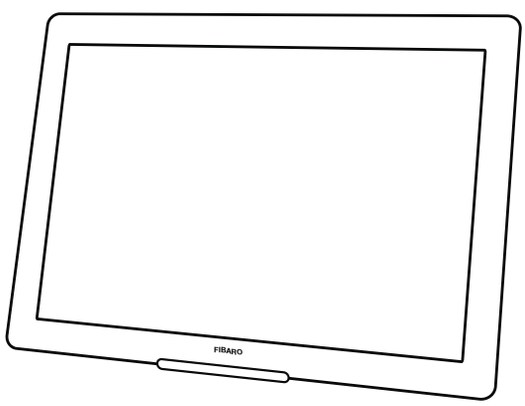
FIBARO SYSTEM

OPERATING MANUAL

EN



FIBARO SWIPE

FGGC-001

CONTENTS

v1.0

Important safety information

Read this manual before attempting to install the device!

Failure to observe recommendations included in this manual may be dangerous or cause a violation of the law. The manufacturer, Fibar Group S.A. will not be held responsible for any loss or damage resulting from not following the instructions of operating manual.

General information about the FIBARO System

FIBARO is a wireless smart home automation system, based on the Z-Wave protocol. All of available devices can be controlled through a computer (PC or Mac), smartphone or tablet. Devices are not only receivers, but can also repeat the signal, increasing the Z-Wave network's range. It gives advantage over traditional wireless systems that require direct link between transmitter and receiver, as a result the construction of the building could affect network's range negatively.

Every FIBARO network has its unique identification number (home ID). Multiple independent networks can exist in the building without interfering. Transmission security of FIBARO System is comparable to wired systems.

Z-Wave technology is the leading solution in smart home automation. There is a wide range of Z-Wave devices that are mutually compatible, independently of manufacturer. It gives the system the ability to evolve and expand over time. For more information visit: www.fibaro.com.

#1: Description and features

FIBARO Swipe is a revolutionary battery gesture control pad that allows you to control devices in your Z-Wave network without actually touching anything. Swipe up, down, left, right, make a circular gesture and use sequences to get full and intuitive control of your home.

Installed device perfectly matches your interior design, as it resembles a picture frame. You can even personalize it with your favourite picture. Gesture controlled menu allow to add/remove or reset the device without dismounting it.

The device is equipped with a buzzer that confirms performed gestures and other actions.

NOTE

This device may be used with all devices certified with the Z-Wave Plus certificate and should be compatible with such devices produced by other manufacturers.

Main features of FIBARO Swipe:

- Compatible with any Z-Wave or Z-Wave+ Controller.
- Supports protected mode (Z-Wave network security mode) with AES-128 encryption.
- Allows contactless gesture detection.
- Battery and/or VDC powered. When connected to an external, VDC power source, the battery serves as an emergency power source.
- Gestures and actions are confirmed by the buzzer and can be indicated additionally by the built-in LED diode.
- Gesture controlled menu - allows to operate the device without dismounting it.

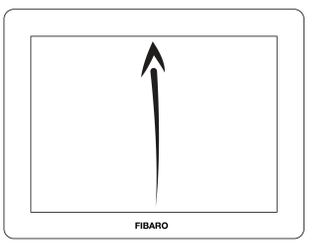
NOTE

FIBARO Swipe is a Security Enabled Z-Wave Plus product and a Security Enabled Z-Wave Controller must be used in order to fully utilize the product.

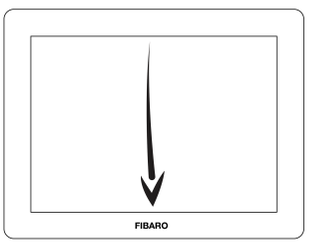
FIBARO Swipe is a fully compatible Z-Wave PLUS device.

#2: Gestures overview

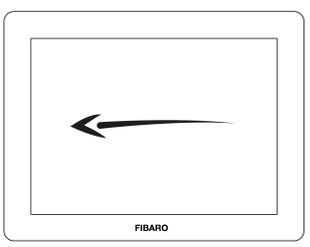
Basic gestures are used to turn ON and OFF associated devices or trigger scenes.



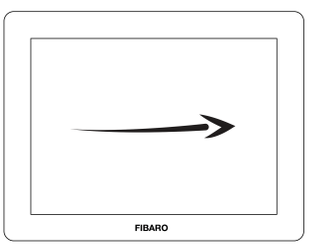
Swipe up



Swipe down



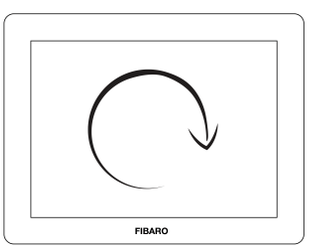
Swipe left



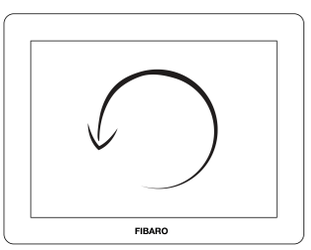
Swipe right

Circular gestures are used to e.g. dim/brighten the lights or adjust the blinds via associations. They can also trigger scenes.

After performing first circle, the device will start changing the value (clockwise - increase, counter-clockwise - decrease). Withdrawing the hand will stop the change.

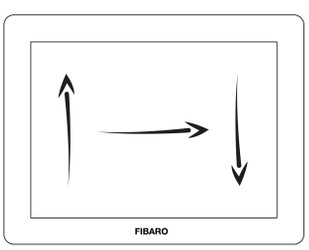


Clockwise



Counter clockwise

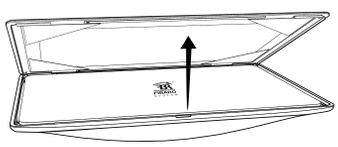
Sequences are composed of two or three gestures. User can create up to 6 custom sequences. They can operate other devices via scenes only.



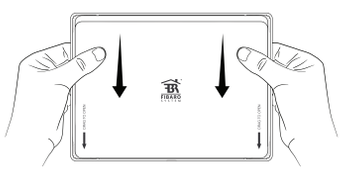
Sequence

#3: Basic activation

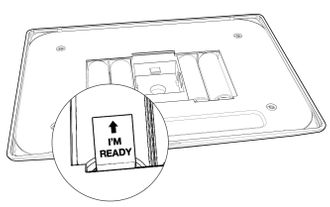
1. Remove the front magnetic cover.



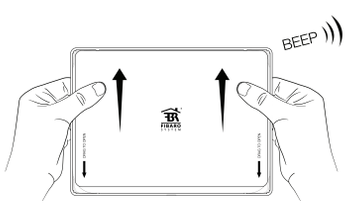
2. Unmount the Swipe from the back case by sliding the device down.



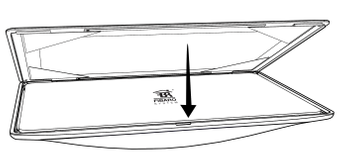
3. Remove paper stripe protecting the batteries.



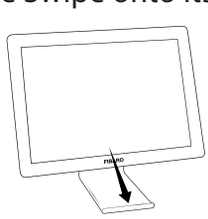
4. Mount the Swipe back into the back case by sliding the device up.



5. The device will confirm powering up with an acoustic signal.
6. Place the front magnetic cover.

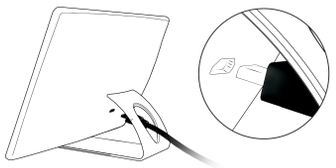


7. Place the Swipe onto its holder.

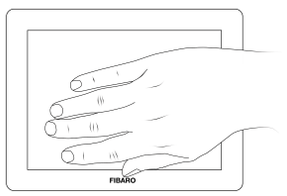


8. Place the Swipe within the direct range of your Z-Wave controller.

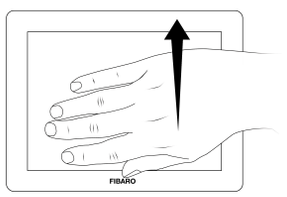
9. Plug the power source into the micro-USB port if required.



10. Set the main controller in (security/non-security) add mode (see the controller's manual).
11. Move and hold your hand close to the center of the pad.



12. If the device is battery powered, high pitched beep will signal exiting the Standby Mode.
13. Loud sound sequence will confirm entering the menu, keep holding your hand.
14. After hearing two short beeps (green indicator colour), withdraw the hand and perform swiping up gesture to confirm selection (two beeps will confirm validity).



15. Wait for the adding process to end.
16. Successful adding will be confirmed by the Z-Wave controller's message and 3 short beeps (green visual indicator colour).

#4: Adding the device

NOTE

Adding in security mode must be performed up to 2 meters from the controller.

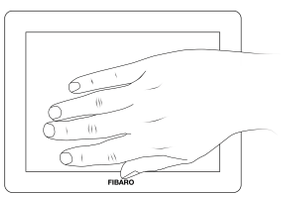
NOTE

In case the device is not added, please reset the device and repeat the adding procedure.

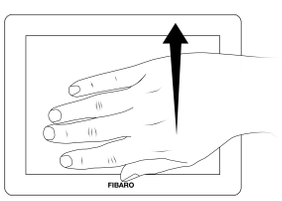
Adding (Inclusion) - Z-Wave device learning mode, allowing to add the device to existing Z-Wave network.

To add the device to the Z-Wave network:

1. Place the Swipe within the direct range of your Z-Wave controller.
2. Set the main controller in (security/non-security) add mode (see the controller's manual).
3. Move and hold your hand close to the center of the pad.



4. If the device is battery powered, high pitched beep will signal exiting the Standby Mode.
5. Loud sound sequence will confirm entering the menu, keep holding your hand.
6. After hearing two short beeps (green indicator colour), withdraw the hand and perform swiping up gesture to confirm selection (two beeps will confirm validity).



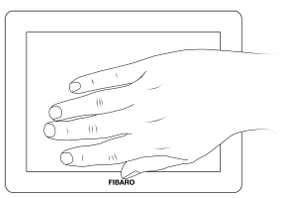
7. Wait for the adding process to end.
8. Successful adding will be confirmed by the Z-Wave controller's message and 3 short beeps (green visual indicator colour).

#5: Removing the device

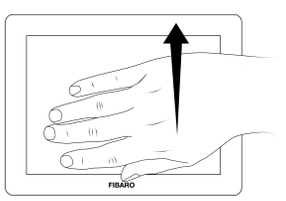
Removing (Exclusion) - Z-Wave device learning mode, allowing to remove the device from existing Z-Wave network.

To remove the device to the Z-Wave network:

1. Place the Swipe within the direct range of your Z-Wave controller.
2. Set the main controller in remove mode (see the controller's manual).
3. Move and hold your hand close to the center of the pad.



4. If the device is battery powered, high pitched beep will signal exiting the Standby Mode.
5. Loud sound sequence will confirm entering the menu, keep holding your hand.
6. After hearing two short beeps (green indicator colour), withdraw the hand and perform swiping up gesture to confirm selection (two beeps will confirm validity).



7. Wait for the removing process to end.
8. Successful removing will be confirmed by the Z-Wave controller's message and sequence of 2 short beeps, pause, 1 short beep (red visual indicator colour).

NOTE

Removing the Swipe from the Z-Wave network restores all the default parameters of the device.

NOTE

If the device is battery powered, high pitched beep will signalize exiting from the Standby Mode before entering the menu.

#6: Operating the device

NOTE

Gestures are not indicated by the LED diode by default. In order to enable it, set the value of parameter 3 to 1.

Acoustic and visual indications:

The Swipe is equipped with a buzzer and LED diode, signalling gesture detection, menu position and status of the device.

Validity of every detected gesture or sequence is signalled by:

- **2 short beeps** (GREEN) - gesture/sequence is valid
- **Intermittent tone** (GREEN) - smooth control using circular gesture
- **1 long beep** (RED) - gesture/sequence is invalid

NOTE

If the device is battery powered, high pitch beep will signalize exiting from the Standby Mode before entering the menu.

Menu allows to perform Z-Wave network actions. In order to use the menu:

1. Move and hold your hand close to the center of the pad.
2. Loud sound sequence will confirm entering the menu, keep holding your hand.
3. Wait for the buzzer to indicate the desired menu:
   - **1 short beep** (WHITE indicator colour) - wake up the device
   - **2 short beeps** (GREEN indicator colour) - learning mode (adding/removing)
   - **3 short beeps** (YELLOW indicator colour) - the device reset
4. To select current position, withdraw the hand and perform swiping up gesture to confirm selection (two beeps will confirm validity).

NOTE

Menu can also be operated using the service button B (see "Additional features" on page 15)

Waking up the device:

The Swipe needs to be woken up to receive information about the new configuration from the Z-Wave controller, like parameters and associations. Use 1st menu position to wake up the device or click the button on the back of the device once.

NOTE

Resetting the device is not the recommended way of removing the device from the Z-Wave network. Use the reset procedure only if the primary controller is missing or inoperable. Certain device removal can be achieved by the procedure of removing described in "Adding the device" on page 8.

Reset procedure of the Swipe:

Reset procedure allows to restore the device back to its factory settings, which means all information about the Z-Wave controller and user configuration will be deleted. In order to reset the device:

1. Make sure the device is powered.
2. Choose 3rd menu position (3 short beeps).
3. After few seconds the device will be restarted. Not being added to the Z-Wave network will be signalized with sequence of 2 short beeps, pause, 1 short beep (RED).

#7: Scene ID

Scene ID:

Every basic gesture and sequence has its own Scene ID that is send to the main controller after recognizing it. Scene activation for basic gestures is send after second gesture or timeout.

Scene ID	Gesture or sequence	Attribute	Default action
1	/\	Key Pressed 1 time	ON
	/\ /\	Key Pressed 2 times	OFF
2	\/	Key Pressed 1 time	ON
	\/ \/	Key Pressed 2 times	OFF
3	<	Key Pressed 1 time	ON
	< <	Key Pressed 2 times	OFF
4	>	Key Pressed 1 time	ON
	> >	Key Pressed 2 times	OFF
5	Circular gesture (clockwise)	Key Held Down	Change state UP
		Key Released	STOP
6	Circular gesture (counter-clockwise)	Key Held Down	Change state DOWN
		Key Released	STOP
7	1st sequence	Key Pressed 1 time	User-defined
8	2nd sequence	Key Pressed 1 time	User-defined
9	3rd sequence	Key Pressed 1 time	User-defined
10	4th sequence	Key Pressed 1 time	User-defined
11	5th sequence	Key Pressed 1 time	User-defined
12	6th sequence	Key Pressed 1 time	User-defined

NOTE

Toggle Mode (parameter 12) disallows doubled gestures.

#8: Sequences of gestures

Gesture values:

Value	4 bits	Gesture
0	0000	empty
1	0001	/\
2	0010	\/
3	0011	<
4	0100	>

NOTE

In case of sequence of two gesture, field for third gesture should be set to 0.

Sequences:

User can create sequences of two or three gestures to expand number of possible actions. Every sequence is saved in its advanced parameter (no. 31-36) with 16 bits, every basic gesture is identified with 4 bits.

	Bit mask of parameter				Overall
Size	4 bits	4 bits	4 bits	4 bits	16 bits
Purpose	reserved	first gesture	second gesture	third gesture	
Example	none	/\	>	<	
Example: binary values	always 0000	0001	0100	0011	
Example: decimal values	always 0	1 * 256	4 * 16	3 * 1	sum = 323

Rules of creating sequences:

- Maximum of six sequences can be created.
- Each sequence must be unique.
- Sequence can consist of two or three basic gestures (left, right, up or down).
- Two identical gestures cannot be used next to each other.

Learning a new sequence:

To perform automatic learning of a sequence:

1. Change value of parameter 30 to number of sequence slot you want to fill (1 to 6).
2. Wake up the device using 1st menu position (see "Operating the device" on page 10)
3. The device will enter learning mode, which is signalled by constant beeping.
4. Perform a desired sequence.

Creating and configuring sequences in the Home Center interface:

1. Go to the device options by clicking the icon on its bar: 
2. Drag and drop two or three gestures to create a desired sequence.
3. Confirm the selection by clicking “Confirm a new sequence”.
4. Wake up the device using 1st menu position (see "Operating the device" on page 10).
5. Click the plus icon ("New Reaction") next to the newly created sequence.
6. Select the device you want to control.
7. From the available options select the reaction of the controlled device and complete the setup by clicking "Save".

Creating and editing sequences manually:

To manually create or edit a sequence slot:

1. Calculate new value of parameter using table and formula:

   Value of parameter *= 256 * Value of first gesture + + 16 * Value of second gesture + Value of third gesture*
2. Change the value of corresponding parameter (parameters 31 to 36 for slots 1 to 6).

i NOTE

Setting parameter to 0 will delete the sequence.

#9: Powering modes

CAUTION

Using batteries other than specified may result in explosion. Dispose of properly, observing environmental protection rules.

There are two powering modes of the Swipe. By default, powering mode of the device is updated automatically (in intervals specified in parameter 5) after changing type of supply.

The Swipe sends detected gestures to the Z-Wave network immediately, but configuration parameters and associations settings only at wake up (in time intervals or manually), independently of the powering mode.

Battery powering mode - by default, the Swipe is supplied with 4 batteries included with the device (type AA 1.5V). They are not rechargeable and should be replaced after wearing out. The device in this mode uses power saving function to preserve battery life.

External supply mode - the Swipe can be supplied with a 5V DC power supply connected to the micro-USB port. In this mode batteries will work as an emergency supply.

Power saving:

When battery powered, the Swipe will enter Standby Mode by default (signalled with a low pitch beep) after 5 seconds of inactivity to reduce the battery usage. In Standby Mode range and frequency of detection are reduced preventing normal gesture detection. Operation of power saving mode can be modified in parameter 6.

In order to exit Standby Mode:

1. Move your hand close to the centre of the pad.
2. Wait for the high pitch beep.
3. Move your hand away from the pad.
4. The device is ready to detect gestures.

#10: Additional features

Service button B:

The Swipe is equipped with a service B-button, which allows to use the menu. The B-button is located on back of the device and requires dismounting the Swipe from its back case.

In order to operate the menu using the B-button:

1. Make sure the device is powered via micro-USB port.
2. Press and hold the B-button.
3. Loud sound sequence will confirm entering the menu, keep holding your hand.
4. Wait for the buzzer to indicate the desired menu position with short beeps:
   - **1 short beep** (WHITE) - wake up the device
   - **2 short beeps** (GREEN) - learning mode (adding/removing)
   - **3 short beeps** (YELLOW) - the device reset
5. Release the B-button.
6. Click the B-button to confirm selection.

#11: Associations

Association (linking devices) - direct control of other devices within the Z-Wave system network e.g. Dimmer, Relay Switch, Roller Shutter or scene (may be controlled only through a Z-Wave controller).

The Swipe provides the association of six groups:

1st Association Group – "Lifeline" reports the device status and allows for assigning single device only (main controller by default).

2nd Association Group – "Flick UP" is assigned to moving the hand up over the panel (sends Basic Set command frames).

3rd Association Group – "Flick DOWN" is assigned to moving the hand down over the panel (sends Basic Set command frames).

4th Association Group – "Flick LEFT" is assigned to moving the hand from the right to the left side of the panel (sends Basic Set command frames).

5th Association Group – "Flick RIGHT" is assigned to moving the hand from the left to the right side of the panel (sends Basic Set command frames) .

6th Association Group – "Circular AirWheel" is assigned to circular move of the hand clockwise or counter-clockwise over the panel (sends Switch Multilevel Start/Stop Level Change command frames).

The Swipe in 2nd to 6th group allows to control 5 regular or multichannel devices per an association group, with the exception of "LifeLine" that is reserved solely for the controller and hence only 1 node can be assigned.

It is not recommended to associate more than 10 devices in general, as the response time to control commands depends on the number of associated devices. In extreme cases, system response may be delayed.

To add an association (using the Home Center controller):

1. Go to the device options by clicking the icon:
2. Select the „Advanced" tab.
3. Specify to which group and what devices are to be associated.
4. Wait for the configuration process to end. Sending relevant information to devices added to associated groups may take even a few minutes.
5. Wake up the device manually to speed up the configuration process (1st menu position).

NOTE

Association ensures direct transfer of control commands between devices, is performed without participation of the main controller and requires associated device to be in the direct range.

NOTE

By default 2nd-5th association groups are set to toggle mode - single gesture will reverse state of the association group (turns ON when it's OFF, turns OFF when it's ON). Can be modified via parameter 12.

NOTE

States of the association groups are affected only by assigned gestures. Changing state of associated device by other means will not update remembered state of association group.

#12: Advanced parameters

The Swipe allows to customize its operation to user's needs. The settings are available in the FIBARO interface as simple options that may be chosen by selecting the appropriate box.

In order to configure the Swipe (using the Home Center controller):

1. Go to the device options by clicking the icon:
2. Select the „Advanced" tab.

Wake up interval

Available settings: **0** or **60-64800** (in seconds, 1min - 18h)

Default setting: **21 600** (every 6 hours)

The Swipe will wake up at each defined time interval and always try to connect with the main controller. After successful communication attempt, the device will update configuration parameters, associations and settings and then will go into Z-Wave communication standby.

After failed communication attempt (eg. no Z-Wave range) the device will go into Z-Wave communication standby and retry to establish connection with the main controller after the next time interval.

Setting wake up interval to 0 disables sending Wake Up notification to the controller automatically. Wake up may be still performed manually using 1st menu position.

Longer time interval means less frequent communication and thus a longer battery life

1. Device orientation

Parameter determines orientation of the Swipe in relation to its default position. Required for proper gestures recognition.

Available settings:	**0** - default orientation **1** - 180° rotation **2** - 90° clockwise rotation **3** - 90° counter-clockwise rotation		
Default setting:	**0**	Parameter size:	**1** [byte]

2. Buzzer - acoustic signal settings

Acoustic signalling of gestures detection.

Available settings:	**0** - gestures detection **is not** signalled **1** - gestures detection **is** signalled		
Default setting:	**1**	Parameter size:	**1** [byte]

NOTE

Active acoustic signals can be selected in parameter 4.

3. LED diode - visual indicator settings

Visual indication of gestures detection.

Available settings:	**0** - gestures detection **is not** indicated **1** - gestures detection **is** indicated		
Default setting:	**0**	Parameter size:	**1** [bytes]

NOTE

Parameter 4 is relevant only if parameter 2 is set to 1.

4. Buzzer - signalling result of gesture recognition

Acoustic signalling of gesture recognition result (using the built-in buzzer).

Available settings:	**1** - only successful recognition is signalled **2** - only failed recognition is signalled **3** - successful and failed recognition is signalled		
Default setting:	**3**	Parameter size:	**1** [byte]

5. Powering mode - interval of updating the current mode

This parameter determines how often the device checks if the USB power supply is connected and updates powering mode if needed.

Available settings:	**0** - powering mode is not updated **1-1080** (in minutes) - time interval		
Default setting:	**4** (4 minutes)	Parameter size:	**2** [bytes]

6. Power saving mode (battery mode)

This parameter determines operation of gesture detection when battery powered.

When Standby Mode is selected, hold gesture must be performed to exit power saving mode and reactivate normal gesture recognition. The device in Standby Mode consumes the least battery life.

When Simple Mode mode is selected, gesture recognition is always active, but only slowly performed gestures will be recognized properly (high battery consumption).

Available settings:	**0** - Standby Mode **1** - Simple Mode **2** - the Swipe does not enter power saving mode		
Default setting:	**0**	Parameter size:	**1** [byte]

CAUTION

After disabling the Hold gesture in parameter 7, menu can be entered by using the B-button only!

7. Hold gesture to enter the menu

This parameter allows to choose if the menu can be entered using the Hold gesture.

Available settings:	**0** - Hold gesture to enter the menu **enabled** **1** - Hold gesture to enter the menu **disabled**		
Default setting:	**0** (enabled)	Parameter size:	**1** [byte]

10. Scenes sent to the controller

Defines which actions result in sending scenes to 1st "Lifeline" group.

Available settings:	**1** - scenes for flick UP gesture enabled **2** - scenes for flick DOWN gesture enabled **4** - scenes for flick LEFT gesture enabled **8** - scenes for flick RIGHT gesture enabled **16** - scenes for clockwise circular gesture enabled **32** - scenes for counter-clockwise circular gesture enabled		
Default setting:	**15**	Parameter size:	**1** [byte]

NOTE

Parameter 10 values may be combined, e.g. 1+2=3 means that scenes for flick UP and DOWN are enabled.

11. Associations in Z-Wave network security mode

Parameter defines how commands are sent in specified association groups: as secure or non-secure. Parameter is active only in Z-Wave network security mode. It does not apply to 1st "Lifeline" association group.

Available settings:	**1** - 2nd group "Flick UP" sent as secure **2** - 3rd group "Flick DOWN" sent as secure **4** - 4th group „Flick LEFT" sent as secure **8** - 5th group „Flick RIGHT" sent as secure **16** - 6th group „Circular AirWheel" sent as secure		
Default setting:	**31**	Parameter size:	**1** [byte]

NOTE

Parameter 11 values may be combined, e.g. 1+2=3 means that 2nd & 3rd group are sent as secure.

12. Control mode of 2nd - 5th „Flick UP/DOWN/LEFT/RIGHT" association groups and scenes

Parameter allows to choose control mode for 2nd-5th groups and scenes.

By default, Toggle Mode is active, meaning that a single flick turns ON the group and the same flick turns it OFF, doubled flicks are inactive.

After disabling Toggle Mode a single flick will turn the device ON and the same flick doubled will turn it OFF.

Available settings:	**1** - Toggle Mode enabled for 2nd association group **2** - Toggle Mode enabled for 3rd association group **4** - Toggle Mode enabled for 4th association group **8** - Toggle Mode enabled for 5th association group		
Default setting:	**15**	Parameter size:	**1** [byte]

NOTE

Parameter 12 values may be combined, e.g. 1+2=3 means that 2nd & 3rd group are selected.

NOTE

Disabling Toggle Mode will introduce delay when performing single gestures.

13. Rate of smooth level control

Parameter allows to choose how long the hand has to be held near the center of the pad after "AirWheel" gesture for the associated devices to reach their maximum/minimum level.

Available settings:	**0-10** - duration in seconds **255** - default settings of controlled devices		
Default setting:	**255**	Parameter size:	**2** [bytes]

NOTE

Commands sent to association group for turn ON/OFF can be adjusted in parameters 20-27.

ASSOCIATIONS - CONTROL FRAMES CONFIGURATION

20. SWITCH ON control frame value for FLICK UP gesture

This parameter allows to set value sent in SWITCH ON command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**255**	Parameter size:	**2** [bytes]

NOTE

Setting parameters 20-27 to appropriate value will result in:

0 - turning off associated devices

1-99 - forcing level of associated devices

255 - setting associated devices to the last remembered state or turning them on

21. SWITCH OFF control frame value for FLICK UP gesture

This parameter allows to set value sent in SWITCH OFF command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**0**	Parameter size:	**2** [bytes]

22. SWITCH ON control frame value for FLICK DOWN gesture

This parameter allows to set value sent in SWITCH ON command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**255**	Parameter size:	**2** [bytes]

23. SWITCH OFF control frame value for FLICK DOWN gesture

This parameter allows to set value sent in SWITCH OFF command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**0**	Parameter size:	**2** [bytes]

24. SWITCH ON control frame value for FLICK LEFT gesture

This parameter allows to set value sent in SWITCH ON command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**255**	Parameter size:	**2** [bytes]

25. SWITCH OFF control frame value for FLICK LEFT gesture

This parameter allows to set value sent in SWITCH OFF command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**0**	Parameter size:	**2** [bytes]

26. SWITCH ON control frame value for FLICK RIGHT gesture

This parameter allows to set value sent in SWITCH ON command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**255**	Parameter size:	**2** [bytes]

27. SWITCH OFF control frame value for FLICK RIGHT gesture

This parameter allows to set value sent in SWITCH OFF command frame to the association group.

Available settings:	**0-99** or **255**		
Default setting:	**0**	Parameter size:	**2** [bytes]

SEQUENCES OF GESTURES

30. Sequence learning mode

Parameter activated by the main Z-Wave controller. Change its value to launch sequence learning procedure for the desired slot.

Available settings:	**0** - learning mode disabled **1-6** - launch sequence learning for selected slot		
Default setting:	**0**	Parameter size:	**1** [byte]

NOTE

Sequences does not allow to use same gestures next to each other.

31. 1st gestures sequence (SLOT 1)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

NOTE

Parameters 31-36 can also be used to manually set a sequence according to details described in "Sequences of gestures" on page 12.

32. 2nd gestures sequence (SLOT 2)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

33. 3rd gestures sequence (SLOT 3)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

34. 4th gestures sequence (SLOT 4)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

35. 5th gestures sequence (SLOT 5)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

36. 6th gestures sequence (SLOT 6)

Value containing sequence of gestures. See "Sequences of gestures" on page 12 for more information.

Available settings:	**0-1076**		
Default setting:	**0**	Parameter size:	**2** [bytes]

#13: Specifications

Power supply:	5V DC power supply and/or batteries
Operational current:	< 60mA
DC supply connector:	micro-USB
Battery type:	4 x 1.5V AA
EU directives compliance:	EMC 2004/108/EC R&TTE 1999/5/EC RoHS 2011/65/EU LVD 2006/95/EC
Radio protocol:	Z-Wave
Radio frequency:	868.4 or 869.8 MHz EU; 908.4 or 916.0 MHz US; 921.4 or 919.8 MHz ANZ; 869.0 MHz RU;
Range:	up to 50m outdoors up to 40m indoors (Depending on terrain and building structure)
Dimensions:	178 x 130 x 29 mm

#14: Guarantee

1. The Guarantee is provided by FIBAR GROUP S.A. (hereinafter „Manufacturer"), based in Poznan, ul. Lotnicza 1; 60-421 Poznan, entered in the register of the National Court Register kept by the District Court in Poznań, VIII Economic Department of the National Court Register, no. 553265, NIP 7811858097, REGON: 301595664.

2. The Manufacturer is responsible for equipment malfunction resulting from physical defects (manufacturing or material) of the Device during 12 months for business / 24 months for individual customers from the date of its purchase.

3. During the Guarantee period, the Manufacturer shall remove any defects, free of charge, by repairing or replacing (at the sole discretion of the Manufacturer) any defective components of the Device with new or regenerated components that are free from defects. When the repair proves impossible, the Manufacturer reserves the right to replace the device with a new or regenerated one, which shall be free from any defects and its condition shall not be worse than the original device owned by the Customer.

4. In special cases, when the device cannot be replaced with the device of the same type (e.g. the device is no longer available), the Manufacturer may replace it with a different device having technical parameters similar to the faulty one. Such activity shall be considered as fulfilling the obligations of the Manufacturer. The Manufacturer shall not refund money paid for the device.

5. The holder of a valid guarantee shall submit a guarantee claim through the guarantee service. Remember: before you submit a guarantee claim, contact our technical support using telephone or e-mail. More than 50% of operational problems are resolved remotely, saving time and money spent to initiating guarantee procedure. If remote support is insufficient, the Customer shall fill the guarantee claim form (using our website - www.fibaro.com) in order to obtain claim authorization. When the guarantee claim form is submitted correctly, the Customer shall receive the claim confirmation with a unique number (Return Merchandise Authorization -RMA).

6. The claim may be also submitted by telephone. In this case, the call is recorded and the Customer shall be informed about it by a consultant before submitting the claim. Immediately after submitting the claim, the consultant shall provide the Customer with the claim number (RMA-number).

7. When the guarantee claim form is submitted correctly, a representative of the Authorised Guarantee Service (hereinafter as „AGS") shall contact the Customer.

8. Defects revealed within the guarantee period shall be removed not later than 30 days from the date of delivering the Device to AGS. The guarantee period shall be extended by the time in which the Device was kept by AGS.

9. A faulty device shall be provided by the Customer with complete standard equipment and documents proving its purchase.

10. Parts replaced under the guarantee are the property of the Manufacturer. The guarantee for all parts replaced in the guarantee process shall be equal to the guarantee period of the original device. The guarantee period of the replaced part shall not be extended.

11. Costs of delivering the faulty device shall be borne by the Customer. For unjustified service calls, the Service may charge the Customer with travel expenses and handling costs related to the case.

12. AGS shall not accept a complaint claim only when:

- the Device was misused or the manual was not observed,

- the Device was provided by the Customer incomplete, without accessories or nameplate,

- it was determined that the fault was caused by other reasons than a material or manufacturing defect of the Device

- the guarantee document is not valid or there is no proof of purchase,

13. The Manufacturer shall not be liable for damage to property caused by defective device. The Manufacturer shall not be liable for indirect, incidental, special, consequential or punitive damage, or for any damage, including, inter alia, loss of profits, savings, data, loss of benefits, claims by third parties and any property damage or personal injuries arising from or related to the use of the Device.

14. The guarantee shall not cover:

- mechanical damage (cracks, fractures, cuts, abrasions, physical deformations caused by impact, falling or dropping the device or other object, improper use or not observing the operating manual);

- damage resulting from external causes, e.g.: flood, storm, fire, lightning, natural disasters, earthquakes, war, civil disturbance, force majeure, unforeseen accidents, theft, water damage, liquid leakage, battery spill, weather conditions, sunlight, sand, moisture, high or low temperature, air pollution;

- damage caused by malfunctioning software, attack of a computer virus, or by failure to update the software as recommended by the Manufacturer;

- damage resulting from: surges in power supply and/or telecommunication network, improper connection to the grid in a manner inconsistent with the operating manual, or from connecting other devices not recommended by the Manufacturer.

- damage caused by operating or storing the device in extremely adverse conditions, i.e. high humidity, dust, too low (freezing) or too high ambient temperature. Detailed permissible conditions for operating the Device are defined in the operating manual;

- damage caused by using accessories not recommended by the Manufacturer

- damage caused by faulty electrical installation of the Customer, including the use of incorrect fuses;

- damage caused by Customer's failure to provide maintenance and servicing activities defined in the operating manual;

- damage resulting from the use of spurious spare parts or accessories improper for given model, repairing and introducing alterations by unauthorized persons;

- defects caused by operating faulty Device or accessories.

15. The scope of the guarantee repairs shall not include periodic maintenance and inspections, in particular cleaning, adjustments, operational checks, correction of errors or parameter programming and other activities that should be performed by the user (Buyer). The guarantee shall not cover natural wear and tear of the Device and its components listed in the operating manual and in technical documentation as such elements have a defined operational life.

16. If a defect is not covered by the guarantee, the Manufacturer reserves the right to remove such defect at its sole discretion, repairing the damaged or destroyed parts or providing components necessary for repair or replacement.

17. This guarantee shall not exclude, limit or suspend the Customer rights when the provided product is inconsistent with the purchase agreement.