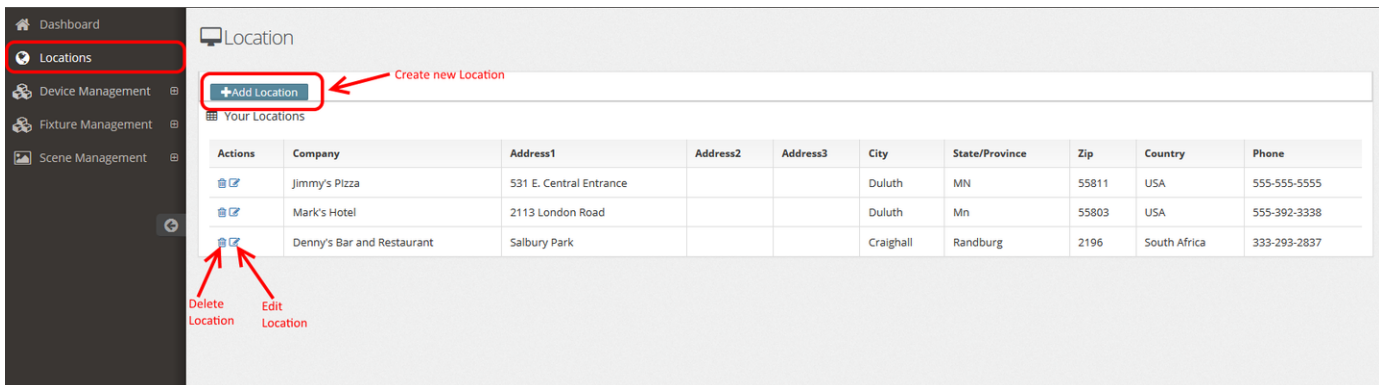


The left navigation is broken down as follows:

- 1. How-To's
- 2. Logging In
- 3. Dashboard
- 4. Locations
- 5. Device Management
 - a. Devices
 - b. Device Groups
- 6. Fixture Management
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4. Locations

The Locations feature is used to manage the physical location of ControlBright Devices. For example, you may have a small chain of restaurants, each with 4 ControlBright Light Engines per location. By assigning physical locations to these devices, you can easily track (via name or serial number), which location has which device(s).



When clicking "Add Location", a modal box will pop up allowing you to complete Name, Address, Phone Number, etc. information for the location:

Location

Company
Company

Address1
Address 1

Address2
Address 2

Address3
Address 3

Country
Country

Phone
Phone

City
City

State/Province
State/Province

Zip
Zip

Cancel Save

5. Device Management

a. Devices

The Devices page displays the following parameters:

- Device Name
- Serial number of device
- Physical Location
- Fixtures attached to each device
- Online/Offline status of device

Home / Devices / List

Devices

+Add Device

Your Devices

Actions	Name	Serial #	Location	Fixtures	Status
	Front Counter	33092-293-32	Jimmy's Pizza	16ft Strip Light	Online
	Rear Counter Display	243oi-43982-dk2	Jimmy's Pizza	Single Red Strip 16ft Strip	Online
	Front Counter Display	slkdj-392-39	Mark's Hotel	32ft Strip	Online
	Rear of Store	lksjd-32id98-309d	Mark's Hotel	3ch Test Single Color Test	Online
	Middle Fixture	3920-38283d	Denny's Bar and Restaurant	32ft 5050 Strip	Online

Delete Device Edit Device

Clicking "Add Device" opens a modal window that allows the user to enter all required information to setup a device.

Device

Device Serial # The code is on the bottom of the device and is labeled "Serial".

Name Enter a descriptive name for the device.

Serial # The serial number is located on the bottom of the unit.

Device Location Assign the device to a physical location

Device Channels Device channels are assigned in 4-channel increments and are based on the model.

Cancel Save

The Device name should be as descriptive as possible.

Fixture assignment is accomplished in the next section called "Fixture Management"

8 Device Channels are assigned to CB-8 models, and 24 Device Channels are assigned to CB-24 models.

b. Device Groups

Device groups are used to associate individual devices into a logical group.

Device Groups are for user reference only, they are not referenced by anything else in the portal.

Device Groups

Create a new Device Group

+Add Group

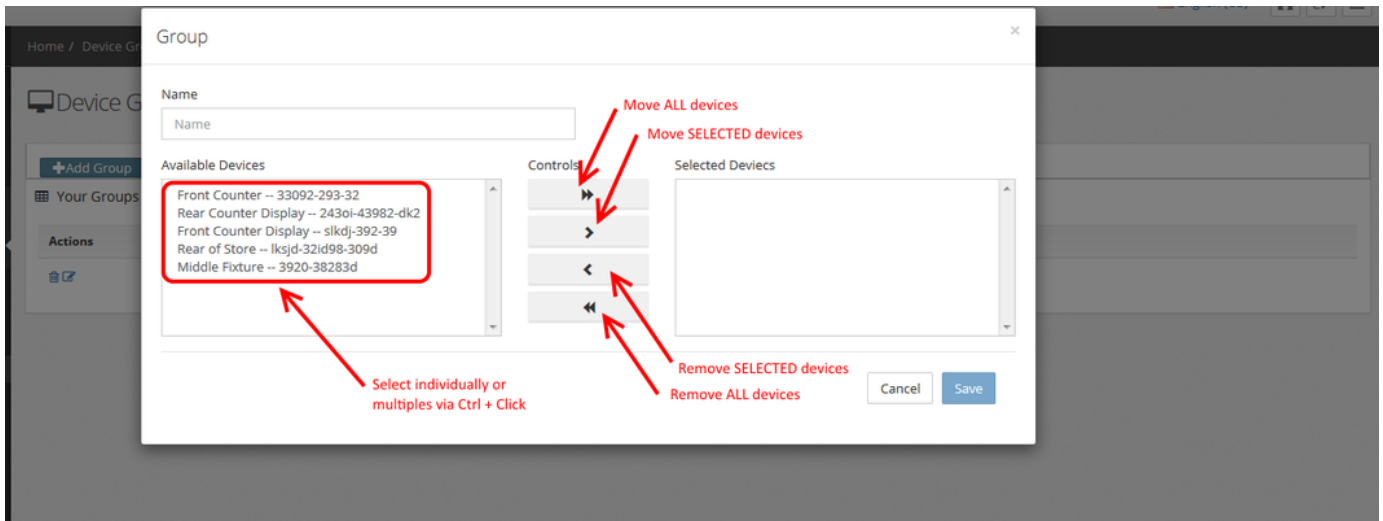
Your Groups

Actions	Name	Devices
	Denny's Group	<div>Front Counter</div> <div>Rear Counter Display</div> <div>Front Counter Display</div> <div>Rear of Store</div>

Device Group Name

Devices that are a part of this Device Group

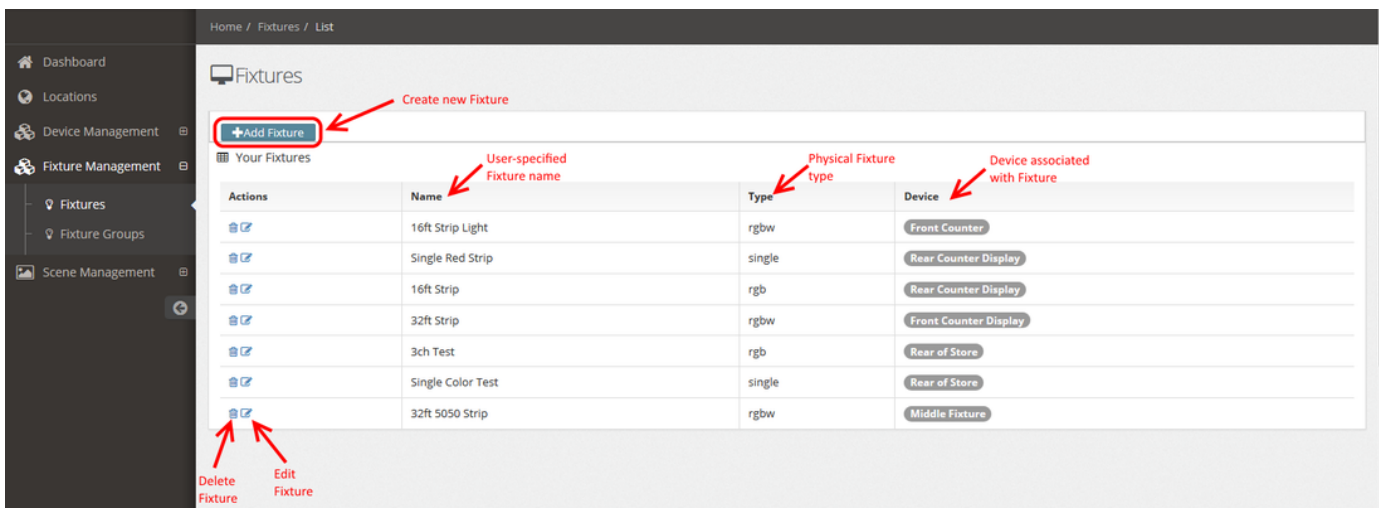
The Device Group Modal window is used to assign available devices to a particular group. Multiple devices can be selected at once by holding the CTRL Key and clicking each device to highlight.



6. Fixture Management

a. Fixtures

Fixtures are 12v/24v Constant Voltage LED lights that are directly connected to the ControlBright Light Engine. These Fixtures include Single Color, RGB (Red, Green, Blue), and RGBW (Red, Green, Blue, White). Each Fixture is assigned to a Device within the portal.



When adding a fixture, the following parameters need to be configured:

1. Fixture Name - This should include physical attributes of the Fixture, including: Length, LED Density, and LED Size
2. Fixture Type - Options include Single Color, RGB, and RGBW
3. Assigned Device - Each Fixture is assigned to certain channels on a specific Device. For example, the RGBW strip in the screenshot below is assigned to channels 1-4 on Device: Middle Fixture - 3920-38283d (the serial number).
4. Fixture Channels - Each color in a Fixture is assigned a unique channel, and channels are configured on the Light Engines in groups of 4. For example, the CB-8 is an 8 channel device that is made up of two 4-channel banks. Bank A on the Light Engine is preset from the factory starting at channel 1-4, and Bank B is preset to channel 5-8. The following color and channel assignments are typical:
 - a. Channel 1 - Red
 - b. Channel 2 - Green
 - c. Channel 3 - Blue
 - d. Channel 4 - White

Each Fixture color needs to be matched to the proper channel in the portal and Device. Mis-configuring channels and colors will result in unexpected light performance (though the Fixture and Device will not be damaged).

Fixture 50ft 5050 Strip

Name: 50ft 5050 Strip

Type: RGBW

Device: Middle Fixture -- 3920-38283d

Channels:

- Color Channel Red: 1
- Color Channel Green: 2
- Color Channel Blue: 3
- Color Channel White: 4

Cancel Save

b. Fixture Groups

Fixture Groups are used to aggregate Fixtures into user-configurable pools that, when combined with the Scene Builder, allows the user to control large numbers of fixtures at once. For example, a mid-size retail chain may want to assign a single scene to all front display fixtures across 1000 stores. By creating a fixture group, through one scene they can schedule and assign a lighting design across all locations instantly.

Home / Fixture Groups / List

Fixture Groups

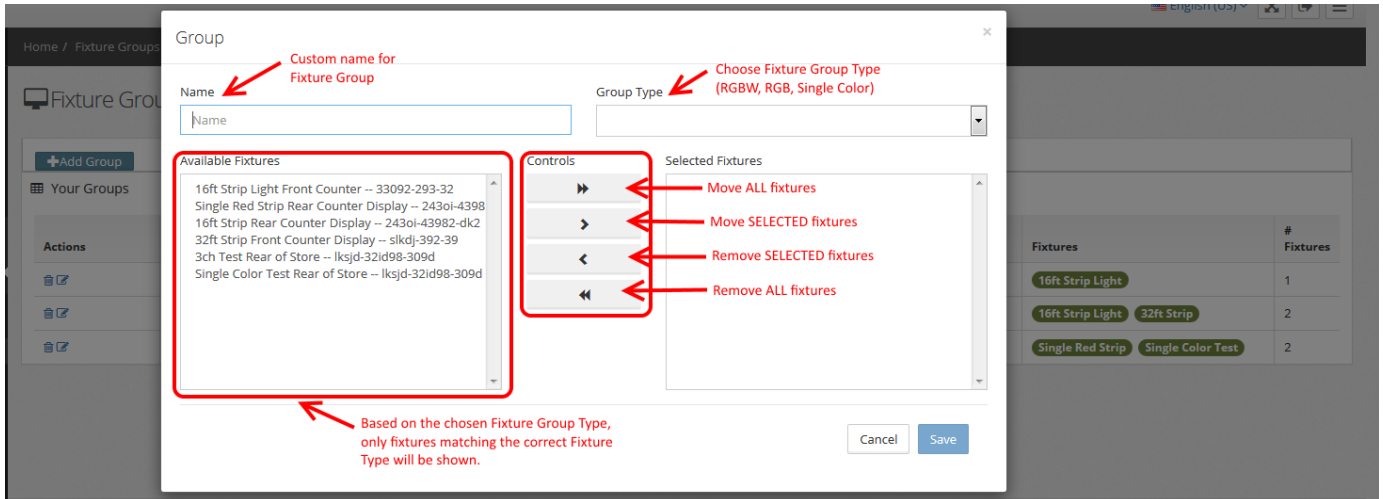
+Add Group

Your Groups

Actions	Name	Type	Fixtures	# Fixtures
	Front Display Counter	rgbw	16ft Strip Light	1
	Front Counter Display	rgbw	16ft Strip Light 32ft Strip	2
	All Single	single	Single Red Strip Single Color Test	2

Delete Group Edit Group

After clicking the "Add Group" button, a modal window will pop up allowing the user to configure a new Fixture Group:



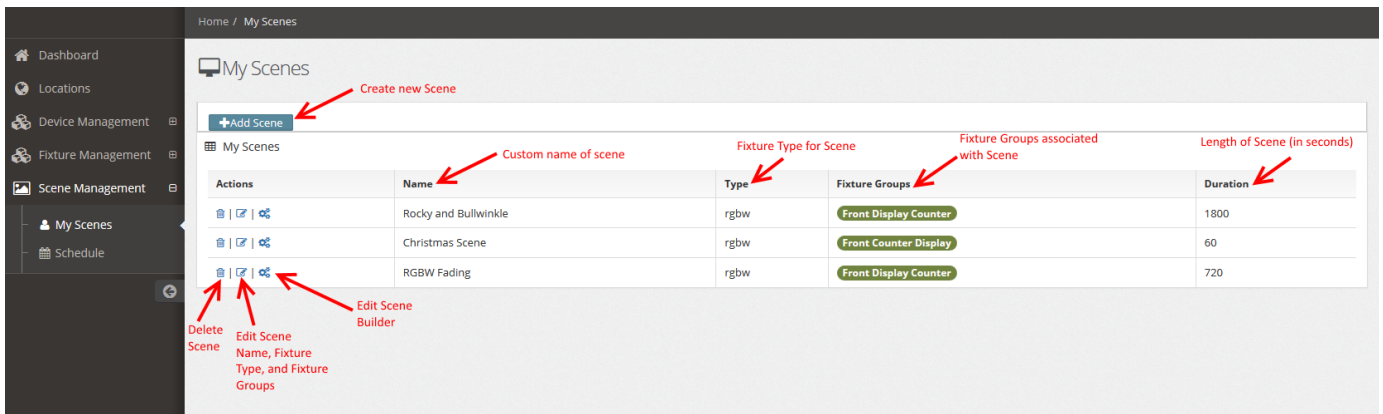
Based on the Group Type chosen, the Available Fixtures list will ONLY show compatible fixtures. For example, If a Group Type of RGBW is chosen, only RGBW fixtures will be shown. The Available Fixtures list shows the type of Fixture, the location, and serial number of the Device it's attached to for easy reference. Ctrl-Click and Shift-Click is support to highlight multiple fixtures.

7. Scene Management

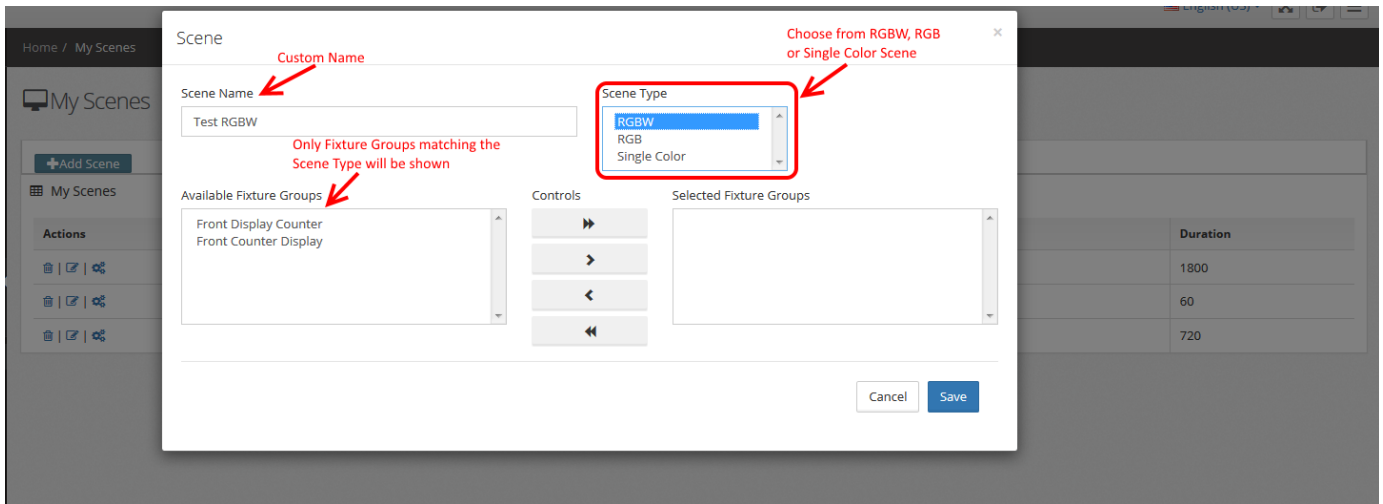
a. My Scenes

The Scene Builder is one of the most powerful features of the ControlBright platform, consisting of a Drag-and-Drop style interface and configurable options such as Color, Fade, Sleep, Blackout, and Loop. Everything from extremely simple scenes consisting of a single color all the way to complex fading and multi-color shows can be built effortlessly.

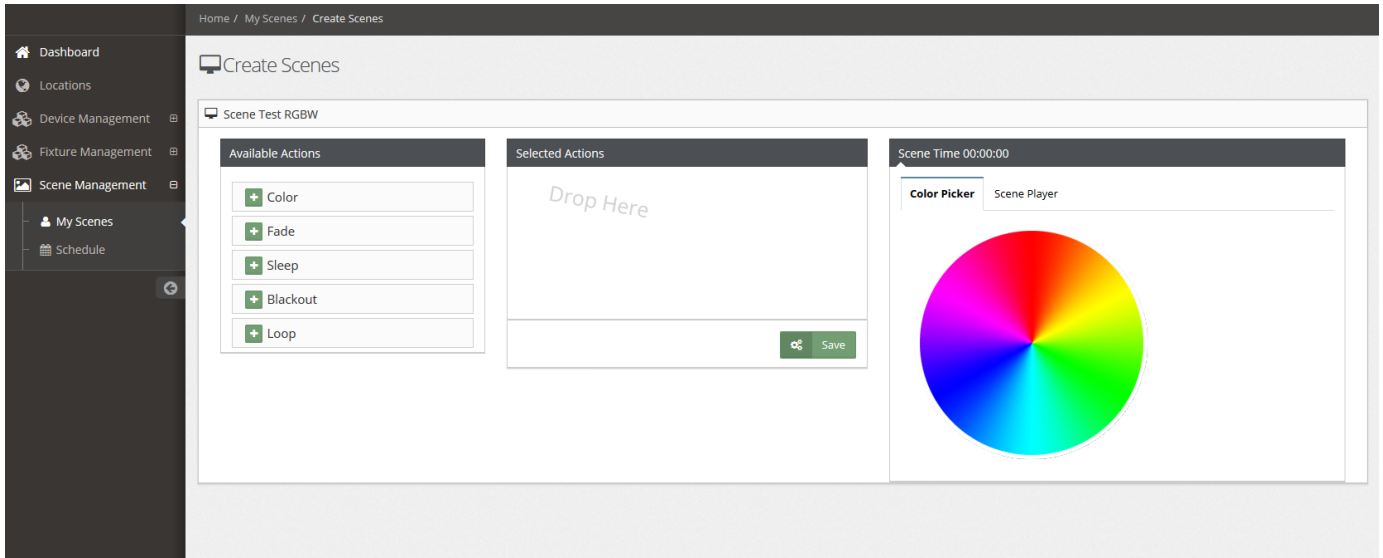
Due to scheduling/calendar requirements, all scenes must be designed in whole-minute increments. For example, a scene that is 10 minutes and 30 seconds long cannot be saved, it must either be extended to 11 minutes or reduced to 10 minutes.



When clicking "Add Scene", a Modal window will be shown as follows:



After clicking "Save", the portal will automatically load the Scene Builder interface as follows:



The following actions are provided:

- Color
- Fade
- Sleep
- Blackout
- Loop

Color

The Color Action is used to assign a specific color (or colors) to the scene. The Scene Builder requires the Color Action to be assigned FIRST, before any other Actions. The Color Action is displayed based on the Fixture Type:

1. RGBW - The RGBW Color Action provides both a Color Picker as well as a White Channel option for assignment:
 - a. Color Picker - When clicking the Color Picker button, Red/Green/Blue input boxes are shown, as well as the color wheel:

The screenshot shows the 'Color' action interface. At the top, there's a header bar with a trash icon and the word 'Color', and a minus icon on the right. Below this is a section titled 'Choose A Color' with a tan background. Inside this section, there are three buttons: 'White Channel: [info icon]', 'Color Picker [gear icon]', and a third button that is partially obscured. Below these buttons are three input boxes labeled 'Red', 'Green', and 'Blue', each containing the value '0'. At the bottom of the interface is a 'Hold Time' slider set to '0 Second(s)'.

These input boxes are dynamically updated as the cursor is moved around the Color Wheel. Alternatively, RGB values can be manually input to arrive at a specific color. The tan background will also be dynamically updated to the color being chosen.

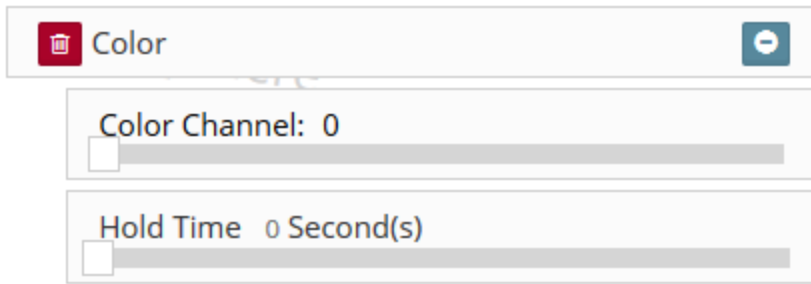
- b. White Channel - When clicking the White Channel button, a slider will appear allowing the user to choose a value anywhere from 0-255, with 255 being 100% brightness. The Color Wheel on the right will be dimmed and disabled.

This screenshot shows the 'Color' action interface with the 'White Channel' slider active. The 'Color Picker' button is no longer visible. Instead, a 'Color : [info icon]' button is at the top. Below it, the 'White Channel: 0' slider is highlighted with a red circle. The 'Hold Time' slider at the bottom remains at '0 Second(s)'.

2. RGB - The RGB Color Action provides the RGB value input boxes and Color Wheel ONLY. The operation is identical to the RGBW Color Action, without the White Channel option.

The screenshot shows the 'RGB Color' action interface. It has the same header as the previous one. The 'Choose A Color' section has a tan background and contains the 'Color Picker [gear icon]' button. Below it are the 'Red', 'Green', and 'Blue' input boxes, all showing '0'. The 'Hold Time' slider at the bottom is set to '0 Second(s)'.

3. Single Color - The Single Color Action provides a slider, allowing the user to choose a value anywhere from 0-255, with 255 being 100% brightness.

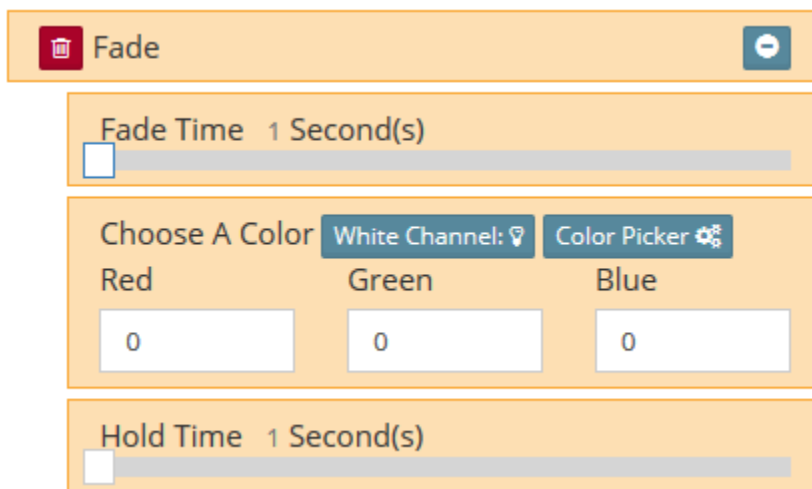


The Color Action UI consists of a header bar with a trash icon, the label "Color", and a right arrow icon. Below the header is a slider control labeled "Color Channel: 0". At the bottom is another slider control labeled "Hold Time 0 Second(s)".

4. Hold Time - The Hold Time Action provides the user with a slider that holds the color for anywhere from 0-240 seconds. For example, if a user wants the first color to remain in effect for 1 minute, they would position the slider at the 60 Second mark.

Fade

The Fade Action allows the user to choose a Fade Time, a Color, and a Hold Time:

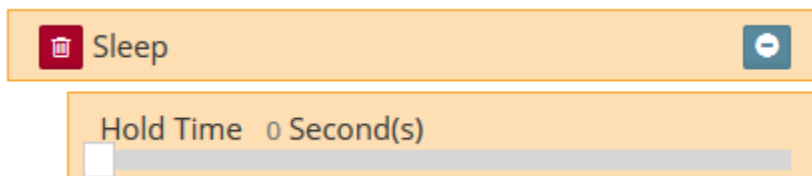


The Fade Action UI is an orange-themed panel. It features a header bar with a trash icon, the label "Fade", and a right arrow icon. The main area contains three sections: 1) A slider control labeled "Fade Time 1 Second(s)". 2) A "Choose A Color" section with three columns: "Red", "Green", and "Blue". Each column has a "White Channel" dropdown set to "0" and a "Color Picker" button. 3) A slider control at the bottom labeled "Hold Time 1 Second(s)".

1. Fade Time - The Fade Time Action allows the user to choose a specific length of time (1-240 seconds) to transition from one color to another.
2. Color - The user, based on the Fixture Type used in the scene, is able to choose a color to fade into.
3. Hold Time: The amount of time (1-240 seconds) that the color will remain in effect before being sent to the next Action for processing.

Sleep



The Sleep Action is used to extend the current Action for a period of time (1-240 seconds).



The Sleep Action UI is an orange-themed panel. It features a header bar with a trash icon, the label "Sleep", and a right arrow icon. Below the header is a slider control labeled "Hold Time 0 Second(s)".

Blackout

The Blackout Action is used to turn off all channels for a period of time (1-240 seconds).



 Blackout 

Hold Time 0 Second(s)

Loop

The Loop Action is used to cycle through the entire scene, up to 100 times. This is especially useful when the user is looking to put their scene on "repeat" for a period of time.

The Loop Action is ALWAYS the last Action in the scene builder, no other Actions may be added after.

 Loop 

1 Time(s)

Multiple Actions of the same type may be used multiple times within the same Scene, allowing extremely complex Scenes to be created. For example, 8 different colors may be used with 4 different fades and multiple blackouts within the same Scene:

Selected Actions



Color



Choose A Color

White Channel:

Color Picker

Red

Green

Blue

0

254

26

Hold Time 83 Second(s)



Fade



Fade Time 68 Second(s)



Choose A Color

White Channel:

Color Picker

Red

Green

Blue

39

0

255

Hold Time 65 Second(s)



Sleep



Hold Time 63 Second(s)



Fade



Fade Time 0 Second(s)



Color :

White Channel: 255



Hold Time 31 Second(s)



Save

b. Schedule

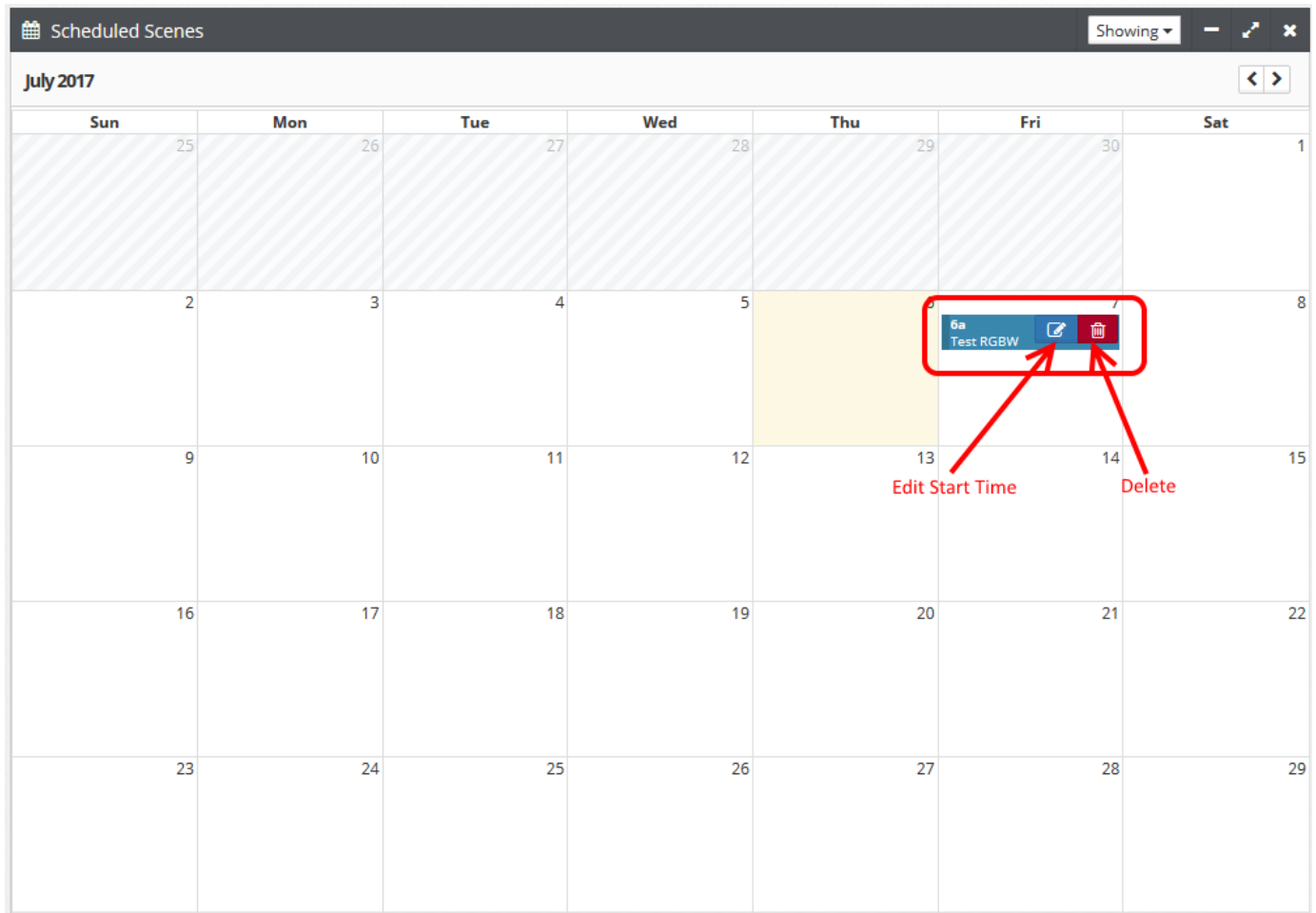
In order to apply a desired scene, it must be scheduled in the calendar. Whether the scene consists of a single color or something more complex, the calendar is used to manage timing of scenes.

The size of the scene icon in the calendar is dependent on the length of the scene selected. For example, a short scene will be thinner in appearance than a longer length scene.

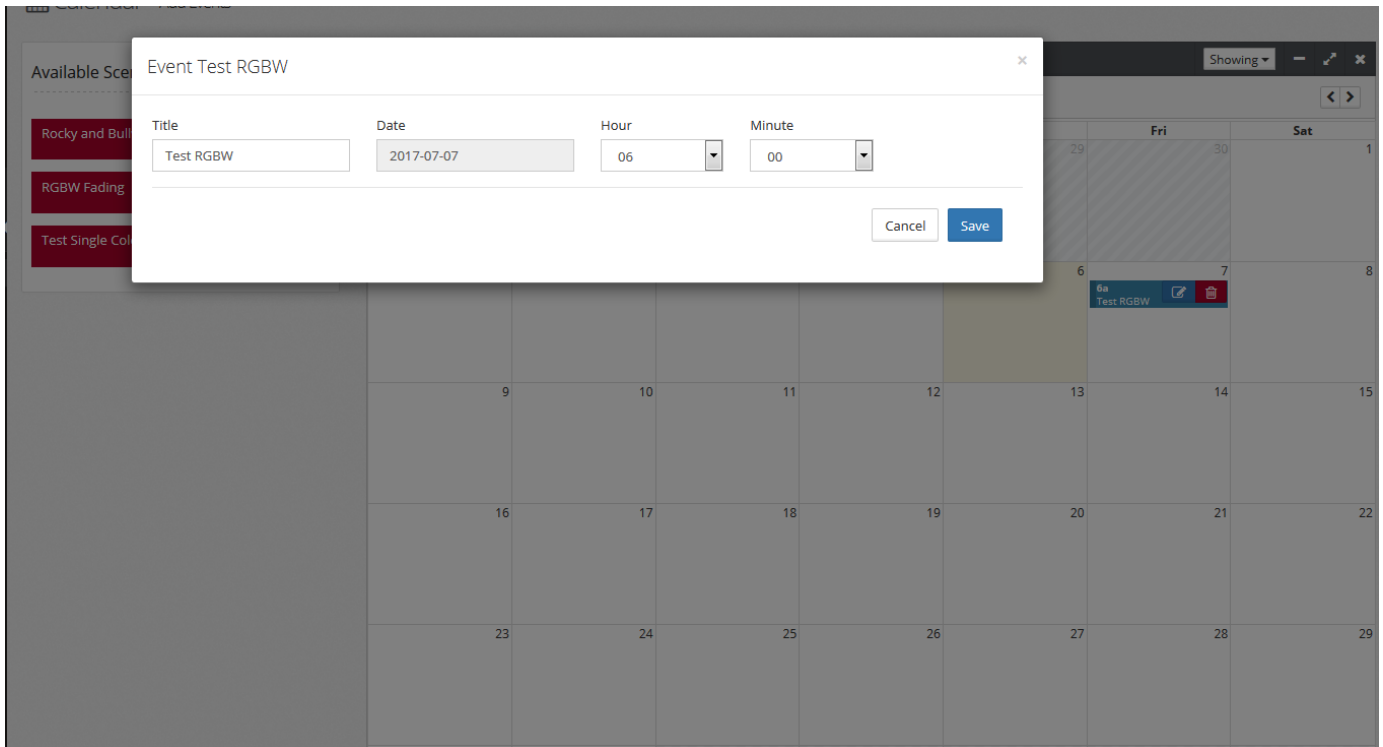
The screenshot displays a web interface for managing scenes. On the left is a dark sidebar with navigation links: Dashboard, Locations, Device Management, Fixture Management, Scene Management, My Scenes, and Schedule. The main area is titled 'Calendar > Add Events'. It is divided into two panels. The left panel, 'Available Scenes', contains six red rectangular buttons: 'Rocky and Bullwinkle', 'Christmas Scene', 'RGBW Fading', 'Test RGBW', 'Test Single Color', and 'Test RGB'. The right panel, 'Scheduled Scenes', shows a calendar for July 2017. A red arrow points from the 'Available Scenes' panel to the calendar with the text: 'All scenes will show up here and may be dragged into the calendar for scheduling.' The calendar grid shows dates from 1 to 29. The date 6 (Thursday) is highlighted in yellow. The date 25 (Sunday) is marked with a small icon.

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25	26	27	28	29	30	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

Once an Available Scene has been dragged onto the calendar, the Edit button allows the user to specify the start time:



In the edit modal window, simply choose the proper hour and minute to start the selected scene:



Power supply: DC12V/2A
Operating Temperature Range: 0-40°C

Interface	Type	Protocol	Description
I/O1	RJ45	100M Ethernet	Internal use for the software upgrading, and not open to the end user
I/O2	RJ45	100M Ethernet	Internal use for the software upgrading, and not open to the end user
WAN	RJ-45	100M Ethernet	Ethernet ports for connection
LAN	RJ-45	100M Ethernet	Ethernet ports for connection
USB Port	USB-A	USB2.0	USB ports for connection
Power Connection	DC Barrel	12V	12V DC, 5.5mm X 2.5mm Barrel
DMX Port (U1, U2, U3, U4)	Terminal	DMX512	DMX512 Connection
WIFI	SMA	802.11g	Antenna adapter for WIFI connectivity



FCC Warning:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

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

Radiation Exposure Statement

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.