



WallMote

View the expanded manual:
<http://aeotec.com/support>

IMPORTANT!

This product has been fully tested and certified to work with Z-Wave by the Z-Wave Alliance. It is crafted using Z-Wave Plus, the latest device version of Z-Wave. As such, if the product does not work with your gateway, please be sure to check with your gateway manufacturer that they have integrated this device with their gateway for full operation.

① WallMote.

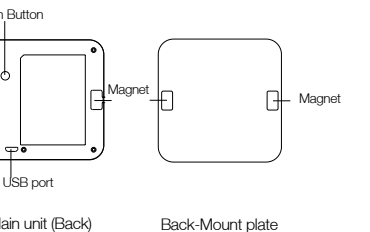
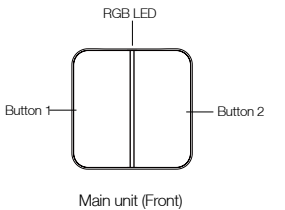
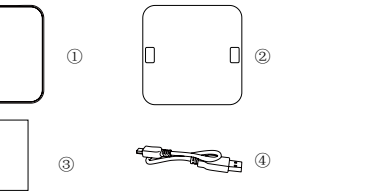
Aeotec WallMote is an intelligent Z-Wave® remote controller that mounted on a wall. It has 2 touch buttons that you can easily control the Z-Wave devices in your home network via touching, long pressing or sliding the button areas.

Its surface has a RGB LED to indicate the button actions also accompanied by touch beep and vibration.

The WallMote is also a security Z-Wave device and supports Over The Air (OTA) feature for the products firmware upgrade.

② Familiarize yourself with your WallMote.

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



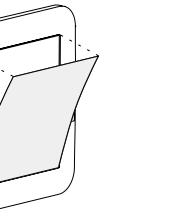
Back-Mount plate

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.

③ Quick start.

Installing your WallMote.

1. Selecting a place or wall in your home to affix your WallMote's Back Mount plate.
2. Using the Double-sided tap, 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.

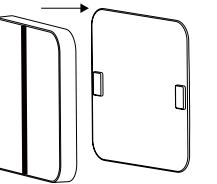
With your mounting plates prepared to hold each component of your WallMote, it's time to add it to your Z-Wave network.

1. Let your Z-Wave primary controller/gateway enter into pairing/ inclusion mode.
2. Take your WallMote near to your primary controller.
3. 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.



④ Advanced.

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 colourful 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.

Security or Non-security feature of your WallMote in Z-wave network.

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's 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

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

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.

Association table of the control buttons.

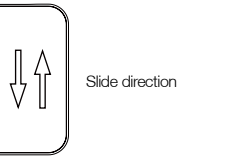
The WallMote supports 5 association groups, all control buttons can activate the configured scenes via sending the Central Scene Notifications to primary controller/gateway (In association group 1). Every control button also can send the control commands to control the devices in the other association 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 is set to 3, you can slide up or down on the button area to control the dimmer device.



Your WallMote's 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.

Resetting your WallMote.

If at some stage, your primary controller is missing or inoperable, you may wish to reset all of your WallMote's settings to their factory defaults. 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.

⑤ Technical Specifications

Model number: ZW129.
Power supply: Rechargeable lithium battery, 3.7 V, 640mAh.
Battery charger input: Micro USB port, DC 5V±0.5V, max 1A.
Operating temperature: 0°C to 40°C.
Relative humidity: 8% to 80%.
Operating distance: Up to 394 feet/120 metres outdoors.

⑥ Warranty.

If you are in need of any technical support during or subsequent to your products' warranty, please get in touch with our support team

via <http://aeotec.com/support>. The Company you bought this product from has also guaranteed to assist you with any of your support needs, and you can also contact them for accordingly.

This guarantee made by the company who you purchased the product from includes the transfer of Aeon Labs' full warranty to that Company. They've guaranteed that they'll be able to assist you, the Customer, with all technical support and repair needs on our behalf.

Aeon Labs warrants to the original purchaser of Products, that is the Company who you have purchased from, that for the Warranty Period (as defined below), the Products will be free from material defects in materials and workmanship. The foregoing warranty is subject to the proper installation, operation and maintenance of the Products in accordance with installation instructions and the operating manual supplied. Warranty claims must be made to the Company who you have purchased from in writing within thirty (30) days of the manifestation of a problem.

Aeon Labs' sole obligation under the foregoing warranty is, at Aeon Labs' option, to repair, replace or correct any such defect that was present at the time of delivery, or to remove the Products and to refund the purchase price to Company.
The Warranty Period begins on the date the Products is delivered and continues for 12 months. Any repairs under this warranty must be conducted by an authorized Aeon Labs service representative and under Aeon Labs' RMA policy. Any repairs conducted by unauthorized persons shall void this warranty.

Excluded from the warranty are problems due to accidents, acts of God, civil or military authority, civil disturbance, war, strikes, fires, other catastrophes, misuse, misapplication, storage damage, negligence, electrical power problems, or modification to the Products or its components.

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FCC NOTICE (for USA)

THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.
STORE INDOORS WHEN NOT IN USE. SUITABLE FOR DRY LOCATIONS. DO NOT IMMERSE IN WATER. NOT FOR USE WHERE DIRECTLY EXPOSED TO WATER.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1 This device may not cause harmful interference, and
- 2 This device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off

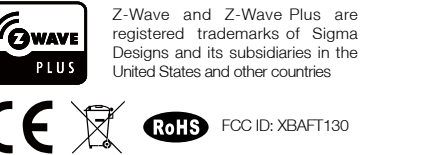
and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning

Do not dispose of electrical appliances as unsorted municipal waste, use separate collection facilities.
Contact your local government for information regarding the collection systems available.

Certifications (regional):



Association information

5.4 Association Command Class
The WallMote supports 5 association groups. Group 1 is the lifeline group and can add **Max 1** node. Group 2-5 can add **Max 5 nodes**.

Association Group	Control Button	Nodes	Send commands
1 (Lifeline)	Button 1 to 2	1	Central Scene Notification
2	Button 1	[1,5]	Basic Set
3	Button 1		Multilevel Switch Set
4	Button 2		Basic Set
5	Button 2		Multilevel Switch Set

Configuration parameters information

Parameter Number Hex / Decimal	Description	Default Value	Size
0x01 (1)	Enable/disable the touch sound. 0 = Disable 1 = Enable	1	1
0x02 (2)	Enable/disable the touch vibration. 0 = Disable 1 = Enable	1	1
0x03 (3)	Enable/disable the function of button slide. 0 = Disable 1 = Enable	1	1
0x04 (4)	To configure which report will be sent when pressing the buttons. 1 = Send Central Scene Command Notification 3 = Send Central Scene Command Notification and Configuration report.	1	1
0x27 (39)	Set the low battery value. Range: 5% to 50%.	5 (%)	1
0xFF (255)	1, Value=0x55555555、 Default=1、 Size=4 Reset to factory default setting and removed from the z-wave network	N/A	4
	2, Value=0、 Default=1、 Size=1 Reset to factory default setting	N/A	1

