







Control Kanlux SMART products with the SMART LIFE mobile application











How to add a source to the SMART LIFE application





Download the SMART LIFE application from the App Store or Google Play Store. Register a user account and log in to the application.





Screw the bulb that you want to pair into the luminaire.

Press the "+" button in the upper right corner of the window.

Select the "Lighting" category and then the "BLE + Wi-Fi Lighting" type.



Confirm that the device is ready for the pairing process (bulb flashes rapidly).

If the bulb does not start flashing quickly, turn the lamp on and off 3 times using a traditional light switch. This will reset the bulb and put it in a state enabling the commencement of the pairing process.





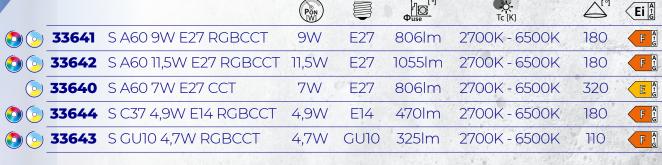
Select the Wi-Fi network and enter the network password.

Remember that Kanlux SMART devices operate on the 2.4 GHz WiFi band. The countdown time and pairing steps will appear on the screen.

Assign the device to a room in your house and start controlling the Kanlux Smart bulb from the application.



Technical information:









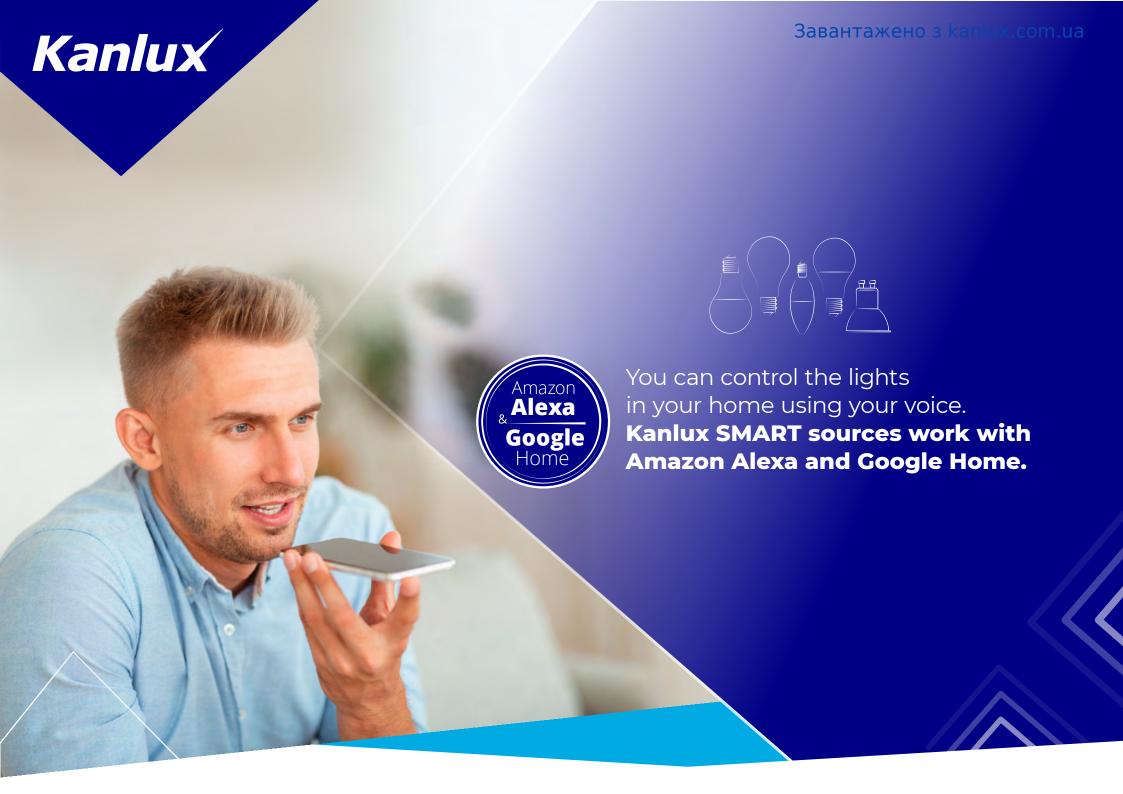




E27 CCT

Parameters:

- → Power supply: 220-240V~ 50Hz,
- → Life time: >15000h
- → Number of on/off cycles: ≥25000
- → Wi-Fi 2,4 GHz 16dBm
- → Bluetooth







→ "Plan-schedule" function

Set your daily routine of waking up and falling asleep, during which light will gradually put you in a state of nighttime relaxation or morning motivation, regardless of the season.

→ "Countdown" function

Programme a time when the light should turn off automatically.

→ Smart event connection function "Automation/Tap-to-Run"

Automate the lighting in your home, connect events such as time of day, your presence at home, and let there be light when you need it or let all the light, all the illumination, turn off when no one is home.

→ "Scenes" function

Use one of the eight predefined scenes with pre-programmed light parameters suitable for work, evening relaxation or time spent with friends.



