

FIRST STEPS IN MUVIS WORLD

Anellum

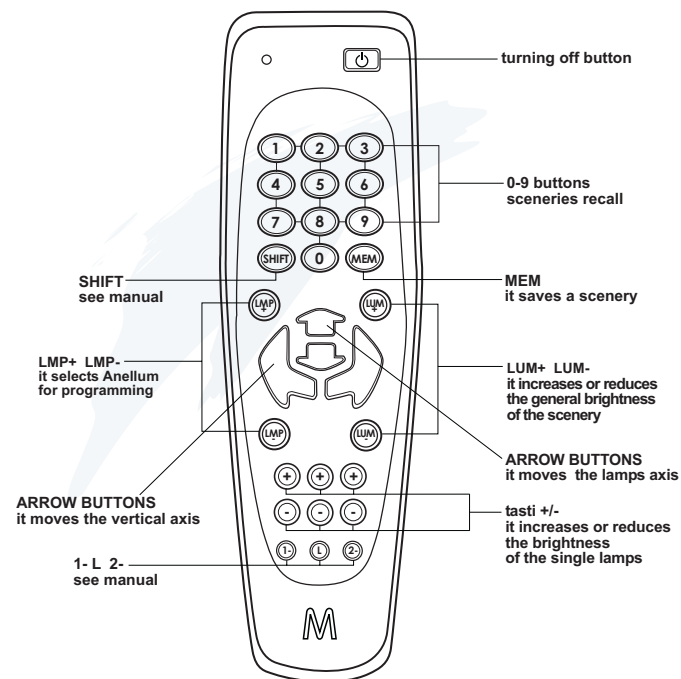
quickstart guide



step 3

and now... let's turn it on!

Press a button from ① to ⑤ to recall a scenery, the Anellum moves and lights up to reproduce one of the scene set up before.

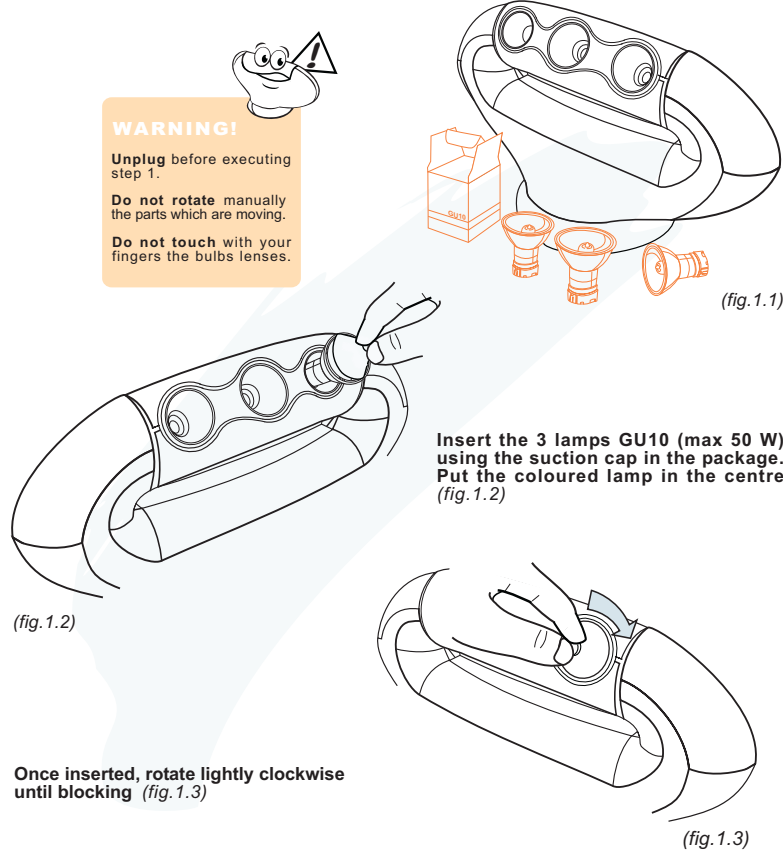


step 1

Lamps insertion

The package contains three halogen lamps GU10 and a suction cap (fig. 1.1)

WARNING!
Unplug before executing step 1.
Do not rotate manually the parts which are moving.
Do not touch with your fingers the bulbs lenses.

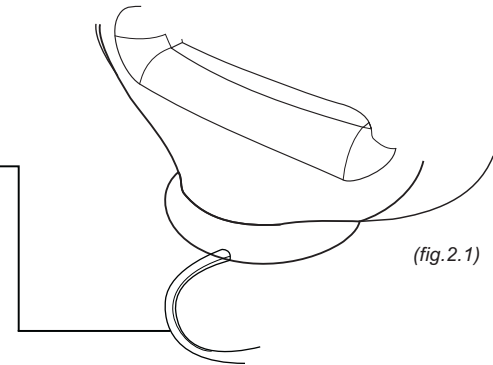
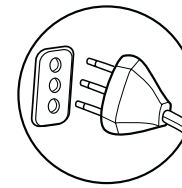


step 2

Putting the plug in the socket & first switching on

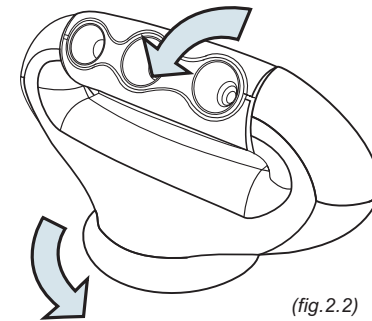
WARNING!
If you have more MUVIS lamps go to

Put the plug in the socket (fig. 2.1)



After having inserted the plug, the lamp will rotate automatically for about 15 seconds, (a slight mechanical noise during the initializing phase is normal), wait for the end of this phase (fig. 2.2)

NOTE
The initializing phase takes place only after having put the plug in the socket.



step 4

and now... let's turn it on!

Press a button from ① to ⑤ to recall a scenery, the Anellum moves and lights up to reproduce one of the scene set up before.

step 4

How to create your own bright scenery...

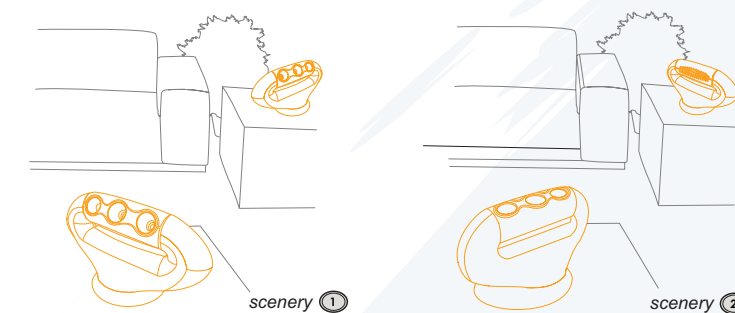
A scenery is the bright environment created by the position and by the luminous intensity of one or more Muvvis lamps.

if you have **one** Muvvis lamp

- A** recall with numeric buttons the scenery that you want to create (ex: ①)
- B** move the lamp with buttons
- C** increase and reduce the brightness of the 3 lamps with the buttons
- D** When you obtain the position and the luminous intensity that you desire press button **MEM** for 3 seconds until the Anellum flashes. The scenery is saved!

NOTE
To position the lamp precisely tap the buttons gently

To save other sceneries (es: ②, ③, ④) repeat the above described procedure.



if you have **more than one** Muvvis

- A** recall with numeric buttons the scenery that you want to create (ex: ①)
- B** select the Anellum that you want to program pressing repeatedly the button
- C** move the lamp using the buttons
- D** increase and reduce the brightness of the 3 lamps with the buttons
- E** When you obtain the position and the luminous intensity that you desire press button **MEM** for 3 seconds until the Anellum flashes. The scenery is saved!
- F** Repeat the procedure from **B** to **E** for every Anellum present in the living space

...even with more Muvvis lamps

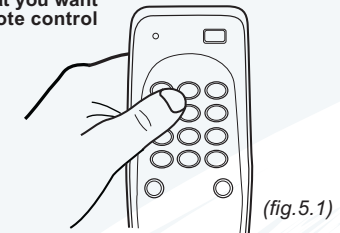
...even with more Muvvis lamps

All Muvvis lamps which are present in the house can be controlled by the same remote control; it is however necessary to give an identification number to each lamp. Follow this simple procedure:

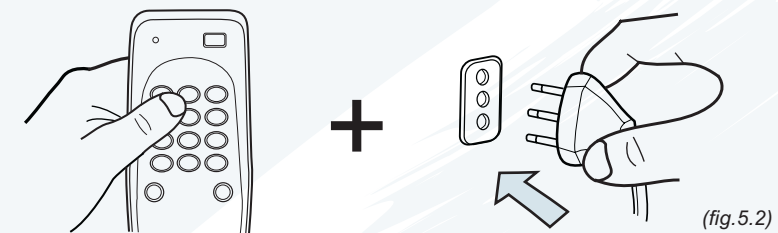
- A** Press buttons **SHIFT** **LAMP** **5** in sequence, holding button **5** pressed for five seconds
- B** Unplug the Muvvis lamp that you want program
- C** Press and hold the identification number that you want to assign to the Anellum (fig. 5.1) on the remote control

for the second lamp press ②
for the third lamp press ③
for the fourth lamp press ④
for the fifth lamp press ⑤

if you have more than 5 lamps consult the manual



- D** Go on keeping the remote control button pressed and put the plug in the socket (fig. 5.2)



- E** Wait for the Anellum to flash before releasing the button (about 10 sec.)

Repeat the procedure described above for every Anellum present in the house, at the end go from the step 2