

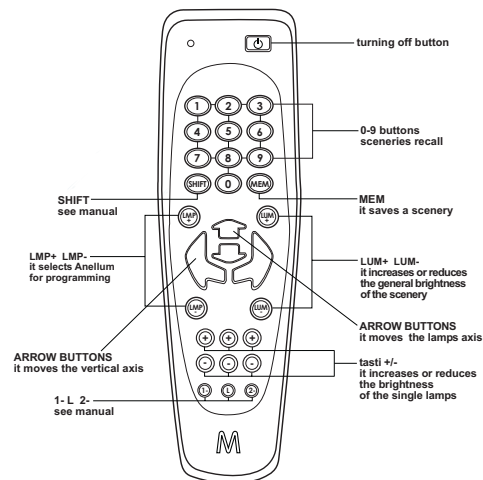
**Anellum**  
FIRST STEPS IN MUVIS WORLD  
quickstart guide



**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.

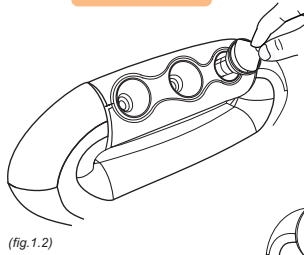
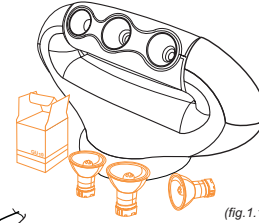


**step 1**

**Lamps insertion**

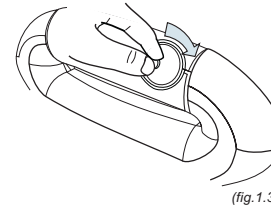
The package contains three halogen lamps GU10 and a suction cap (fig. 1.1)

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



Insert the 3 lamps GU10 (max 50 W) using the suction cap in the package. Put the coloured lamp in the centre (fig. 1.2)

Once inserted, rotate lightly clockwise until blocking (fig. 1.3)

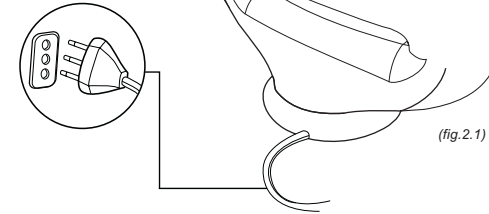


**step 2**

**Putting the plug in the socket & first switching on**

**WARNING!**  
If you have more MUVIS lamps go to

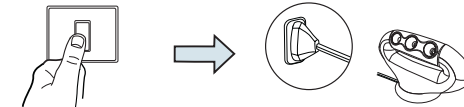
Put the plug in the socket (fig. 2.1)



Once the plug has been inserted in the socket, the light switches on and shows the last scene displayed

**Sockets with switches**

If the Anellum is connected to a socket with a switch, it can be switched on and off using the normal switch. When it is switched on the last scene selected before switching it off (using the switch of the remote control) will be displayed



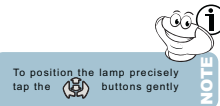
**step 4**

**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

- recall with numeric buttons the scenery that you want to create (ex: ①)
- move the lamp with buttons ④ ⑤
- increase and reduce the brightness of the 3 lamps with the buttons ⑧ ⑨
- When you obtain the position and the luminous intensity that you desire press button ⑤ for 3 seconds until the Anellum flashes. The scenery is saved!

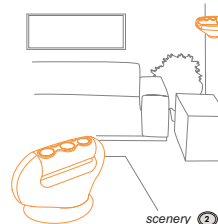


To save other sceneries (es: ②, ③, ④) repeat the above described procedure.



if you have **more than one** Muvvis

- recall with numeric buttons the scenery that you want to create (ex: ①)
- select the Anellum that you want to program pressing repeatedly the button ⑥ until the lamp flashes
- move the lamp using the buttons ④ ⑤
- increase and reduce the brightness of the 3 lamps with the buttons ⑧ ⑨
- When you obtain the position and the luminous intensity that you desire press button ⑤ for 3 seconds until the Anellum flashes. The scenery is saved!
- Repeat the procedure from ① to ⑤ for every Anellum present in the living space

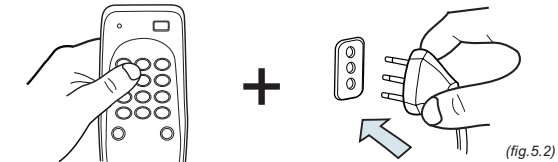
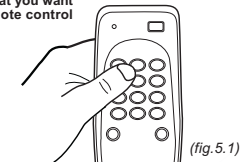


**...even with more Muvvis lamps**

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:

- Press buttons ⑥ ⑦ ⑧ in sequence, holding button ⑤ pressed for five seconds
- Unplug the Muvvis lamp that you want program
- Press and hold the identification number that you want to assign to the Anellum (fig. 5.1) on the remote control
- Go on keeping the remote control button pressed and put the plug in the socket (fig. 5.2)
- Wait for the Anellum to flash before releasing the button (about 10 sec.)

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



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 ④