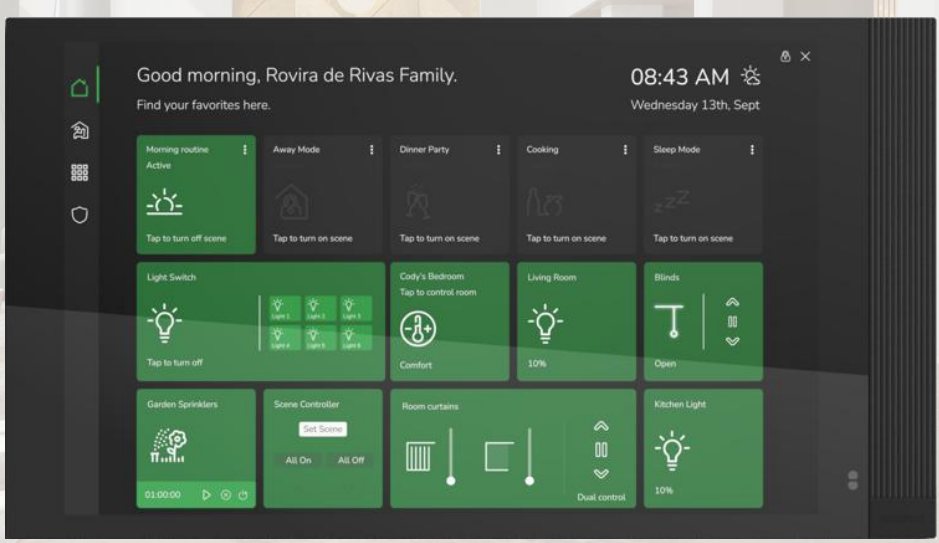
Get Wired with C-Bus

# SpaceLogic C-Bus Controllers




## Manager & Manager Config

v2.0 October 2026

se.com

Schneider Electric

# Aim of this Document

The aim of this document is to highlight the **Manager** plugin supported in the:

- SpaceLogic C-Bus Network Automation Controller (5500NAC2)
- SpaceLogic C-Bus Application Controller (5500AC2)

To help fully understand the contents of this document, you must have a solid understanding of the following pre-requisite knowledge:

- The fundamental knowledge on the C-Bus Automation System
- The fundamental knowledge of how a C-Bus Controller operates, including terminology:
    - Objects
    - User Interface
    - Internal Web Server

The following table highlights key changes to this workbook, based evolution of C-Bus Controller firmware:

| Version | Date | Summary of change/s |
|---|---|---|
| 2.0 | Oct 2026 | Updated terminology → term **plugin** & **Cloud Marketplace**<br><br>Updated Manager Config capabilities<br>Added page for **Frequently Asked Questions** |
| 1.0 | May 2025 | N/A |

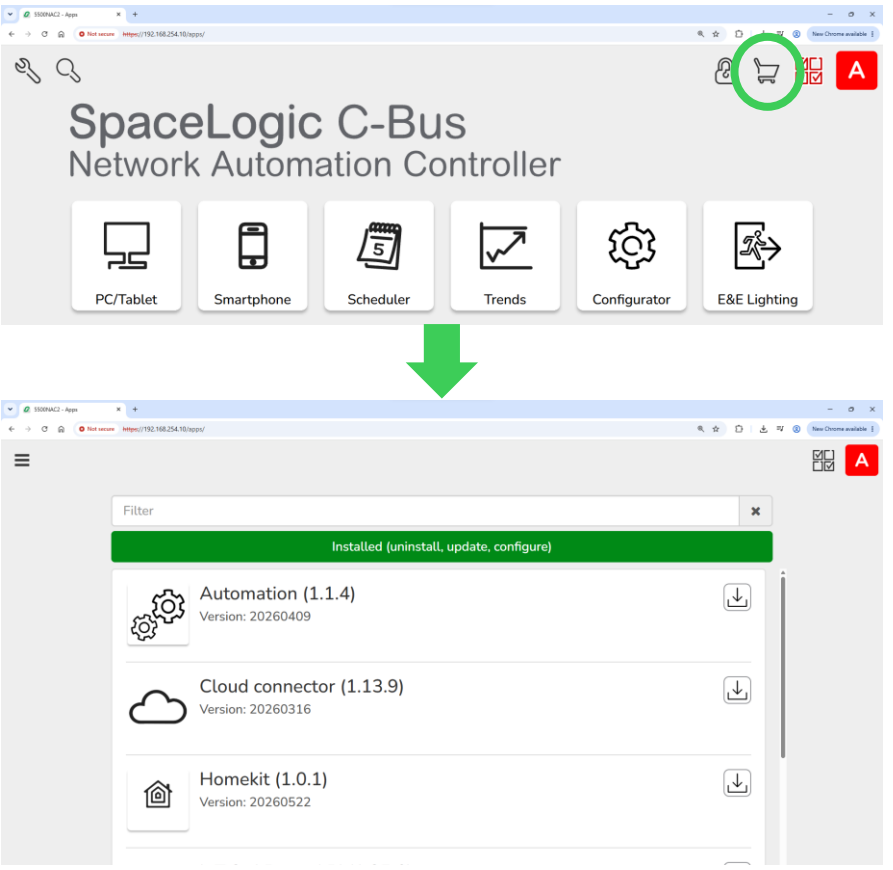
# Controller Firmware Download & Notes

The release of C-Bus Controller firmware **v2.1.0** in **May 2025** introduced the concept of the Schneider Electric Cloud Marketplace, and downloadable Controller plugins.

This firmware is not compatible with the 5000ETP10W Ethernet Touch Panel

# Cloud Marketplace

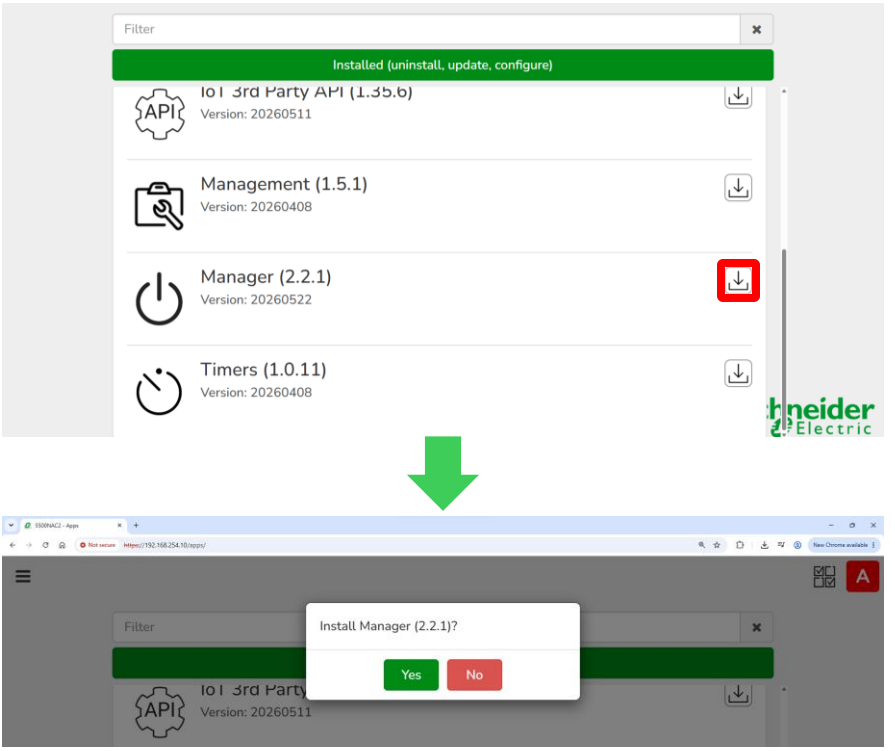
Clicking the **Shopping Cart** icon on the controller's home page directs you to he **Cloud Marketplace**, a centralised location where you can download plugins to increase the controller's functionality:



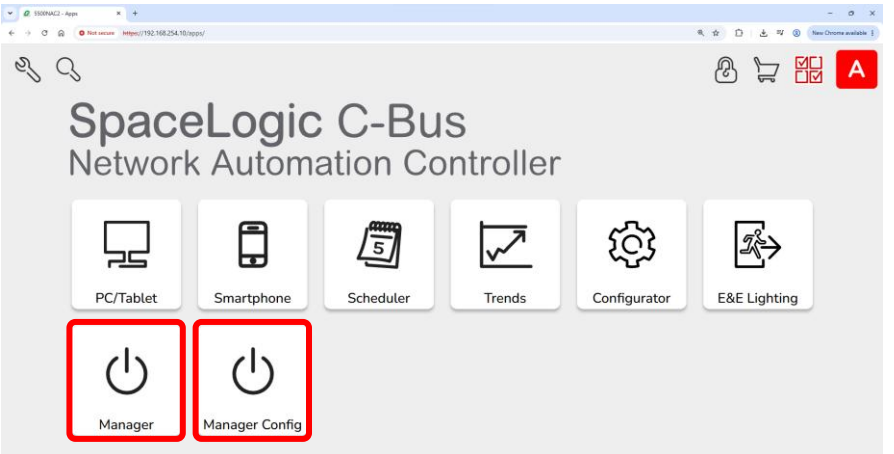

To access the Cloud Marketplace, the C-Bus Controller needs to have access to the internet.

# Cloud Marketplace

For this context, the **Manager plugin** will be downloaded & installed

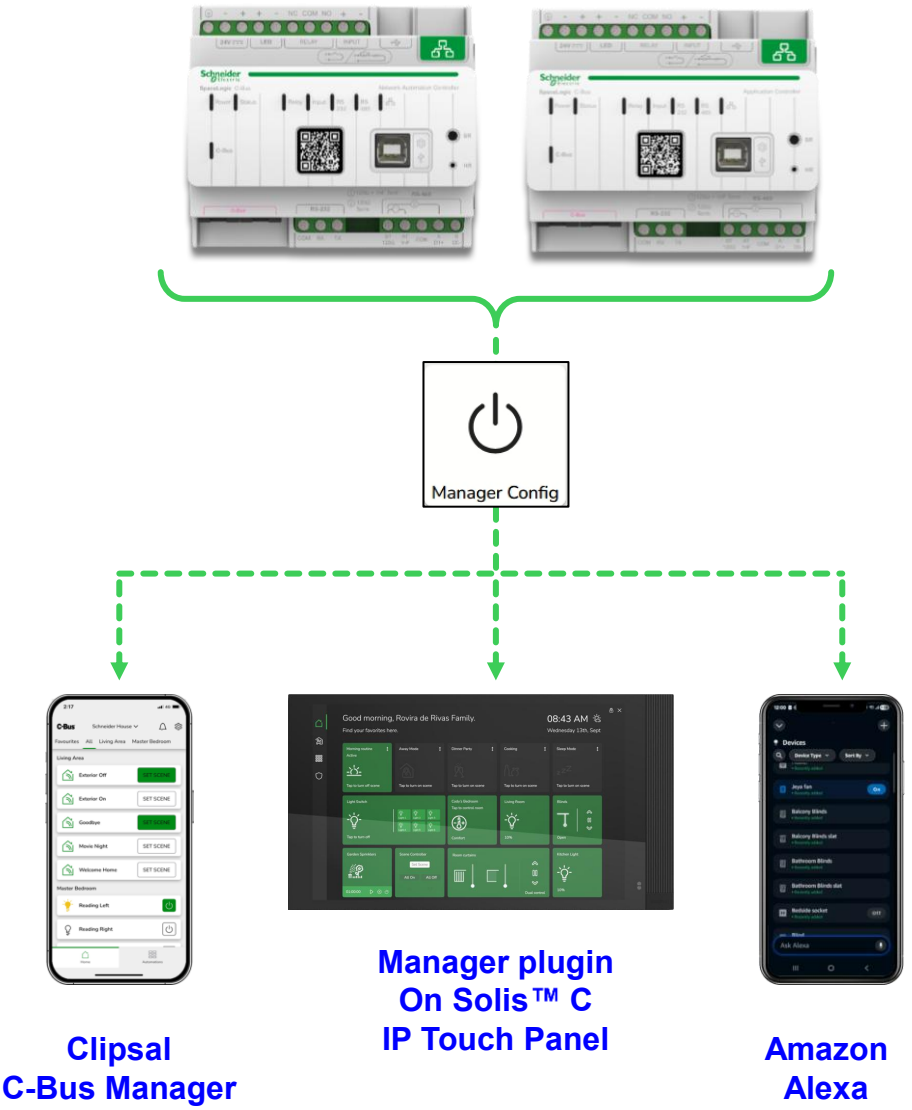



Once the **Manager plugin** has been downloaded & installed, it appears as two dedicated icons on the home page, **Manager** & **Manager Config**:



# Manager Config

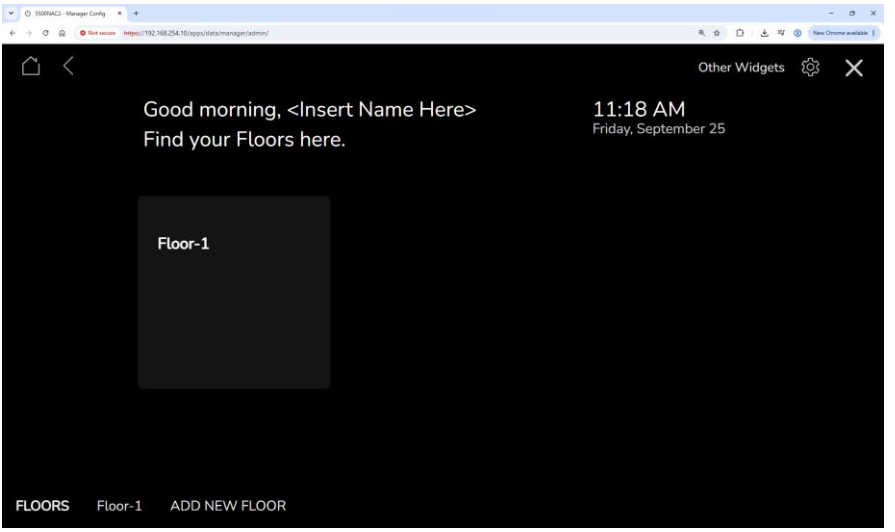
The **Manager Config plugin** is a tool that allows you to create a logical visual structure of a C-Bus project without the need for custom graphics, floor plans, or background images. Instead, the project is organised using items such as buildings, floors, rooms, and functions. This structure can then be used by the Manager plugin, the Clipsal C-Bus Manager mobile app, or supported third-party smart home services such as Amazon Alexa to provide a consistent front-end control experience across touch panels, tablets, and mobile devices.



# Manager Config

On the Controller **Home Page**, clicking **Manager Config** 

, displays the **Manager Config Home Page**

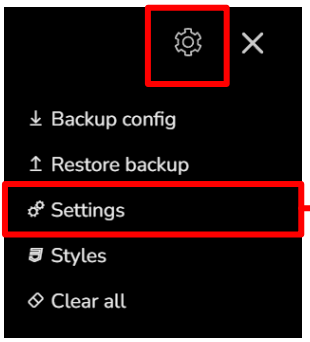


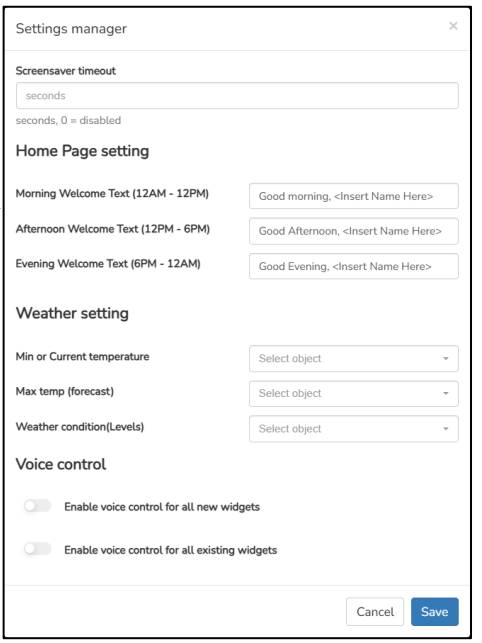

Once the **Manager plugin** has been downloaded & installed, it appears as two dedicated icons on the home page, **Manager** & **Manager Config**:

- A Welcome Message
- The Current Date & Time
- Current weather conditions & associated icon
- Configured floors representing the controller project

# Manager Config

The **Welcome Message**, **Weather Conditions***, **Screensaver Timeout time** and **Voice Control** can be configured through the **Settings manager**, accessed by clicking , followed by **Settings**:



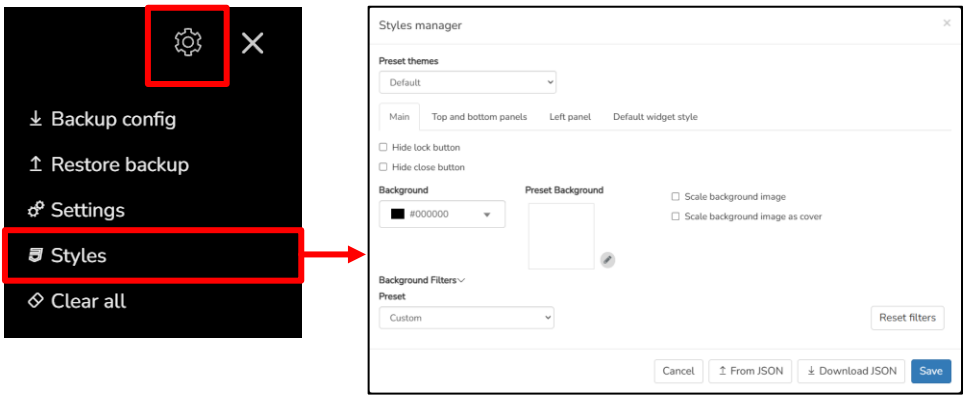

Weather information is achieved using the controller's Lua Scripting engine and 3rd Party Weather API; however, this is beyond the scope of this guide



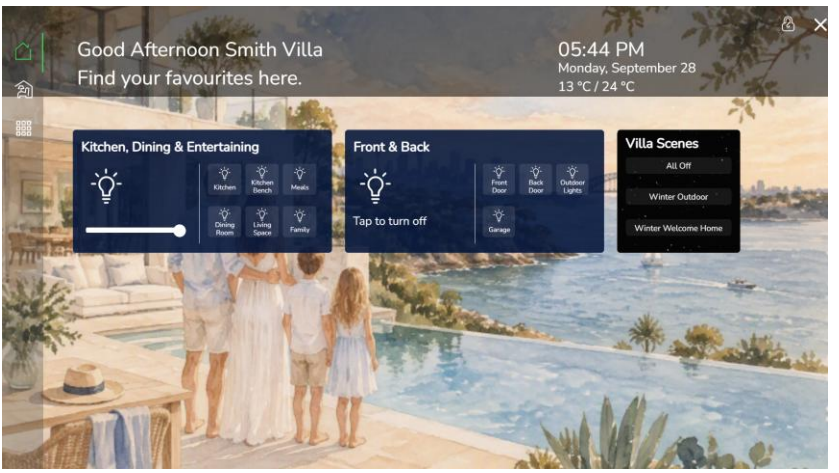



# Background

The **Styles Manager** is also accessible in this manner, allowing you to change the appearance of the Manager Config application & widgets, reflected in the **Manager plugin**:



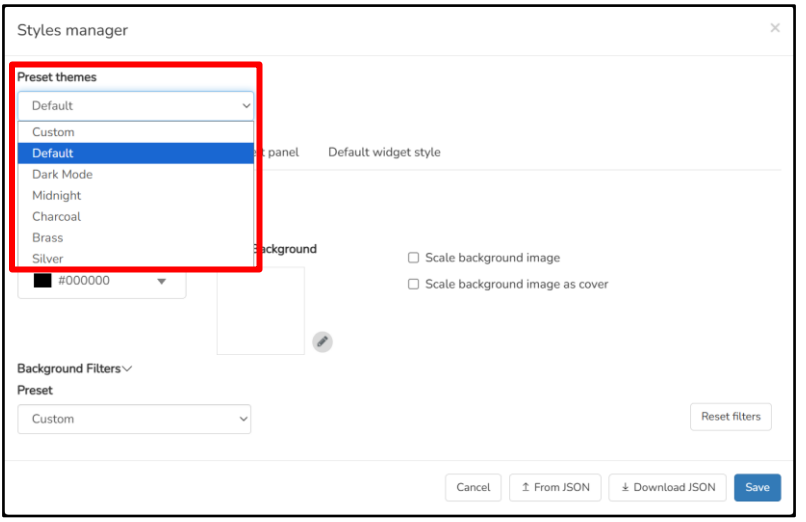

Examples of custom Background images are provided below:

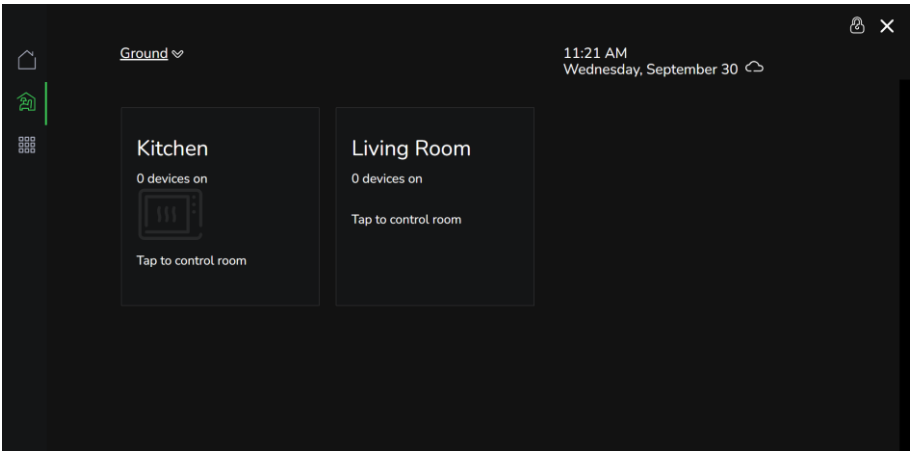


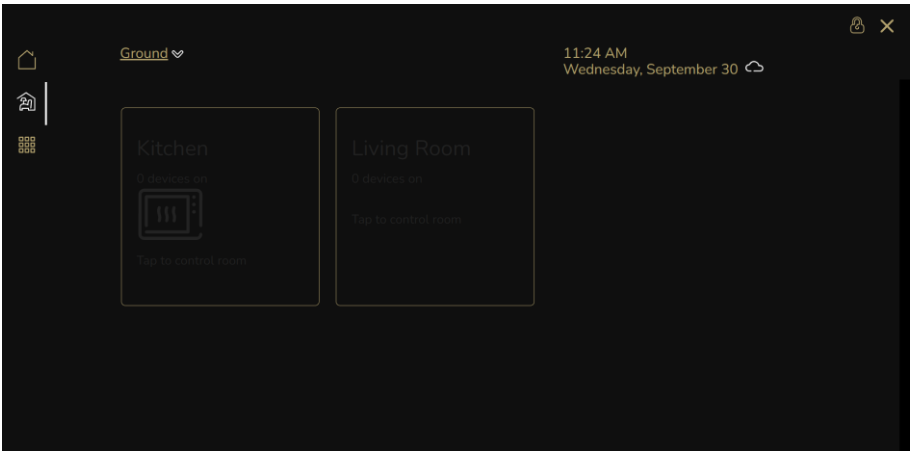



# Background

**Preset** themes for the **Background** can also be selected to help create bespoke interfaces, applying the theme to Backgrounds, Widgets* & Text:



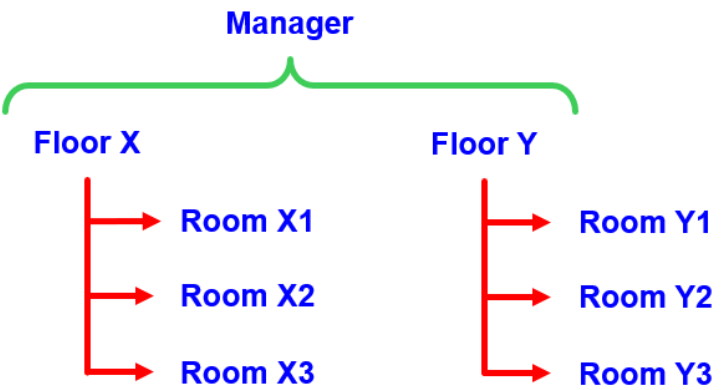



# Floors & Rooms

In Manager Config, the controller project can be outlined using Floors & Rooms, defining the layout of the building the project it represents.

Floors are intended to represent the floors in a building and can be thought of as a directory / folder to store / group different Rooms.

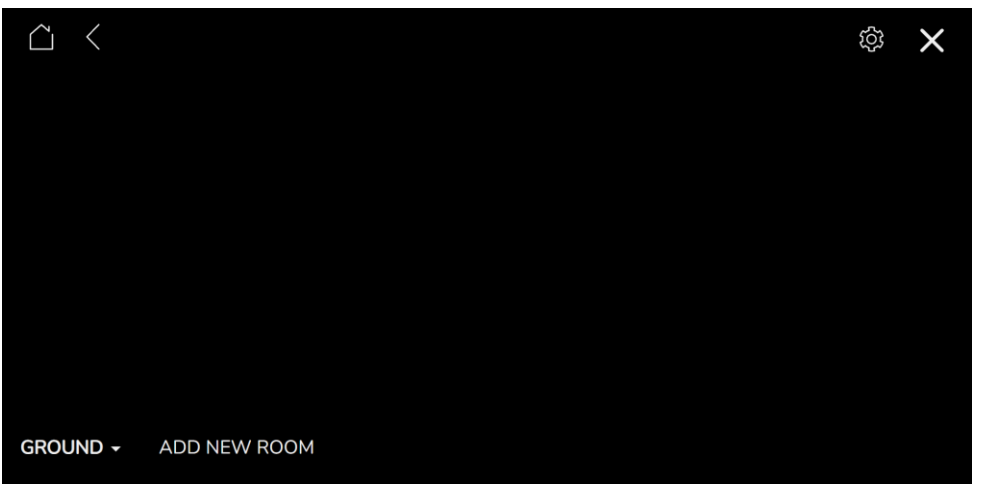



A Floor and Room can be created using the following procedure:

1. At the bottom of the **Manager Config Home** , click **ADD NEW FLOOR** to create a floor entry field:

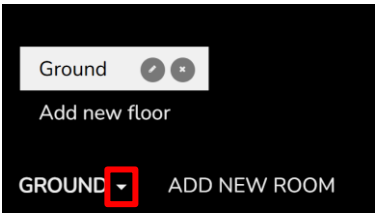



2. Once a floor name is entered, press **ENTER** or click outside the field to finish the creation:

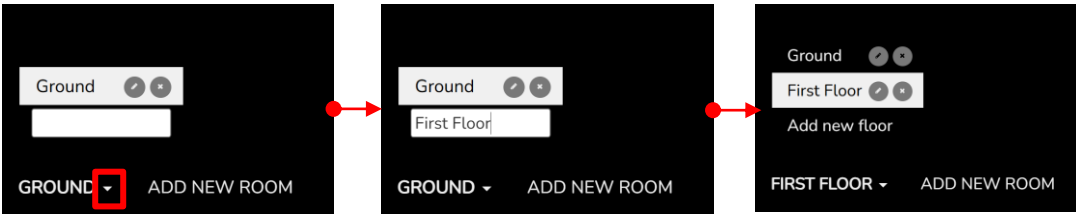


# Floors & Rooms

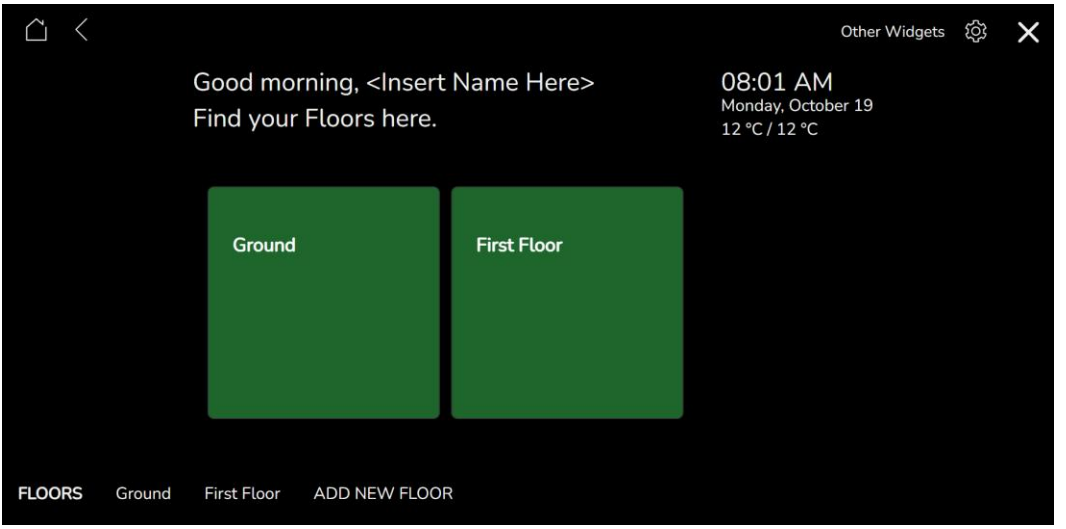
3. A floor can also be created by clicking on the drop-down arrow next to its name on its dedicated page:




4. Once a floor name is entered, press **ENTER** or click outside the field to finish the creation:




All created Floors are shown below:



# Floors & Rooms

5. Rooms can be created within each floor by clicking **ADD NEW ROOM**:



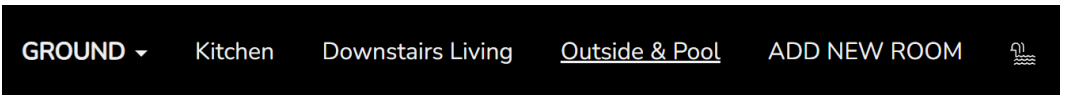

6. Each room can also be assigned an icon by clicking **ICON**:



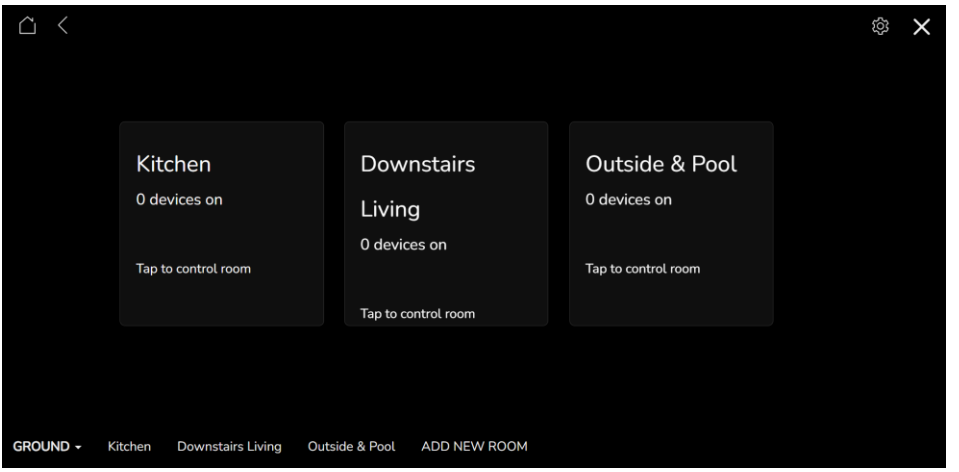


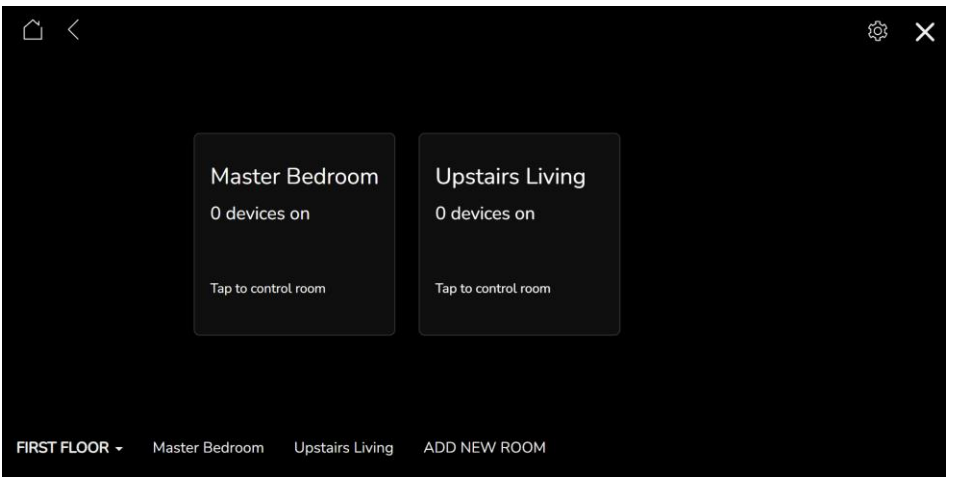


The following rooms will be created for this example:



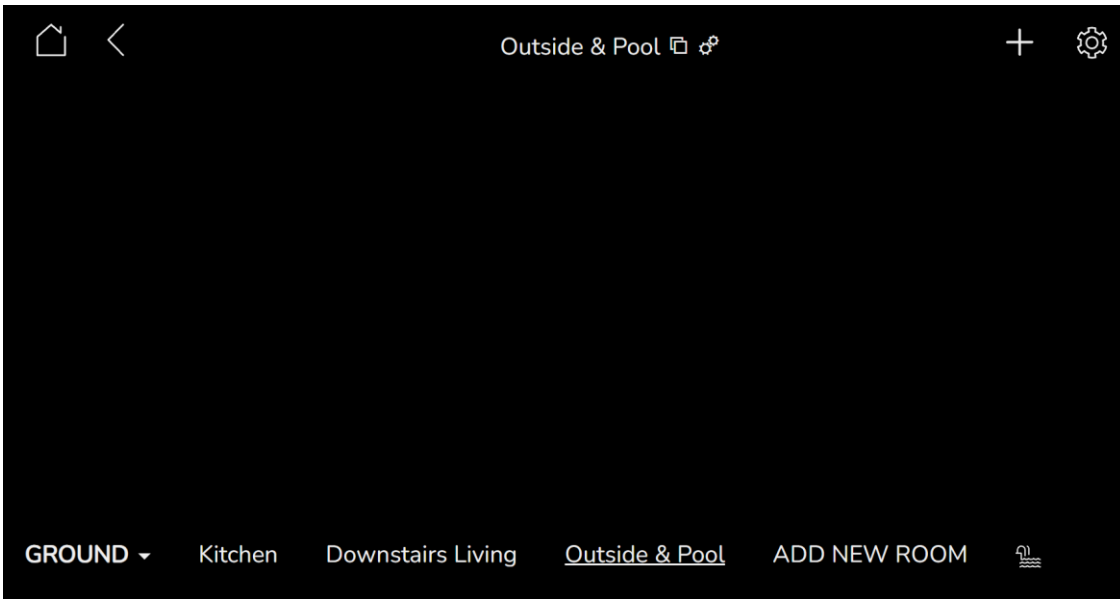

**All created rooms can be found on the floor they are assigned to:**

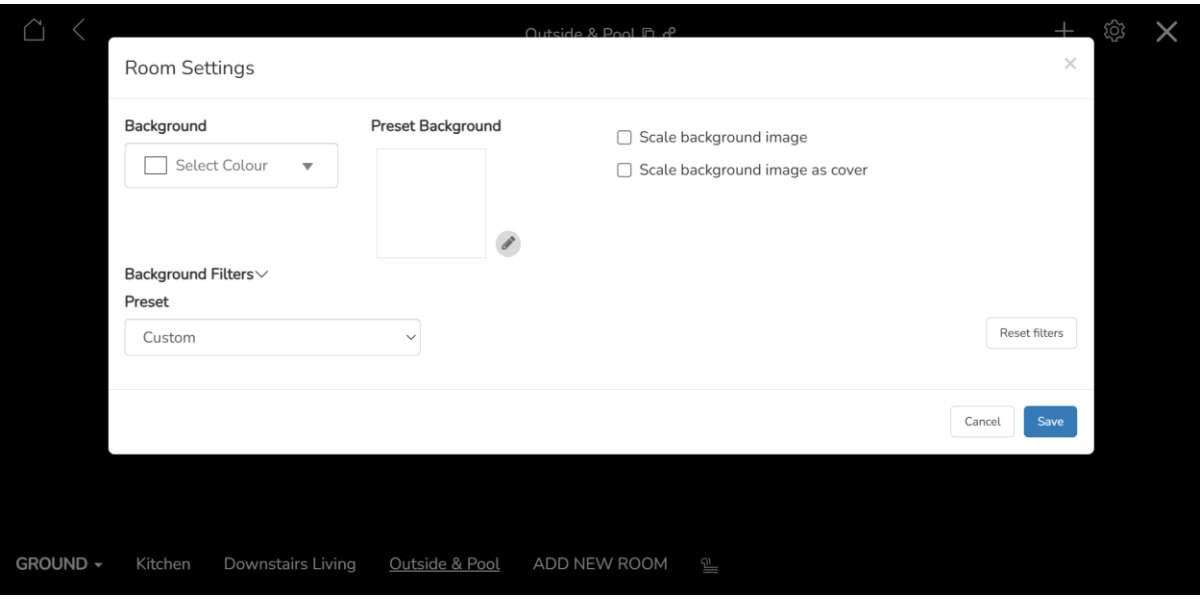


# Floors & Rooms

5. Rooms can be created within each floor by clicking **ADD NEW ROOM**:



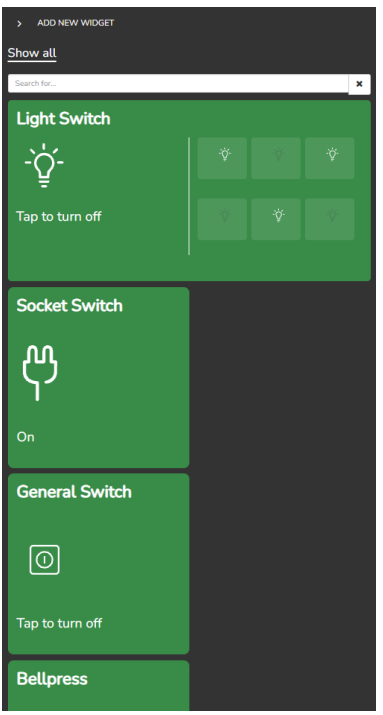



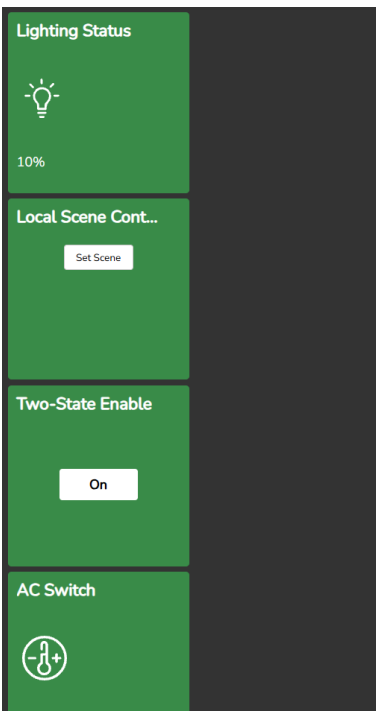
# Widgets

Widgets represent functions or automations that can be managed or monitored via the Manager application and can be added to each room. The available widgets* are listed below

- Light Switch
- Fan Controller
- General Lighting Timer (Not supported in Mobile App)
- Bellpress
- Enable Preset
- Socket Switch
- AC Switch
- Shutter Relay Horizontal
- Shutter Relay Horizontal
- Fan Switch
- Security
- General Switch
- Change Over Relay
- Lighting Preset
- Light Status
- Local Scene Controller
- Two-State Enable
- Info 1
- Info 2
- General Lighting Dimmer
- Scene Trigger
- AC Unit Control
- Zone Control

*The full definition of each widget can be found in this User Guide



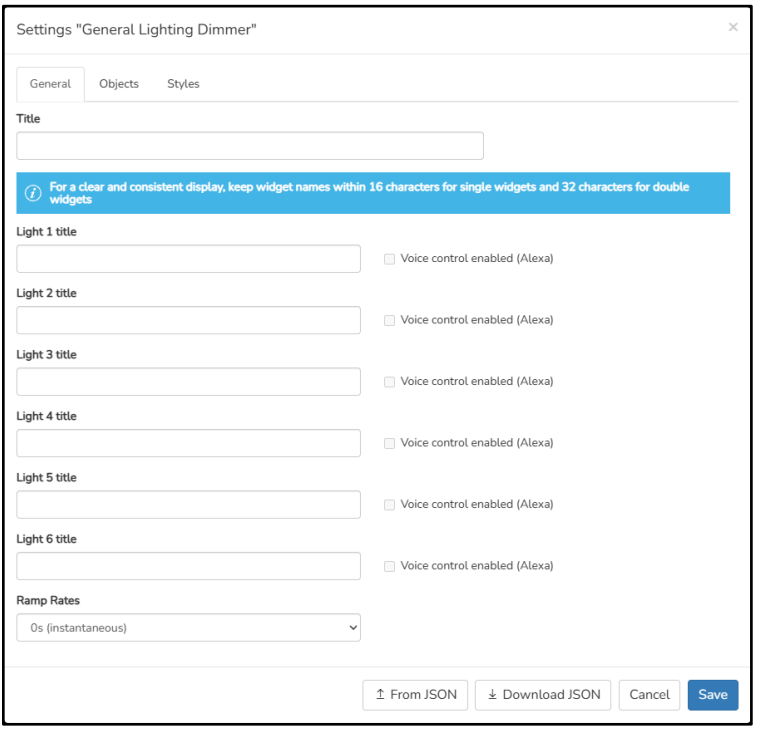



# Widgets

A Widget can be added to them room by clicking the + icon on the room's page; this example will add a **General Lighting Dimmer Widget**




When a widget is clicked on, it is added to the room and displays its **Settings Windows***

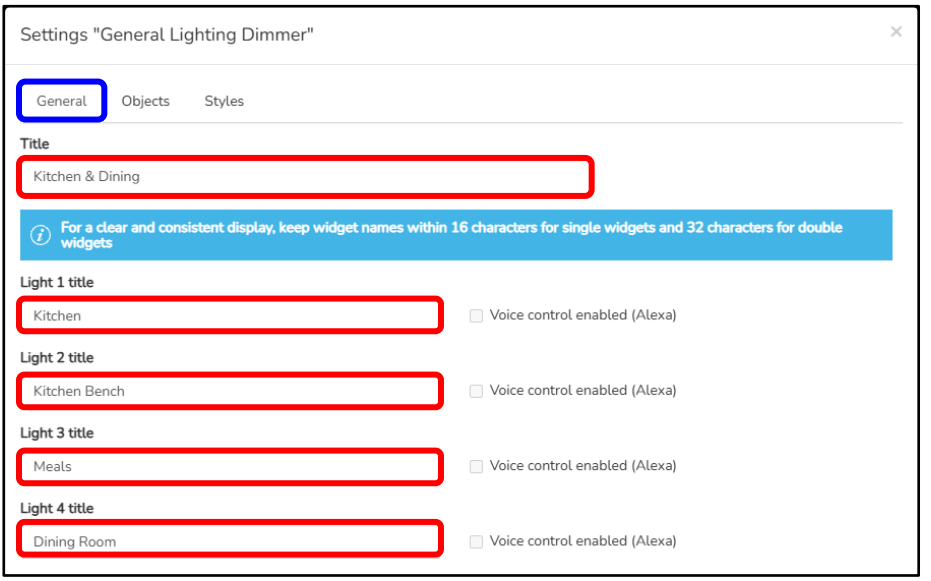


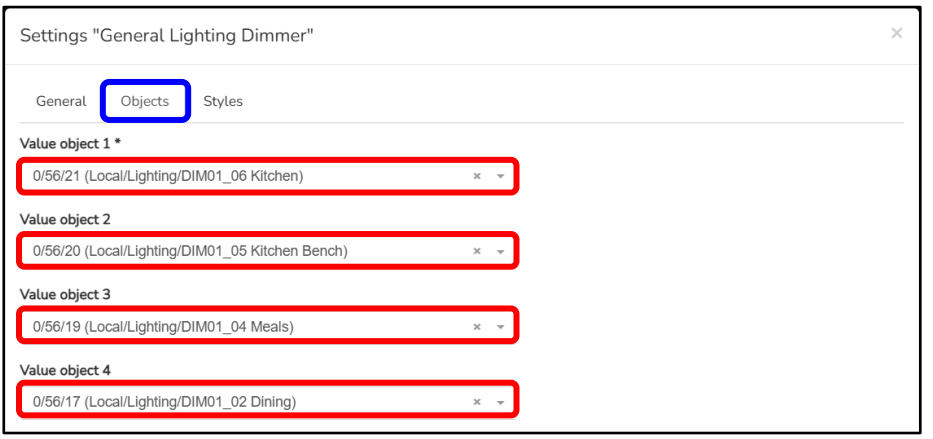

*Each time you select a widget, a Settings window for that specific widget will appear, giving you the ability to configure its setting before saving it and adding it to the room

# Widgets

The General Lighting Dimmer widget in this example will control **4 Group Addresses/Objects**:

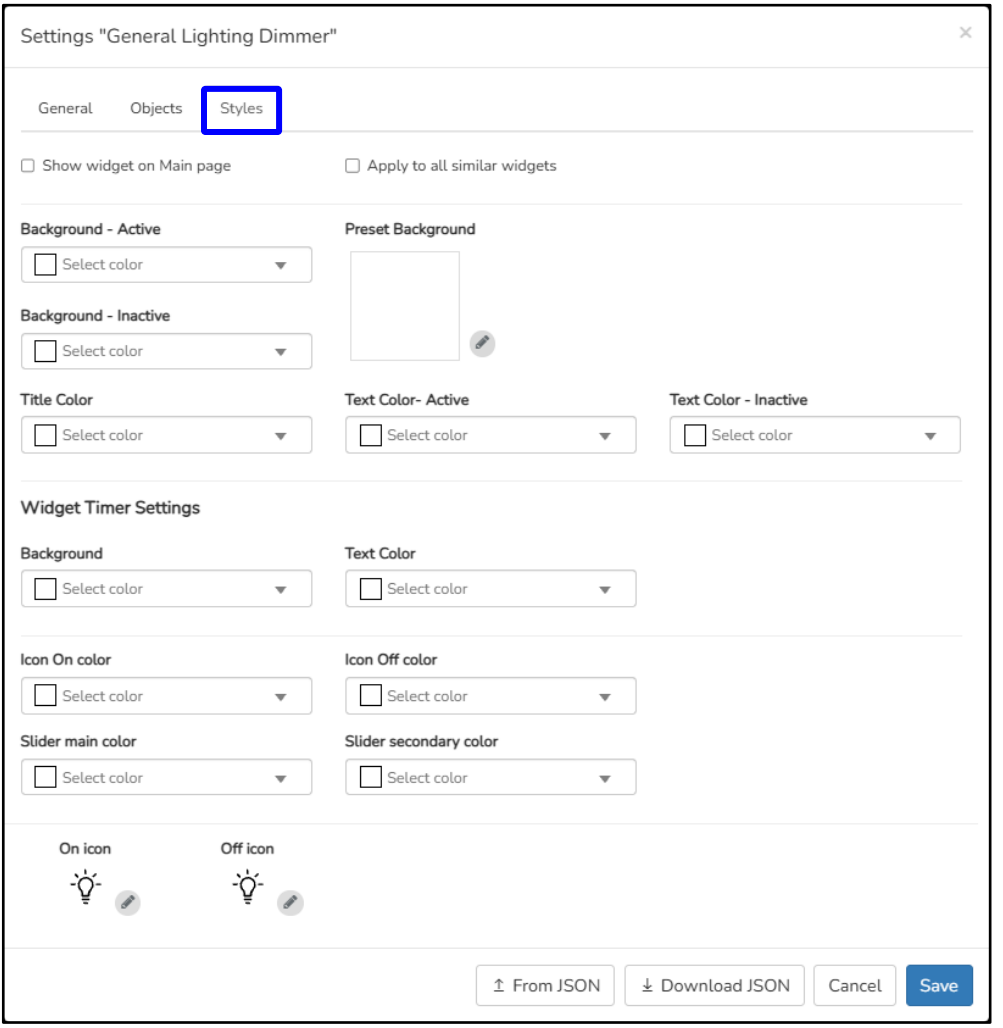
| **General Lighting Dimmer Title: Kitchen & Dining** | | |
|---|---|---|
| **Title** | **Object** | **Voice Control?** |
| Kitchen | 0/56/21 (DIM01_06 Kitchen) | No |
| Kitchen Bench | 0/56/20 (DIM01_05 Kitchen Bench) | No |
| Meals | 0/56/19 (DIM01_04 Meals) | No |
| Dining Room | 0/56/17 (DIM01_02 Dining) | No |



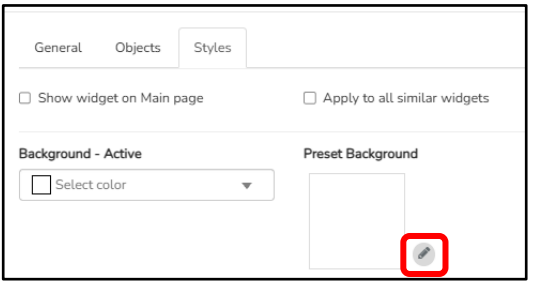



# Widgets

The **Styles** tab allows you to configure a widget's appearance, this includes background colours or images, text colours, and any custom icons:




In this example a **background** will be used to customise the appearance of the dimmer widget. This is achieved by clicking the **Preset Background edit icon**:

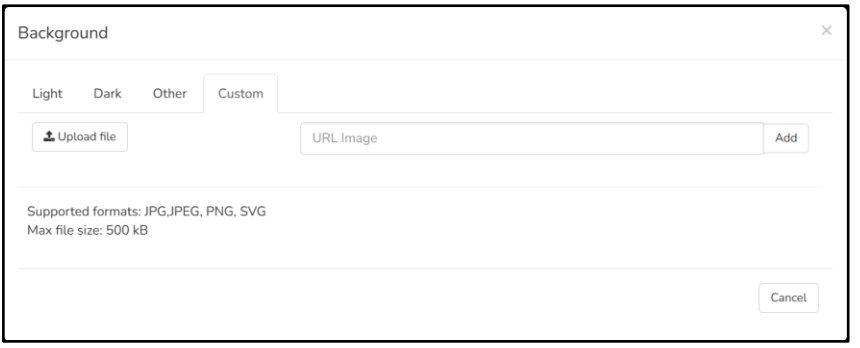


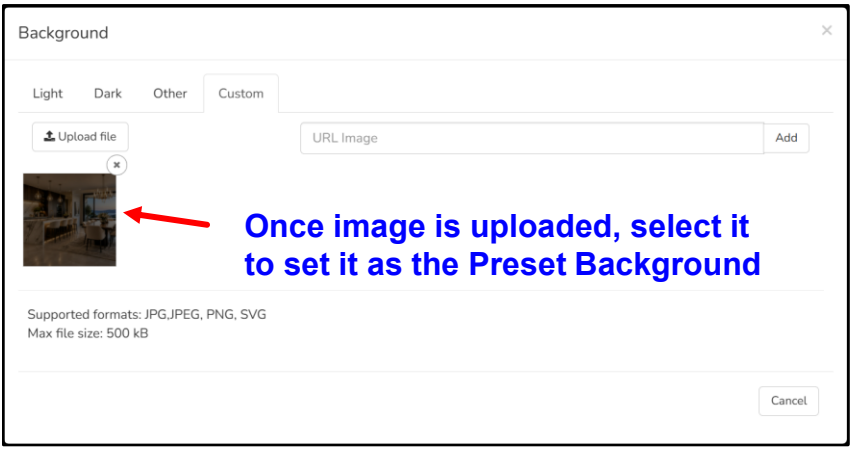
# Widgets

Clicking the **Preset Background edit icon** displays options to select pre-defined or upload a custom background image:




As mentioned, a custom image will be uploaded:

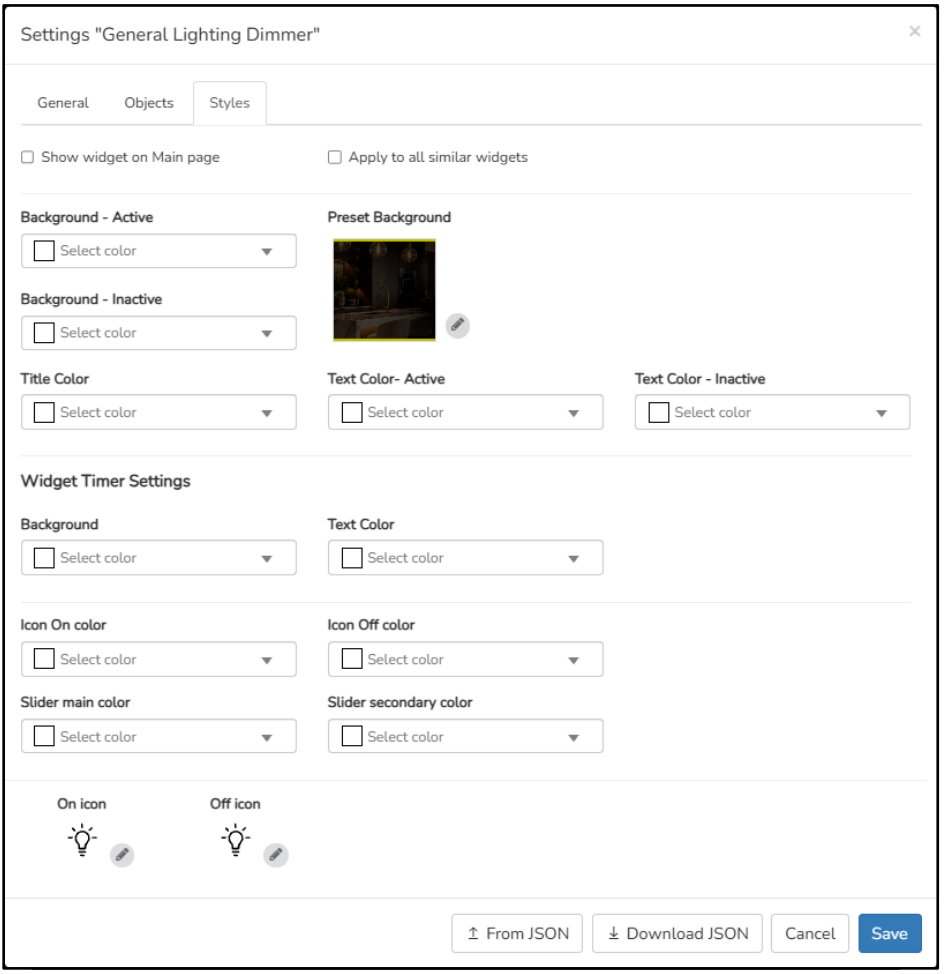



An uploaded is set as the Preset Background, by clicking or select it (as shown above)

# Widgets

Additional fields can be configured to help create a bespoke presentation; this includes activity-based colour & icon changes.



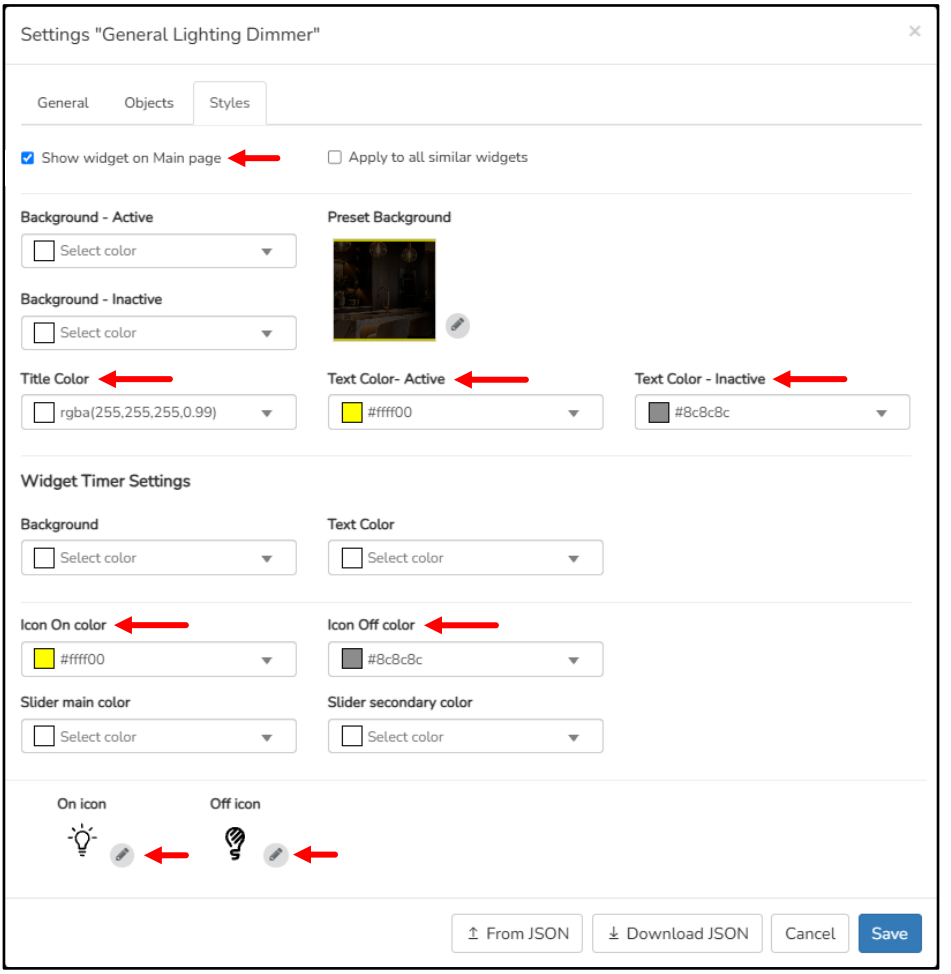

For this example, the following customisations will be made:

- **On & Off Icon**
- **Icon On & Off Colour**
- **Widget will be shown on the Main Page**

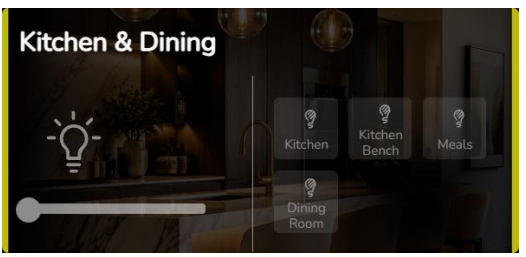
A screenshot showing these configured fields is provided on the next page

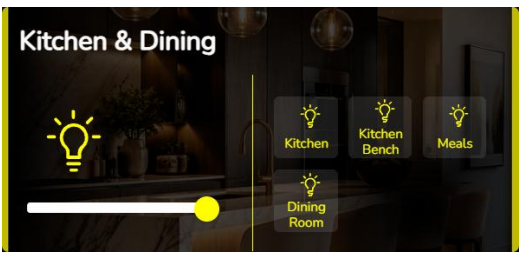
# Widgets

Additional fields can be configured to help create a bespoke presentation; this includes activity-based colour & icon changes.



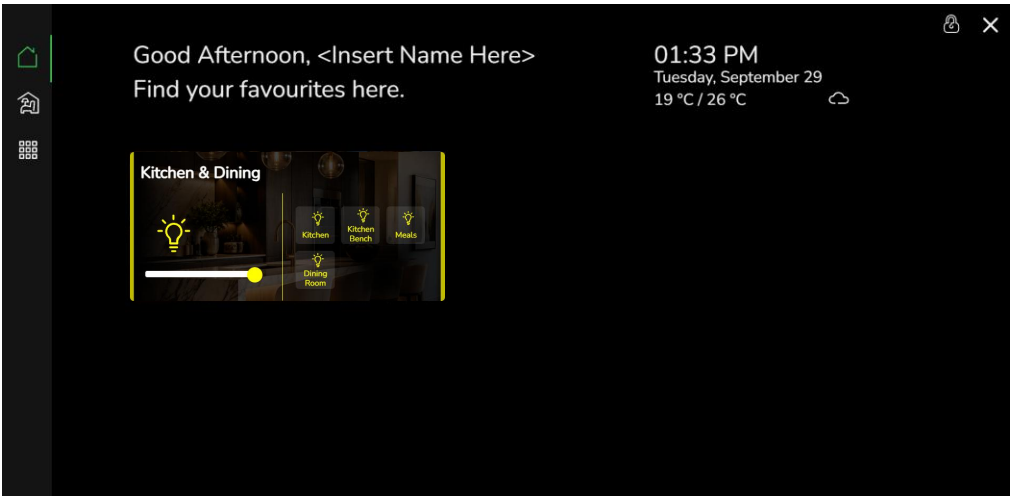

Clicking **Save** will save any configuration changes, with the customised widget added to the page accordingly



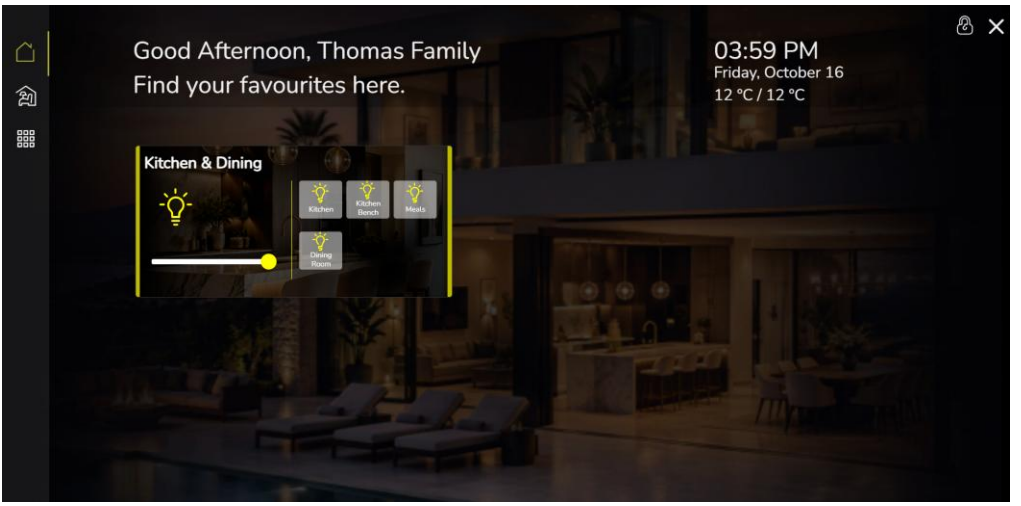



# Widgets

The customised widget can now be used in the Manager for personalised front-end control.

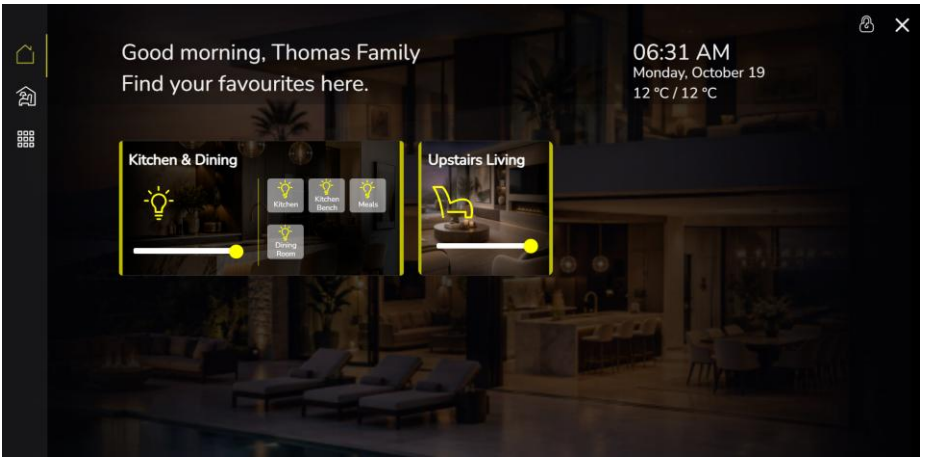


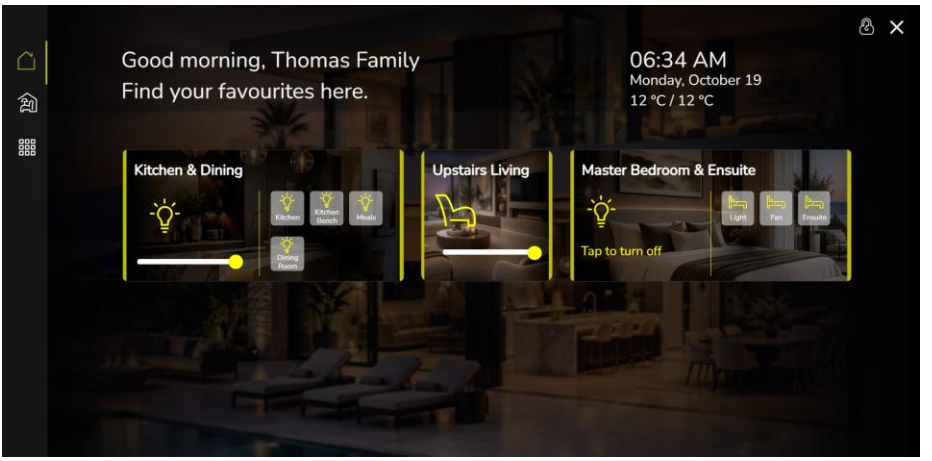

Additional customisation such as applying a custom background image and editing the **top & bottom panels** can be made to help create a bespoke experience for this specific building:

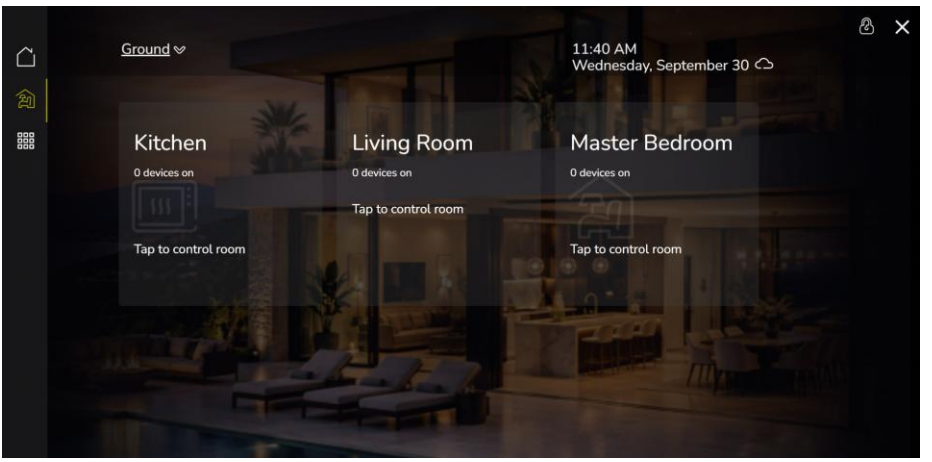


# Widgets

The customised widget can now be used in the Manager for personalised front-end control, along with other customised additions



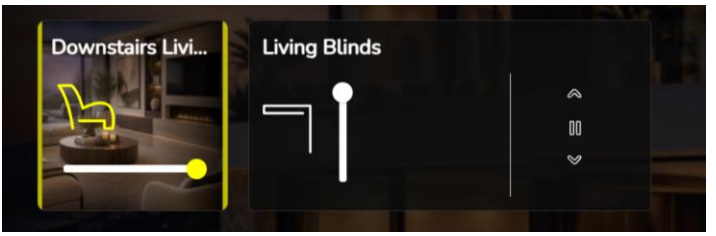



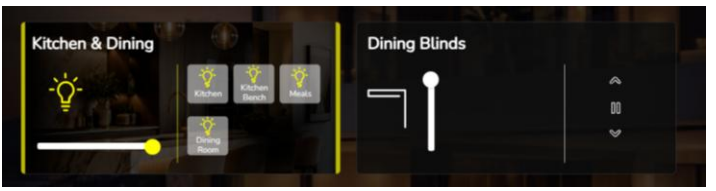
# Widgets

To help ensure consistency across all widgets on a project, a checkbox to apply the customised style to all **identical widget types** is also available:




Enabling this checkbox will **update the Styles** of all existing widgets that have the same **Widget Type** to match the one being edited. Consider having **Shutter Relay (Vertical) Widgets** in the **Kitchen & Dining**, and **Downstairs Living Room**:



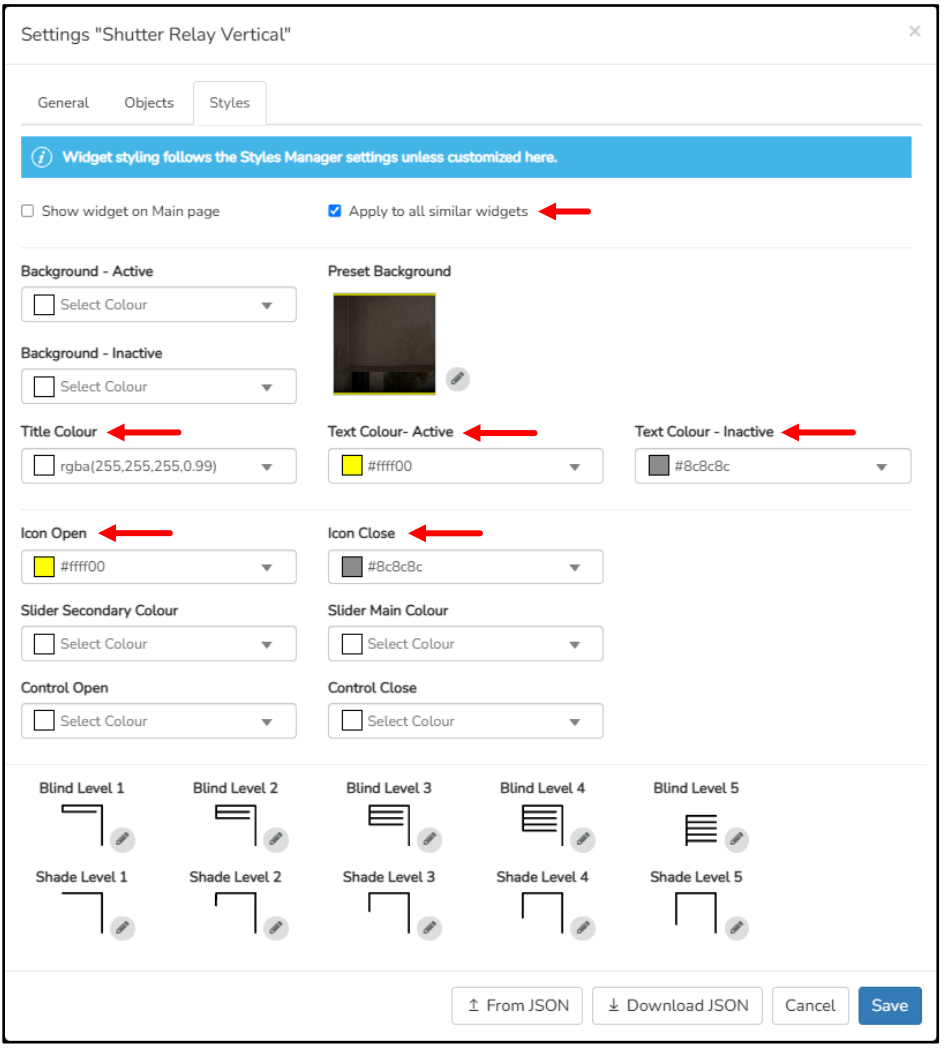




Another **Shutter Relay (Vertical) Widget** will be added to the **Master Bedroom**:

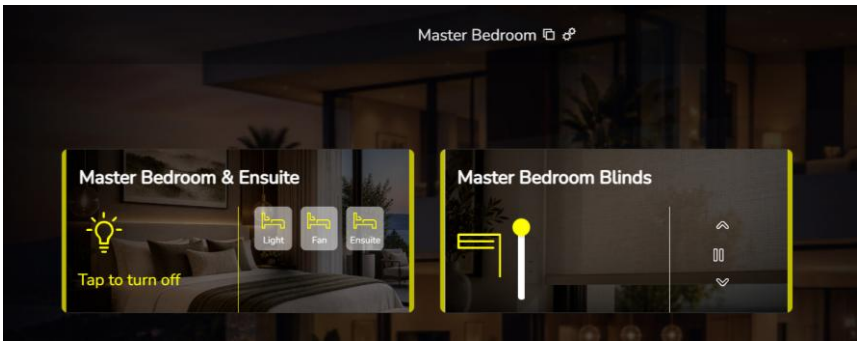


# Widgets

This widget will have the following styled in the same manner as the other widgets; however, its **Apply to all similar widgets** checkbox will be enabled.

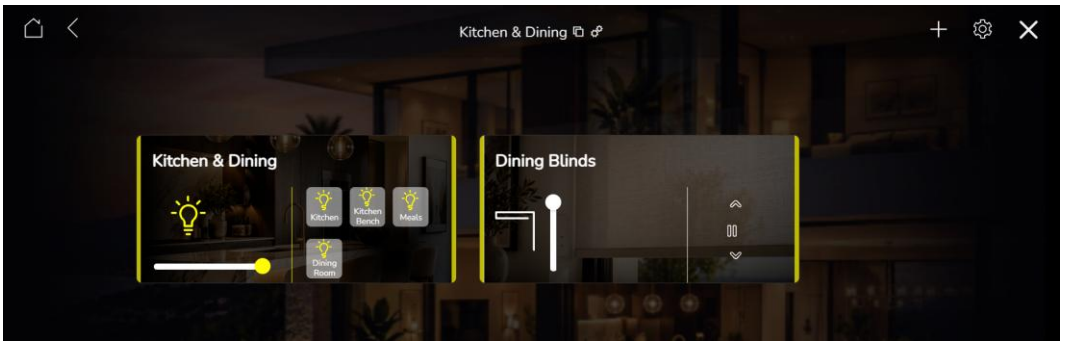


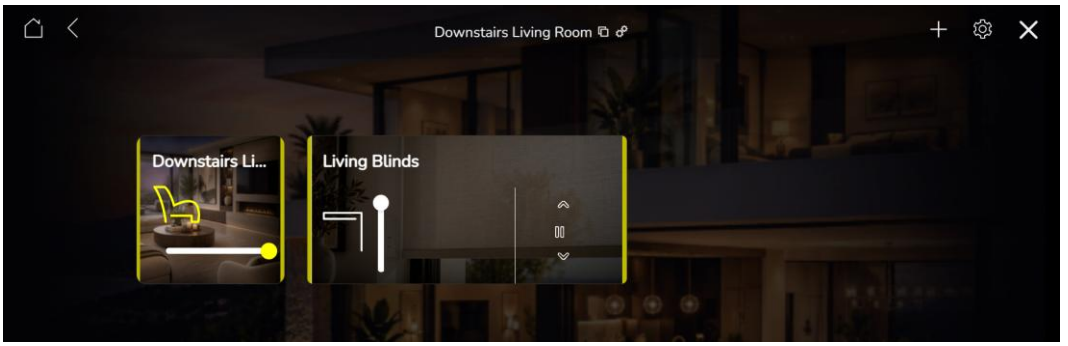

The created widget appears accordingly:



# Widgets

Because the **Apply to all similar widgets** checkbox was enabled, all previously created **Shutter Relay (Vertical)** widgets will have the same style applied




The **Dining** & **Downstairs Living Room** Shutter Relay (Vertical) widgets have now been updated with the same style as the widget in the Master Bedroom.

Any Shutter Relay (Vertical) Widgets created after this will not have the same style applied.

Enabling the **Apply to all similar widgets** checkbox will apply its style to all identical previously created widgets, and not created afterwards.

A **Recommended Workflow** is provided on the next page.

# Recommended Workflow

To help optimise creation & setup time, it is recommended to have documented plan of how the end user wants to control/interact with their project; for example:

- What floors & rooms does the building have?
- In Each Room group addresses/objects does the end user want to control? And how? (Voice Control? Timer? Dimming? Toggle?)
- Does the end user want any specific custom backgrounds or styles?
  - JPG → Easier to reduce in size
  - SVG → Scales better due to the properties of the format
- Identify any common customisation images or styles used

This information can be used as part of the recommended workflow below:

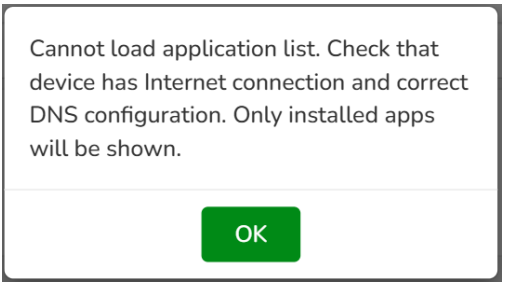
1. Setup any personal **Welcome Messages**, and **Weather Object** information
2. Create the necessary Floors
3. On each Floor, create the necessary Rooms and associated icons
4. On the respective floor add the required Widgets, noting the widget types you are adding, such as:
   - Lighting, Shutter Relay, General Lighting Dimmer etc
   - DO NOT APPLY custom styles yet

5. Apply Voice Control for individual or all widgets if necessary
6. Once you begin adding the **last widget of each type** implement any required customised styles, enabling the **Apply to all similar widgets** checkbox.
   - For example, once you added all required **General Lighting Dimmer widgets**, you can customise the final one to help ensure any customised style is applied to all subsequent ones

7. The style of all appropriate widgets will update accordingly
8. Update the **custom Background** image/s of the home page & any independent rooms as required

# Frequently Asked Questions

Q: I get the following dialog box/message when I click on the Shopping Cart icon, what does that mean?




A:This dialog box/message highlights that the C-Bus Controller is not successfully connected to the Internet.

Q: Will the Manager plugin user interface scale for a 10” iPad?

A: As of C-Bus Controller firmware v2.5.0, the generated user interface from the Manager plugin will scale appropriately

Q: Is there a quick link to display the Manager plugin user interface for a tablet or iPad?

A:

The Quick Link for the Manager Plugin's UI is:

Controller's Ethernet IP Address/apps/data/manager

For example, if the IP Address is 192.168.0.10 then the quick link is:

192.168.0.10/apps/data/manager

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