# Dashboard

Central hub for all the devices, assets and scenes, sorted by rooms.

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# Devices

In the **Devices view** you can see all the devices in the selected rooms or all devices in the project if **All Rooms** option is selected.

## Device List

- **Rooms**:
  - **Room isolation -** Left hand side column is dedicated to sorting the devices by rooms. Here you can either toggle the displayed devices either to a specified room or every available one.
  - **Display -** The main, central body of the view, where the devices are displayed, sorted by rooms, with applied filters.

- **Filters**
  - **Category** - Lets you filter the displayed devices by a category of the device. Remember, you have to set the device category manually, when setting up devices.
  - **Search** - Use the text field to type a name of the device you are looking for.
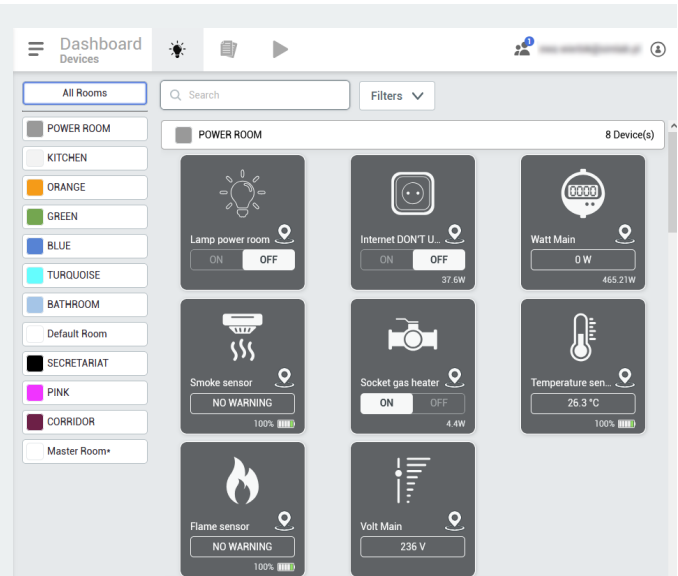


## Device Details

After clicking on one of the devices, you will see the device details. By clicking the **pin**  icon you can transport to the device's location, If the device wasn't placed yet, you can do it by clicking on the **add** icon.
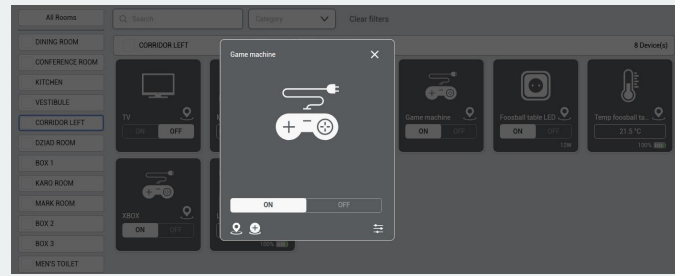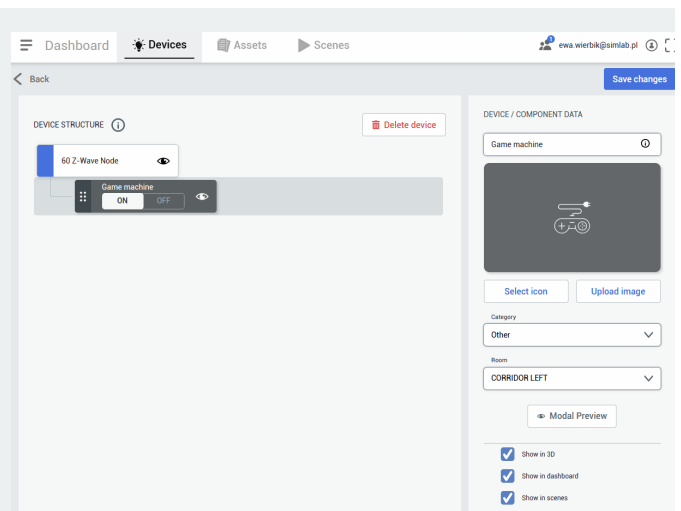


# Device Settings

By clicking **settings**  icon you can change the device's details:
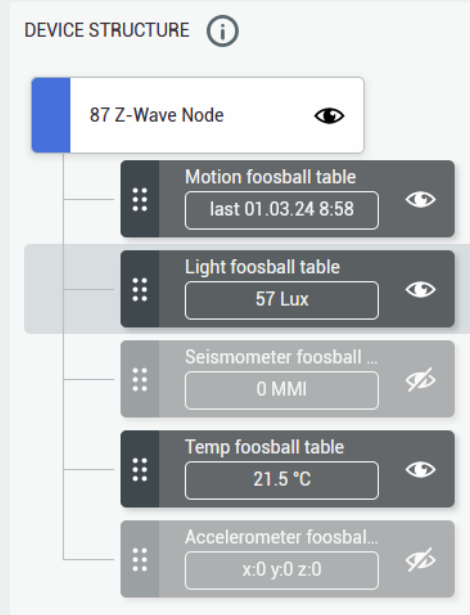
- name,
- icon,
- image,
- category,
- room,

and visibility in the 3D view.



# Device Structure

You can also see a device structure - it varies for different devices - there can be a few devices connected to one master device, or just one. It depends on the provider's hub structure and you can decide which elements should be visible in the 3D view.

DEVICE STRUCTURE ⓘ

87 Z-Wave Node  👁

Motion foosball table
last 01.03.24 8:58  👁

Light foosball table
57 Lux  👁

Seismometer foosball ...
0 MMI  👁̸

Temp foosball table
21.5 °C  👁

Accelerometer foosbal...
x:0 y:0 z:0  👁̸

# Assets

An **asset** is a **physical object** (*that lacks smart connectivity*) you, as a user, wish to keep track of in the SIM-ON project space. For example assets, see the screenshot below.

In the **Assets view** you can see all the assets in the selected rooms or all Assets in the project if **All Rooms** option is selected.

- **Rooms**:
  - **Room isolation** - Left hand side column is dedicated to sorting the assets by rooms. Here you can either toggle the displayed assets either to a specified room or every available one.
  - **Display** - The main, central body of the view, where the assets are displayed, sorted by rooms, with applied filters.
- **Filters**
  - **Category** - Lets you filter the displayed devices by a category of the asset. Remember, you have to set the asset category manually, when setting up assets.
  - **Search** - Use the text field to type a name of the asset you are looking for.
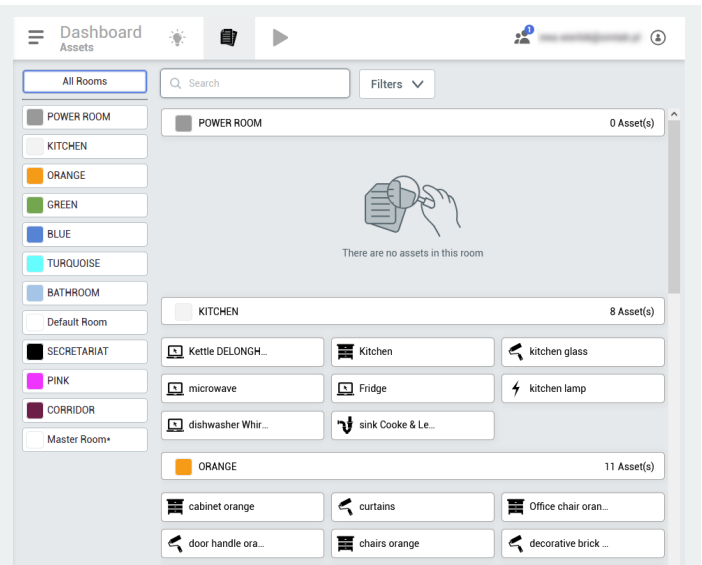


Selecting an asset tile will reveal it's details. Press "**Edit asset**" to manage the asset information and files uploaded to it.

# IBM Maximo

If you have a connected Maximo provider to your space, you gain an additional feature within Assets to link them with Maximo assets:

When asset is not linked with Maximo, you will see the following options:

Adding from existing lets you add a link that you might have added before in the **Resources** page. This will reveal a similar Maximo Links list for you to choose from:



Selecting "Add new" will open the following Maximo List to add new link from.

# Scenes

Automate the **Devices** behavior with various triggers and states within the project.

## Scene view



In the **Scene view** you can see all the scenes available. Scenes can manage different scenarios including turning on the lights on, planning to turn on or off different devices depending on the various triggers. Additionally you can add new scenes from here as well or delete the existing ones.

To delete a scene, click the **more options** button on the scene tile. Clicking a Scene Tile will open Scene Editor view, where you can edit the scene if necessary.
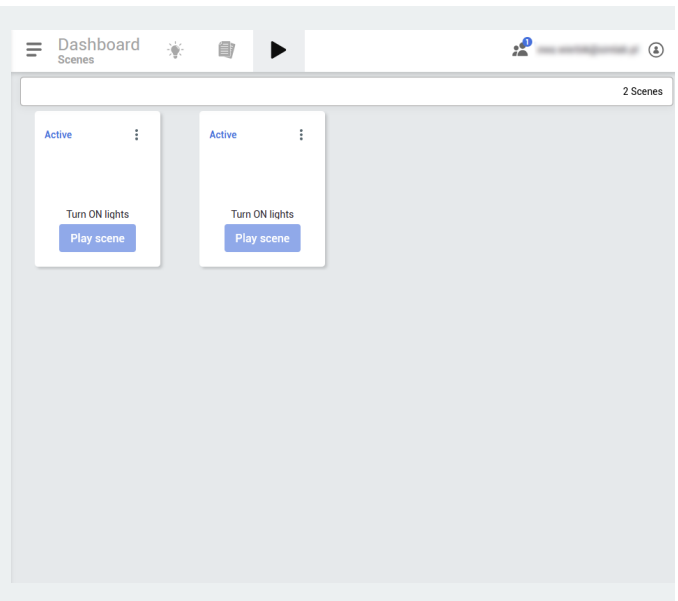
## Scene editor



To add a new scene, click the

**Add new scene** button. This will invoke the Scene editor view.    You need to  provide a name, icon, select scene trigger and create scene construction and then save it.

# Resources*

Manage **Maximo links**, and **asset connections**

Inspecting a Maximo item shows currently linked assets, together with a quick access to their location. Additionally, we can go directly to the linked item in the Maximo site.



## Adding Maximo Link

From this panel you can also "pre-add" Maximo items for easier linking/management in the future. Press the " + Add " button



With the revealed panel, we must choose the Maximo system we want to list items from and select the desired one. The name of an item can be changed for the Simon side, but it's not necessary, as it will inherit the name by default.