

Philips Hue Updates App, Syncs with PCs, Macs

Written by Marco Attard
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CES 2018 sees Philips announce an update with a number of new features of the Hue companion iOS and Android app, together with the Hue Sync macOS and Windows 10 lighting control application.



Set to launch in Q2 2018, Hue app version 3.0 brings a UI redesign inspired by comments and feedback from current Hue users. Philips says 3.0 will "enhance" existing features, improve daily use through instant access to last used scenes and simple light group controls, and ensure seamless setup and integration of both Hue accessories and 3rd party devices.

Meanwhile Hue Sync is an MacOS and Windows 10 application allowing users to create scripts to sync Hue lighting with any game, movie or music played on the computer. Philips dubs such functionality "Hue Entertainment," and it includes partnerships with other companies, with the first being gaming accessory maker Razer.

"Our first step is with gaming, the largest segment in the entertainment industry, followed by movie and audio integrations," the company says. "To take this even further and realise the full potential of the combination of light and entertainment, we are giving the developer community access to our Philips Hue Entertainment API and tools. We look forward to see the creativity developers will apply to our new applications to make the most of Hue's immersive power."

A final CES 2018 announcement involves an outdoor Hue product line. Philips does not detail these products, instead only saying they will allow customers to sync and control backyard lighting through the Hue app.

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