

## **LUCE**

#### A PROFESSIONAL PLATFORM DEDICATED TO MANAGING COMMUNICATING NODES

**LUCE** is a professional platform that allows precise control and supervision of the public lighting network at individual lighting points: communication status, lighting status, group management, schedule and scenario configuration, sending of forced commands, and data reporting.

## **BENEFITS**



- Web platform in SaaS mode
- Simple and intuitive interface
- Automatic declaration and configuration of BH Nodes
- Team training provided by us
- Dedicated back-office support, based in France



# CONTROL OF NETWORK STATUS & ENERGY CONSUMPTION

- Map-based visualization of the network
- Data reporting and anomaly detection
- Clear and simple display of all data required for supervision
- Up to 80% energy savings through refined public lighting management



# COMPATIBILITY & INTEROPERABILITY

- Data from Luce is compliant with TALQ2 standard protocol
- Interoperability via our APIs: with all CMMS, GIS, and hypervisor systems



# A DEDICATED & SECURE PROFESSIONAL PLATFORM

- Features developed with and for local authorities, tailored to their specific needs
- A response to the sense of insecurity caused by complete nighttime switch-off
- Encrypted, real-time data



### **FEATURES**

### **CONTROL OF COMMUNICATING NODES**







- Network displayed as a map or a list
- Real-time GPS location
- Display of communication status
- Display of lighting status

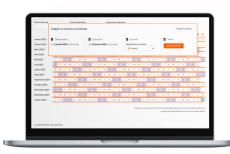


- Individual or group control of nodes
- Administration of the Luce On Demand smartphone app
- Control of third-party equipment with Magic Pin 4: light displays, environmental sensors



- Sending individual or group forced commands
- DALI report
- Graphical visualization of lighting point consumption

### **SCHEDULING & SCENARIOS**



- Intuitive scheduling with annual calendar
- Special programming capabilities



- 3 predefined modes: Standard Astro, Socio-astro Eco, Socio-astro Comfort
- 16 brightness levels per scenario, with fading configuration
- Twilight offset