

WallMote user guide.

Modified on: Mon, 16 Mar, 2020 at 2:48 AM

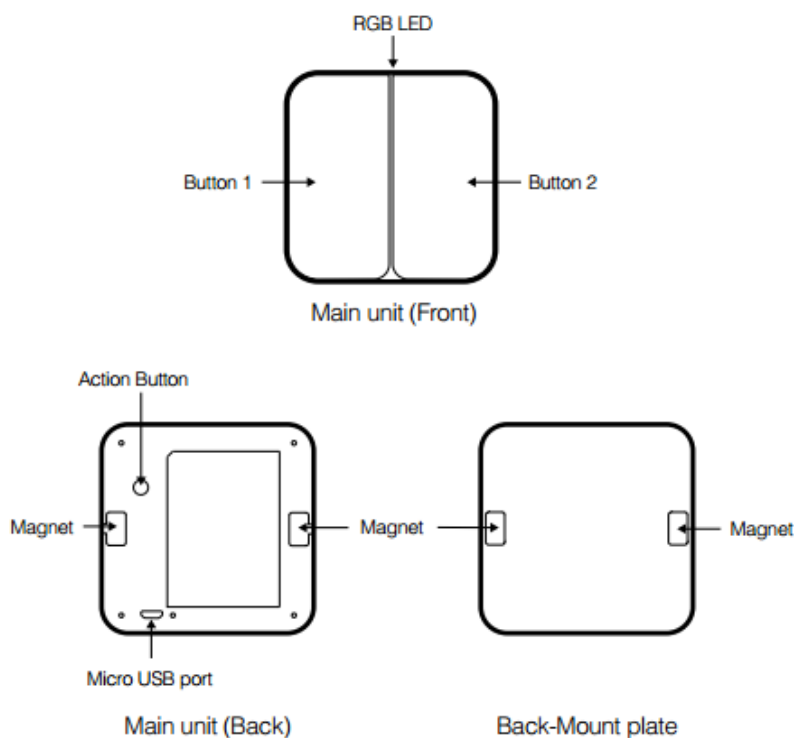
Aeotec WallMote.

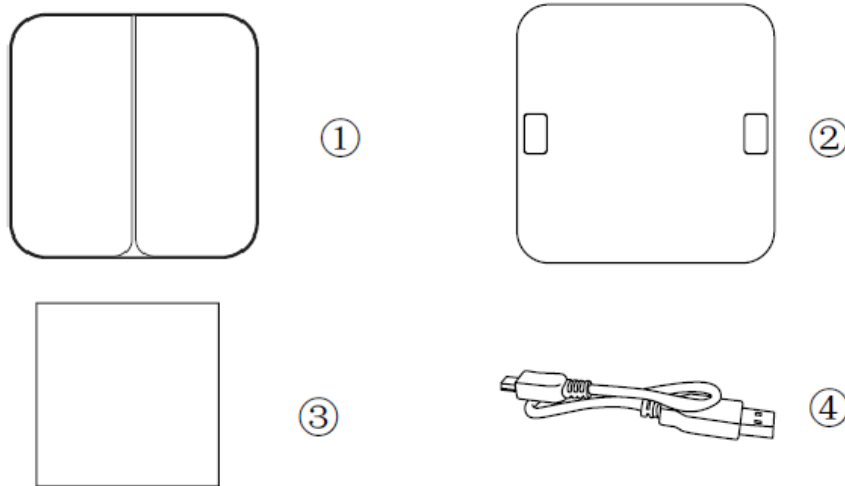
Aeotec Wallmote was developed to control devices and scenes with **Z-Wave Plus** (<http://aeotec.com/z-wave-plus>). It is powered by Aeotec's **Gen5** (<http://aeotec.com/z-wave-gen5>) technology. You can find out more about **Wallmote** (<http://aeotec.com/z-wave-wireless-switch>) by following that link.

To see whether Wallmote is known to be compatible with your Z-Wave system or not, please reference our **Z-Wave gateway comparison** (<http://aeotec.com/z-wave-gateways>) listing. The **technical specifications of Wallmote** (<https://aeotec.freshdesk.com/solution/articles/6000176570-wallmote-technical-specification->) can be viewed at that link.

Familiarize yourself with your WallMote.

1. WallMote
2. Back-Mount plate
3. Double-sided tape
4. Micro USB cable

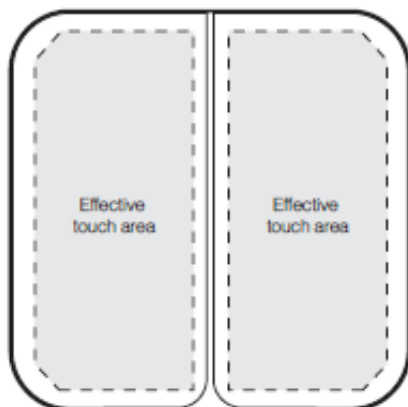




Note: When the WallMote is placed on somewhere, keep the glass button surface upward direction and no other physical surface or desktop contact with the glass button surface to avoid false triggering and battery consumption.

Effective Touch area for WallMote.

To further understand WallMote, it has a effective touch area for each available button. Any touch outside of the effective touch area will not trigger the WallMote button.



Important safety information.

Please read this and other device guides carefully. Failure to follow the recommendations set forth by Aeotec Limited may be dangerous or cause a violation of the law. The manufacturer, importer, distributor, and / or reseller will not be held responsible for any loss or damage resulting from not following any instructions in this guide or in other materials.

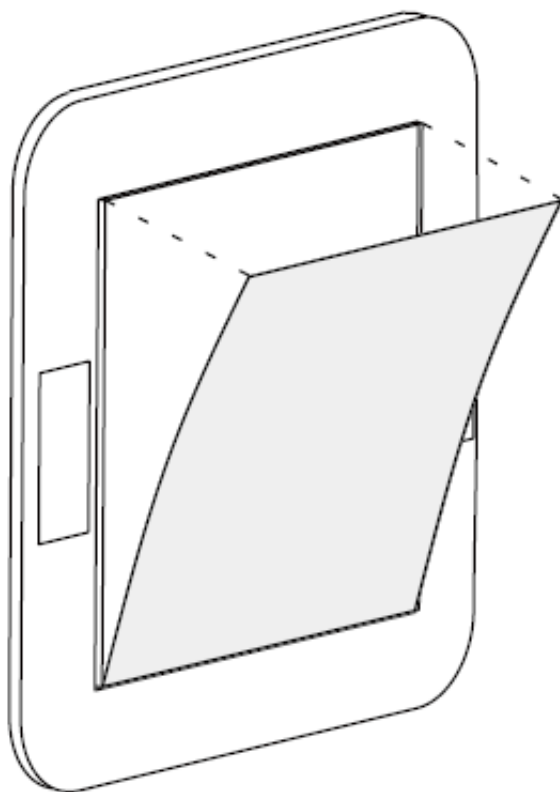
Keep product and batteries away from open flames and extreme heat. Avoid direct sun light or heat exposure. Improper battery use may damage the product.

WallMote and WallMote Quad are intended for indoor use in dry locations only. Do not use in damp, moist, and / or wet locations. Do not power permanently. Do not charge for more than 3 hours at a time. Do not apply permanent power.

Quick start.

Installing your WallMote.

1. Selecting a place or wall in your home to affix your WallMote Back Mount plate.
2. Using the Double-sided tape, wipe the two surfaces clean of any oil or dust with a damp towel. When the surface has completely dried, peel one side of the tape back and attach it to the corresponding section on the rear side of the Back Mounting Plate.



Adding your WallMote to your Z-Wave network.

With your mounting plates prepared to hold each component of your WallMote, it's time to add it to your Z-Wave network.

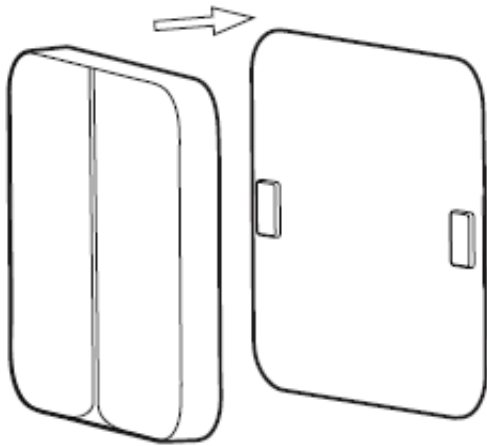
1. Let your Z-Wave primary controller/gateway enter into pairing/
2. inclusion mode.
3. Take your WallMote near to your primary controller. Press the Action Button once on your WallMote, the LED will blink with green color.

4. If your WallMote has been successfully added to your Z-Wave network, its green LED will be solid for 2 seconds and then off. If the adding was unsuccessful and the red LED will be solid for 2 seconds and then off, repeat the above steps.

With your WallMote now working as a part of your smart home, you'll be able to configure it from your home control software or phone application. Please refer to your software's user guide for precise instructions on configuring the WallMote to your needs.

Attach your WallMote to its Back Mounting plate.

With your WallMote added to the Z-Wave network. It's now time to insert the main unit into the corresponding Back Mount plate. Put the main unit in the top-left direction on the Back Mounting, and then push the WallMote into the Back Mounting Plate, the WallMote will be attracted by the magnets on the Back Mount plate, as the figure below shows.



Advanced Functions.

Send a wake up notification.

In order to send your WallMote new configuration commands from your Z-Wave controller or gateway, it will need to be woken up.

Remove your WallMote unit from its Back Mounting Plate, press and hold the Action Button for 3 seconds (the buzzer chirp once and the orange LED will be ON) on the back of the WallMote unit and then release it. This will trigger and send a wake up notification command to your controller/gateway, then your WallMote will wake up for 10 minutes and the orange LED will fast blink while it is awake (if the WallMote does not receive the Wake Up No More Info from the primary Controller).

Removing your WallMote from a Z-Wave network.

Your WallMote can be removed from your Z-Wave network at any time. You'll need to use your Z-Wave network's main controller/gateway. To do this, please refer to the part of their respective manuals that tell you how to remove devices from your network.

1. Put your primary controller into device removal mode.
2. Unlock your WallMote from the Back Mount plate and take the WallMote unit near to your primary controller.
3. Press the Action Button on your WallMote.
4. If your WallMote is successfully removed from the Z-Wave network, the LED will become a colorful gradient for a few seconds and then turn off. If the removing was unsuccessful, the red LED will be solid for 2 seconds and then turn off, repeat the above steps.

Including WallMote as a non-secure device:

If you want your WallMote as a non-security device in your Z-wave network, you just need to press the Action Button once on WallMote when you use a controller/gateway to add/include it.

The green LED will be on for 2 seconds and then the orange LED will fast blink for 10 minutes (if the WallMote does not receive the Wake Up No More Info command from primary Controller) to indicate the inclusion is successful.

Including WallMote as a secure device:

In order to take full advantage of all functionality the WallMote, you may want your WallMote is a security device that uses secure/encrypted message to communicate in Z-wave network, so a security enabled controller/gateway is needed for the WallMote to be used as a security device.

You need to press the WallMote Action Button 2 times within 1 second when your security controller/gateway starts the network inclusion.

The blue LED will be on for 2 seconds and then the orange LED will fast blink for 10 minutes (if the WallMote does not receive the Wake Up No More Info command from primary Controller) to indicate the inclusion is successful.

Advanced Parameter Configurations.

Not all gateways will allow you to further configure your Z-Wave devices, but in the case that your gateway does allow it, the WallMote has some available parameter configurations that will allow you to configure it further to your liking.

Touch beep

This will enable or disable the sound effects when you press or touch the sensing area. By default, this is enabled.

Parameter 1 [1 byte]

0: Disable

1: Enable **//default setting**

Note: You can also enable or disable the sound effects via pressing and holding the Action Button for 12 seconds (the buzzer chirp once and the red LED will fast blink) and then release.

Touch vibration

This will enable or disable the vibration effects when you press or touch the sensing area. By default, this is enabled.

Parameter 2 [1 byte]

0: Disable

1: Enable **//default setting**

Note: You can also enable or disable the vibration effects via pressing and holding the Action Button for 17 seconds (the buzzer chirp once and the red LED will be solid) and then release.

Button slide function

This will enable or disable the function of button slide.

Parameter 3 [1 byte]

0: Disable

1: Enable **//Default Setting**

WallMote Reports

This will allow you to configure what reports are sent when pressing WallMote Quads buttons.

Parameter 4 [1 byte]

1: Send Central Scene Command notification **//Default Setting**

3: Send Central Scene Command notification and Configuration Report.

Association table of the control buttons.

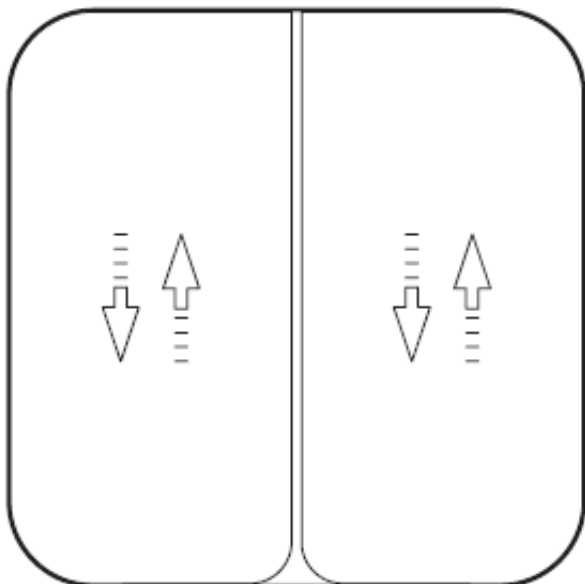
The WallMote supports 5 association groups, all control buttons can activate the configured scenes via sending the Central Scene Notifications to primary controller/gateway (In association group 1). In order to use Association Groups, make sure that your gateway or software can allow you to set these (ie: **Vera Group Association Setup** (<https://aeotec.freshdesk.com/solution/articles/6000162165-using-wallmote-quad-with-vera-ui7>)), in order to do so, please refer to your gateways manual on setting group association. This will allow the WallMote to directly communicate ON/OFF or Dimming commands to your devices without going through your gateway.

Every control button also can send the control commands to control the devices in the other association groups, see the table below:

Association Group	Control Button	Control commands	Description
1 (Lifeline)	Button 1 to 2	Central Scene Notification	Central Scene control via Button 1 to 2
2	Button 1	Basic Set	On/Off control via Button 1
3	Button 1	Multilevel Switch Set	Dimmer control via Button 1
4	Button 2	Basic Set	On/Off control via Button 2
5	Button 2	Multilevel Switch Set	Dimmer control via Button 2

Dimmer control via sliding the button area.

The WallMote also supports sliding control, when the parameter 4 [1 byte] has been set to 3, you can slide up or down on the button area to control a dimmer device by sliding up or down. Swiping up once will dim up a dimmer device by a certain percentage, while swiping down once will dim down a dimmer device by a certain percentage.



This application is only suitable for Group Association control, it does not work with scene controls.

Your WallMote battery.

Your WallMote has a internal rechargeable lithium battery that will allow you to charge it when it is in low battery. The charger's output should be a micro USB terminal with the specification of output DC 5V/1A. When the WallMote is in charge state, the orange LED will be on. If the orange LED is off and the green LED remains on, then it indicates that the battery charge is complete.

Note: When the WallMote is in low battery, you will see the orange LED will blink when you touch the control buttons. Otherwise, if the blue LED blinks when touching the buttons, which means the battery is in normal level.

Waking up WallMote.

In order to configure WallMote, you must either (1) wake up WallMote using the below button press function.

1. Press and hold WallMote Action button
2. Wait until the RGB LED turns into a Yellow/Orange Color and beeps.
3. Release WallMote Action Button

The LED on WallMote will now rapidly blink its Yellow/Orange LED while it is in its awake state. You may send in any configurations or commands from your current gateway to configure your WallMote.

4. Tap the Action Button on WallMote to put WallMote back to sleep, or wait 10 minutes. (recommended to manually put it back to sleep to conserve battery life).

Testing Health Connectivity.

You can determine the health of your WallMotes connectivity to your gateway using a manual button press, hold, and release function which is indicated by the LED color. This will help you maximize the battery life based on the health of your WallMotes communication to your gateway. You'll be able to see a maximum battery use of 3 months of use over green LED indication listed below.

1. Press and hold WallMote Action button
2. Wait until the RGB LED turns into a Purple Color
3. Release WallMote Action Button

The RGB LED will blink its Purple color while sending ping messages to your gateway, when it has finished, it will blink 1 of 3 colors:

Red = Bad Health
Yellow = Moderate Health
Green = Great Health

Be sure to watch for the blink, as it will only blink once very quickly.

Resetting your WallMote.

If at some stage, your primary controller is missing or inoperable, you may wish to factory reset your WallMote which will remove it from its network that it is paired to, and reset all configured settings back to default. To do this, follow the steps below:

1. Press and hold the Action button (20 seconds).
2. The LED should blink between green, purple, then red which will flash rapidly until a green LED becomes solid for 2 seconds to indicate a successful factory reset.
3. Let go of the Action Button.

Further steps for different Z-Wave Gateways.

Most gateways will have specific steps to use WallMote Quad via group association (direct control), while others will have different steps to use its scene triggers through the gateway directly for more advanced controls. Below are the known steps required for the listed gateways.

1. **SmartThings Hub (Custom Device Handler by Erocm123)**
(<https://aeotec.freshdesk.com/solution/articles/6000176961-using-aeotec-wallmote-with-smartthings-hub->)
2. **Vera UI7 Group Association** (<https://aeotec.freshdesk.com/solution/articles/6000176960-using-wallmote-with-vera-ui7-group-association-direct-control->)

If your gateway is not listed here, please contact support to see if there are possible steps that can be used on your gateway to make it work.