User guide for modes configuration

The main user modes are internally consisting of several sub-modes required for the detailed lamp control scenario.

The first line of the file specifies a time period in minutes by which the configured alarm is preceded to trigger the ALARM event (see below). Example:

*EARLYALARM=10*

The following are the finishing times for all the main modes in the following format:  
**<hh:mm:ss> <-mode-ending-at-that-time >**Example:

*01:00:00 NIGHT  
08:00:00 SLEEP  
13:30:00 CIRKADIAN  
16:30:00 AFTERNOON  
21:00:00 EVENING*

The lamp will use this table when turned on to choose the mode in which it is started. For example, when the lamp is turned on at 21:30, or at 00:30, it will enter the *NIGHT* mode after power-on.

Next, all the main modes and sub-modes are defined using the following format:

**[<mode name>]  
COLOR1=<starting color>  
COLOR2=<final color>**  
<list of events/actions active in this mode>

The transition colors are specified in hexadecimal notation in the RGB order, i.e. #FFFF00 – yellow color.

When the following events are specified, the lamp switches the mode as specified:

***TOUCH <*mode*>*** *–* turning the dial control only a little bit   
***TURN <*mode*>*** *–* turning the dial control longer  
***ALARM <*mode*>*** *–* triggered 10 (EARLYALARM) minutes before the configured alarm, if the alarm is ON   
***AT <hh:mm:ss> <mode>*** *–* event occurs at the specified time   
***AFTER <hh:mm:ss> <*mode*>*** *–* event occurs after the specified time has passed since entering the mode  
***LOOP3 <mode>***  - if the current mode has been entered more than 3 times in a sequence,   
 it is switched to the specified mode

Note: for the events ***AT*** and ***AFTER*** the user can specify the time in minutes. Instead of the format ***<hh:mm:ss>*** he or she can use the format ***<m>***, where ***m*** is the number of minutes (hours, seconds = 0). Furthermore, replacing the number with the symbol **X**, will result in using the value configured by the user directly in the display interface on the lamp instead.

Example:

*[SLEEP]  
COLOR1=#000000  
COLOR2=#000000  
TOUCH RED  
TURN WAKEUP  
ALARM WAKEUP  
AT 08:00:00 OFF  
AFTER 00:05:00 WAKEUP2*