



Integration Note

| g!Mobile 5 iOS App | |
|------------------------------|---|
| Manufacturer: | Apple |
| Model Number(s): | iPhone, iPod Touch, iPad |
| Minimum Core Module Version: | HomeLogic Core Module 4.0.1524 g! 5.0 or later* *g! 5.5 required for full feature compatibility |
| Comments: | Apple iOS software 5 or later g!Mobile 5 App 5.5.106 or later |
| Document Revision Date: | 2/14/2013 |

OVERVIEW

g! Mobile is a native viewer interface application for the Apple iOS devices that is downloadable via the Apple App Store. The g!Mobile 5 App provides touch sensitive view and control of the g! System both locally and remotely via WiFi or cellular networks. g!Mobile 5 uses a standard Viewer license when connecting to a local system.

The g!Mobile 5 app attempts to mimic the overall Elan Touch Screen interface as much as possible, but bear in mind that as g!Mobile 5 is an application developed for a third party device with specific format and support limitations, some compromises must be made. Not all normal touch screen features are supported and there may be some variations in the Viewer Interface experience.

IMPORTANT! THE g!MOBILE 5 APP IS INTENDED FOR CORE MODULE 4 AND 5 SYSTEMS. USE g!MOBILE 6 FOR CORE MODULE 6.X.

THE FOLLOWING FEATURES ARE SUPPORTED BY g!MOBILE 5

All Supported Tabs and Controls: g!Mobile 5 was designed to match appearance, support and features as closely as possible to an Elan Touch Screen (such as TS10), and as such supports all Custom Controls and Tabs, and the majority of features of a Elan Touch Screen, including Home Pages and Custom tabs. See Unsupported Features for specific features or differences between g!Mobile 5 and Elan touch screens.

Full Support of Current g! Software Versions: g! System controllers running core module 5.5 and utilizing the latest g!Mobile 5 app are compatible with all features listed in this Integration Note.

Limited Support for Previous Software Versions: Older HomeLogic (4.0) and Elan g! (5.0-5.4) Core Module Software is generally compatible with g!Mobile 5, but some configurations, drivers, and features may not be available within g!Mobile 5. In addition, in some cases visual differences may exist. See Older Versions for more info.

Local g!System Control: The iOS Device can connect locally via WiFi connection to a g! Controller.

Remote g!System Control: iOS devices may connect remotely to a g!Controller via cellular networks or WiFi connection with Internet access as applicable. Note that Remote connections via the iPhone's cellular networks or on the Relay Server will experience a slower connection, particularly when viewing video streams, due to connection limitations. **Port Forwarding to the g!Controller is strongly recommended when using remote connections.**

Last Location Memory: g! Mobile will attempt to recall the last page viewed in the app if the iOS device goes to sleep or otherwise loses connection while logged into a system. Note the login screen may appear if the connection was interrupted while the device was “asleep”.

Rotation: All iOS devices include full rotation support for all tabs, including the login screen. The Login Screen will launch rotated to match current orientation, but will stay in that orientation until a system connection is made.

Pinch to Zoom (History): History sections on tabs such as Security, Climate and Pool tabs will zoom in and out when using the “Pinch” gesture on the iOS Device surface.

Hibernation/Multi-Tasking: The g!Mobile 5 app supports “hibernation” during multi-tasking. If another iOS App is opened in front of g!Mobile 5, you may experience a short re-connection delay or even need login to the system again when returning to the g!Mobile 5 app, particularly if connected remotely.

Real Time Update for Configurator Changes: g!Mobile 5 will automatically refresh when changes are made to interfaces or devices in Configurator, similar to Elan touch screens. Note that changes made while the device is asleep or the app is in the background may not reflect, and an app restart may be required.

Custom Display Settings: The g!Mobile 5 app allows the use of custom Display Settings (color schemes, etc.) and in general settings apply to all interfaces including iOS. *See Online Help (F1 in Configurator) for full details and disclaimer.*

THE FOLLOWING FEATURES ARE NOT SUPPORTED BY g!Mobile 5

Control variations & Limitations: Some custom controls have limited features or altered appearance in g!Mobile 5 compared to when used from an Elan Touch Screen. Some examples include:

- Weather Control: Forecast Only (no current conditions)
- Calendar Control: Non-Interactive
- Customizable Scenes: Activate only (scene cannot be edited in g!Mobile 5)
- Media Zone Mute: iPhone and iPod Touch will only show the Mute button when rotated to Landscape due to space limitations.
- History in the g!Mobile 5 app does not feature usage tracking.
- Pool: some special functions like Delays, Chlorinator, and other settings are not available.
- Video Controls: When rotated to Landscape, the iPhone/iPod Touch hides controls such as zoom and presets in order to enlarge the video feed.

Schedule Creation/Modification (Pool): Viewing, creating or modifying schedules in the Pool tab is not supported in g! Mobile.

Docked Control: Elan does not support using g! Mobile while the iOS Device is docked in an iPod music dock or other cradle.

Screen Saver: Photo Screen saver function is not available in g!Mobile 5.

Pop Message: g!Mobile 5 is not compatible with the Pop Message feature.

DVR Clip Saving: Clips may not be saved from g!Mobile 5 when viewing DVR.

Event Map Options: Event Map options available on normal touch screens (Jump To Screen, for example) are not available in g!Mobile 5.

Graphic/Art Browsing: Due to speed limitations, in some instances, g!Mobile 5 will not display graphics for interfaces that normally feature cover art or other graphic browsers. For example, HC Player Music Library>Album view will not display art in the g!Mobile 5 app.

Music Library – Tracks: The Internal Player and other digital music sources will not display the Tracks sort tab on the iOS app due to speed limitations.

Custom Icon Color Override: The g! Viewer allows uploading of custom icons into the viewer, and depending on display settings for Icon Override, the Viewer may show the icon as a single color for

display consistency. The override feature is not available in iOS and custom icons will display with original coloring.

Interface Sounds: Due to feedback from the Elan dealer base, support for interface sounds such as button press/release has been removed from g!Mobile 5.

Apple iOS devices not compatible with iOS version 5: iOS5 is required on all Apple devices for compatibility. Earlier Apple hardware running older iOS versions may not be compatible.

See Older Versions for a partial list of items that may not be supported or offer different functionality when using g!Mobile 5 to connect to older Core Module software.

Any feature not specifically noted as “supported” is not supported.

OLDER VERSIONS

g!Mobile 5 has been written to allow functionality present in the original HomeLogic Mobile Control app with newer iOS5 and up devices. While g!Mobile 5 is designed to offer basic compatibility with all releases of Elan g! and some releases of HomeLogic OneHome software, there are some limitations you may encounter when connecting to a system running older software. The below list provides some notable differences and limitations that may exist when using the latest g!Mobile 5 app to connect to an older core module controller. Other features or incompatibles may exist that are not listed below. Note that typically 4.0 and 5.0 core module versions will have more limitations than newer software—generally speaking any functionality present in the original HomeLogic Mobile Control/g!Mobile app’s for 4.0/5.0 legacy systems should be available, but newer features may not be supported.

Note that some items listed below may have partial support in newer core modules; typically for HC Series controllers (5.1 or above) the latest core module is recommended for full feature compatibility.

- DVR Tab is not supported. (4.0/5.0 systems)
- Irrigation Tab is not supported. (4.0/5.0 systems)
- Messaging Tab is not supported. (4.0/5.0 systems)
- The Schedule feature of tabs such as Lighting, and Climate is not supported. (4.0/5.0 systems)
- Home Pages are not supported or may not be customizable. (4.0/5.0-5.2 systems)
- Display Settings are not customizable. (4.0/5.0-5.2 systems)
- Generic Single Zone Controller does not support a Mute button. (4.0/5.0 systems)
- Internal Player cannot edit or save new playlists. (4.0/5.0 systems)
- Custom Tabs and Interfaces must be created on the appropriate resolutions for proper appearance: 800x600 for iPad, and 240x320/320x240 for iPhone.
- Hibernation/App Multi-Tasking support is available, but will always require a re-login to the system when connected remotely. As the last system name is stored, this will typically require a single tap only to re-establish connection. (4.0/5.0 systems)
- Some custom controls may be obsolete and not compatible with g!Mobile 5.
- Some drivers/interfaces may not be available for obsolete equipment in g!Mobile 5.
- Newer features such as Volume control on Media Zone Shields, Zone Grouping options, Multiple Displays in a zone and so on may require specific minimum core modules to function.

INTERFACE DIFFERENCES

SIDEBAR POSITION

In most instances, the iOS devices show controls (example: Media Zone Volume etc.) on the bottom of the Viewer, while Touch Screen and PC Viewers by default show these options on the right side of the screen. If it is desired to have all Viewers show these controls on the bottom, in Configurator, alter the **Display Setting** used to “Prefer Lower Sidebar” on PC Viewer and g! Touch Screens to better match the iOS app. See Online Help or the Training Guide for more information. (Core Module 5.4 or better only)

ROTATION RESOLUTIONS

All iOS devices include full rotation support for all tabs, including the login screen. For full compatibility, ensure any custom tabs or Home Pages have proper arrangements for all orientations in both Large Format (iPad, Elan Touch Screens, PC Viewer), and Small Format (iPod Touch, iPhone).

INSTALLATION AND BASIC USE

g! Mobile may be downloaded for free through the Apple App Store in the “Lifestyle” section under the name “g!Mobile 5”. You may either use the App Store icon on an internet connected iOS Device, or use iTunes on your PC to locate the application. Some search strings to locate the app include “g!Mobile”, or “Elan”. Once you have located g! Mobile, follow the prompts in the App Store to install the program, and if using iTunes, sync the application to your device.

Following install, the program may be launched by tapping the black and orange g! icon.

When launched, the program will display a Connection Type button that allows you to toggle between Local and Remote connections. Local will attempt to find local controllers via the WiFi connection on the local network. Tapping Remote will disable the local WiFi search and allow you to enter the System Name and Password to connect to a remote system either via WiFi with an internet connection or thru the cellular networks. The last login used will automatically be retained by the app.

Updates for g! Mobile will be automatically provided through the App Store.

HIBERNATION

In iOS5.1, the default behavior for all apps is to hibernate and keep running when the Home button is pressed or another app is opened. This is different than earlier iOS versions where pressing the Home key would exit the current app. All versions of g!Mobile 5 will utilize this behavior in iOS5.1 and do not close when the exit key is pressed. If you wish to exit the app, you must perform the following:

- Press the Home button to display the home screen.
- Double Tap the Home button--the tray with currently running applications appears at the bottom of the screen.
- To exit any app in the currently running tray, press and hold on the app tile until the tiles “vibrate” and a small red “-” appears on the corner of each running app.
- Tap the “-” icon on any desired app tile to exit that application.

Note: you may need to exit the app to break connection to a local system and make a new system connection.

COMMON MISTAKES

1. Trying to connect to a system with insufficient licenses. The g! controller must have a Viewer license available for an iOS Device to connect. The “Not supported by Lock Configuration” message indicates you are out of Viewer seats.
2. Creating/using interfaces without settings on the correct resolution. The iPhone/iPod Touch uses the Small Format resolutions. The iPad uses the Large Format resolution. Ensure to arrange items for both Landscape and Portrait views for best display.
3. Trying to connect to a g! Controller without a WiFi connection or the correct WiFi connection. When attempting to connect to local systems over WiFi or remote systems over WiFi with internet, ensure you are actually connected by looking for the radio icon at the top of the screen. Also ensure you are connected to the correct SSID if there are multiple WiFi networks available at your location.
4. Trying to connect to a remote system that is on the Relay Server, especially when the iOS device is using cellular networks. The Relay Server is a backup method of connection and will always be slower and less reliable than a direct (ports open) connection. Combining the slow speed of Relay Server with Cellular connection typically will result in a connection too slow for acceptable use. In all cases where cellular networks will be used, the g!System should have proper ports open for best results. In addition, it should be noted that Direct Connection is always preferable to Relay Server for performance on the iOS app, regardless of using WiFi or Cellular networks.
5. Incorrect System Name or Password. If you are connecting to a remote system, you must enter the full System Name, and both System Names and Passwords are case sensitive.