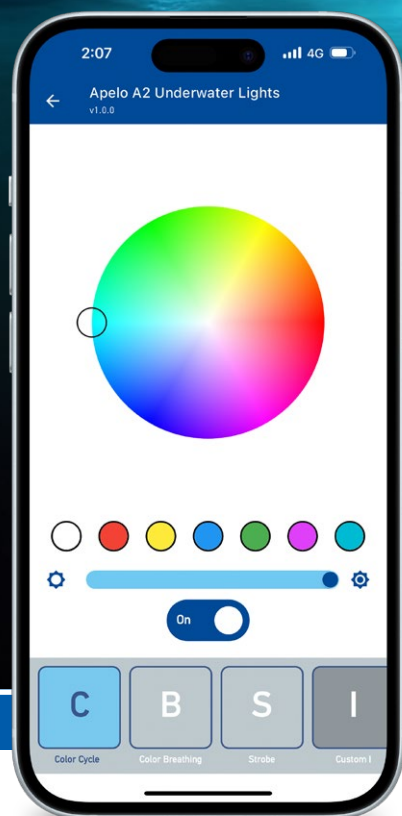




APELO LIGHT CONTROLLER USER GUIDE



Discover a World of Colour



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Set Up Preparation

1.

Install the Apelo Light Controller onto your vessel, and wire to Apelo compatible lighting products as per the included wiring instructions.



2.

Download the Apelo Light Controller App from the Apple App Store (iPhone) or Google Play Store (Android).



How to Connect

Please read the “How to Connect” section fully before pairing your Apelo Light Controllers.

1.

Power on the Apelo Light Controller.

The light in the logo will flash for **3 minutes**, showing that it is in pairing mode during this time.

TIP: If you are unable to complete the next connection steps in this time, power cycle the controller to re-enter the 3 minute pairing mode.



2.

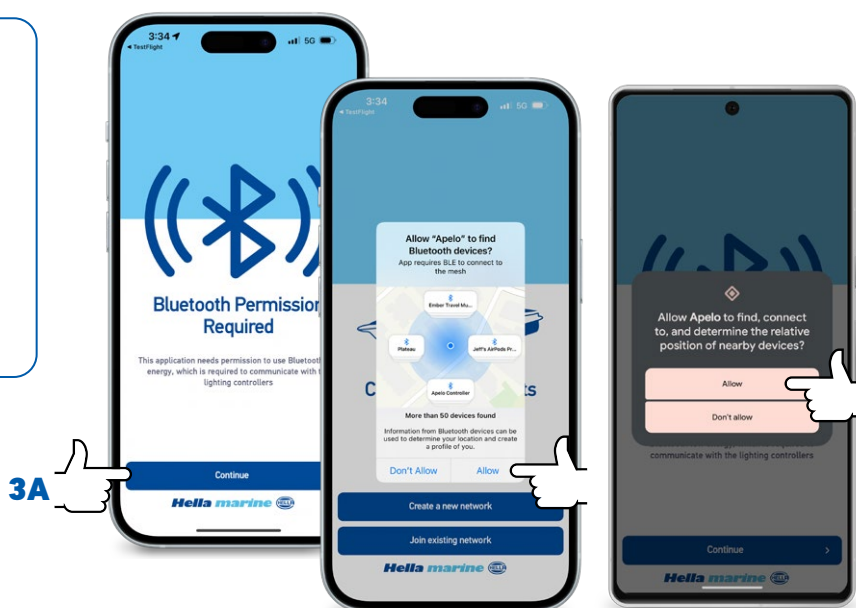
Launch the Apelo App on your device



3.

The Apelo App communicates with Apelo Light Controllers using **Bluetooth®** wireless technology, so the App will ask for permission to use Bluetooth on your device. **3A**

Please allow this. 3B



3B iPhone

3B Android

4.

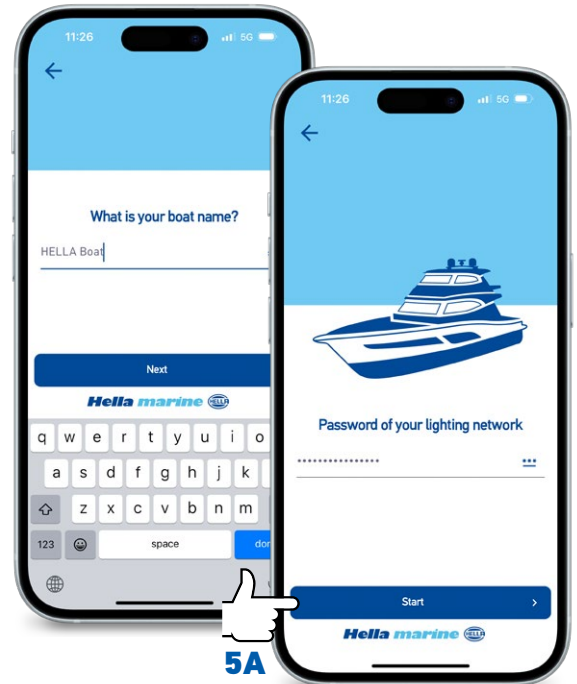
4A In the App, Tap 'Create a new Network'

Enter a **Name** for your Network (minimum 5 characters).

You can name your network whatever you wish but we recommend naming it something easily memorable, eg: like the name of your boat.

Enter a **Password** for your Network
(5 character minimum, no spaces).

TIP: You can tap the 3 stars with the line underneath to see the password you are entering.



5.

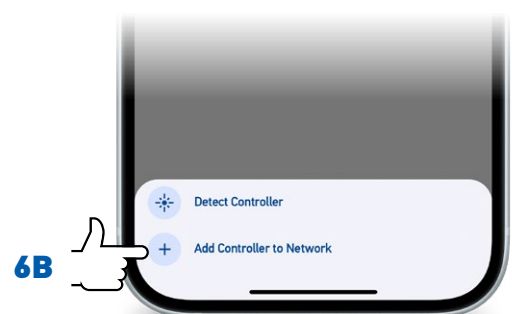
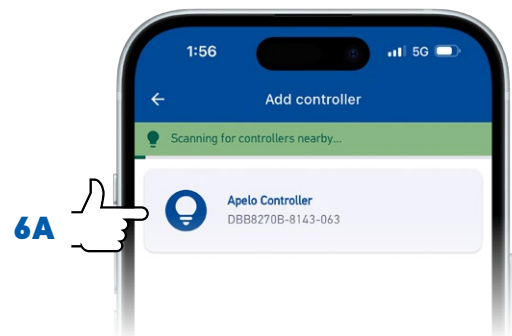
5A Tap 'Start' to begin searching for your nearby Controller.

TIP: If your controller does not appear, check that the light is still blinking. If not, power cycle the controller to re-enter the 3 minute pairing mode. Your Controller should then appear.

6.

6A Select a controller that appears, and choose
6B 'Add Controller to Network'.

TIP: If you are connecting multiple controllers, you can identify which one is connected to which lights by selecting it, then tapping 'Detect Controller' to make the connected lights flash.



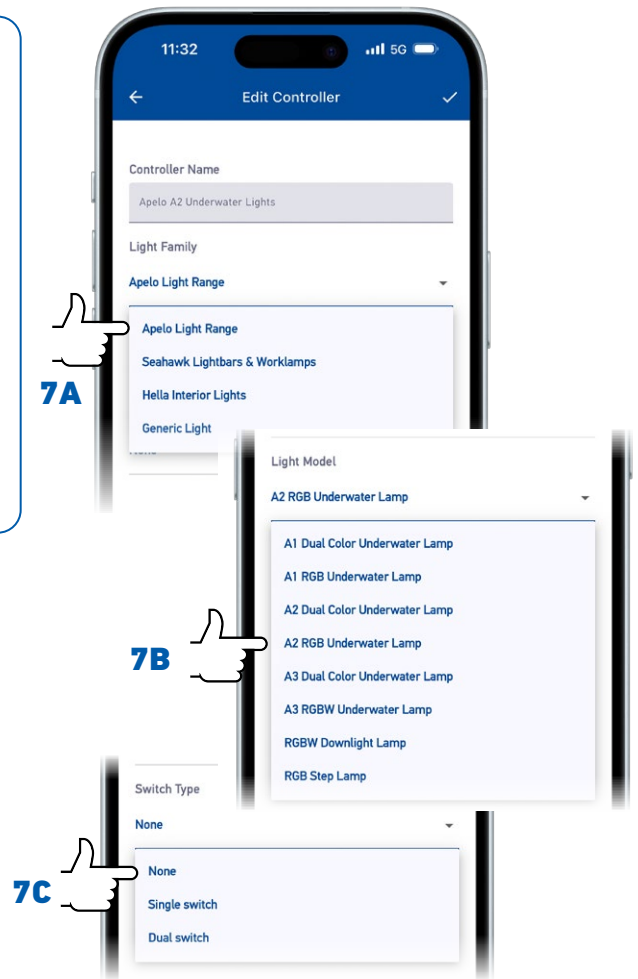
7.

Give the Controller a Name.

TIP: We recommend naming the Controller with the type of lights it will be controlling, (as selected from the drop down menus), as each controller can manage only one type of lights connected to it.

Then select which:

7A Light Family, **7B Light Model(s)**, and **7C Optional External Switch Type** (if any) are connected to the Controller, from the drop down menus.



8.

8A Tap the Confirmation Check in the upper right hand corner to confirm your selection.

Your selection will be sent to the Controller, and it will be connected to your Network.

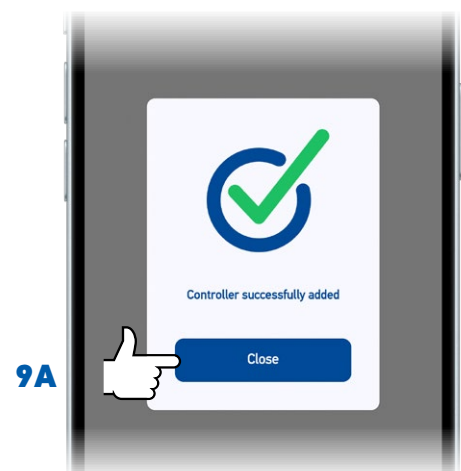


9.

When successful, you will see a large confirmation notice. The Controller is now connected.

9A Tap 'Close' to start using, or Tap the (+) Plus sign to continue adding more controllers and lights, repeating the Connection process, each within the 3 minute time limit.

*TIP: If your controller does not appear, check that the light is still blinking. If not, power cycle the controller to re-enter the **3 minute** pairing mode. Your Controller should then appear.*



Troubleshooting

Bluetooth Access

If you accidentally refuse Bluetooth access, you will be prompted a second time to allow Bluetooth access. This second prompt will send you to your phone's Bluetooth settings for the App, to enable Bluetooth access.

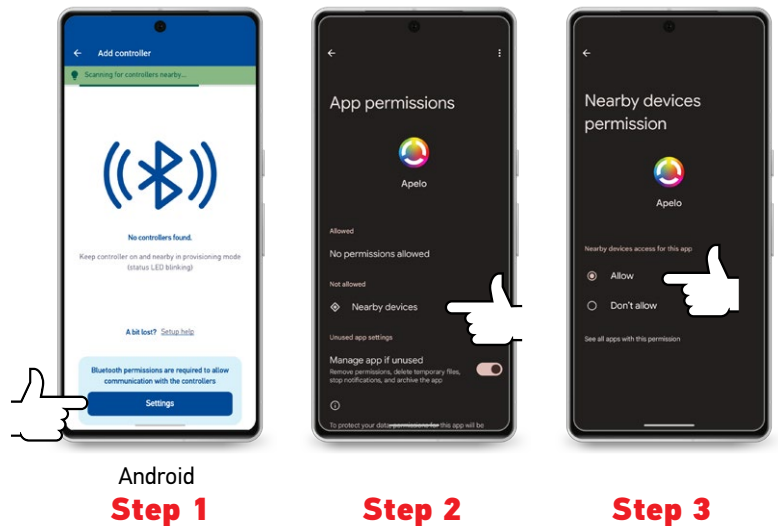
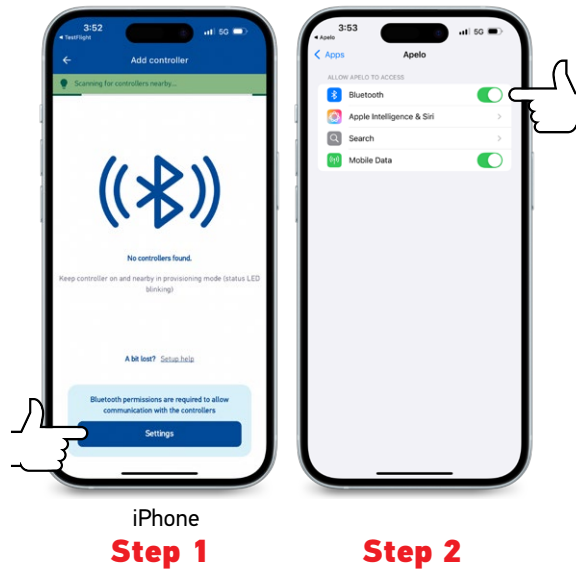
iPhone:

Settings --> Apps --> Apelo --> Bluetooth
Toggle Bluetooth access for Apelo Controller from Off to On. **Step 1-2**

Android:

Apelo --> App Info --> App Permissions --> Nearby Devices --> Nearby Devices Permissions
Toggle access from 'Don't allow' to 'Allow'. **Step 1-3**

TIP: If you refuse to grant the Apelo App access to Bluetooth a second time, you will have to manually enable it in your device Settings.



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Troubleshooting

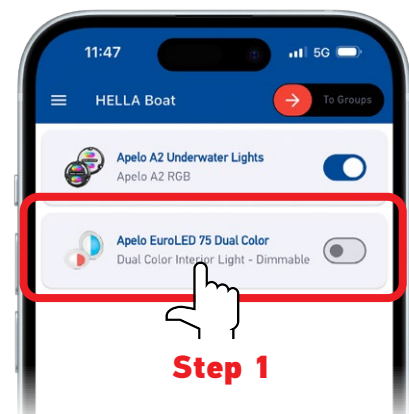
Misconfiguration

Symptom: After successful pairing, Controller Light continues to flash at a slower rate and connected light(s) are unresponsive.

Solution: Incorrect settings have been selected for the light(s) connected to the controller.

Step 1 Long press on the Controller entry to edit.

Step 2 Reselect correct light options for the connected light, as per **7A-7C** on the previous page. Tap the Confirmation Check in the upper right hand corner to confirm settings.



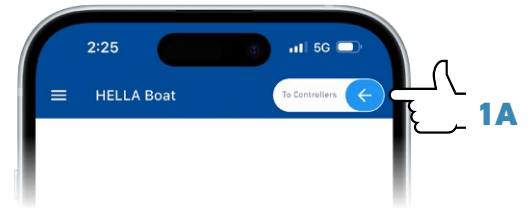
End of "How to Connect" section.

Continued next page...

Building Controller Groups

1.

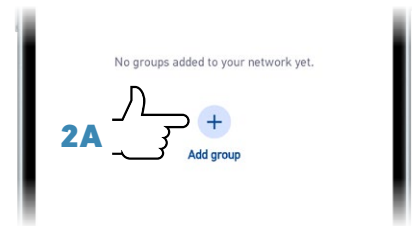
1A Change the View Slider in the top right of the App to 'Groups' View (Blue, when active), to begin creating Controller groups.



2.

2A Tap the (+) Plus sign to add your first group, and give your Group a name.

TIP: Ideas include the area of the boat it will be controlling (eg: Deck, Helm, etc), or the function it will serve ("Party Zone").



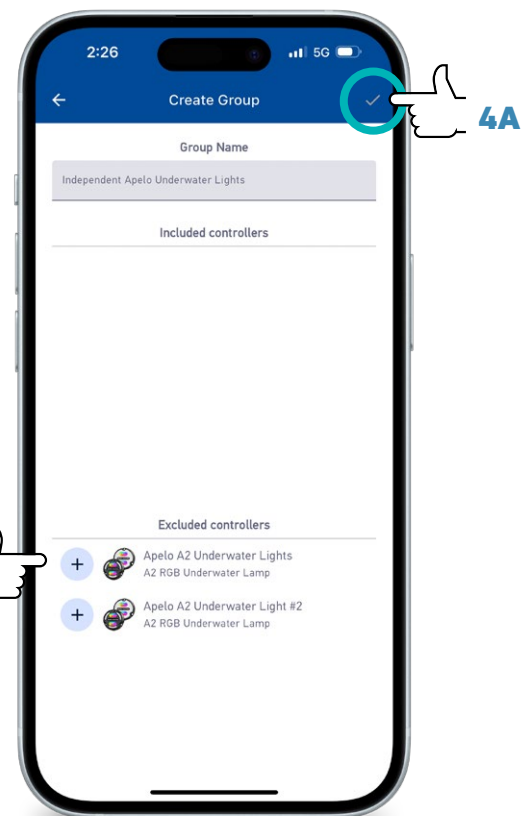
3.

3A Tap to add **one or more** Controller managed lights to the group from the 'Excluded Controllers' list.

Once added, each Controller in a group is referred to as a 'Node'.

TIP: Only lights with the SAME FUNCTIONS can be added to a Group. Incompatible light types (eg: RGB and Dual color) will be highlighted in red in the Excluded controller list, when other types are already included in a Group.

TIP: You can have a single Controller in a Group. Custom animations can only be configured using a Group.



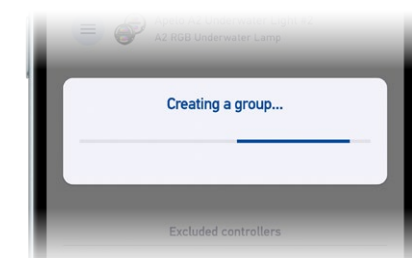
4.

4A Tap the Confirmation Check in the upper right hand corner to confirm your selection. A Controller group will be created containing all the selected Nodes.

5.

Tap the (+) Plus sign to create more Groups, if you have additional controllers. (See **2A** Above).

TIP: Lighting Controllers can only be members of 1 group at a time. Only unassigned controllers will show as available to add to groups in the "Excluded controllers" List.



Controlling Light Groups

1.

All Controllers in a group will perform the command given in the App. This can be a single action, such as a single color or single animation, or more complex Custom commands where individual Nodes have multiple phases, animations, timings, and behaviors.

*TIP: You can have a **SINGLE** Controller in a Group.*

*Custom animations can **only be configured and added using a Group**.*

Groups can be toggled on and off, just like individual Controllers can be.

2.

2A Change the View Slider in the top right of the App to 'Groups' View (Blue, when active), to configure your Controller group(s).

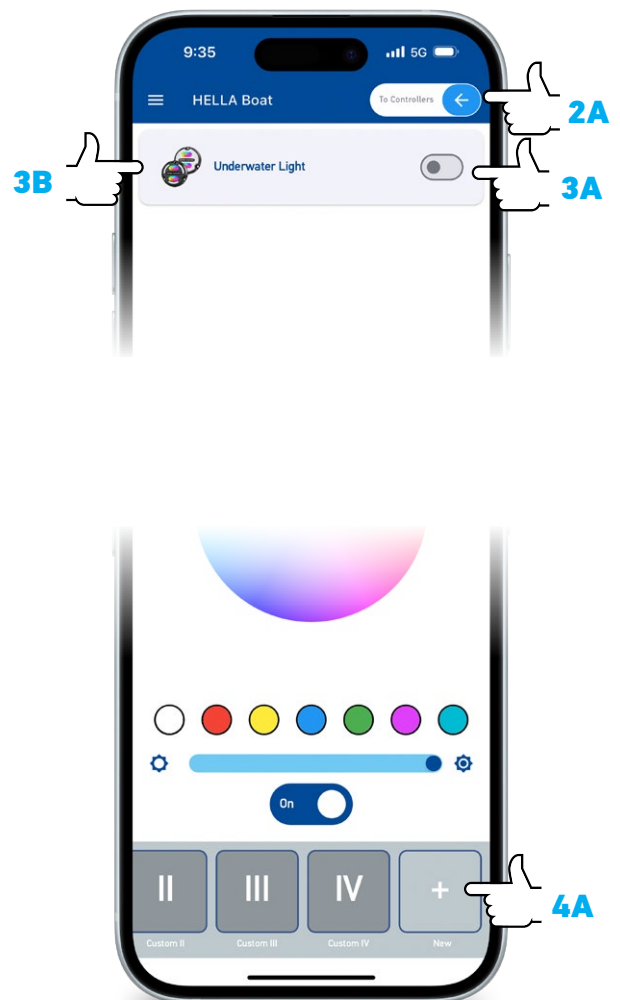
3.

3A Toggle one of your existing Controller Groups to enable. (See previous page for how to create Controller Groups)

3B Tap one of your existing Controller Groups to access the Controls, Modes, Animations Presets, and Customizations.

4.

4A To start creating a new Animation for a Controller Group, scroll the Animation type picker at the bottom of the screen to the far right, until you see the (+) 'New' button. Tap this to start creating a new Animation.



5.

- 5A** Name your Custom Animation, and
- 5B** Select 1 of the 4 Save Slots to save it to.

TIP: Empty Save Slots are shown in Darker Grey.

Filled Custom Save Slots are shown in Light Grey, like the included Preset Animations.

Apelo Light Controllers also ship with Sample Animations in Slots 1 & 2 that can be safely overwritten.



6.

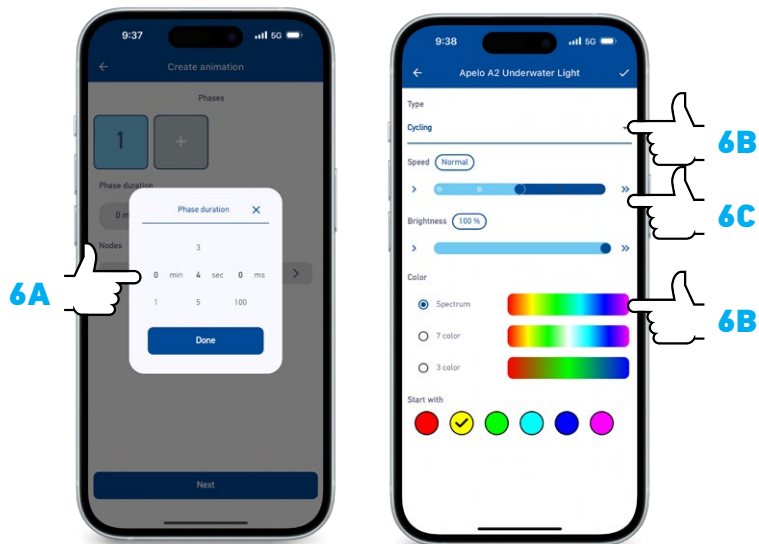
Animations are created in phases.

- 6A** Select a time period you want the phase to run for.

- 6B** Select what you want the phase to do e.g. Strobe, Cycle, Static, etc.

- 6C** Select a speed and transition time (or leave at default).

TIP: You may configure the Phase behavior before setting the Phase time if you prefer. You can also edit the Phase time afterwards, to refine your animation.



7.

Continue creating as many phases as you require for your animation.

- 7A** Tap the (+) Plus button to add an additional phase:

- 7B** Tap 'Create new phase' to create manually, repeating steps **6A-6C** or;

- 7C** Tap 'Copy from existing phase' to duplicate ANY of the existing phases as a new phase.



8.

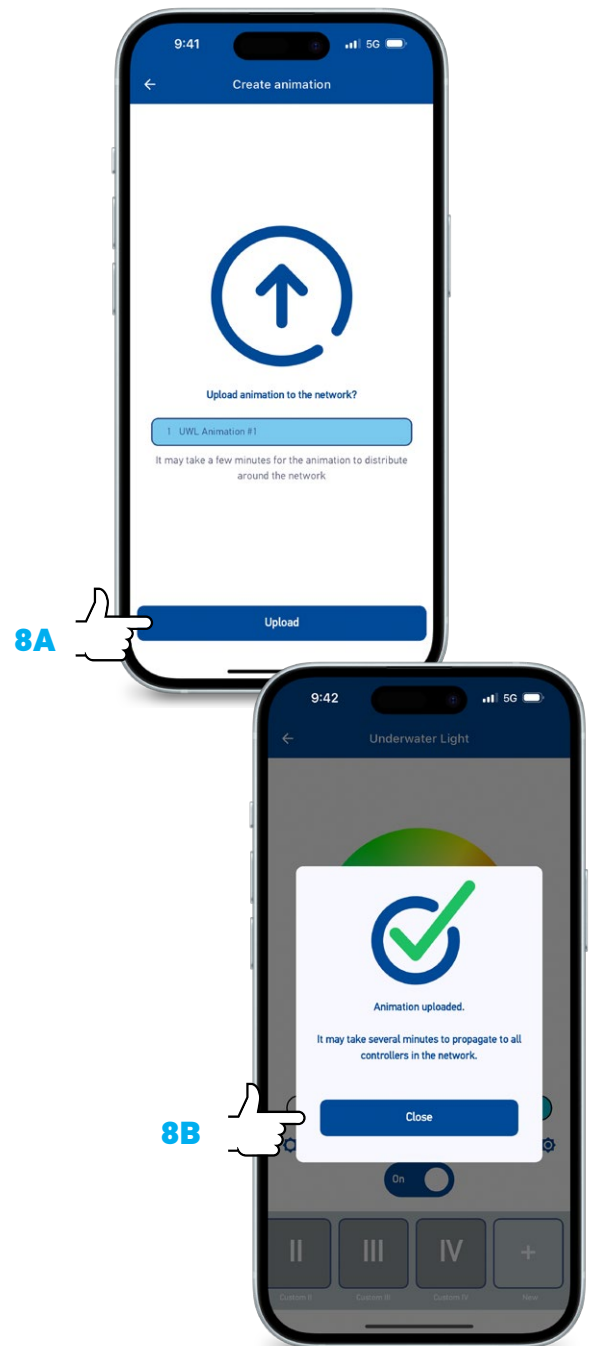
When you have finished creating your Custom Commands,

8A Tap 'Upload' to send to the Node in your Controller Network with the greatest signal strength.

8B You will get a confirmation when your Command has been uploaded.

TIP: Depending on the number of Nodes (Controllers), and the strength of your Network, your Custom commands may take anywhere from a few seconds to as much as 20 minutes to propagate to all of the Controller units.

*TIP: All your Controller Network Settings and Custom Animations are stored **ON THE CONTROLLER NETWORK**, and can be accessed from either a connected Switch or the Apelo App.*

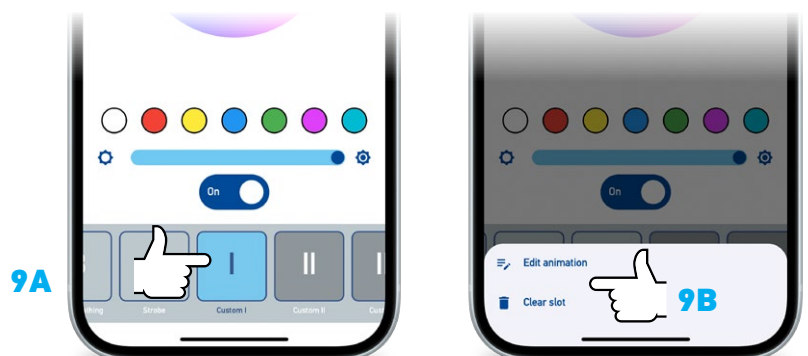


9.

To modify a Saved Custom Animation, Long-press the Custom Animation Slot Button, and Select:

9A 'Edit Animation', or;

9B 'Clear Slot'



Controlling your Lights

1.

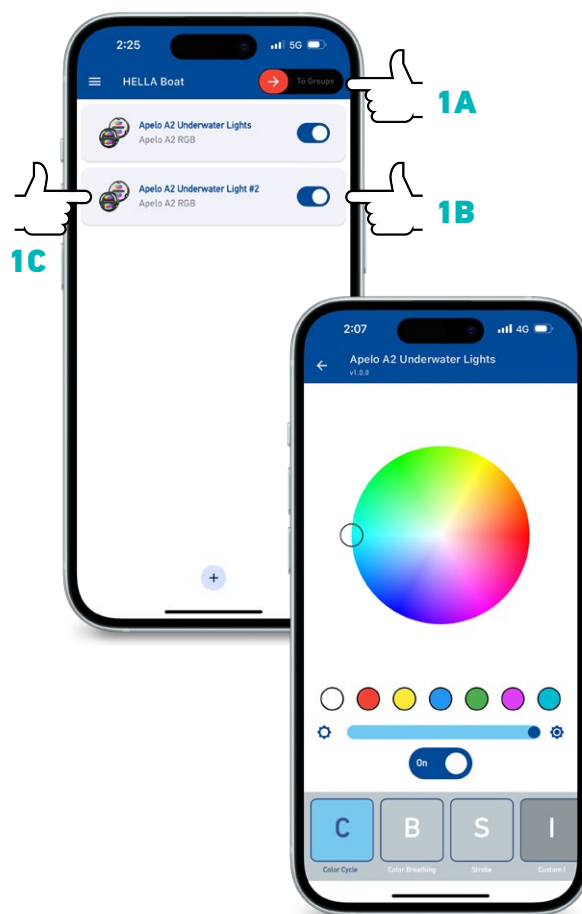
1A Individual Controllers are accessed in the 'Controllers' View, when the View Slider in the top right of the App is shown in Red.

1B Toggling Controller managed light(s) will enable or disable all lights physically wired to that Controller.

1C Tapping a Controller managed light will access individual controls, modes, animations etc for that device.

When accessing a single Controller managed light, you can Select and Modify preset modes, and Select (only) from preset animations.

TIP: Custom animations can only be configured using a Group. See page 5 for Controller Group creation and configuration.



Controller Updates

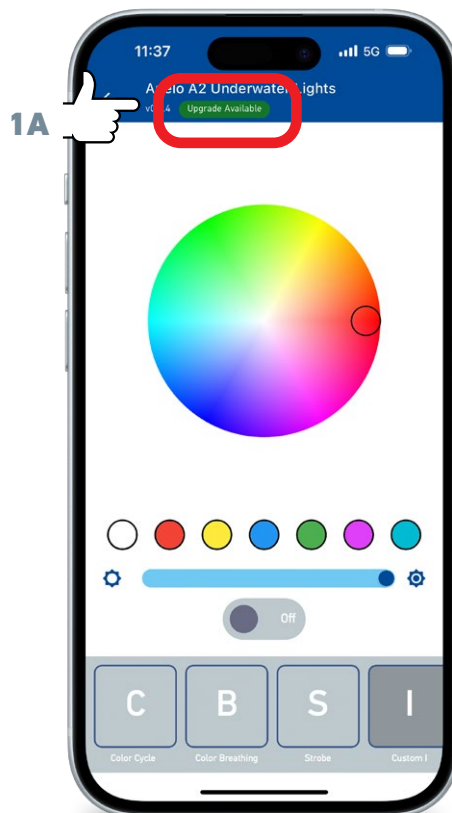
Apelo Light Controller Firmware updates.

Hella marine will occasionally release updates to the software that runs on your physical Apelo Light Controller (the Firmware). These updates will be come bundled inside the latest updates to the Apelo App, so as long as your Apelo App is up-to-date, you do NOT need to be connected to the internet to perform a Firmware update.

1A Should you see a green badge labeled “**update available**”, you can trigger an update to all your controllers while they are connected to power.

For convenience, you only need to trigger a single Controller update. If you have multiple in your Network, the Controllers will spread the update to others as they are updated, and while they are connected to power.

TIP: The initial update can take up to 15 minutes, as it is sent to the first controller over Bluetooth.



User Privacy

Hella marine takes User Privacy seriously

The Hella marine Apelo Light Controller App does not collect or store any information in the cloud.

Information stored on the device is limited to the **Network Name + Password** of the **LAST** Network the App was connected to, to permit easy reconnection and usage.

If the user:

- a. switches between multiple Controller Networks, or;
- b. connects to the Network using a new (previously unconnected) device, or;
- c. reinstalls the app on the same device,

...the only way to connect to a network is using the **Network Name + Password** combination.

If either the network name or password is forgotten, ALL controllers will need to be reset, and the network recreated (including grouping and custom animation).

