CONNECT APP
&
MATTER BRIDGE

Documentation

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1 Mediola Connect App & Matter Bridge – general functionality

The mediola Connect app and the mediola Matter Bridge form a cohesive duo, with the Connect app acting as a companion app to the mediola Matter Bridge. The Connect app is used to commission the mediola Matter Bridge as well as to teach-in, control and automate the devices connected to it.

In addition, the devices taught-in to the mediola Matter Bridge can be connected to Matter via Bridge, without these products having to be Matter-capable themselves. As a result, all these devices can also be integrated into the major international smart home platforms from Apple, Google, Amazon, Samsung, etc., which support Matter, and can be combined seamlessly with many other brands.

Important Note:
The Matter Bridge is not a Matter Smart Home Hub. Every smart home platform necessarily requires a Matter Smart Home Hub (e.g. a HomePod for Apple Home) to integrate Matter end devices and Matter Bridges.

For this purpose, the bridge, including the connected devices, is simply integrated into the respective ecosystems via Matter with the help of a pairing code generated in the Connect app.

Of course, multiple bridges can also be integrated into the Connect app and imported into the Matter platforms.

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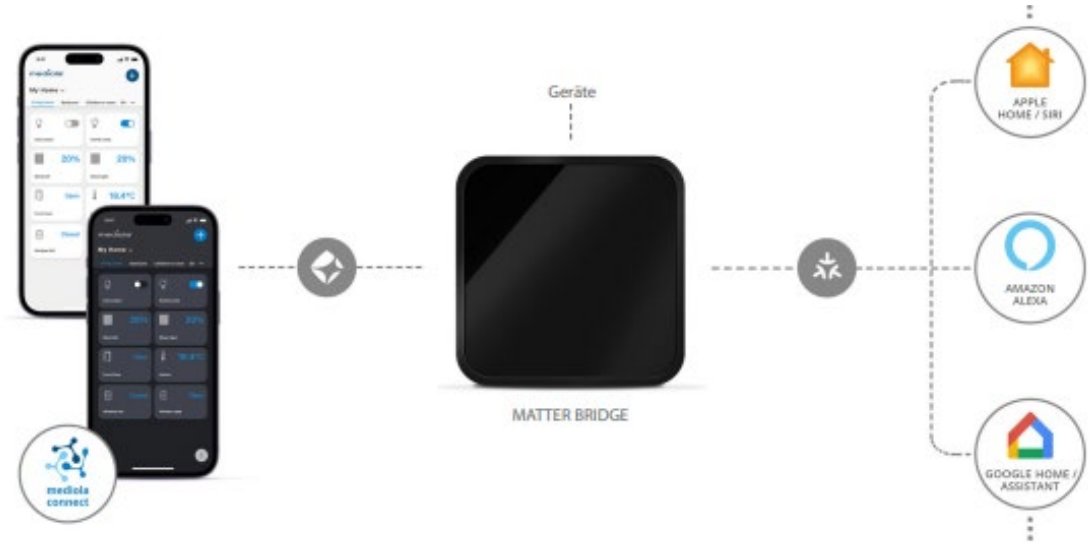

Note:

Only those device features that meet the current Matter specifications are supported in the Matter ecosystems. This means that features that are available from the manufacturer and via the Connect app may not be available there.

2 Prerequisites Connect App

The mediola Connect app is available for iOS and Android operating systems. The minimum requirements for installation on mobile devices are as follows:

- iOS 11
- Android 7.0 (API Level 24)

3 Commissioning of the Matter Bridge

To get up and running with the Matter Bridge with the Connect app, follow the steps below:

1. Connect your bridge to the power supply via the power supply. The LED lights up blue and indicates that the bridge is in *pairing mode* .
2. Open the mediola Connect app, click on *Start* and accept the End User Agreements.
3. Add a new bridge
4. Scan the QR code on the bottom of the bridge.

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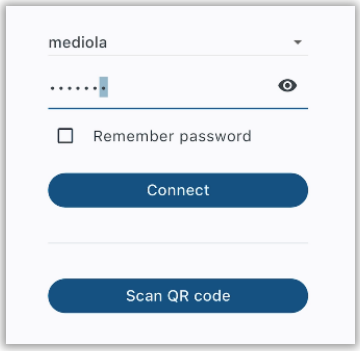
5. Select your Wifi network from the list and enter its network password. It’s recommended to tick "Remember password", so you don't have to log in every time again.



During the connection process, the bridge's LED will change to orange and finally to green after successful connection. Now the Matter Bridge is connected to your Wi-Fi.

6. Now go to the home screen of the app.

4 Homescreen

The home screen is the home page of the app and the starting point for all control and configuration. From the home screen, you can control all your connected devices and view their status, as well as open the detailed control of a device. The devices are sorted by rooms, which you can navigate through in the room bar. Under *Often used* , you'll find your most recently controlled devices.
However, you can not only access your devices from the home screen, but also all menus and functions of the app in one place.

Use the plus icon in the top right corner to *add rooms, devices, bridges* or *homes.*

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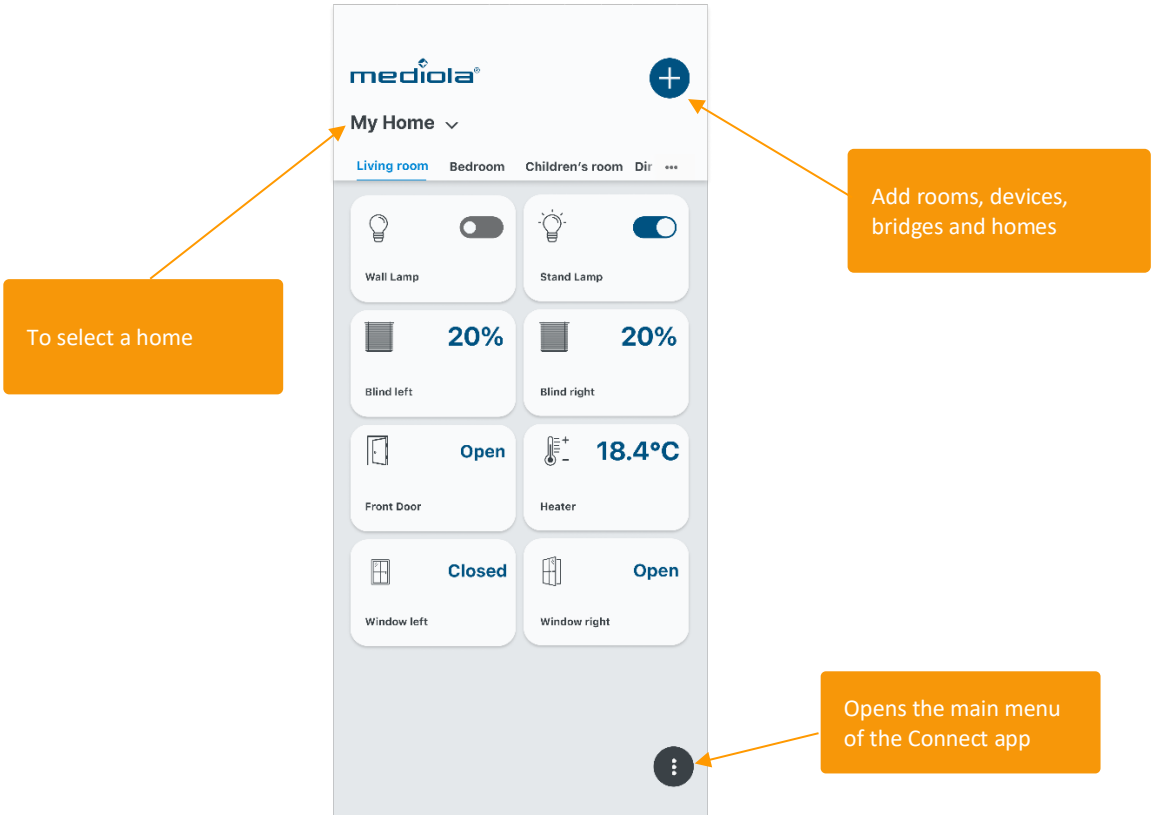

Any warning messages are indicated by a red triangle at the top next to the plus symbol. Click on it to see the messages (you can delete the list here aswell).

5 My Home

At the beginning, My Home is the default Home, which you can of course rename. But you can also manage multiple *homes*.

5.1 Creating a Home/ Multiple Homes

For example, if you have a bridge for your primary residence, you can use the app to operate and manage this home with rooms and devices. By creating a second home, you can also store and manage your holiday home in the same app. By managing your devices in separate homes, your devices are always clearly organized.

The plus symbol in the upper right corner can be used to create a new home. Afterwards, the corresponding bridge can be added, also via the plus symbol.

Note:

If you add a home that doesn't have an assigned bridge, that home will be automatically removed the next time you restart the app

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5.2 Edit at home

To edit the home, open the main menu, select *Home* and click on your home. Now you can edit the name.

5.3 Delete your home

To delete the home, you'll need to remove the conneted bridge from the app. To do this, open the main menu, select *Home* and click on your bridge. There you can delete Bridge and Home using the *Remove Bridge* button.

6 Rooms

In any home, the devices are organized in rooms. This means that devices must ALWAYS be assigned to a room. Therefore, at least one room must be created BEFORE the device is integrated.

6.1 Creating rooms

By default, there is no room at the beginning, but only the *Often Used* category (clock icon).
So first please create at least one room using the plus symbol in the upper right corner.
You will then see your rooms in the room list on the home screen.

Note:
Empty rooms (rooms without devices) are not permanently stored, so empty rooms may be lost after a refresh of the app or a close and open of the app. Rooms are not permanently stored until they contain at least one device.

6.2 Renaming or deleting rooms

To delete a room, open the main menu. Select *Home* and click on the room.
Now you can rename the room and save or delete it.

7 Add and control devices

Once you've created a room, you can now add devices using the plus icon in the top right. To do this, use the drop-down list to select the room to which the device should be added and scan the QR code of your device.

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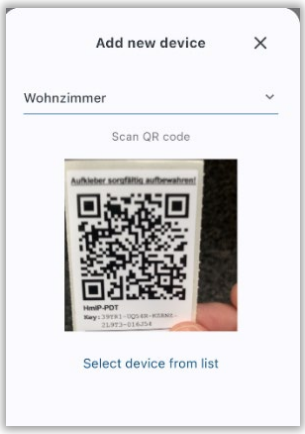
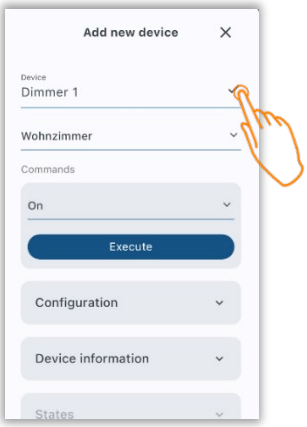


Then put the device in teach-in mode. Now click on *Next* to teach the device to the bridge and integrate it into the mediola Connect app.

If your device doesn't have a QR code to teach, click *Select device from list* and select device type and manufacturer. The app will then guide you through the device-specific teach-in process.

If the teach-in process was successful, the settings menu of the device opens. Among other things, you can change the default device name or view available status and device information. To finish teach-in the device, click on the checkmark behind the device name and close the device settings.



Now the connected device appears as a tile on the home screen of the app in the respective room. Here you can check the current status and directly execute simple switching commands.

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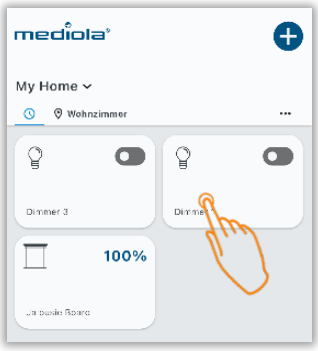
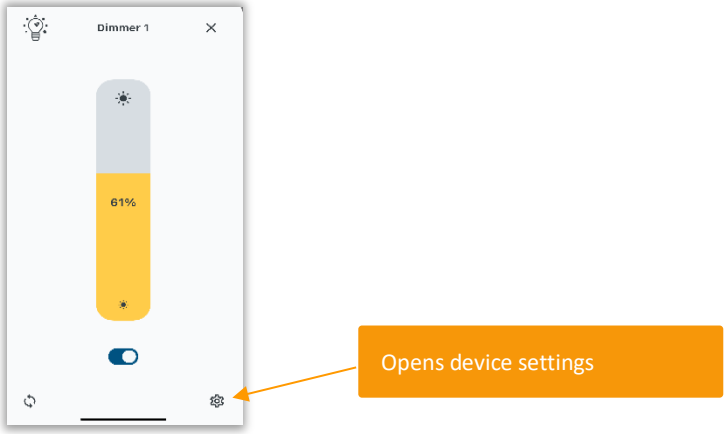


If you click on the tile of the device, the detailed view of the device opens, where you can use all the built-in commands and all built-in states will be displayed.



7.1 Device

Swipe up or click on the gear icon to open the device's settings. Here you can change the device name or the room assignment. Commands, status and device informations are available here, as well as possibly adjustable configuration parameters (such as runtime for roller shutters).

7.1.1 Direct Runtime Settings for Somfy RTS

For Somfy RTS devices, it is necessary to configure the runtime settings. Therefore enter and save the measured time in milliseconds here (for runtime up → The time taken from bottom to top | for runtime down → The time taken from top to bottom). Without these settings, the position of the RTS devices cannot be calculated, potentially causing issues with both the status indication and the slide function. After setting the runtimes, it is also necessary to allow blinds or similar items to run completely upward (for the entire set time) to calibrate them (as a reference run). If the execute reference run option is set to "true," it will always be executed. This is only meaningful if conventional radio remote controls are frequently used to control the devices, to calibrate the position again, as the RTS radio protocol generally does not provide any feedback of the current device state.

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7.1.2 Direct Links

If devices support the possibility of direct linking (e.g. HmIP window sensors), the linkable devices (e.g. HmIP thermostats) can be selected via the *Links* button.

8 Groups

If you want to control several devices of the same device type together, you can create a group for this.

Note:

The device types stand for functional scopes. For example, a dimmer with the functions on/off/dimming value in % can be added to a group of switches with the functions on/off. But a switch cannot be part of the dimmer group because it does not have the necessary function (dimming value in %). The same applies to roller shutters and blinds. Since roller shutters only have functions that blinds have, but blinds have additional functions, blinds can therefore be part of a group of roller shutters, but not the other way around.

8.1 Creating a Group

Open the main menu and select *Groups*. You can use the *New Group* command to start creating a new group.
Now select the device type of your group and enter a name for the group.
You can then select the devices that you want to be part of the group from your devices that match the selected device type for the group. Of course, the assignment can be changed later.

In the Room drop-down , you can specify whether you want your group to appear in a specific room. If you don't select a room, the group will appear in all rooms that have devices in the group. If you select *Hide group in rooms*, the groups will only be displayed in the groups section of the main menu.
You can use *Execute* to test the group's functionality before saving.
Finally, click on *Create Group* to create the group.

Note:

A group without a device cannot be saved.

8.2 Controlling the group

You'll find the group in the assigned room as a device tile (except you've selected *hide group in rooms*). By using the controls, you can now control all devices in the group together. The state of groups is only displayed when it is set (i.e. during/after operation). Otherwise, however, groups do not have any "group state".

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8.3 Edit and delete a group

To edit a group, open the main menu, go to *Groups* and select the assigned group and edit the respective parameters. Don't forget to save your changes. The delete button can be used to remove the group.

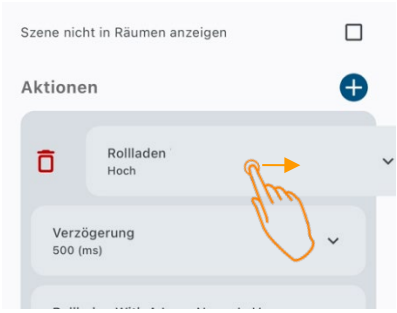
9 Scenes

Scenes are sequences of different commands for devices or groups that are triggered by pressing a button. The individual commands within a scene are executed one after the other in the order of arrangement in the app (from top to bottom). For example, in a "morning routine" scene, you could first raise the shutters and switch on the coffee machine in the kitchen via a plug.

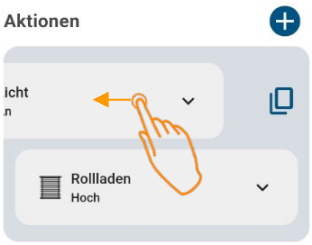
9.1 Creating Scenes

You can find *Scenes section* in the main menu. Here you can create your scenes using the *New Scene* button . Start by naming the scene, then click *Add Action*. Then select the first action of your scene, e.g. the group Shutters. Now select a command, e.g. *Up*. To add more devices, group actions, or even a delay (i.e., a pause in milliseconds), select *add action*.

You can *delete* an action that has already been added by swiping the action to the right.



You can *duplicate* an action you've already added by swiping the action to the left.



You can change the sequence of actions by holding down the action and then dragging it to a different position.

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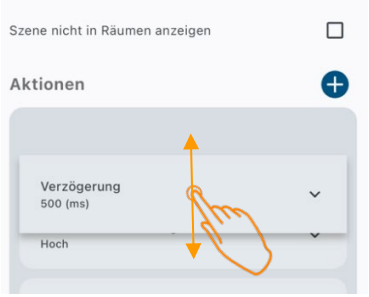

In the dropdown *room*, you can assign the scene to a room. If you don't select a room, the scene will appear in all rooms which include devices of the scene. If you select *Hide scene in rooms*, the scenes will only be displayed in the *Scenes section* of the main menu.
To save the scene, click *Save*.

Note: You can't save a scene with no action.

9.2 Controlling Scenes

You'll find the scene in the assigned room as a device tile (except you've selected *hide scene in rooms*). You can use the Execute button to start the scene.

9.3 Edit and delete scenes

To edit a scene, open the main menu, go to *Scenes*, and select the appropriate scene and edit its parameters. Don't forget to save your changes. The *Delete button* can be used to remove the scene from the bridge.

10 Rules

Rules are IF-THEN automations. They always consist of at least one triggering event (IF) that must occur to start the automation and a sequence of actions (THEN) that will be executed when the triggering event occurs.

10.1 Creating Rules

You can open the *Rules* section via main menu. Here you can create your rules using the *New Rule* command . First, enter the name of the rule and then define the validity period by entering a start date and/or an end date.

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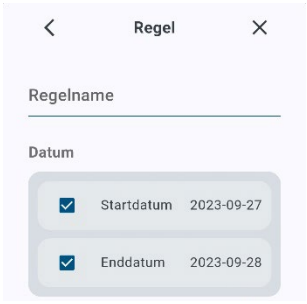


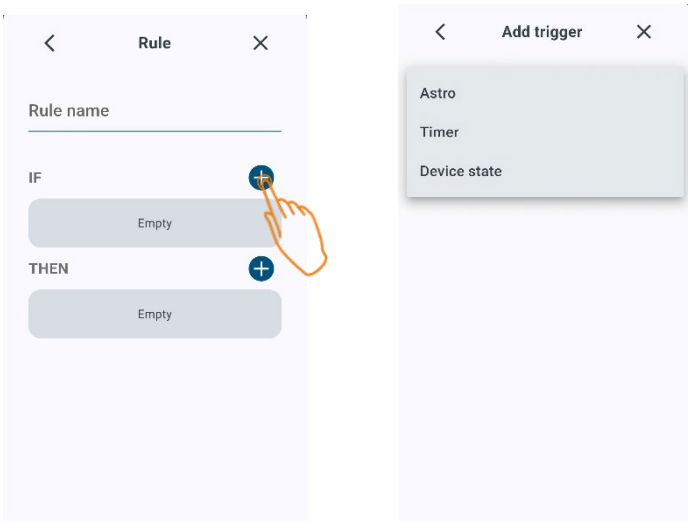
If you remove the check mark for both, the rule is valid without time limitations.

10.1.1 IF Block (Trigger)

In the IF block, you can determine the triggers of an automation. Trigger means that as soon as the event in the IF block occurs, the rule and the included actions will be executed.

The following types of triggers are available:

- *astro* (e.g. sunrise or sunset)
- *timer (*time events)
- *device status* (status of the integrated sensors)



Choose a trigger type and adjust the parameters as needed to determine how to trigger the actions.

Astro

Dawn and dusk as well as sunrise and sunset can be selected as triggers. In addition, a time offset (e.g. 10 minutes after sunrise) can be set for the respective selection and a time limit can be set (e.g. at 9 a.m. at the earliest).

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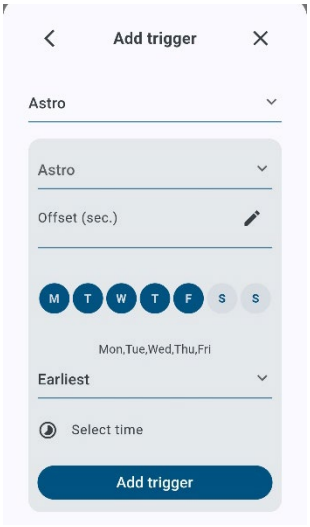
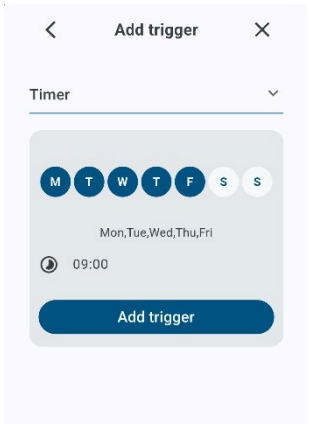


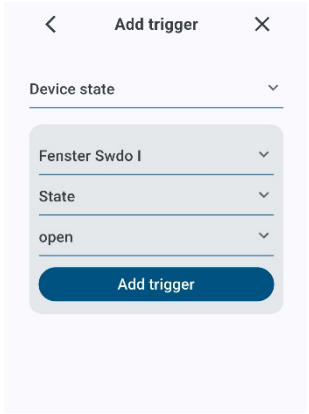
Timer

You can set a specific time on defined days of the week as the trigger.



Status

You can also select the status of a sensor as the trigger.



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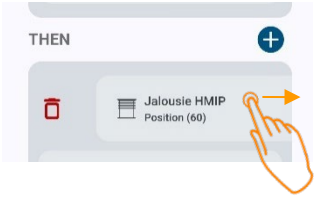
Note:
Multiple IF conditions can also be used in a rule. Then the rule is triggered when either one **OR** the other IF condition occurs.

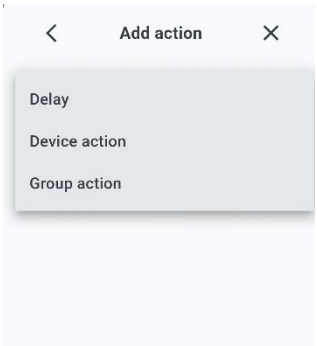
You can *delete* triggers by swiping the trigger to the right.



You can *duplicate* triggers by swiping the trigger to the left.

10.1.2 THEN Block (Action)

You can set multiple actions in the THEN block, that will be executed as soon as an IF trigger occurs.
As an action you can choose between *device* and *group actions as* well as *delays* (pauses in milliseconds).



Any number of actions can be added to the rule, which will always be performed one after the other (in order from top to bottom) when triggered. The order can be changed by dragging the respective actions to a different position.
You can delete an action by swiping it to the right. You can duplicate an action by swiping it to the left.
Once you've made all the settings, save the rule by using the *Save* button.

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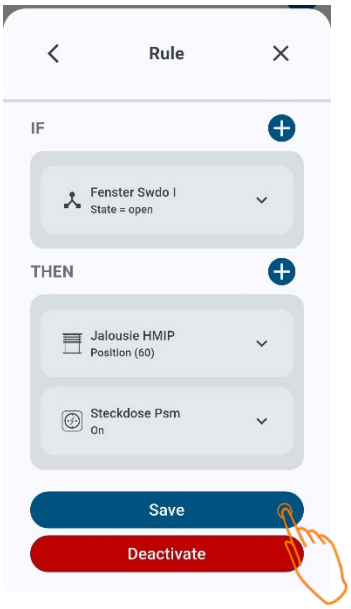
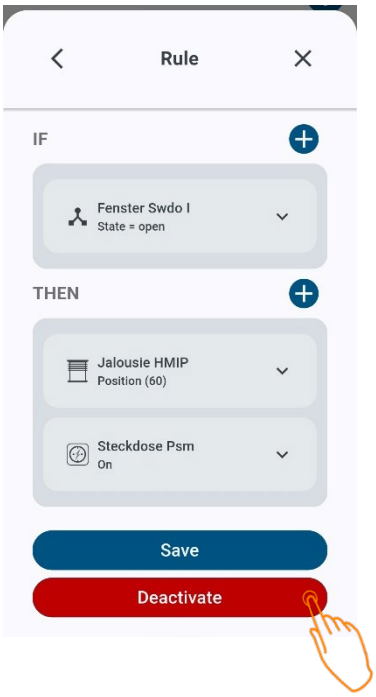


10.2 Disable rules

When a rule is saved, it is always active. If you want to deactivate the rule for a certain period of time so that you can reactivate it later, you can do so in the opened rule by using the *Deactivate* button.



If the rule is disabled, the function of the button changes to *Activate*. You can use this *Activate* button to reactivate the rule.

10.3 Edit and delete rules

To edit a rule, open the main menu, go to *Rules*, select the rule and edit the parameters. Don't forget to save your changes. The *Delete* button can be used to remove the rule from the bridge.

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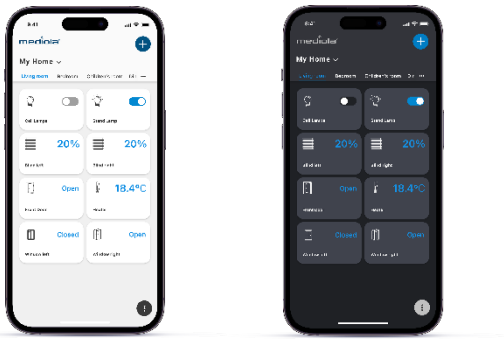
11 Change your app theme

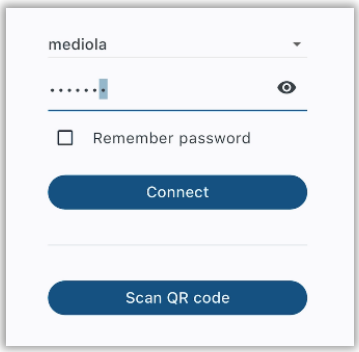
If you want to switch between a light and a dark app theme go to *main menu* → *settings* → *system.*



12 Integrate more bridges

In the Connect app it is possible to manage multiple bridges for a home. To do this, first select the *Home*, then click the plus in the top right corner and *Add New Bridge* to add another bridge. Now scan the QR code of the bridge

And then connect it to your Wi-Fi network (as described in more detail in Chapter 3).



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13 Using the Bridge with Multiple Mobile Devices

Using the bridge with multiple mobile devices is simple. Once the bridge has been initially integrated into the home network, it can be integrated into the mediola Connect app for other mobile devices that are on the same network. In general, the Connect app on the mobile device used for the initial setup of the bridge has *administrator rights*. This means that all functions (including deleting, making changes to settings & devices, etc.) are available there. Each additional mobile device receives only *user rights* for the bridge, allowing control only.

To set up another mobile device with user rights, it is necessary to start the Connect app on the additional mobile device, select the already created home (which will be found automatically if you are connected to the same network) and add a bridge there. A QR code generated in the Connect app with admin rights needs to be scanned. To do this, go to the main menu in the *Home section* and click on *Grant Access*. Now a window with a QR code opens, which you scan with the other mobile device under *Add New Bridge* in the Connect app. Done. The devices to be controlled are automatically discovered and displayed. Repeat this process for each additional mobile device.

13.1 Switch from user rights to administrator rights

To switch from user rights to administrator rights on a mobile device, go to the main menu in the *Home section* select the bridge and click on *Connect as admin*. After scanning the QR code on the bridge, this mobile device will also have full administrator permissions.

Note:
Multiple mobile devices can have administrator rights. Please note that in this case, all administrators can make changes to the system, including critical ones.

14 Remove Matter Bridge from the app

To remove the mediola Matter Bridge from the app, open the main menu, select *Home* and then select your Bridge. You can delete the bridge from the app via Remove Bridge.

15 Updates

Under *main menu → home → your bridge → Check for updates*, you can check, if there are any updates for your bridge available and install them. Usually, you'll also get a notification in the app when a new firmware update is available for your bridge.

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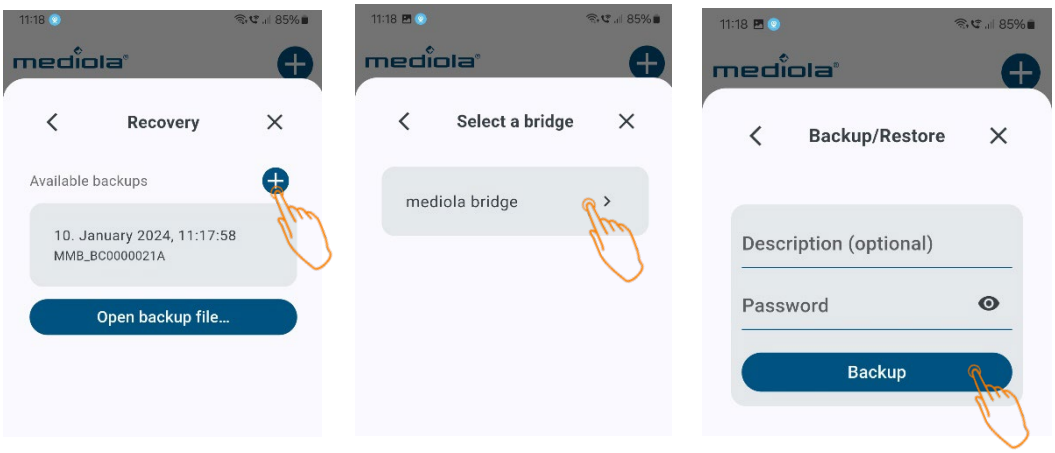
16 Network

Under *main menu → home → your bridge → network settings* you can view the network settings of your mediola Matter Bridge. DHCP is set as the default. If you switch from DHCP to manual, you can adjust the network settings in the menu itself.

17 Backup & Restore

17.1 Create backup

Under *main menu → home → recovery* you can create backups. To do that select the bridge you want to backup, enter a name and a password and finally create the backup by tapping the *Backup* Button.



Note:
Please note the password with which the backup is protected, as it cannot be reset or otherwise restored. Without knowing the password, a backup cannot be restored.

17.2 Install a backup

Under *main menu → home → recovery* all installable backups are listed. To load a backup tap on it, select the desired bridge, enter the password of the backup and finally tap *Recovery*.

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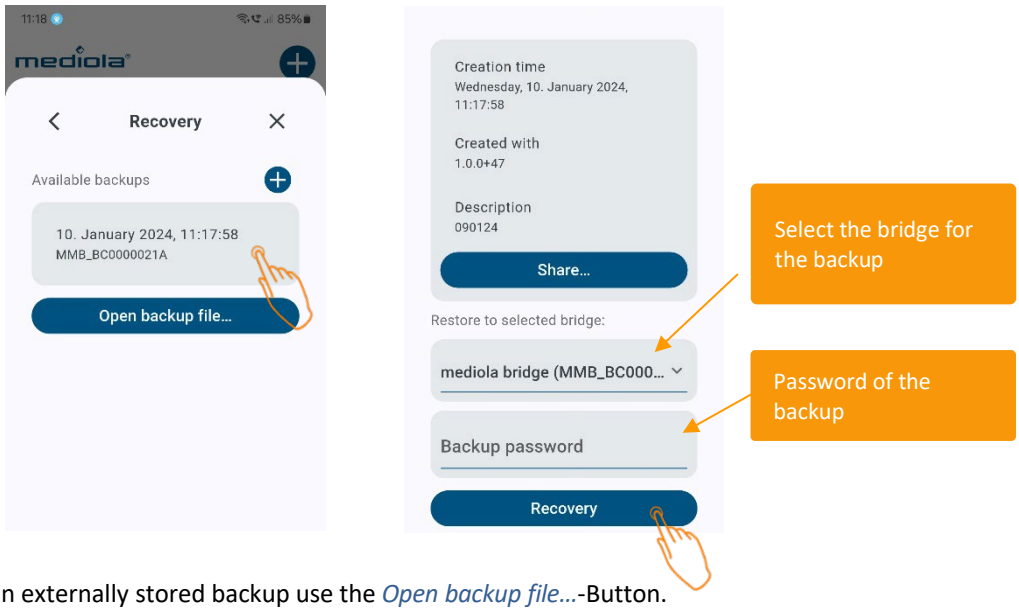


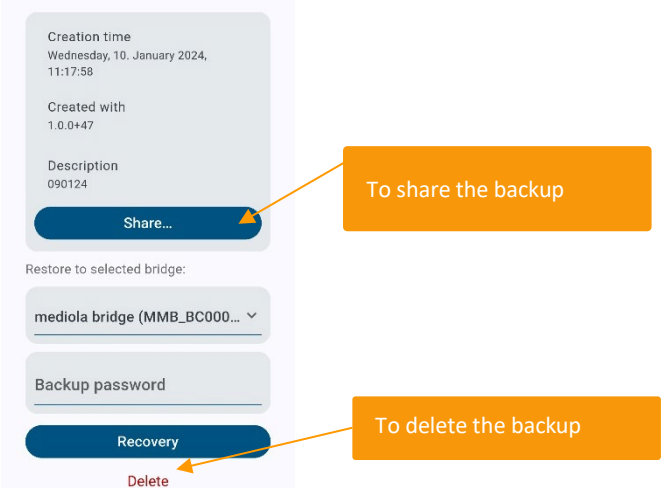
If you want to install an externally stored backup use the *Open backup file…*-Button.

17.2.1 Replacement of a Bridge

If a bridge needs to be replaced one-to-one with another (e.g., in case of a defect), you can proceed as follows. Required is an existing backup of the old bridge. First, delete the old bridge from the app under *Main Menu → Home → Your old bridge*. Now you can add the new bridge as described in Section 3. After integrating the new bridge, you can restore the last backup of the old bridge onto the new bridge (see the previous section). The replacement is now complete.

17.3 Share or delete a Backup

Under *main menu → home → recovery* you can select an existing backup by tapping on it. To save the backup to an additional location, you can use the *Share* button. To delete the backup, use the *Delete* command.



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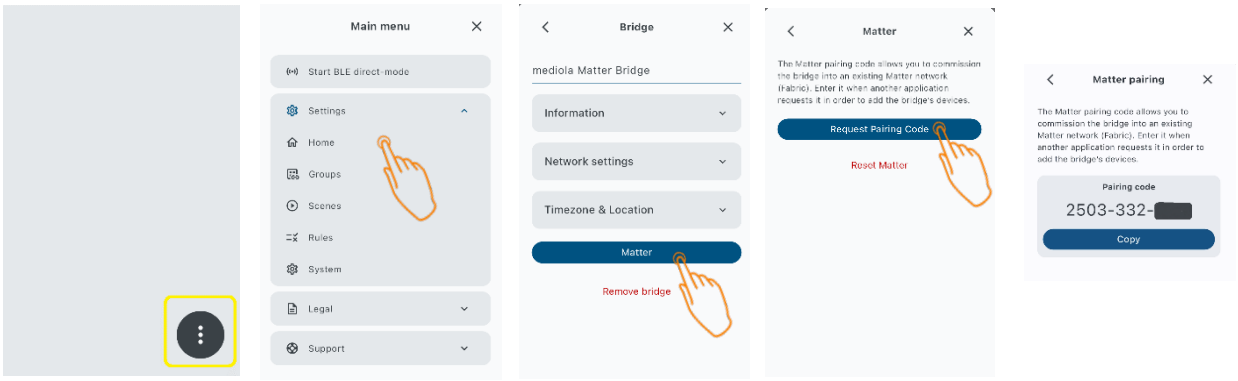
18 Import devices into Matter platforms

Thanks to the mediola Matter Bridge, you can import your connected devices via Matter into the large smart home systems from Apple, Google, Amazon, Samsung, etc. including their voice controls.

Note: For Matter integration, a Matter Smart Home Hub for the respective Matter ecosystem (e.g., an Apple HomePod for Apple Home) is mandatory for the Matter Bridge, just as for any other Matter device.

To do this, open the main menu at the bottom right or left of the screen in the Connect app.



Open the settings and select your *Home*. Click on your mediola Matter Bridge to open the bridge settings. Click on the *Matter* button and then the *Request Pairing Code* button to generate a pairing code. Copy your pairing code and open the respective app.

Note: If you are using multiple bridges, it is necessary to import each bridge individually into the respective Matter platforms via pairing code.

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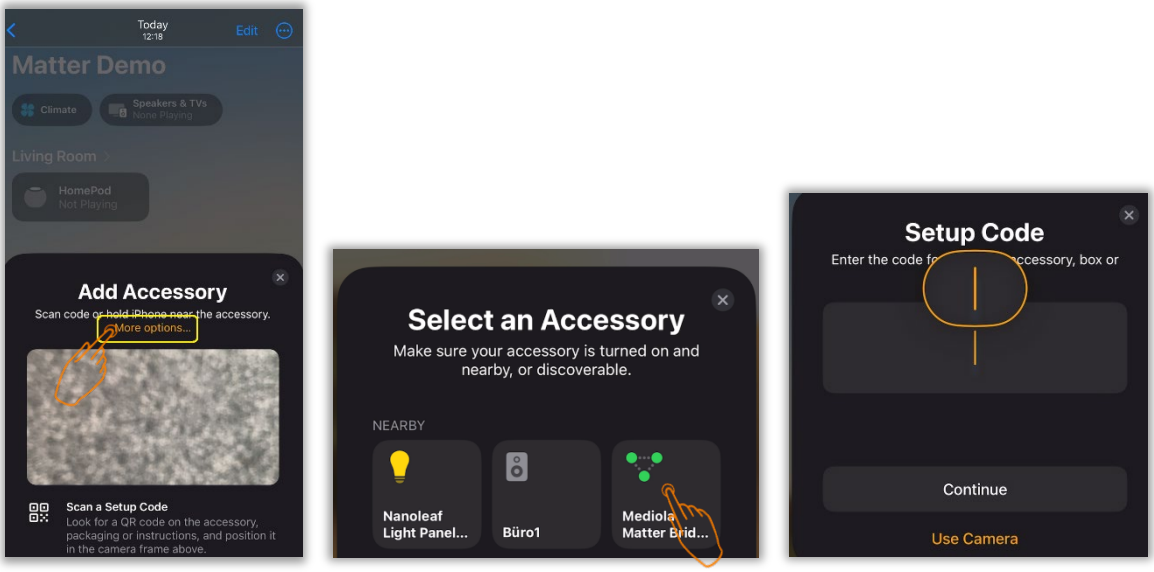
18.1 Import to Apple Home

Prerequisite: A Matter-enabled Apple HomePod

Open Apple's Home app and go to main menu and *main menu - → add accessory → more options→ Mediola Matter Bridge* and enter the pairing code you copied from the connect app.



Now the Home app will ask you to assign the imported devices to rooms. You can also change the device names if you want to.

Now you can control your devices with the Apple Home app or Siri.

If you later add new devices to the mediola Matter Bridge, they will automatically be transferred to the Apple Home app. You don't need to sync. The Home app and Matter Bridge sync automatically.

18.2 Import to Google Home

Requirement: A Matter-enabled Google Hub

Open the Google Home app and go to *main menu → add* new *device → Select a home → Matter-enabled device → set up without a QR code* and enter the pairing code from your connect app.

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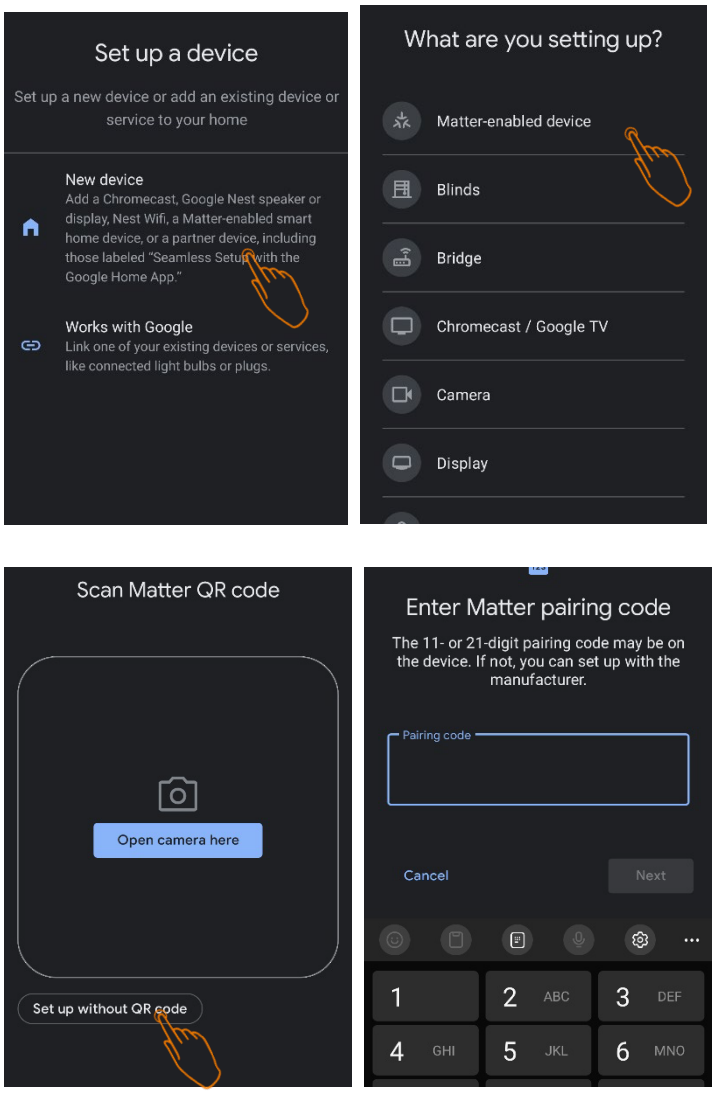

The devices are now imported. You can also change the room assignment and device name if you want to.

Now you can control your devices with the Google Home app or Google Assistant.

If you later add new devices to the mediola Matter Bridge, they will automatically be transferred to the Google Home app. You don't need to sync. The Home app and Matter Bridge sync automatically.

18.3 Import to Amazon Alexa

Prerequisite: A Matter-enabled Amazon Echo device

Go to the Alexa app from the main menu *and Add device → Other → device with Matter logo → enter numeric code instead* and enter the pairing code you copied earlier.

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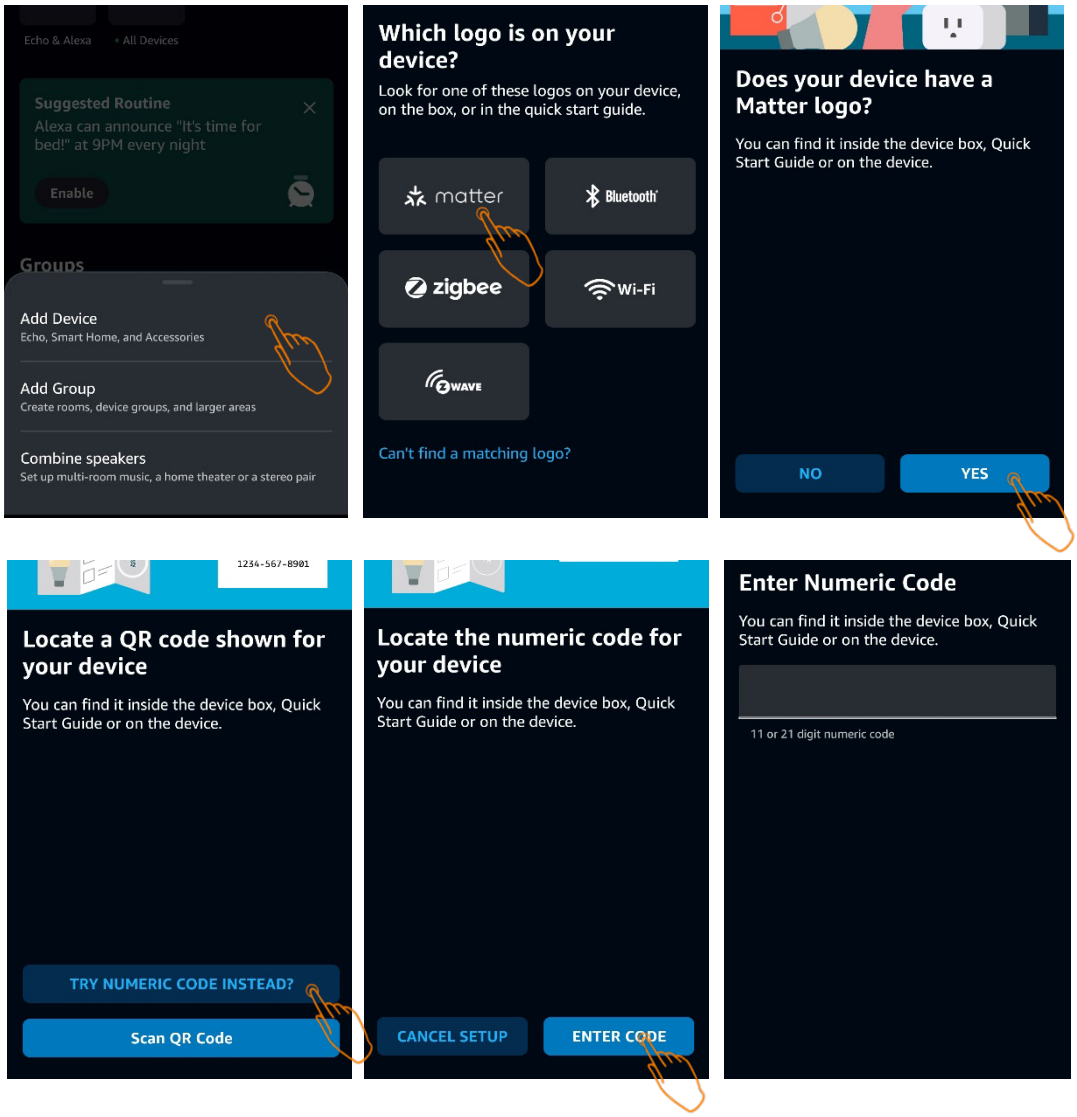

The devices are then imported. You can also change the room assignment and device name here if you want to.

Now you can control your devices with the Alexa app or Alexa voice control.

If you later connect new devices to the mediola Matter Bridge, they will automatically be transferred to the Alexa app. You don't need to sync. The Alexa app and Matter Bridge sync automatically.

18.4 Import to SmartThings

Requirement: A Matter-enabled SmartThings Hub

Open the SmartThings app and go to main manu and *add a new device → partner devices → Matter → add without a QR code* and enter the pairing code you copied from the connect app.

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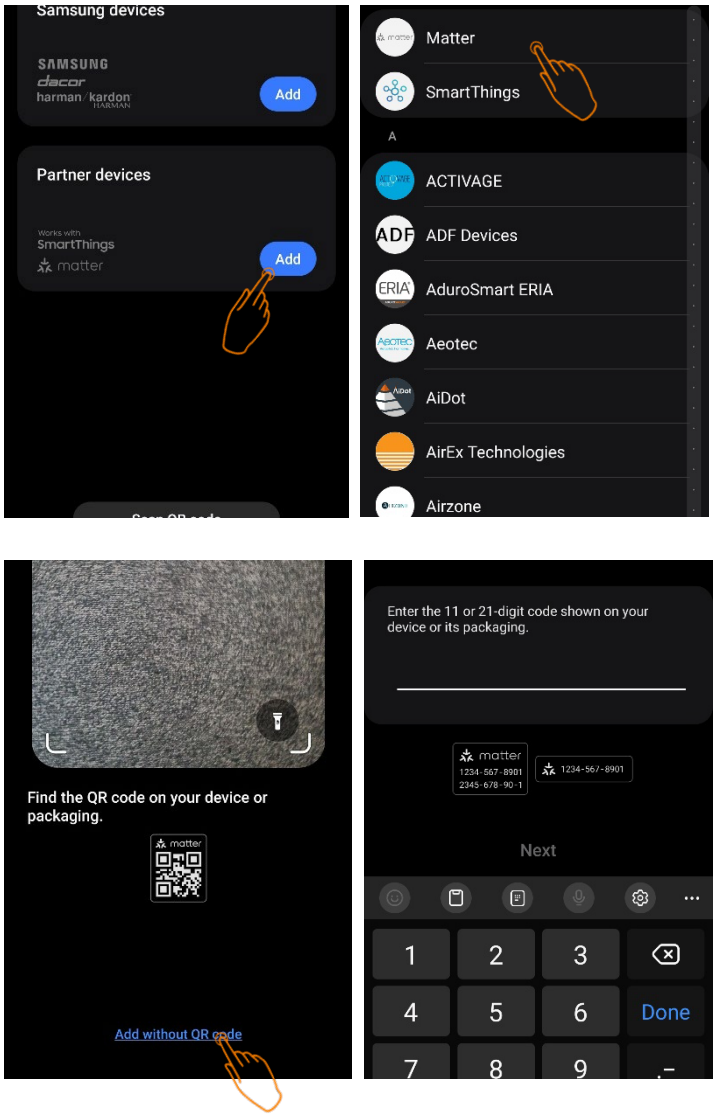

The devices are then imported. You can also change the room assignment and device name here if you want to.

Now you can control your devices with the SmartThings app.

If you later add new devices to the mediola Matter Bridge, they will automatically be transferred to the Smart-Things app. You don't need to sync. The SmartThings app and the Matter Bridge sync automatically.

18.5 Undo Matter Pairing

To undo the Matter pairing go to *Main Menu → Home → Your Bridge* and use the *Reset Matter* function. Of course, your devices will continue to be connected to the mediola Matter Bridge and can still be controlled in the mediola Connect app, only via Matter (e.g. Apple Home) these devices will no longer be accessible.

19 Matter Bridge – Modus & Reset

The mode of the bridge is indicated by the colors of the LED on the topside of the bridge:

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LED color	Meaning
blue	In Bluetooth LE mode (for initial setup)
orange	Connecting to the network...
green	Connected to the network

To restart the bridge, you just need to disconnect it briefly from the power.

To reset, you need to press and hold the reset button on the back of the bridge with a pointed object for an extended period. Release it in one of the following reset modes:

LED color	Meaning
green	Wi-Fi/WLAN credentials will be reset
red	Reset to factory settings

Important: Only if you release the button when the LED is illuminated in the right color the desired reset mode will be executed.

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