



JEVEN FLOW APPLICATION

JevenFlow and SwingControl Connection

Jeven

Instruction for Jeven Flow and SwingControl - Connection

PRODUCT DESCRIPTION

Jeven Flow is a mobile application offering a feature for displaying the status information of the Jeven TurboSwing devices and UV-lamps connected to a Jeven SwingControl unit. The application fetches the data from Jeven SwingControl unit to your device using Bluetooth or Wi-Fi connection.

Android-based devices: Bluetooth or Wi-Fi connection

Apple iOS and Windows Phone: Wi-Fi connection .

CONNECTING

1. Make sure that the SwingControl unit is up and running.
2. If you are using Android, enable Bluetooth. On other devices (iOS or Windows) enable Wi-Fi and connect to network (SSID) named SwingControl using password:
J3V3NswingControl
3. Open the Jeven Flow mobile application and go to connection page by tapping the rightmost connection button located in bottom navigation bar.



(View when using Wi-Fi-connection)



(View when using Android-device, Bluetooth or Wifi-connection)

4. When Bluetooth is enabled, the Jeven Flow mobile application starts to search for a SwingControl unit nearby. When the Jeven Flow mobile application finds the SwingControl unit, it asks permission to make a pair with "SwingControl". Accept the pairing. When pairing is done, JevenFlow is ready to use.

5. SwingControl unit and mobile device must be connected to same network, when using Wi-Fi connection.

Attention!

When connecting to SwingControl unit for the first time, it is recommended to keep your Android device as close to SwingControl unit as possible. It is possible that pairing fails and in that case multiple attempts to connect may be required. You can try to connect again by tapping the refresh button of connection page.

If you prefer to use Wi-Fi with your Android, disable Bluetooth. Doing so, the Jeven Flow mobile application prioritizes to use Wi-Fi instead of Bluetooth when connecting.

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Attention!

If you have paired your device with one SwingControl unit, then the same pairing does not work with other SwingControl units.

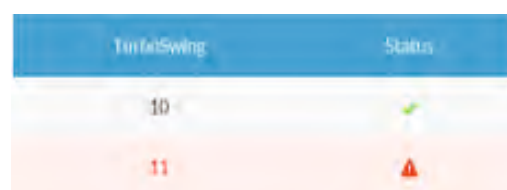
You have to remove the old pairing in your device's settings and do the pairing again with other SwingControl units.

If you are connected to SwingControl unit's Wi-Fi and you can't read data from SwingControl unit, disable mobile data or cellular data from your device and try again.

Connection page of the Jeven Flow Application

Connection page is divided to three different tabs.
Devices are listed by numbers.

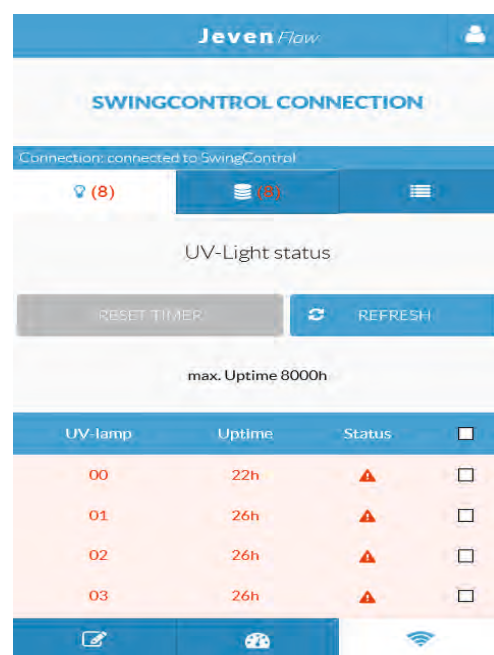
Green icon means device is connected and working.
Red icon means that there is errors.
In that case device is defined in id configurations but is not connected or is not functioning properly.



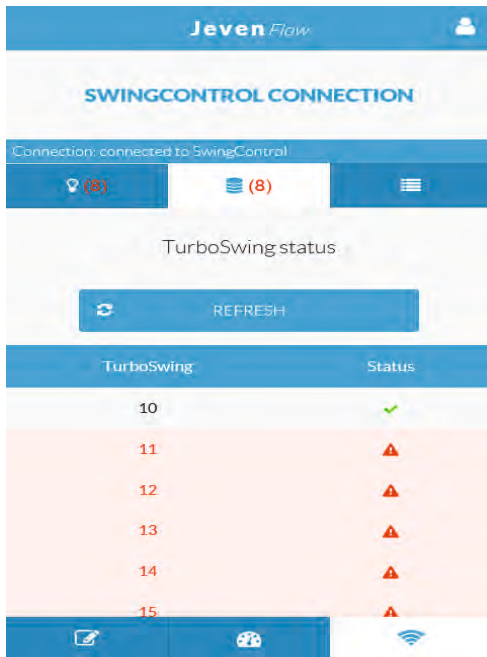
Next to tab icons there is a number that indicates the total number of devices in tab page. The number is shown as white if the state of all devices listed in tab page is normal. The number is shown as red if there is error in any of the devices listed in the tab page.

All the UV-lamps defined in id configurations are listed in the first tab of connection page. Number of the UV-lamp is shown in the first column of the table and in the second column there is a timer which shows the burning time of the UV-lamp in hours.

It's possible to reset the timers of these UV-lamps by selecting devices one by one by tapping the checkbox next to it or select all by tapping the checkbox on top of the table. After choosing devices tap the "reset timer" button to reset timers from all the selected devices. The Jeven Flow application refreshes the page automatically.



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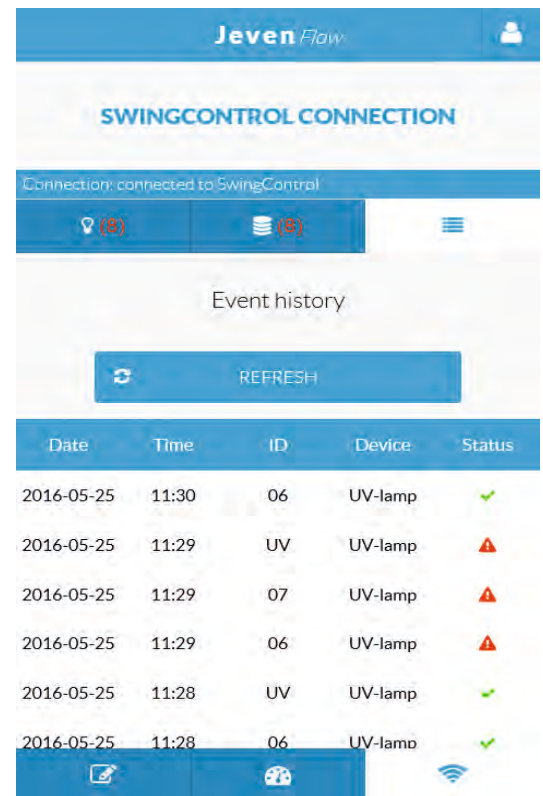
Second tab contains all TurboSwing devices defined in device configurations.

Event history is shown in the last tab. This tab lists events occurred with UV-lamps and TurboSwings.

When device gets to error state, alarm is triggered and event is saved to SwingControls event history log.

Red icon means that the device has entered in alarm state. Green icon means that alarm state of the device has gone off.

Date is shown in YYYY-MM-DD and clock in HH:MM.



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CONFIGURING SwingControl UNIT

For configuring the connection between the mobile device and the SwingControl unit you must log in to the web control panel of the SwingControl unit.

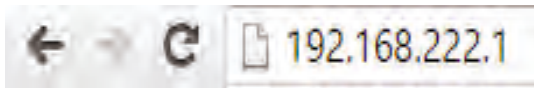
Connect the SwingControl unit into your local area network and open your internet browser on a device connected in the same network. Go to <http://192.168.0.123> with your internet browser and log in using the following credentials:

Username: admin
Password: J3V3NSC

Or alternatively

Turn on your device's Wi-Fi connection and search for network (SSID) named SwingControl XX:XX:XX:XX:XX:XX (MAC address). Connect to this network using password: **J3V3NSwingControl**

Open the internet browser of your device and go to <http://192.168.222.1>. Log in using same username and password as described above.



Authentication Required

<http://192.168.222.1> requires a username and password.
Your connection to this site is not private.

User Name:

Password:

In opening front page you will see the network and device configurations of the SwingControl unit.
First thing to do is to configure the network settings of the SwingControl unit. This is necessary in case you wish to access the web control panel later from your local area network.

- You can choose between DHCP and Static
(If your local area network has DHCP select that, otherwise select Static)
- Check the IP-address of your default gateway
- Add IP-address to the configuration page's "default gateway" input value
- Check the Subnet Mask of your local area network and add same address in configuration page's subnet mask input value.
- Define IP-address for SwingControl unit

For example, if your default gateway's IP-address is 192.168.2.1 then IP-address of the SwingControl unit should be from 192.168.2.2 to 192.168.2.254.

NETWORK SETTINGS

☐ DHCP

☒ Static

IP Address:

Gateway:

Netmask:

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After the network configurations have been made you can define the devices for SwingControl unit. You can choose from the selection bar UV-SwingControl- model or SwingControl- model. The view and the numbering will change to the selected model.

When choosing UV-SwingControl, user interface, devices to determined and numbering change similar to the picture:

It's possible to define 1-10 TurboSwings and 1-10 UV-lights to UV-SwingControl unit.

When choosing SwingControl, user interface, devices to determined and numbering change similar to the picture:

It's possible to define 1-20 TurboSwings to SwingControl unit.

You can add/remove devices connected to SwingControl unit by clicking the checkboxes in the table.

There is also a feature to download event history of SwingControl unit as csv file. SwingControl unit records one year's event history and after that event history gets removed.

SwingControl unit has no internal clock, so when the unit is switched off, the unit's system clock will not run. If the unit is connected to the internet, the system date is synchronized every time when the unit is switched on.

Timestamps in event history are based on the system date, so if the system date is wrong then timestamps in event history are also wrong.

You can synchronize the system date with "synchronize date" button. If the unit is not connected to the internet, it is recommended to synchronize date every time the unit has been powered off.

After any changes, select "save" and "reboot". This will save the settings and reboot the card inside the SwingControl unit.