

Central Home Unit



Manual



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1 Security advice

The Central Home Unit is at low risk potential but hereby we inform you about possible security risks:

To connect the devices the requirements described on the device's label are mandatory.

Do not cut or trim the power cables.

Do not open the cover or any power supply provided.

Make sure that the power plugs are easily accessible.

The equipment must not come into contact with liquids. To clean the device use a dry lint-free cloth. Never use liquid or harsh detergents.

The ambient conditions, in which the devices are functional, can be found in the technical data. If the devices are operated in conditions other than those described, the operational safety may be endangered.

Remove the batteries carefully. Instructions are given in this document. Only use the battery types defined in the technical data.

Do not throw batteries in the household's garbage.

2 Technical data and scope of delivery

Your individual Central Home Unit is been delivered, installed and put into operation by your personal technical adviser with the equipment as follows:

- Central Home Unit
 - Power Supply
 - Mounting Kit Table/Shelf
 - Mounting Kit Wall
- Operating Manual

2.1 Technical Data

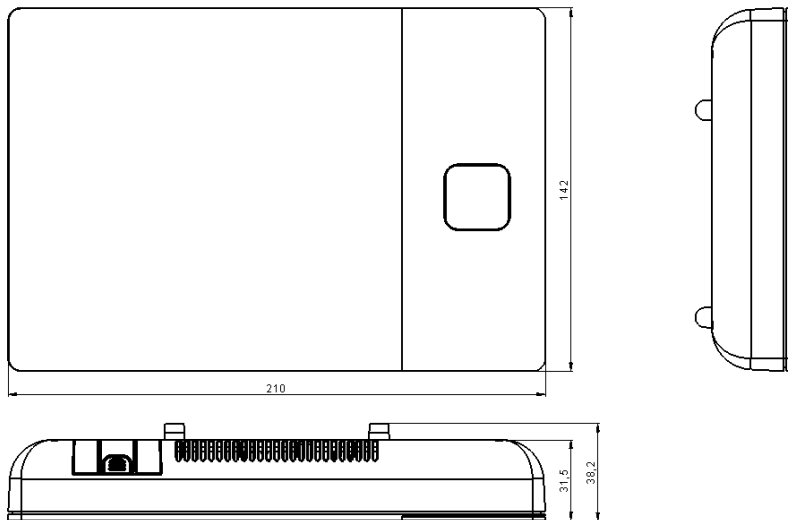


Figure 1: Central Home Unit Layout

Dimensions

(Width x Height x Depth) 210mm x 142mm x 38,2mm

Voltage:	230 V(AC) / 50Hz
Power consumption:	max. 15 W
Conformity of the EU-Guidelines:	Richtlinie 2014/53/EU(RED)
Operational area:	Indoor
Storage temperature:	65°C
Operating temperature:	5° - 35°C
Radio protocol:	Z-Wave™,
Radio frequency:	868,4MHz, 868,42 MHz, 869,85 MHz
Range:	up to 150 m outdoor, up to 40 m in buildings, (dependent on building material, constructional drawing and structure of the building as well as the composition of the compound)

2.2 Additional Components

The following components can be linked to the Central Home Unit:

- Room display
- Contact sensor
- Climate sensor
- Socket modul
- Central Home Unit-App

3 Functions and Functionality

3.1 Installation

The device is connected to the wall socket with the power supply unit.

There are two possible operating modes. Either mount the Central Home Unit on the wall using the mounting plate or put the pedestal to place the central home control on flat areas like tables or shelves.

3.2 Usage

The device has two light emitting diodes. The top one signals the operation. It lights

- green, if the system operates without any failure
- red, if there is any error in the system.

The bottom one signals the service. It lights

- blue, after pressing the service button. After having finished the service use the light stops lighting.

You should only press the service button on the Central Home Unit if you need help by a technical adviser. By pressing you grant remote access to the adviser. After having finished the help operation the access to the Central Home Unit expires. The light goes off the and the Central Home Unit gets back to normal use.

4 Maintenance

4.1 Cleaning

Never clean the Central Home Unit with liquid detergents. Take usage of a dry lint-free cloth.

While cleaning we recommend to unplug the device from the power supply if the device is a powered device. After having finished the cleaning process you can plug the device back in. The Central Home Unit will start up automatically.

5 Information

5.1 Overview

The Central Home Unit is the main entity to observe and control Z-Wave devices available on the market which operates with a certain set of Command Classes specified in the Network Operation section. This Central Home Unit is the base unit for any Z-Wave network.

The Central Home Unit is locally built upon the Z/IP-Gateway and Z-Wave Apps provided by Sigma Designs.

It can be operated in any Z-Wave network with other Z-Wave certified devices from other manufacturers. All non-battery operated nodes within the network will act as repeaters regardless of vendor to increase reliability of the network.

5.2 Role

The Central Home Unit is a Z-Wave Plus Security Enabled device in the Static PC Controller class, that is mainly used in the role of a Static Update Controller (SUC) Identity Server (SIS), and the Z-Wave Plus role of a Central Static Controller.

As a Z/IP secure remote client, it works in conjunction with a ZIPGW.

5.3 Network Operation

The Central Home Unit supports Inclusion (with CSA and IOB), Exclusion, Reset (Set Default), Replace/Remove Failed Node (with CSA & IOB), Send Node Info. If it is assigned a primary controller role, it will always upgrade itself to a SIS unless there is a SUC already present. Hence it cannot initiate controller shift as a primary. However it can also be used as a secondary or inclusion controller in which case many of its features cannot be used.

The Central Home Unit supports Initiate (Set Learn mode). To trans-

fer the network information from the Central Home Unit to a different device put the Home Control Unit into Initiate mode as described in 6.2.3.13.5 and then put the other devices into Inclusion mode.

Controller replication (copy) is achieved through Inclusion and Initiate. To replicate a controller start Learn mode on the other device. then put the Central Home Unit into Inclusion mode as described in chapter 6.2.3.13.1 by clicking on Add device.

Additionally it also supports Update Node and Update Network. The Central Home Unit discovers a Z-Wave node's capabilities during inclusion through a series of comprehensive queries. This process may take some time, especially for a secure Frequently Listening Routing Slave (FLIRs) device. This operation may be aborted at any time. Node Update re-queries the information that was obtained during inclusion. This allows discovering any changes that were not made by the Central Home Unit. Network Update requests topology from an SUC if available, and then performs neighbor update if available or node update to every node it is aware of.

5.4 Command Classes

For more information about the Command Class please take a look at our Command Class Documentation.

5.4.1 Control

The Central Home Unit is able to control/monitor Z-Wave-certified devices of different categories from various vendors through their CCs. CCs that are automatically handled are not exposed to the user. Central Home Unit controls the following CCs and versions:

Table 1: Controlled Z-Wave CCs

CC	Ver	CC	Ver
ALARM_SENSOR	1	NW_MGMT_INCLUSION	3
APPLICATION_STATUS	1	NW_MGMT_PROXY	2

ASSOCIATION	2	PROTECTION	2
ASSOCIATION_CMD_CFG	1	SECURITY	1
ASSOCIATION_GRP_INFO	3	SECURITY 2	1
BARRIER_OPERATOR	1	SENSOR_BINARY	2
BASIC	2	SENSOR_MULTILEVEL	9
BATTERY	1	SIMPLE_AV_CONTROL	1
CENTRAL_SCENE	3	SUPERVISION	1
CLIMATE_CONTROL_SCHEDULE	1	SWITCH_BINARY	2
CLOCK	1	SWITCH_COLOR	3
CONFIGURATION	2	SWITCH_MULTILEVEL	4
DEVICE_RESET_LOCALLY	1	THERMOSTAT_FAN_MODE	4
DOOR_LOCK	3	THERMOSTAT_FAN_STATE	2
FIRMWARE_UPDATE_MD	5	THERMOSTAT_MODE	3
INDICATOR	1	THERMOSTAT_OPERATING_STATE	2
MANUFACTURER_SPECIFIC	2	THERMOSTAT_SETBACK	1
METER	3	THERMOSTAT_SETPOINT	3
METER_PULSE	1	USER_CODE	1
METER_TBL_MONITOR	1	VERSION	2
MULTI_CHANNEL	4	WAKE_UP	2
MULTI_CHANNEL_ASSOCIATION	3	ZIP	3
MULTI_CMD	2	ZIP_GATEWAY	1
NO_OPERATION	1	ZIP_ND	1
NODE_NAMING	1	ZIP_PORTAL	1
NOTIFICATION/ALARM	8	ZWAVEPLUS_INFO	2
NW_MGMT_BASIC	2		

5.4.2 Support

The Central Home Unit adds the following CCs into the ZIPGW NIF as non-secure only in all cases i.e. before inclusion and after non-secure or secure inclusion.

Table 2: Supported Z-Wave CCs

CC	Version	CC	Version
ASSOCIATION	2	MULTI_CMD	1
ASSOCIATION_GRP_INFO	3	DEVICE_RESET_LOCALLY	1

The Central Home Unit does nothing on receiving Basic CC Set or Get.

There is only 1 Association group supporting 1 node for Lifeline. This node will receive the Device Reset Locally command.

For easier reference during certification the associated ZIPGW supported CCs are tabularized below.

Table 3: Supported Z-Wave CCs

CC	Not added	Non-secure added	Securely added	
			Non-Secure CC	Secure CC
APPLICATION_STATUS	X	X	X	
ASSOCIATION	X	X	X	
ASSOCIATION_GRP_INFO	X	X	X	
CRC_16_ENCAP	X	X	X	
DEVICE_RESET_LOCALLY	X	X	X	
FIRMWARE_UPDATE_MD				X
INCLUSION_CONTROLLER	X	X	X	
MANUFACTURER_SPECIFIC		X		X
MULTI_CMD	X	X	X	
NW_MGMT_BASIC				X
NW_MGMT_INCLUSION				X
NW_MGMT_INSTALLATION_MAINTENANCE				X
NW_MGMT_PROXY				X
POWERLEVEL				X
SECURITY	X	X	X	
SECURITY_2	X	X	X	
SUPERVISION	X	X	X	
TRANSPORT_SERVICE	X	X	X	
VERSION		X		X
ZWAVEPLUS_INFO	X	X	X	

5.5 Scenes

A Scene is a set of actions that may be activated by triggers. An action is a Z-Wave SET command, for e.g., to turn on a switch. A trigger may be a user request through a UI element, by schedule or on an event. A schedule can be set to execute a Scene on any or every day of the week at a preset time. A schedule remains active till it is disabled or deleted. An event refers to the receipt of a Z-Wave report, typically a sensor report e.g. motion sensed. The state of a scene, i.e. whether it is completely activated, can also be monitored.

A Security Scene is a special Scene that can be armed or disarmed by a key fob or a door lock event or through the UI. It can only be

triggered when it is armed. When triggered, it can send out alerts using email and/or SMS. Arming, disarming and triggering can also be configured to activate normal scenes. Supported actions are Basic, Binary Switch, Multilevel Switch, Door Lock, Thermostat Set-point CC SET commands. Supported events are Binary Sensor, Multilevel Sensor, Alarm/Notification, Door Lock CC REPORT commands as well as a Basic SET command received from trigger sources.

6 User Manual

6.1 Access

Info: Find the unique identifier printed on the Central Home Unit as shown in Figure 2. In this document we use *smaboni4* as the Central Home Unit Identifier.

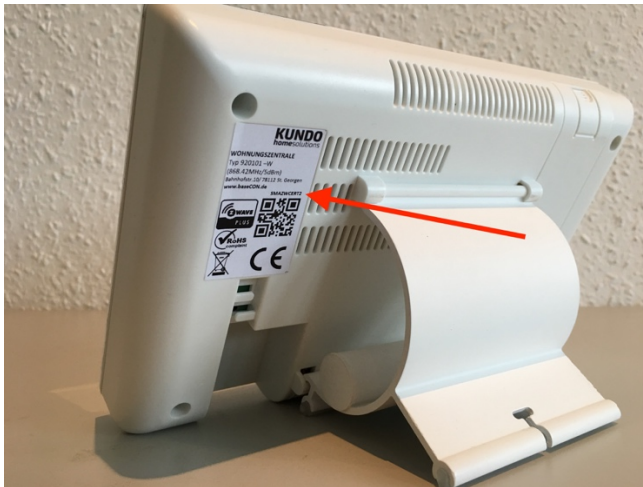


Figure 2: Central Home Unit Identifier

Open your Browser, enter <https://smaboni4.local> and confirm the security exception (Hide Advanced -> Proceed to smaboni4.local).

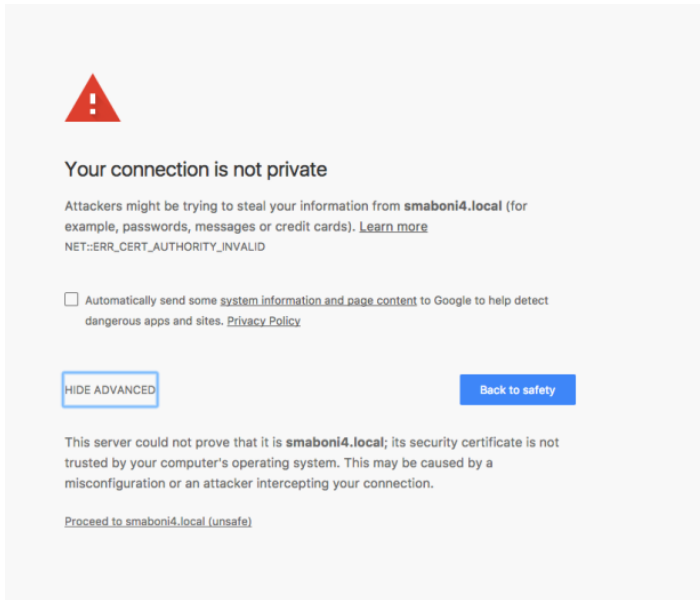


Figure 3: Confirm security exception

You will be guided to the login page.

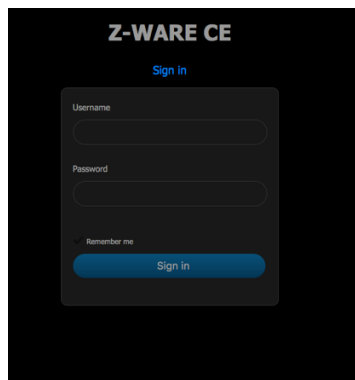


Figure 4: Login page

After successfully logged in you will be guided to the main configuration page (PC-UI).

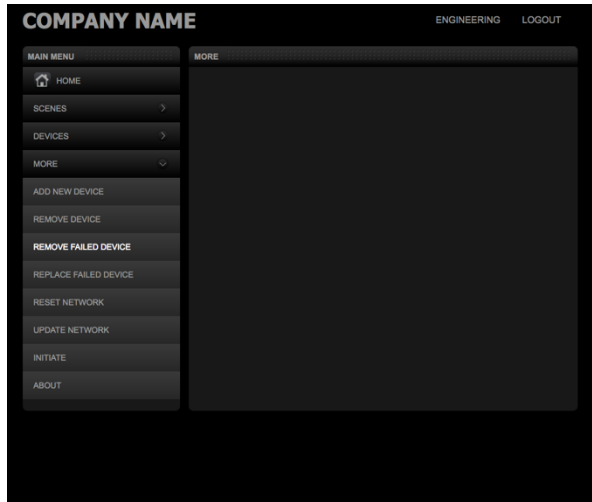


Figure 5: PC-UI

6.2 Normal Control (PC-UI)

6.2.1 Home

The home page allows monitoring & manual activation of a list of scenes.

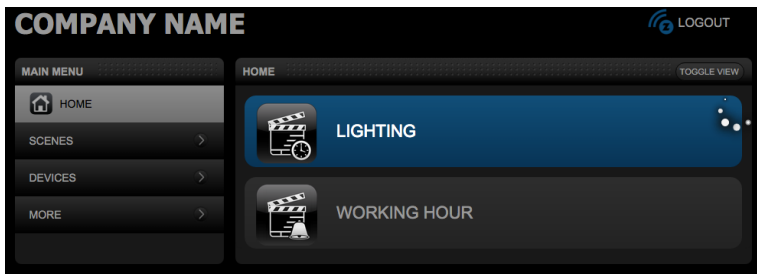


Figure 6: PC-UI - Home page

There are 2 scenes in this diagram. All scenes have a clapper board icon and those that have configured schedule or event triggers have a clock superimposed on the icon. Security Scenes have a bell superimposed on the icon. The turning wheel at the top right indicates that the scenes are updating their status. Scene status is updated only when Home or Scenes buttons are clicked, or when a scene is triggered. Clicking on a scene triggers it manually, turning its tab blue and starting the status update. If for some reason, it is not activated, it returns to its original color. As the same devices may be activated by multiple scenes, triggering 1 scene may affect the state of multiple scenes. The “Toggle View” button, only on the Tablet UI, can switch the scenes arrangement to columns and rows, instead of just 1 column.

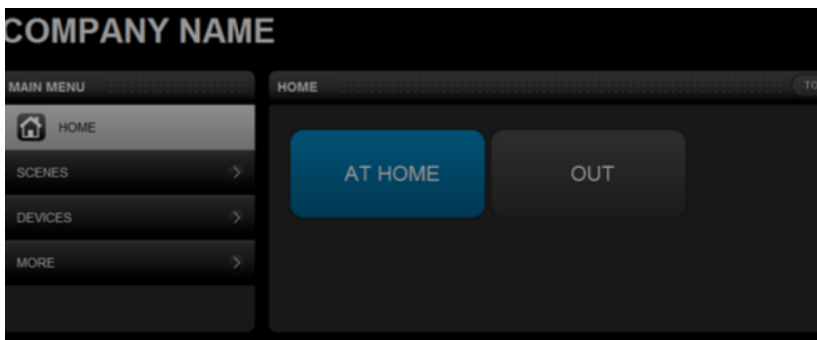


Figure 7: PC-UI - Scene Toggle

6.2.2 Scenes

The Scenes page looks the same as Home page except for a ‘New Scene’ that allows scene creation and that clicking on a scene allows viewing and editing it.

6.2.2.1 Create

The 'Create Scene' option shows a popup that allows naming the scene and selecting the devices that will, for normal scenes, be controlled through actions, while for security scenes, cause an alarm. Basic Set Command can be used as an event or an action as is exposed optionally only with Proprietary flag to prevent cluttering up the screen with devices.

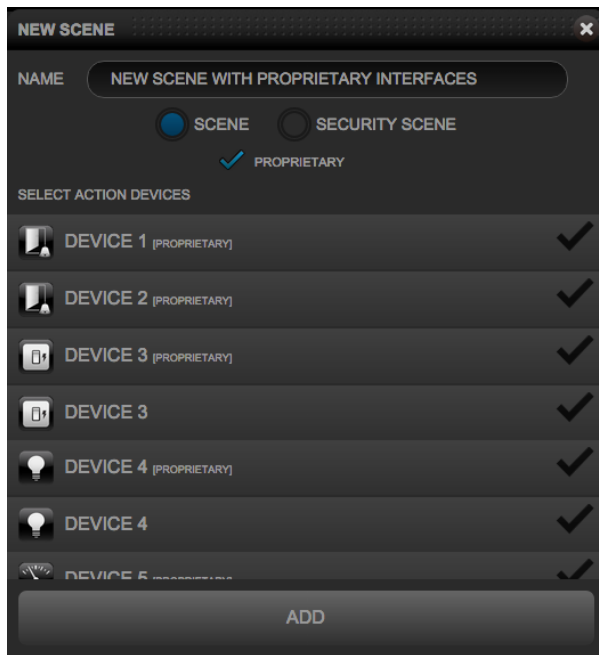


Figure 8: PC-UI - New Scene Page

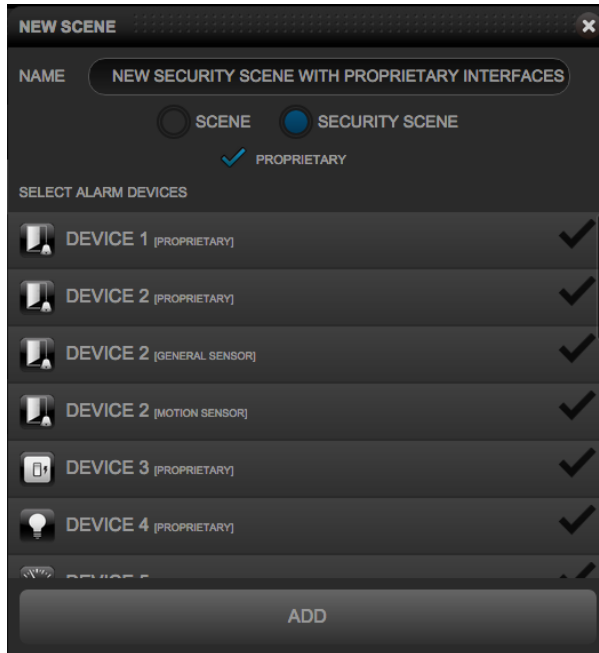


Figure 9: PC-UI - New Security Scene Page

6.2.2.2 Edit/View

Clicking on a scene allows it to be viewed or edited to add more schedules, events or action devices through the add buttons at the top right of the relevant collapsible compartments. The scene or elements in the scene can be deleted by the cross buttons.

6.2.2.2.1 Normal Scene

There are 3 collapsible compartments for Actions, Schedules and Triggers which allow adding/deleting elements within limits shown on the title bar.

In the Action compartment, devices are set to the Target value on

the right of the compartment when the Scene is activated, while the left side shows the current value, and the icon identifying the interface. The active indicator is blue if the current and target values are aligned, and gray otherwise.

In Schedules, multiple days of the week can be selected along with the trigger time. In Events, the trigger condition can be set on the right while the current state is shown on the left.

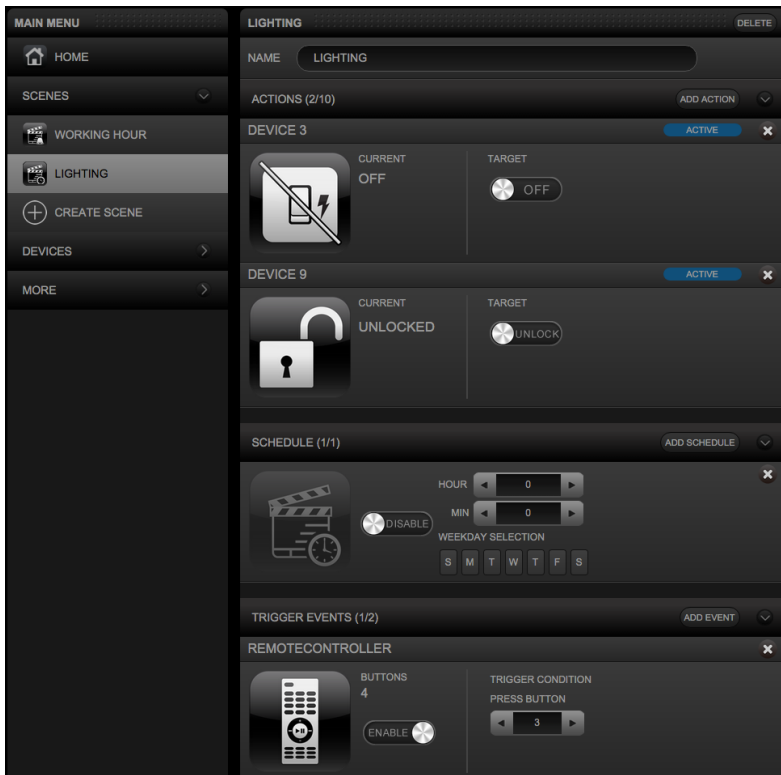


Figure 10: PC-UI - Scene Edit/View page

6.2.2.2.2 Security Scene

There are 4 collapsible compartments for Arm, Disarm, Alarm Events; and Notification. The first three allow adding/deleting events within limits shown on the title bar.

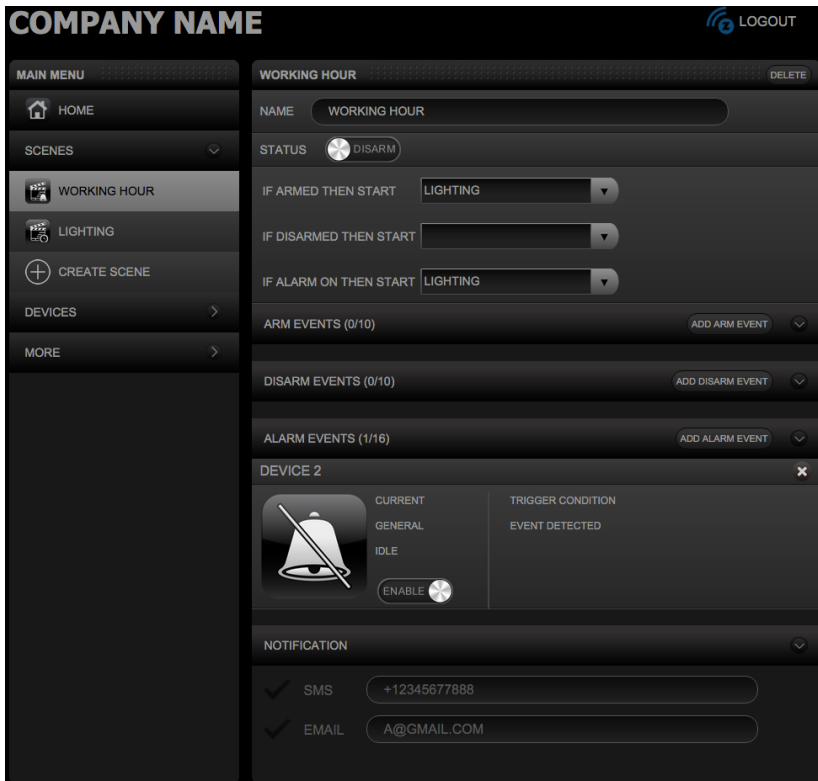


Figure 11: PC-UI - Security Scene View/Edit Page

When alarmed, a pop up appears providing information to the user. It remains until the user dismisses it.

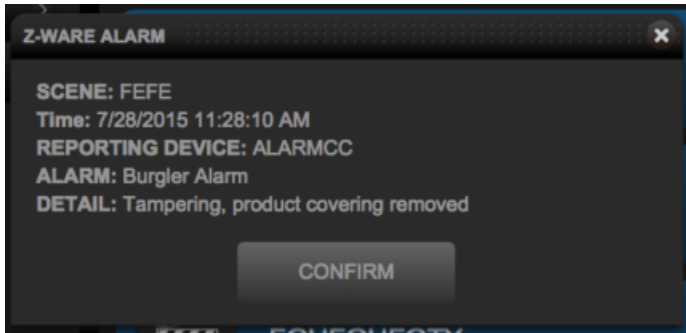


Figure 12: PC-UI - Security Scene Alarm Pop Up

6.2.3 Devices

The Devices menu allows controlling & monitoring of individual devices. Clicking on the devices tab, lists devices in the network and the Add New Device option. Z-Wave Inclusion is supported through the 'Add New Device' option. This is also accessible through the 'More' menu and is described there.

Clicking a device lists its interfaces on the larger right panel. The name and location can be changed. The battery status if available will be shown.

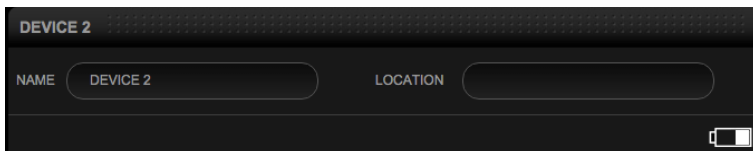


Figure 13: PC-UI - Device View/Edit Page Header

The first row displays an icon for the device, and its primary interface. The following rows show the secondary interfaces. Each row

has the associated interface's current (actual) status; followed by controls to modify its state if supported.

6.2.3.1 Unknown Interface

For unknown interfaces, basic control is shown.

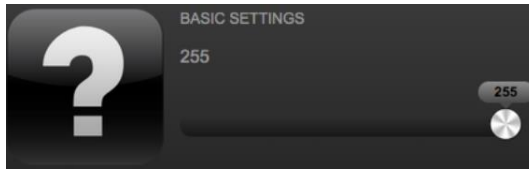


Figure 14: PC-UI - Basic Interface

6.2.3.2 Binary Sensor Device

The type (CO₂) is shown along with detected (bell) or idle (bell with slash).



Figure 15: PC-UI - Binary Sensor

6.2.3.3 Alarm/Notification Device

Notification types will be grouped and shown.

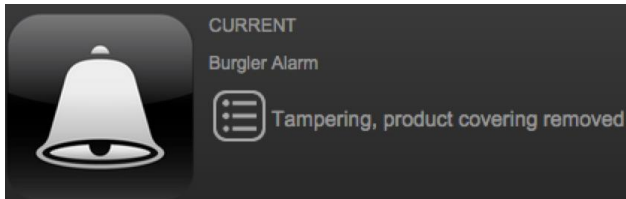


Figure 16: PC-UI - Alarm/Notification Interface Type/Event

The list button pops up a list of recent alarms/notifications.

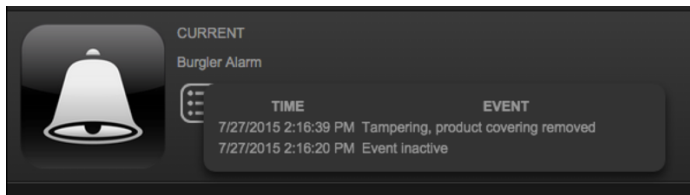


Figure 17: PC-UI - Alarm/Notification Interface Event List

6.2.3.4 Meter Device



Figure 18: PC-UI - Meter Interface

6.2.3.5 Multilevel Sensor Device



Figure 19: PC-UI - Multilevel Sensor Interface

6.2.3.6 Binary Switch Device

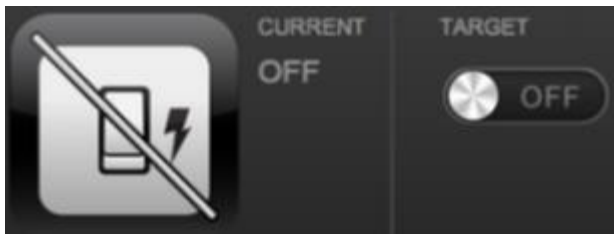


Figure 20: PC-UI - Binary Switch Interface

6.2.3.7 Dimmer Device

If the device is also a Color Switch, then the color components are shown as well.

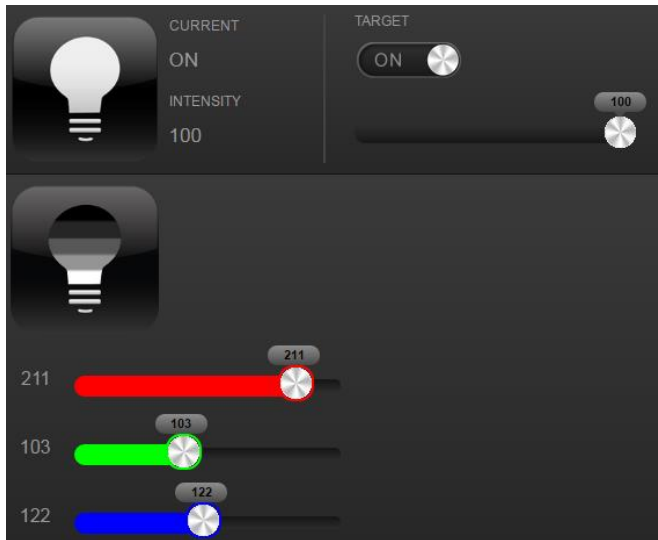


Figure 21: PC-UI - Dimmer Interface

6.2.3.8 Shades Device



Figure 22: PC-UI - Shades Device Interface

6.2.3.9 Door Lock Device

If it supports User Code, it will also be displayed.

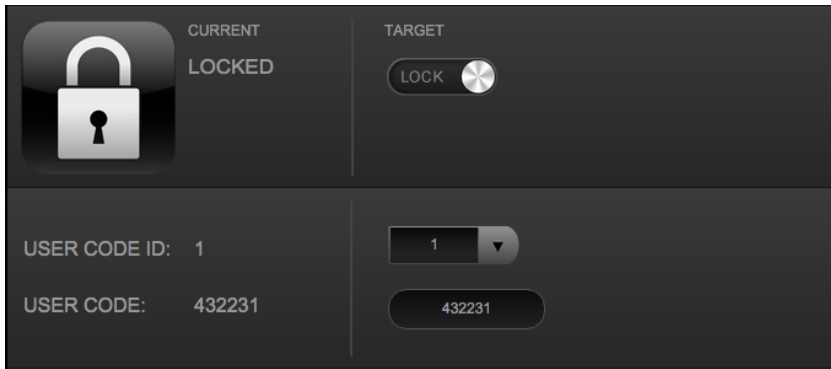


Figure 23: PC-UI - Door Lock Interface

6.2.3.10 Central Scene Controller

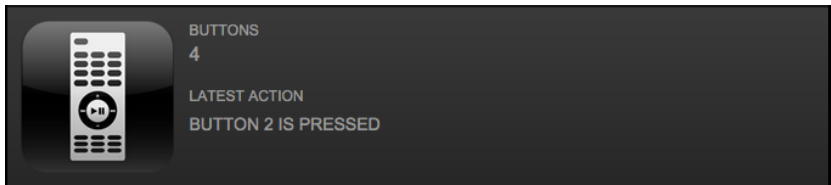


Figure 24: PC-UI - Central Scene Controller Interface

6.2.3.11 Thermostat Device

The primary row shows the current temperature if available, otherwise the thermostat mode.



Figure 25: PC-UI - Thermostat Interface

This is followed up other related interfaces

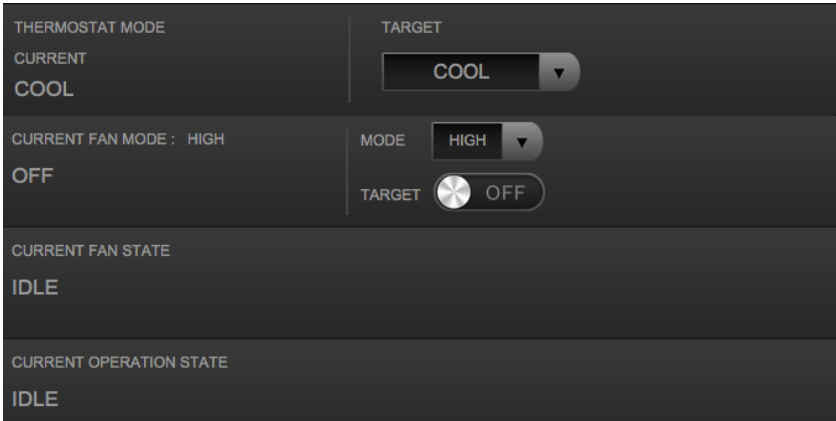


Figure 26: PC-UI - Thermostat Device Related Interfaces

6.2.3.12 Barrier Operator Device

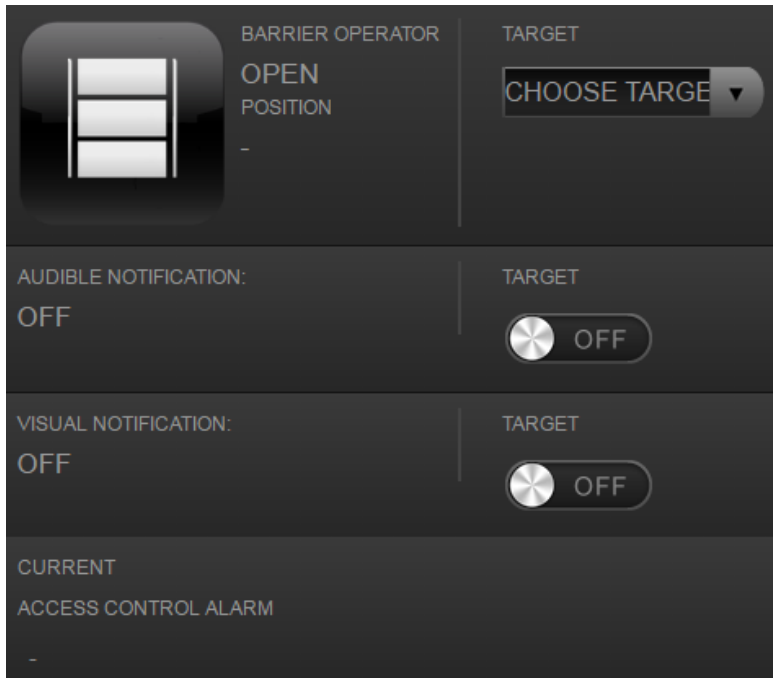


Figure 27: PC-UI - Barrier Operator Interface

6.2.3.13 Mode

The 'More' menu supports advanced functions.

6.2.3.13.1 Add/Remove Devices (Optionally On Behalf)

This is the Z-Wave include/exclude network operation. Devices are automatically named if not previously named in the Node Naming CC. User may rename them at this point as well.

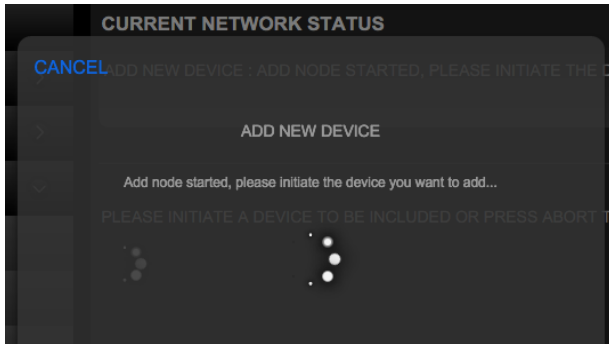


Figure 28: PC-UI - Add New Device: Initiate

With Z-Wave Security 2, user needs to accept or modify the security class settings. It is recommended that the user not change the security class settings.

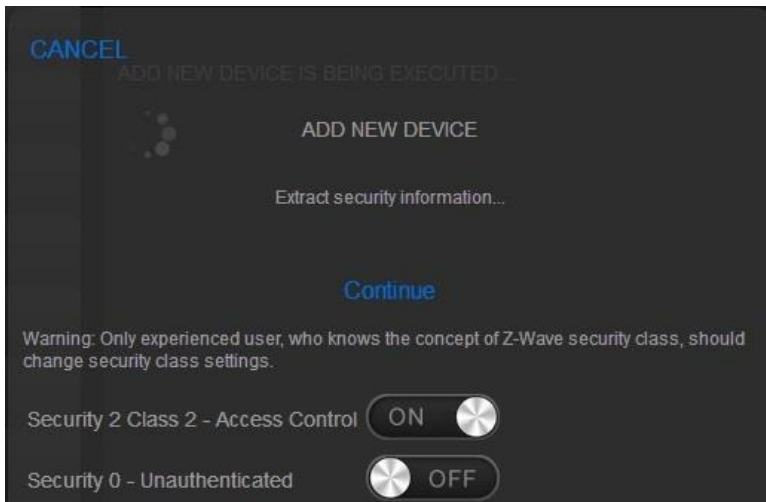


Figure 29: PC-UI - Add New Device: Grant Keys

Additionally for Security 2 Class 1 and 2 devices, the user needs to key in the 1st 5 digits of the DSK.

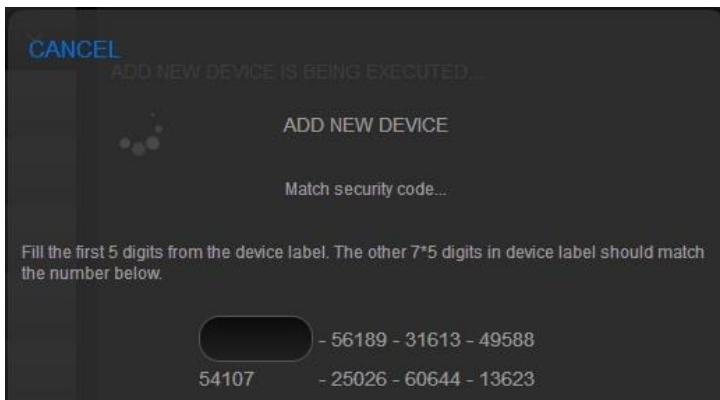


Figure 30: PC-UI - Add New Device: DSK

With CSA, introduced in ZIPGW 2.59, the user needs to input the controller's DSK on the device being included instead.

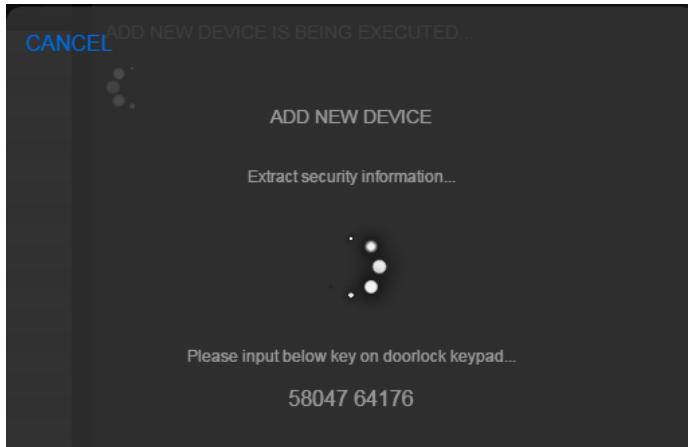


Figure 31: PC-UI - Add New Device: CSA DSK Info

The On Behalf button is specifically to control the flow for IOB, introduced by ZIPGW 2.59, such that Z-Wave will know which client will receive the following notifications when the process is started with the Inclusion Controller and the device to be included or replaced.

6.2.3.13.2 Remove/Replace Failed Devices (Optionally On Behalf)

This is a Z-Wave network function. It pops up a list of devices belonging to failed nodes for removal or replacement. As with most network operations, it can be aborted. For Replace Failed Node on Security 2 devices, additional pop ups similar to Add Node will appear.

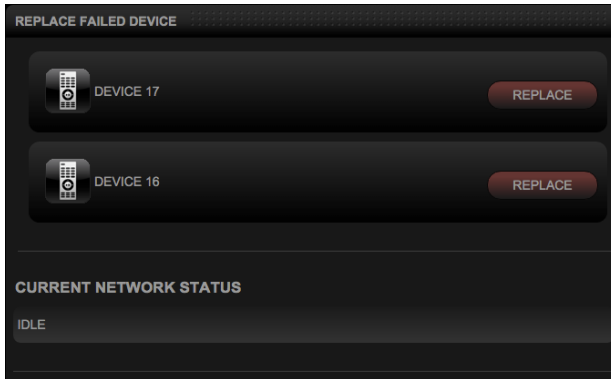


Figure 32: PC-UI - Replace Failed Device

6.2.3.13.3 Reset Network

This is the Z-Wave Set Default network operation and it pops up a confirmation prompt. If this controller is the primary controller for your network, resetting it will result in the nodes in your network being orphaned and it will be necessary after the reset to exclude and re-include all of the nodes in the network. If this controller is being used as a secondary controller in the network, use this procedure to reset this controller only in the event that the network primary controller is missing or otherwise inoperable.

6.2.3.13.4 Update Network

This rediscovers and updates the devices in the network.

6.2.3.13.5 Initiate

This performs the Z-Wave Set Learn Mode network operation. This can only be performed when Z-Wave is not in a network and will typically make Z-Wave an Inclusion or Secondary Controller, in which case, some of its facilities will not be available. To complete an S2 inclusion, the DSK may need to be entered on the including Control-

ler.

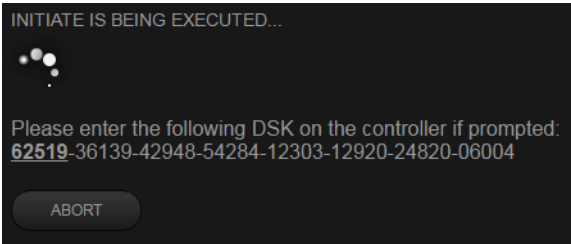


Figure 33: PC-UI - Initiate

6.2.3.13.6 About

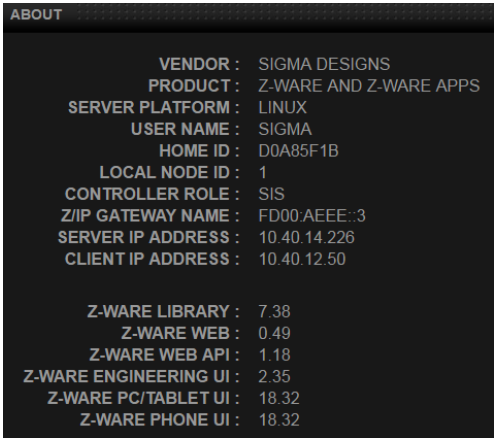


Figure 34: PC-UI - About

6.3 Advanced Control (Engineering-UI)

The normal UI offers basic control and configuration functionalities. For any advanced configuration and control there is the Engineering-

UI which can be access by a click on the *Engineering* button from the PC-UI. Going back to the PC-UI can be achieved by clicking on the PC button from the Engineering-UI.

Note: Currently Z-Wave Security 2 Network operations are not implemented yet.

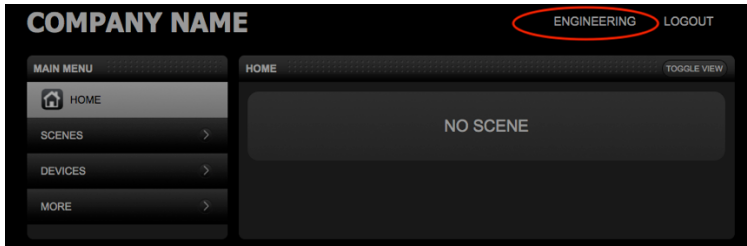


Figure 35: PC-UI - Engineering button

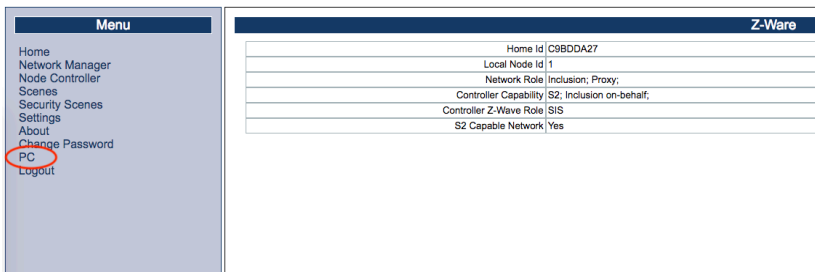


Figure 36: Eng-UI - PC button

6.3.1 Home

After successful login, the user can see the Home page if the controller has already been initialized. All web pages have a navigation menu on the left. The home page shows the details of the local controller.

Menu	Z-Wave
Home	Home Id C9BDDA27
Network Manager	Local Node Id 1
Node Controller	Network Role Inclusion; Proxy;
Scenes	Controller Capability S2; Inclusion on-behalf;
Security Scenes	Controller Z-Wave Role SIS
Settings	S2 Capable Network Yes
About	
Change Password	
PC	
Logout	

Figure 37: Eng-UI - Home

The menu bar on the left is used to navigate to the other pages described in the following chapters. The user may log out anytime by clicking “Logout” Menu option. “Change Password” Menu option can be used to change the password which has to be 8 to 16 UTF-8 characters. Resetting the password is done by the start menu item in Windows or a script in Linux or an application in OS X.

Note: Changing the password is not recommended because it can cause the main application to stop working. You have to contact

support then in order to reconfigure the main application.

6.3.2 About

The About page displays the information obtained from the server by using zw_info API. The information is categorised into two different tables namely General and Version information as shown below.

Menu	Z-Wave
Home	About
Network Manager	
Node Controller	
Scenes	
Security Scenes	
Settings	
About	
Change Password	
PC	
Logout	
	General Information
	Vendor Sigma Designs
	Product Z-Wave and Z-Wave Apps
	Server Platform Linux
	Server Status Initialized
	Username basecon
	Home Id C9BDDA27
	Local Node Id 1
	Current Z/IP Gateway fd91:aa8f::3
	Server IP Address 10.55.55.94
	Client IP Address 10.55.55.54
	Version Information
	Z-Wave Lib 7.38
	Z-Wave Web 0.50
	Z-Wave Web API 1.19
	Z-Wave App UI Engineering 2.36
	Z-Wave App UI PC/Tablet 18.34
	Z-Wave App UI Phone 18.34

Figure 38: Eng-UI - About

6.3.3 Network Manager

The Network Manager menu lists nodes in the network and allows network operations like include/exclude.

The Z-Wave node/vendor/product ID, product types and categories are shown. Further:

- Nodes that support Z-Wave Plus are shown with a 'Z+' icon
- Nodes with a lock icon contain at least one secure interface
- Non-listening nodes have a 'zz' superscript sleep indicator

- Failed nodes are shown in red and can be selected for replace/remove failed node operations.

Z-Wave+ information and version information from the node is also displayed at the bottom when the “>>” icon in the node entry is clicked.

Network Manager

Add Node
Remove Node
Remove Failed Node
Replace Failed Node

Initiate

☒ Broadcast
Send Node Info
Update Node
Update Network
Reset

Node Id	Vendor	Product Id	Product Type	Category	
1	Sigma Designs (Former Zensys)	1	1		>>
6	AEON Labs	99	3	Light dimmer switch	>>
Z⁺⁺ 7	AEON Labs	100	2	Sensor	>>
9	Allegion	20566	25419	Door lock with keypad	>>

Library Type : Bridge Controller
 Protocol Version : 4.61
 Z-Wave Chip Firmware Version : 5
 Z-Wave Chip Firmware Sub Version : 34
 Flirs Device : No
 Sleeping Device : No
 Hardware Version : 1
 Firmware Version List :

Target	Version	Sub Version
1	2	60
2	1	0
3	1	0

Figure 39: Eng-UI - Network Manager

Progress information for all operations is shown to give immediate feedback to the user.

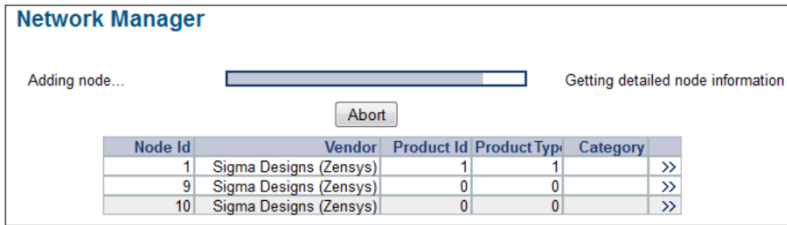


Figure 40: Eng-UI - Network Operation progress

The network operations are similar to what the PC Controller software can do, and therefore will not be elaborated here. A quick map of operations to buttons is provided below.

Z-Wave Network Operation	Button(s)
Include nodes	Add Node
Exclude nodes	Remove Node
Include into an existing network	Initiate
Factory Reset	Reset

Figure 41: Eng-UI - Z-Wave Network Buttons mapping

Network operation buttons are shown based on the role of the attached controller, for e.g. Add Node will not show for a secondary controller.

6.3.4 Controller

This page also lists all the nodes in the network. The selected node's endpoints and device classes; and the selected endpoint's interfaces are shown. Secure interfaces are shown with a lock icon. Clicking the arrow on the interface tab reveals the elements within for specific control.

Node Controller

Node Id	Vendor	Product Id	Product Type	Category	
1	Sigma Designs (Former Zensys)	1	1		>>
6	AEON Labs	99	3	Light dimmer switch	>>
7	AEON Labs	100	2	Sensor	>>
9	Allegion	20556	25419	Door lock with keypad	>>

Library Type : Enhanced Slave
 Protocol Version : 4.38
 Z-Wave Chip Firmware Version : 1
 Z-Wave Chip Firmware Sub Version : 13
 Flirs Device : No
 Sleeping Device : No
 Hardware Version : 99
 Firmware Version List : None

Endpoint Id	Generic Device Class	Specific Device Class	Name	Location	
0	Multilevel Switch	Multilevel Power Switch			>>
1	Multilevel Switch	Multilevel Power Switch			>>
2	Multilevel Switch	Multilevel Power Switch			>>

Role Type : Always On Slave
 Node Type : Z-Wave+ node
 Installer icon : 1536
 User icon : 1536

>	Color Switch Settings
>	Basic Settings
>	Group Settings
>	Configuration
>	Firmware Settings
>	Name/Location Settings

Figure 42: Eng-UI - Node Controller

Clicking on the “>>” icon on the right of a node provides version information on the firmware and if it is a FLIRS or Sleeping Device.

Node Id	Vendor	Product Id	Product Type	Category	
1	Sigma Designs	0	0		>>
3	Sigma Designs	8620	0		>>
4	Horstmann Controls	3	1		>>

Library Type : Controller
 Protocol Version : 2.78
 Application Version : 5
 Application Sub Version : 0
 Flirs Device : No
 Sleeping Device : Yes
 Wakeup Interval : 300

Figure 43: Eng-UI - Node Verion/Info

Clicking on the “>>” icon on the right of an endpoint provides any Z-Wave+ information.

Node Id	Vendor	Product Id	Product Type	Category	
 1	Sigma Designs	0	0		>>
3	Sigma Designs	8620	0		>>
4	Horstmann Controls	3	1		>>

Endpoint Id	Generic Device Class	Specific Device Class	Name	Location	
 0	Generic Controller	AV Remote Control			>>

Role Type : Sub Static Controller
Node Type : Z-Wave+ node
Installer icon : 0
User icon : 0

Figure 44: Eng-UI - Endpoint Z-Wave+ Info

6.3.5 Interfaces

Most of the interface panels have a cycle icon in middle of the header to refresh the time-stamped state.

6.3.5.1 Basic



Basic Setting

Current state : 255

Last Updated Time : June 15, 2011 10:50:17 AM

Level 

Figure 45: Eng-UI - Basic

6.3.5.2 Binary Sensor

▼

Binary Sensor Settings

Current state : Idle
Last Idle Time : July 30, 2015 1:48:38 PM
Last Event Detected Time : July 30, 2015 11:54:10 AM
Binary Sensor Type :

General Purpose
General Purpose
Motion

Figure 46: Eng-UI - Binary Sensor

6.3.5.3 Multi-Level Sensor

▼

Multilevel Sensor Setting

Sensor Type : Temperature
Current state : 25.000000 °C
Last Updated Time : June 15, 2011 11:32:10 AM

Figure 47: Eng-UI - Multi-Level Sensor

6.3.5.4 Alarm/Notification

Alarm

Latest Report:

Vendor Alarm Type : 7

Level : 255

Zensor Net Source Node Id : 0

Status : Activate

Z-Wave Alarm Type : Burgler Alarm

Event : Tampering, product covering removed

Last Updated Time : July 30, 2015 1:33:15 PM

Selected Alarm Type Report:

Vendor Alarm Type : 0

Level : 0

Zensor Net Source Node Id : 0

Status : Activate

Z-Wave Alarm Type : Burgler Alarm

Event : Intrusion detected, Unknown Location

Last Updated Time : July 30, 2015 12:07:49 PM

Z-Wave Alarm Type

Burgler Alarm

Alarm Status

Activate

Set

Figure 48:Eng-UI - Alarm/Notification

6.3.5.5 Meter

▼

Meter Settings

Supported Meter Type : Electric Meter

Supported Units : kWh ▼

Meter Type : Electric Meter

Current state : 0 kWh

Rate Type : Import

Delta : 14 s

Previous : 0 kWh

Last Updated Time : August 14, 2015 1:57:31 PM

Reset

Figure 49: Eng-UI - Meter

6.3.5.6 Battery

▼

Battery Setting

Current level : 36%

Last Updated Time : October 13, 2011 2:18:50 PM

Figure 50: Eng-UI - Meter

6.3.5.7 Binary Switch

▼

Binary Switch Setting ↻

Current state : On

Last Updated Time : June 15, 2011 10:45:58 AM

☒ On ☐ Off

Figure 51: Eng-UI - Binary Switch

6.3.5.8 Multi-Level Switch

▼

Multilevel Switch Setting ↻

Current level : 16

Last Updated Time : June 15, 2011 11:10:43 AM

Level

Level Change Direction Start Level

Figure 52: Eng-UI - Multi-Level Switch

6.3.5.9 Color-Switch

▼

Color Switch Settings

Red :27

Last Updated Time : December 30, 2016 2:27:35 PM

Green :20

Last Updated Time : December 30, 2016 2:27:36 PM

Blue :27

Last Updated Time : December 30, 2016 2:26:17 PM

Red : 27

Level Change Direction

Up

Start Level

Current level

Start

Green : 20

Level Change Direction

Up

Start Level

Current level

Start

Blue : 27

Level Change Direction

Up

Start Level

Current level

Start

Figure 53: Eng-UI - Color Switch

6.3.5.10 Central Scene Controller

▼

Central Scene Settings

Total key count : 4

All keys support the same key attributes? : Yes

Key 1 supports :

Key Pressed 1 time

Key Released

Key Held Down

Key Pressed 2 time

Sequence number : 5

Key ID : 1

Key attribute : Key Pressed 1 time

Last Updated Time : July 30, 2015 2:10:16 PM

Figure 54: Eng-UI - Central Scene Controller

6.3.5.11 Door Lock

Door Lock Setting

Door Lock Mode : Door Secured

Outside Door Handles Mode : Handle-1:Active; Handle-2:Inactive; Handle-3:Inactive; Handle-4:Inactive

Inside Door Handles Mode : Handle-1:Inactive; Handle-2:Active; Handle-3:Active; Handle-4:Inactive

Door Condition : Door Open; Bolt Unlocked; Latch Open

Remaining Lock Timeout : Not Supported

Last Updated Time : June 15, 2011 11:22:33 AM

Door Lock Mode

Door Unsecured

Set

Operation Type : Constant

Outside Door Handles State : Handle-1:Enabled; Handle-2:Disabled; Handle-3:Disabled; Handle-4:Disabled

Inside Door Handles State : Handle-1:Disabled; Handle-2:Enabled; Handle-3:Enabled; Handle-4:Disabled

Configured Lock Timeout : Not Supported

Last Updated Time : June 15, 2011 11:22:23 AM

Operation Type

Constant

Outside Door Handles State

Handle-1

Handle-2

Handle-3

Handle-4

Lock Timeout

0 minute

0 second

Not Supported

Set

Inside Door Handles State

Handle-1

Handle-2

Handle-3

Handle-4

Figure 55: Eng-UI - Door Lock

50

6.3.5.12 User Code

▼

User Code Setting

↺

User Id : 5

User Id Status : Status not available

User Code : 12345678

Last Updated Time : June 15, 2011 11:47:33 AM

User Id 5 ▼

User Id Status Available ▼

User Code

Set

Figure 56: Eng-UI - User Code

6.3.5.13 Barrier Operator

▼

Barrier Operator Settings

↺

🔒

Current state : Stopped. Position unknown.

Last Updated Time : December 30, 2016 2:30:15 PM

Subsystem Type : Visual Notification subsystem

State : On

Last Updated Time : December 30, 2016 2:30:33 PM

Target State ☒ Open ☐ Close

Set

Subsystem Visual Notification subsystem ▼

Off ▼

Set

Figure 57: Eng-UI - Barrier Operator

6.3.5.14 Thermostat related

6.3.5.14.1 Thermostat Fan

If both the Fan Mode and State interfaces are available in the end-point, they will be shown combined in a single frame. Otherwise they will be shown separately.

Thermostat Fan Settings

Current Fan Mode : High
Fan Off? : Yes
Last Updated Time : April 16, 2012 11:26:01 AM

Fan Mode ☒ Off

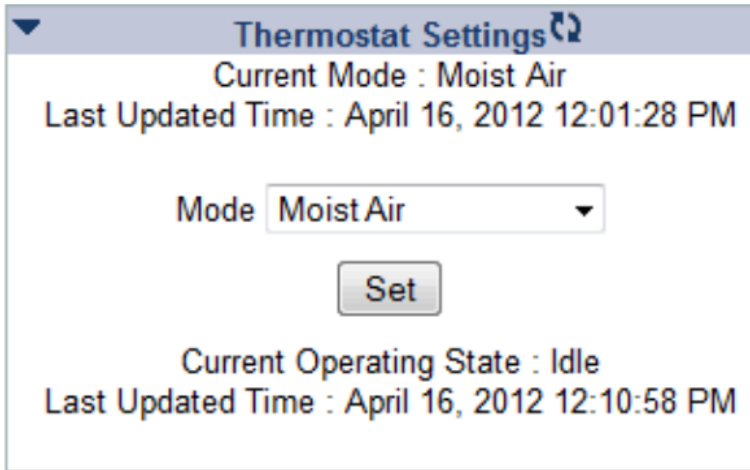
Set

Current Fan State : Running High
Last Updated Time : April 16, 2012 11:37:59 AM

Figure 58: Eng-UI - Thermostat Fan

6.3.5.14.2 Thermostat Mode & State

If both Mode and State interfaces are available in the endpoint, they will be shown combined in a single frame. Otherwise they will be shown separately.



Thermostat Settings ↻

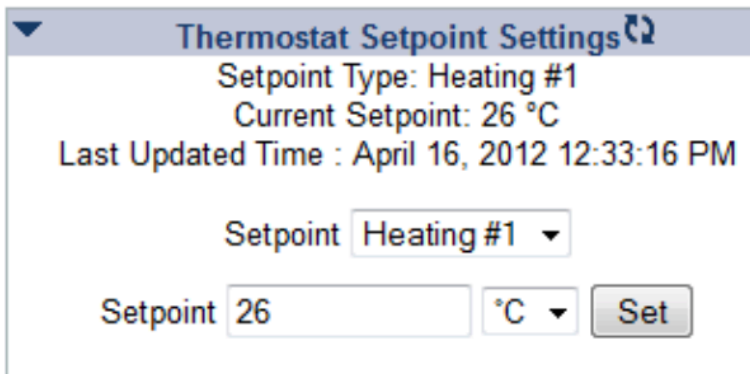
Current Mode : Moist Air
Last Updated Time : April 16, 2012 12:01:28 PM

Mode

Current Operating State : Idle
Last Updated Time : April 16, 2012 12:10:58 PM

Figure 59: Eng-UI - Thermostat Settings

6.3.5.14.3 Thermostat SetPoint



Thermostat Setpoint Settings ↻

Setpoint Type: Heating #1
Current Setpoint: 26 °C
Last Updated Time : April 16, 2012 12:33:16 PM

Setpoint

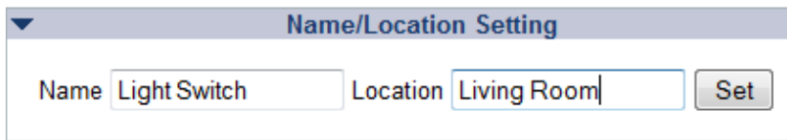
Setpoint °C

Figure 60: Eng-UI - Thermostat SetPoint

6.3.5.14.4 Naming/Location

The name/location interface always exists, at least on the local ma-

chine, even if the device does not support the corresponding CC; and is used to set the name/location strings for easier identification. If the device supports the CC, the name is initialized from the device during inclusion and is only refreshed after a node update; and setting will set to the device as well.



The screenshot shows a software window titled "Name/Location Setting". It contains two text input fields. The first field is labeled "Name" and contains the text "Light Switch". The second field is labeled "Location" and contains the text "Living Room". To the right of the "Location" field is a button labeled "Set".

Figure 61: Eng-UI - Name/Location

6.3.5.14.5 Association

The user can add or remove node or endpoints (depending on interface support) to any group supported by the interface limited by its storage.

Group configuration of a node that doesn't support Association Group Information (AGI) is shown below.

▼

Group Setting

Group Id : 2

Maximum Group Members : 4

Group Members : Node:1, Node:3

Last Updated Time : June 15, 2011 11:00:09 AM

Current Active Group : Not defined

Group

2

Endpoint(s)

Node:1

Node:2

Node:3

Add

Member(s)

All

Node:1

Node:3

Remove

Figure 62: Eng-UI – Group

Group configuration of a node that supports Association Group Information (AGI) is shown below.

Group Settings

Group : 1 - Lifeline
Maximum Group Members : 2
Group Members : None
Last Updated Time : April 23, 2013 5:04:01 PM
Current Active Group : Not defined
Last Updated Time : April 23, 2013 5:04:00 PM
Dynamic Group Information? : No
Profile : Generic Device Class : 171 | Specific Device Class : 205
Event Code : Command Number: 4660
Command List :

Interface Type	Command
Device Reset Locally	Device Reset Locally Notification
Wake Up	Wake Up Notification

Group
1 - Lifeline

Endpoint(s)
Node:1
Node:2
Add

Member(s)
All
Remove

Figure 63: Eng-UI - Group with AGI

6.3.5.14.6 Configuration

Configuration is a manufacturer specific setting which requires referring to the product manual. 'Size' can be specified explicitly or as the minimum size needed for the given value.

Configuration

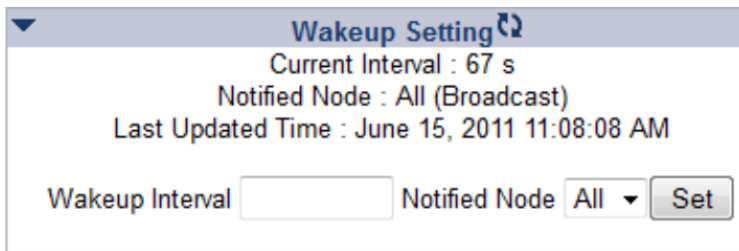
Parameter Number:1 Current Value:-2
Last Updated Time : April 01, 2013 8:55:50 PM

Parameter Number 1 Value -2 Size Minimum ☐ Default Set

Figure 64: Eng-UI - Configuration

6.3.5.14.7 Wake up

It is strongly recommended that this controller be set as the notified node. Otherwise it will not be able to de-queue commands for this node. This is automatically done by Z-Ware. Users are strongly advised not to change anything on this interface as the newer versions of the underlying ZIPGW expect the current settings for its mailbox service.



Wakeup Setting ↻

Current Interval : 67 s

Notified Node : All (Broadcast)

Last Updated Time : June 15, 2011 11:08:08 AM

Wakeup Interval Notified Node All ▼ Set

Figure 65: Eng-UI - Wake up

6.3.5.14.8 Command Queuing

Command queuing is an advanced function that is enabled by default. Only just after including a sleep- capable node, it is to be turned off for configuration and turned on afterwards. Otherwise it is strongly recommended to leave it on and command queuing works transparently. Also the newer version of ZIPGW have a mailbox feature which Z-Ware will use instead of its own command queuing capability.

For failure cases e.g. when the controller is not notified on a node's wake up and the command in the queue is never removed, this UI allows removal of commands from the queue.

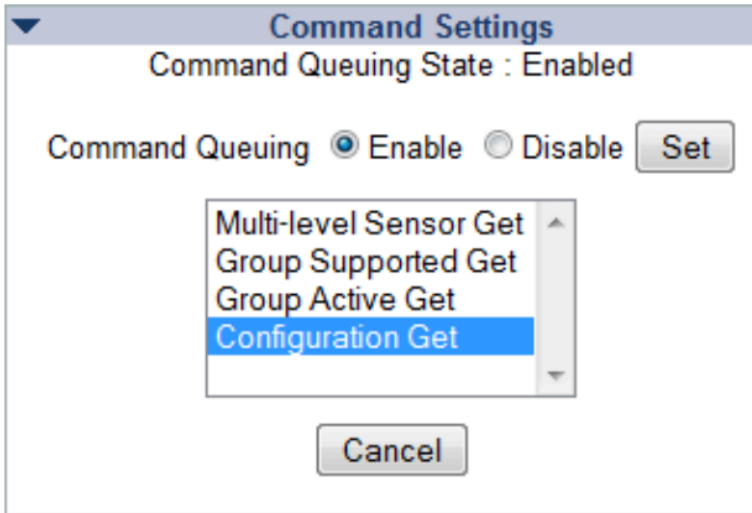


Figure 66: Eng-UI - Command Settings

6.3.5.14.9 Firmware Update

Interface to upgrade firmware (Z-Wave chip or others such as a host controller) in the node. This can also be used to push security certificates and network configurations to the node. The usage of multiple firmware/targets and checksum are manufacturer dependent and should be found in the relevant production manual or upgrade documentation.

Limitation: In Portal mode, for devices other than the attached controller, this interface is hidden as firmware upgrade will be too slow to be practicable owing to the nature of the protocol and end to end delays.

Limitation: Instead of uploading the firmware files from the web client (browser), these files must be placed under 'data' folder at (platform

specific) application data area shown.

Figure 67: Eng-UI - Firmware Settings

6.3.5.14.10Z/IP Gateway

Interface to configure ZIPGW with peer name, peer IP address and peer port number. Unsolicited destination address and port number can also be configured. 'Set to Local' button allows to set the locally reachable IP address and local listening port number as unsolicited destination.

Figure 68: Eng-UI - Z/IP Gateway Settings

6.3.5.14.11 Scenes

Scenes

Name	Status 	Last Updated Time
At Home	Active	January 01, 1970 1:34:15 PM
Out	Inactive	January 01, 1970 1:34:15 PM
+ Add New Scene		

Scene
    Name : At Home Status : Active Last Updated Time : January 01, 1970 1:34:15 PM Last Activation Trigger : None Last Activation Time : None
Actions
Node 3 - Multilevel Power Switch - Multilevel Switch Settings - Level: On/Enable Node 4 - Door Lock (Keypad - Lever) - Door Lock Settings - Door Lock Mode: Door Unsecured
Schedules
ON Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday AT 18:30
Events
Node 5 - Thermostat - Multilevel Sensor Settings - Temperature - 20 - 25 °C

Figure 69: Eng-UI – Scenes

A list of scenes is shown with their activity information. Status can be Active, Inactive or Unknown. Status for all scenes can be updated by the cycle icon next to the Status header. Scene addition can be done by “+ Add New Scene” at the foot of the list. Clicking on a scene selects it.

The selected scene is shown in a panel below the list. At the top left of this panel, the pen icon allows editing; the cross icon allows deletion; the cycle icon allows refreshing the status, while the play icon executes the scene.

Actions, Schedules and Events are listed in this panel. Actions that match the current state of the device are shown in Green while others are shown in Orange. Actions with unknown states are shown in default black.

Scene

Name Scene - Alarm Multi Edit

Actions (max: 10)

Node 2 - DEVICE 1 - On/Off Power Switch - Binary Switch Settings - State: Off X

Node 1 - undefined - Sigma Designs (Zensys)

Node 2 - undefined - AEON Labs

Node 4 - undefined - Id: 265

Endpoint 0 - On/Off Power Switch

Basic Settings: Level 0 Add

Binary Switch Settings: On Off Add

Schedules (max: 1)

Timezone : Asia/Singapore

☐ Everyday
☐ Sunday
☐ Monday
☐ Tuesday
☐ Wednesday
☐ Thursday
☐ Friday
☐ Saturday

12 AM 00

Add

Events (max: 2)

Node 4 - Notification Sensor - Alarm - Vendor Alarm Type: 0 - Level: 0 - Z-Wave Alarm Type: Burglar Alarm - Event: "Tampering, product covering removed", "Motion Detection, Unknown Location" X

Node 1 - undefined - Sigma Designs (Zensys)

Node 2 - undefined - AEON Labs

Node 4 - undefined - Id: 265

Endpoint 0 - Notification Sensor

Basic Event Settings:

Low Value High Value Add

Alarm:

Vendor Alarm Type 0 Level 0

Z-Wave Alarm Type Burglar Alarm Event Tampering, product covering removed Motion Detection, Unknown Location

Add

Multilevel Sensor Settings:

Sensor Type Temperature

Low Value High Value Unit °C

Add

Figure 70: Eng-UI - Scene Edit

The Scene Edit screen looks exactly like the “Add New Scene”

screen except that the Scene information (e.g. Scene name, Actions, Schedules and Events) is already populated.

Any Scene information (including its name) may be changed. The maximum number of actions, schedules & events allowed are displayed. The Save and Cancel buttons are at the bottom.

At least 1 action is necessary for a valid scene. On the right of every added action is a delete button. When an endpoint is chosen in the action endpoint list, the candidate interfaces within are listed below for a SET operation. These include the Basic, Binary/Multi-Level Switch, Door Lock, and Thermostat SetPoint CCs.

On the right of every added schedule & event are delete and disable buttons. The disable button turns into an enable (tick) button when an item is disabled. Disabled schedules and events are shown in orange and do not trigger a scene even when the conditions specified are met. When an endpoint is chosen in the event endpoint list, the candidate interfaces within are listed below to respond to a Binary/Multi-Level Sensor, Door Lock, or Alarm/Notification CC report; or a Basic Set command. Other than Door Lock, these CCs can support multiple types and these types are listed for selection as well.

6.3.5.14.12 Security Scenes

Security Scenes

Name	State	Last Change Time	Last Alarm Trigger Time
Bugler Alarm	Armed	July 30, 2015 1:45:36 PM	July 30, 2015 1:43:45 PM
+ Add New Security Scene			

✕

Security Scene

Name : Bugler Alarm

State : Armed, No Alarm

Last Change Time : July 30, 2015 1:45:36 PM

▶

Disarm

Last Trigger Time : None

Last Trigger Type : None

Trigger :

Node 16 - DEVICE 1 - Routing Multilevel Sensor - Central Scene Settings - Key ID : 1 - Key attribute : Key Pressed 1 time

Scene : ABC

▶

Arm

Last Trigger Time : July 30, 2015 1:43:22 PM

Last Trigger Type : Manual

Trigger :

Node 17/6 - DEVICE 8 - Door Lock - Door Lock Settings - Door Lock Mode: Door Unsecured

▶

Alarm

Last Trigger Time : July 30, 2015 1:43:45 PM

Last Trigger Type : Device Event

Last Trigger :

Node 20 - Routing Binary Sensor - Binary Sensor Settings - State: Event detected

Last Dismiss Time : July 30, 2015 1:45:36 PM

Trigger :

Node 20 - Routing Binary Sensor - Alarm - Vendor Alarm Type: 0 - Level: 0 - Z-Wave Alarm Type: Burgler Alarm - Event: Intrusion detected

Node 20 - Routing Binary Sensor - Binary Sensor Settings - State: Event detected

▶

Alarm Notification

SMS : +6512345678

eMail : somemail@sigmadesigns.com

Figure 71: Eng-UI - Security Scene

A list of security scenes is shown with their arm status, and time of change, and last triggered time. The play icon on the arm & disarm compartments can be used to manually arm or disarm the scene. The pen and cross icons on the security scene compartment allow editing and deleting the scene.

When editing or creating a security scene, disarm/arm/alarm trig-

gers/scenes can be chosen.

Security Scene

Name

Disarm Triggers (max: 10)

Node 15/5 - DEVICE 12 - Door Lock - Door Lock Settings - Door Lock Mode: Door Unsecured X

Node 5 - undefined - Sigma Designs (Zensys)

Node 7 - undefined - Sigma Designs (Zensys)

Node 8 - undefined - Sigma Designs (Zensys)

Node 13 - undefined - Id: 271

Node 15 - undefined - Sigma Designs (Zensys)

Endpoint 3 - Multilevel Power Switch

Endpoint 4 - Routing Multilevel Sensor

Endpoint 5 - Door Lock

Endpoint 6 - Satellite Receiver V2

Endpoint 7 - General Thermostat (HVAC)

Door Lock Settings: Door Lock Mode

Disarm Scene (max: 1)

(No Scene Selected)

Arm Triggers (max: 10)

Node 15/5 - DEVICE 12 - Door Lock - Door Lock Settings - Door Lock Mode: Door Secured X

Node 5 - undefined - Sigma Designs (Zensys)

Node 7 - undefined - Sigma Designs (Zensys)

Node 8 - undefined - Sigma Designs (Zensys)

Node 13 - undefined - Id: 271

Node 15 - undefined - Sigma Designs (Zensys)

Endpoint 3 - Multilevel Power Switch

Endpoint 4 - Routing Multilevel Sensor

Endpoint 5 - Door Lock

Endpoint 6 - Satellite Receiver V2

Endpoint 7 - General Thermostat (HVAC)

Door Lock Settings: Door Lock Mode

Arm Scene (max: 1)

(No Scene Selected)

Alarm Triggers (max: 16)

Node 13 - DEVICE 4 - Routing Alarm Sensor - Alarm - Vendor Alarm Type: 0 - Level: 0 - Z-Wave Alarm Type: Water Alarm - Event: "Event inactive (push mode)/Previous Events cleared (pull mode)", "Water Leak detected, Unknown Location" X

Node 1 - undefined - Sigma Designs (Zensys)

Node 5 - undefined - Sigma Designs (Zensys)

Node 7 - undefined - Sigma Designs (Zensys)

Node 8 - undefined - Sigma Designs (Zensys)

Node 13 - undefined - Id: 271

Endpoint 0 - Routing Alarm Sensor

Endpoint 1 - Routing Binary Sensor

Endpoint 2 - Routing Multilevel Sensor

Basic Event Settings: Low Value High Value

Alarm Settings: Vendor Alarm Type: 0 Level: 0

Z-Wave Alarm Type: Water Alarm Event: Event inactive (push mode)/Previous Events cleared (pull mode)

Water Leak detected, Unknown Location

Alarm Scene (max: 1)

(No Scene Selected)

Figure 72: Eng-UI - Security Scene Edit

At the bottom of the page is the notification section where email and/or SMS can be used.

Alarm Notification

SMS	+6512345678	☒ 
eMail	somemail@sigmadesigns.com	☒

Default State

Start this security scene in state.

Figure 73: Eng-UI - Alarm notification

7 FAQ

- What happens after a power outage? In this time you do not have functionality of the Central Home Unit.

8 Service & Contact

For further questions to your personal Central Home Unit please contact your technical adviser:

<Address & Contact Adviser>

For further questions technically please contact the manufacturer:

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