

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.

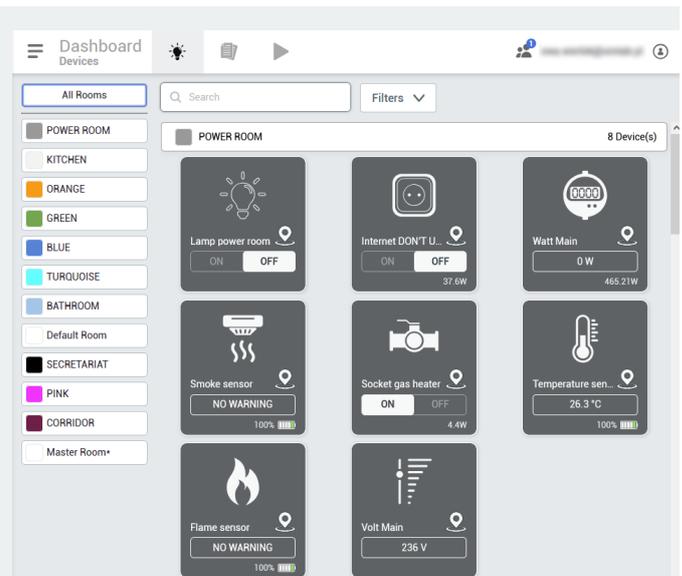
Device List

- **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.

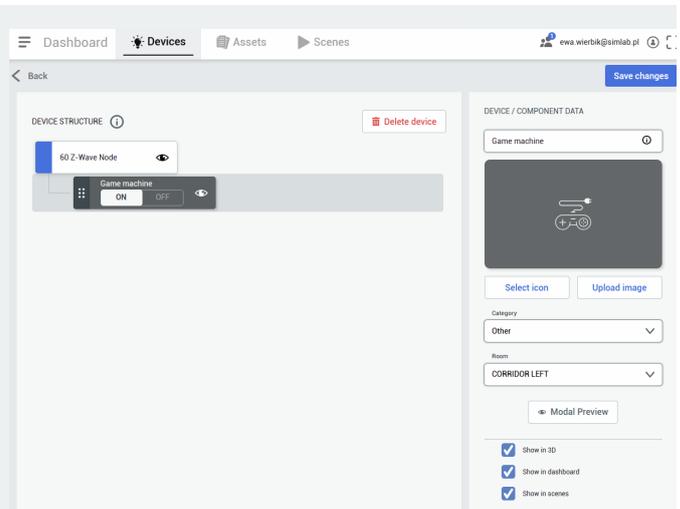


Device Settings

By clicking **settings**  icon you can change the device's details:

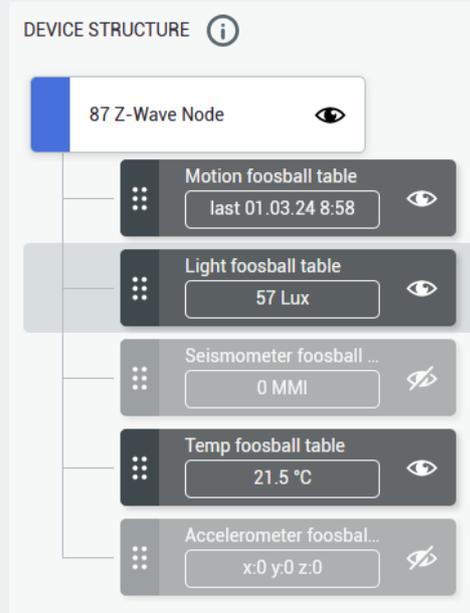
- name,
- icon,
- image,
- category,
- room,

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.

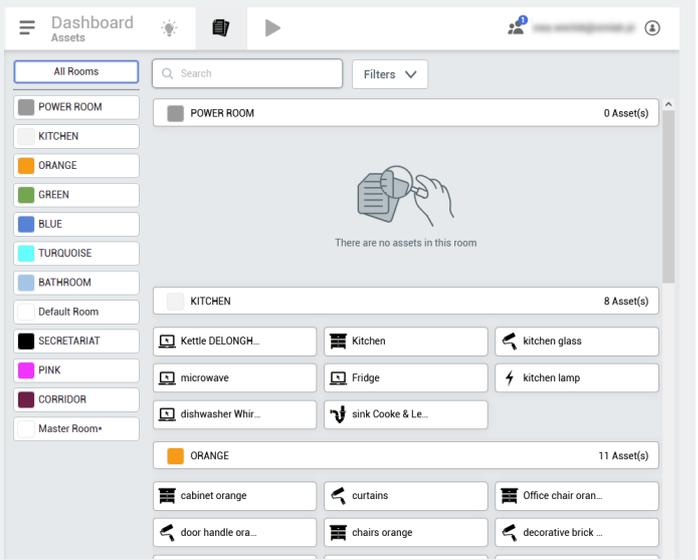


Assets

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.

Example Asset 1
Category: Furniture

Room:
Test room 1

[Edit asset](#) ✕

[Set position](#)
Go to edit asset

Description

Family cupboard.

[Photos \(1\)](#) ▾

Add asset

✕

Info

Name *

Room *

Test room 1

[Set position](#)

Category *

Other

Description

[Photos \(0\)](#) ▾

[Videos \(0\)](#) ▾

[Documents \(0\)](#) ▾

[Events \(0\)](#) ▾

Cancel

Create asset

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:

Grundfos Glandless circulation pump MAGNA3 nr3
Category: Equipment

Room:
Main Control Area

[Edit asset](#) ✕

[Position set](#)
Go to position

Description

Grundfos Glandless circulation pump MAGNA3

The MAGNA3 circulator is simple and fast to install and has no maintenance requirements. Inputs and outputs ensure better system monitoring and optimal pump regulation. MAGNA3 is an all-purpose circulator, ideal for applications such as heating, cooling and domestic hot water

[Photos \(3\)](#) ▾

dd-97924272.jpg

G-1014231.jpg

APT950-24-02-2022-1.jpg

[Videos \(1\)](#) ▾

Video 1

[Documents \(2\)](#) ▾

Grundfosliterature-5995015...

ManualPump.pdf

[Maximo link \(1\)](#) ▾

Name	ID	
Grundfos Glandless circulation pu...	MAGNA3_NR3	Go to Maximo ↗

↔ Maximo link (0)

Add from existing Add new

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:

↔ Maximo link (0)

Add from existing Add new

Search...

Name ↑	ID	
<input type="radio"/> Tank 02	TANK_02	Go to Maximo ↗
<input checked="" type="radio"/> Tank 01	TANK_01	Go to Maximo ↗
<input type="radio"/> Sauter TUC105F001 the...	TUC105F_NR3	Go to Maximo ↗
<input type="radio"/> Sauter TUC105F001 the...	TUC105F_NR2	Go to Maximo ↗
<input type="radio"/> Sauter TUC105F001 the...	TUC105F_NR1	Go to Maximo ↗

Click the button on the right to add the link to the asset

+ Add

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

Add from existing Add new

System+
OPERATIONAL

Maximo item +

- MALDRON
 - Basement
 - Grundfos Glandless circulation pump MAGNA3 nr4 linked
 - Grundfos Glandless circulation pump MAGNA3 nr3 linked
 - Grundfos Glandless circulation pump MAGNA3 nr2 linked
 - Grundfos Glandless circulation pump MAGNA3 nr1 linked
 - Grundfos Glandless circulation pump MAGNA3 nr5 linked
 - Grundfos Glandless circulation pump MAGNA3 nr6 linked
 - Main control panel linked
 - MCB5 MCC Panel
 - De Dietrich - C630 ECO nr 1 power switch linked
 - De Dietrich - C630 ECO nr 2 power switch linked
 - Pump nr 2 power supply linked
 - Pump nr 1 power supply linked

Name+
MCB5 MCC Panel

Click the button on the right to add the link to the asset

+ Add

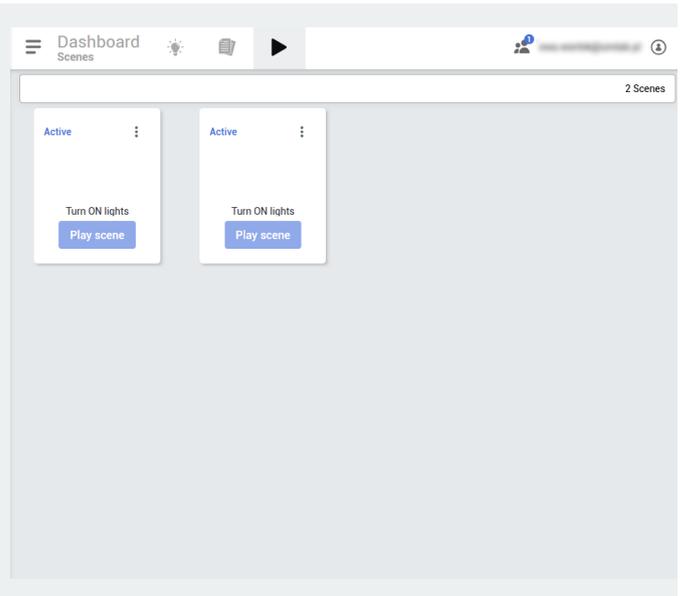
Scenes

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

Scene editor

Cancel Save

1. Add name and icon
Set name and icon to characterize your scene better.



2. Select scene trigger
Select option which will trigger your scene.

at least one element required

3. Create scene construction
Choose and organize elements to construct your scene.

at least one element required

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*

This View is specific only to **IBM Maximo** provider. See [how to connect an IBM Maximo provider](#)

Resources

Maximo link

Search...

Item type Creator Connection Clear All

Name ↑	ID	Created		
Tank 02	TANK_02	05.12.2024,	Go to Maximo ↗	1 connections
Tank 01	TANK_01	05.12.2024,	Go to Maximo ↗	1 connections
Sauter TUC105F001 thermostat 03	TUC105F_NR3	05.12.2024,	Go to Maximo ↗	1 connections
Sauter TUC105F001 thermostat 02	TUC105F_NR2	05.12.2024,	Go to Maximo ↗	1 connections
Sauter TUC105F001 thermostat 01	TUC105F_NR1	05.12.2024,	Go to Maximo ↗	1 connections
Pump nr 6 power supply	PSUP_PUMP6	05.12.2024,	Go to Maximo ↗	1 connections
Pump nr 5 power supply	PSUP_PUMP5	05.12.2024,	Go to Maximo ↗	1 connections
Pump nr 4 power supply	PSUP_PUMP4	05.12.2024,	Go to Maximo ↗	1 connections
Pump nr 3 power supply	PSUP_PUMP3	05.12.2024,	Go to Maximo ↗	1 connections

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.

Sauter TUC105F001 thermostat 02

Go to Maximo ↗

System OPERATIONAL ID TUC105F_NR2

Asset connections (1)

Name ↑	Location
⚡ Sauter TUC105F001 thermostat 02	Main Control Area

Adding Maximo Link

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

The screenshot shows a software interface for adding Maximo items. At the top, there are two buttons: "Add from existing" and "Add new". Below them is a "System*" dropdown menu set to "OPERATIONAL". Underneath is a "Maximo item *" section with a tree view. The tree shows "MALDRON" expanded to "Basement". Under "Basement", there are several items, each with a "linked" button. The "MCB5 MCC Panel" item is highlighted. At the bottom, there is a "Name*" field containing "MCB5 MCC Panel" and a "+ Add" button. Below the field, there is a text instruction: "Click the button on the right to add the link to the asset".

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.