



## Z-Wave Protocol Implementation Conformance Statement

### Doorbell 6

#### General Information

<b>Product Identifier:</b>	ZW162-A
<b>Brand Name:</b>	Aeotec
<b>Product Version:</b>	HW: 162 FW: 1.04
<b>Z-Wave Certification #:</b>	ZC10-19026372

#### Product Features

<b>Color</b>	White
<b>Supported Notification Types</b>	Home Security Power Management Siren
<b>Firmware Updatable</b>	Updatable by Consumer by RF
<b>Outdoor Use</b>	No
<b>Sensors</b>	Vibration/Shock (Binary)

#### Z-Wave Product Information

Supports Z-Wave Beaming Technology?	Yes
Supports Z-Wave Network Security?	Yes
Supports Z-Wave AES-128 Security S0?	Yes
Supports Security S2?	Yes: S2 Authenticated, S2 Unauthenticated
SmartStart Compatible?	No

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(Continued)

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### Z-Wave Technical Information

<b>Z-Wave Frequency:</b>	U.S. / Canada / Mexico
<b>Z-Wave Product ID:</b>	0x00A2
<b>Z-Wave Product Type:</b>	0x0103
<b>Z-Wave Hardware Platform:</b>	ZM5101
<b>Z-Wave Development Kit Version:</b>	6.71.03
<b>Z-Wave Library Type:</b>	Enhanced 232 Slave
<b>Z-Wave Device Type / Role Type:</b>	Sound Switch / Always On Slave

### Association Group Information

**Group # / Max**    **Description**

#### Nodes

1 / 5	(1) Device Reset Locally Notification, issued when Factory Reset is performed. (2) Sound Switch Tone Play Report, issued when a tone has started playing. (3) Sound Switch Configuration Report, issued when volume or default tone has changed. (4) Notification Report (Type=0x0E; Event=0x01), issued when Chime is playing tone. (5) Notification Report (Type=0x0E; Event=0x00), issued when Chime stops playing tone. (6) Notification Report (Type=0x07; Event=0x09), issued when Chime is moved. (7) Notification Report (Type=0x08; Event=0x0A), issued when Button is low battery. (8) Notification Report (Type=0x08; Event=0x00), issued when Button comes back to normal battery. (9) Configuration Report (Parameter=0x32), issued when Pairing Button Mode is triggered. (10) Configuration Report (Parameter=0x33), issued when Unpairing or Pairing Button Mode finishes.
2 / 5	Mirror of Endpoint 1, group 2. When Endpoint 1 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
3 / 5	Mirror of Endpoint 2, group 2. When Endpoint 2 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
4 / 5	Mirror of Endpoint 3, group 2. When Endpoint 3 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
5 / 5	Mirror of Endpoint 4, group 2. When Endpoint 4 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
6 / 5	Mirror of Endpoint 5, group 2. When Endpoint 5 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
7 / 5	Mirror of Endpoint 6, group 2. When Endpoint 6 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
8 / 5	Mirror of Endpoint 7, group 2. When Endpoint 7 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.
9 / 5	Mirror of Endpoint 8, group 2. When Endpoint 8 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC.

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(Continued)

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### Supported Command Classes (18):

Command Class Association Group Info	Command Class Association V2
Command Class Basic	Command Class Configuration
Command Class Device Reset Locally	Command Class Firmware Update Md V4
Command Class Manufacturer Specific V2	Command Class Multi Channel Association V3
Command Class Multi Channel V4	Command Class Notification V8
Command Class Powerlevel	Command Class Security
Command Class Security 2	Command Class Sound Switch
Command Class Supervision	Command Class Transport Service V2
Command Class Version V2	Command Class Z-Wave+ Info V2

### Controlled Command Classes (1):

Command Class Basic