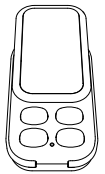
AEOTEC
BY AEON LABS

KEY FOB

GEN5

View the expanded manual:
http://aeot.ec/spprt/keyfob



1 Aeotec by Aeon Labs Key Fob Gen5.

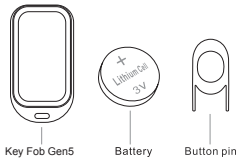
Remote controls revolutionised the way we could do things. They changed the way we watch TV. They changed the way we listen to music. They even changed the way we park ous cars. And then they stopped revolutionising and instead evolved to become more and more complex. They became bigger. They became weighed down with too many buttons, too many coufusing things that you could to.

Your Aeotec by Aeon Labs Key Fob Gen5 takes the remote back to what it should be. It's easy to use. It's simple. It's small. It's there when you need it and it's out of sight when you don't. And while your Key Fob remote is back to what it should be, it remains forwards looking. Your Aeotec by Aeon Labs Key Fob Gen5 has been designed to give you everything you need from a Z-Wave® remote control.

2 Familiarise yourself with your Key Fob Gen5.

Package Contents:

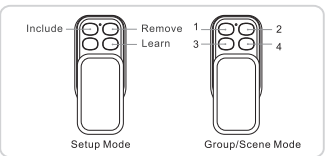
- Key Fob Gen5
- Battery
- Button pin



The compactness of your Aeotec by Aeon Labs Key Fob Gen5 means that the one device operates in three different modes: setup, group, and scene modes.

When you remove it from the packaging, your remote control is in Setup Mode. This allows you to do everything from creating a new Z-Wave network through to removing devices from one. In this mode the buttons operate as follows:

When you change your remote to be in Group Mode or Scene Mode, the buttons operate as follows.



For particular setup functions you'll need to use your remote's Mode and Learn buttons.

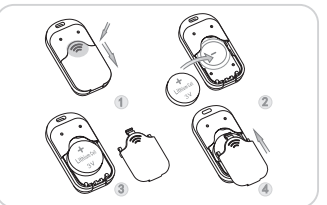
Your remote's three different modes function as follows:

- **Setup Mode:** used to set up your Key Fob.
- **Group Mode:** used to select which Z-Wave devices to control.
- **Scene Mode:** used to create a scene for your Key Fob to control.

3 Quick start.

Your Aeotec by Aeon Labs Key Fob Gen5 is a fully featured Z-Wave remote control and scene controller that uses wireless tehnology to talk to your Z-Wave network. To prepare it for both setup and use, you'll first need to insert its batteries.

1. Slide the rear battery cover away from your remote to expose the battery compartment.
2. Insert the provided battery into the compartment, ensuring that the + side of the battery, which is the flatter of the two sides and has text, is facing up.
3. Reattach the rear battery cover to your remote and firmly close it.

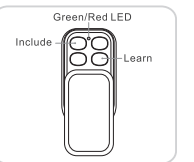


With your Key Fob prepared for setup, it's now time to activate its Z-Wave functions. If you're adding your Key Fob to an existing Z-Wave network, carry on with the following instructions. If you're creating a new Z-Wave network with your Key Fob, then skip to 'For a new Z-Wave network'.

For an existing Z-Wave network

Your Key Fob works perfectly as an additional remote control within an existing Z-Wave network. To create this scenario, you'll need to be near your existing primary Z-Wave controller and have the Key Fob with you.

1. Slide open the main panel of your Key Fob so that you can see its light.
2. Press the Include button on your primary Z-Wave controller. If you're unsure of how to do this, refer to its user manual.
3. Using the provided Button pin, press the Learn button on the rear Key Fob.
4. If successful, the green and red LED on the front of your Key Fob will alternatively blink followed by the green LED illuminating for 2 seconds.
5. If unsuccessful, the red LED will illuminate for 2 seconds. Of this occurs, repeat the process again ensuring that your primary Z-Wave controller is in Include mode.



Your Key Fob will now work as a remote control within your Z-Wave network. Skip to 'From setup to use' to contunue configuring your Key Fob.

For a new Z-Wave network

Your Key Fob can be set up as the primary controller of a Z-Wave network. This is ideal for a situation where you don't already have a Z-Wave network set up and you're either starting our or intending to set up only a small system. As the primary controller of a new Z-Wave network, your Key Fob will be able to operate in setup and group modes.

In this case you need to associate Z-Wave hardware(e.g.Smart Switches and Micro Controllers) with the Key Fob. This will, by default, set up a new Z-Wave network for you. To create a new Z-Wave network, refer to 'Adding devices to your Z-Wave network' in the Advanced Functions part of this manual, and follow the instructions.

Once done, your Key Fob will work as a remote control within, and the primary controller of, your new Z-Wave network.

From setup to use

Now that your Key Fob is a part of a Z-Wave network, It's time to change your remote's mode. Your Key Fob remote control has three key modes: Setup Mode, Group Mode, and Scene Mode. Out of the box, it's in Setup Mode. Your Key Fob's three modes change the way that its buttons work, and you can understand the differences between the different modes by reading the 'Familiarise yourself with your remote control' part of this guide.

To change your remote to Group Mode:

1. Slide open the main panel of the Key Fob so that you can see the internal light.
2. Using the provided Button pin, press the Mode button.
3. The light will illuminate for a second to confirm that the mode has been successfully changed to Group Mode.

If you wish to change your remote's mode to Scene Mode, you'll need to send it an instruction via your gateway. If you're unsure of how to do this, please refer to the gateway's user manual.

Selecting which devices to control: Group Mode

When using your Key Fob in Group Mode you are able to control different Z-Wave devices with each of your remote's 4 buttons. In Group Mode, each button is capable of controlling up to 50 Z-Wave devices.

During the following steps you'll associate Z-Wave devices with a particular button and also determine precisely how the button will affect the device. For instance, a button may turn an Aeotec by Aeon Labs Micro Smart Dimmer on to 50% brightness. As such, you need to ensure that each Z-Wave device is not at the same settling as the desired outcome. In this example, before beginning, the Micro Smart Dimmer should be turned off.

If your Key Fob is in either Setup Mode or Scene Mode, follow the instructions of the 'Changing the buttons' mode' section to put your Key Fob into Group Mode.

Ensure that the Z-Wave device you want to control is turned off. See the introductory paragraph above for clarification.

Take your Key Fob to within 3 metres of the device you wish to remove from your Z-Wave network.

Slide open the main panel of your Key Fob.

Press, hold and do not release for several steps 1 of the 4 buttons that you want to use control a device. Your remote's green LED will blink quickly when it's ready to associate devices with a button.

Press the Z-Wave network button on the device that you wish to control. If you're unsure of how to do this, refer to its user manual.

Your remote's green LED will stop blinking and stay on to let you know that the device can now be controlled by the button.

Change the Z-Wave device's status to match the desired outcome of the associated button's being pushed. For instance, turn your Z-Wave device from off to on if that's what you want your Key Fob's button to do. Should the device have degrees of functionality, such as lighting that can be dimmed or blinds that can be half opened, set the Z-Wave device to the desired level.

9. Release the button that you're holding down on your Key Fob.
10. Repeat the above steps to associate further Z-Wave devices with any of your Key Fob's buttons.

Using your Key Fob: Controlling a group

With Z-Wave devices now associated with your Key Fob's action buttons, your Key Fob will now work akin to a normal remote control. You push a button to control a device. However, unlike a normal remote control. pushing a button on your Key Fob might not simply turn a device on or off. Instead it will change to match the status that you selected in part 8 of the 'Selecting which devices to control: Group Mode' section of this guide. Accordingly, it might turn a light on or off, or it might dim one to 50% brightness.

There is an additional functionality built into each of your Key Fob's action buttons that you may choose to use-dimming. When held down, the action button will send up and down instructions to any compatible Z-Wave devices it is associated with. With a dimmable light, holding down an action button would see it brighten or dim depending on its current level of brightness. With a motorised blind, the same functionality would tell the blind to open or close.

4 Advanced functions.

Adding devices to your Z-Wave network

When your Key Fob has been setup as your Z-Wave network's primary controller, it's able to add Z-Wave devices to your network.

1. If your Key Fob is in either Group Mode or Scene Mode, follow the Instructions of the 'Changing the buttons' mode' section to put your remote control into Setup Mode.
2. Take your Key Fob to within 3 metres of the device you wish to add to your Z-Wave network.
3. Slide open the main panel of your Key Fob and press the Include button. Your Key Fob's green light will blink. If the red light illuminates for 2 seconds before turning off, then your Key Fob has been set up as a secondary controller of your Z-Wave network and is not able to add new devices to your network.
4. Press the Z-Wave network button on the device that you wish to add. If you're unsure of how to do this, refer to its user manual.
5. Once the device has been included, the green light on your Key Fob will stay lit for 2 seconds then begin to pulse again. If the device wasn't successfully added, the red light on the Key Fob will stay lit for 2 seconds before the red light begins blinking again.
6. Repeat from step 2 for any other devices you wish to add to your network.
7. Once you're finished, press any button on the Key Fob to exit this inclusion mode.

Removing devices from your Z-Wave network

When your Key Fob has been setup as your Z-Wave network's primary controller or in the case that your network's existing controller allows it, your Key Fob remote control is able to permanently remote Z-Wave devices from your network.

1. If your Key Fob is in either Group Mode or Scene Mode, follow the instructions of the 'Changing the buttons' mode' section to put your Key Fob into Setup Mode.
2. Take your Key Fob to within 3 metres of the device you wish to remove from your Z-Wave network.
3. Slide open the main panel of your Key Fob and press the Remove button. Your Key Fob's red LED will pulse. If the red LED illuminates for 2 seconds before turning off then your Key Fob has been set up as a secondary controller of your Z-Wave network and is not able to removes devices from your network.
4. Press the Z-Wave network button on the device that you wish to remove. If you're unsure of how to do this, refer to its user manual.
5. Once the device has been removed from the network, the green LED on your Key Fob will stay lit for 2 seconds then the red LED blink again. If the removal wasn't successful , the red LED on the Key Fob will stay lit for 2 seconds. If this is the case, please repeat the process from step 1 ensuring that your primary Z-Wave controller is in its removal mode.
6. Repeat step 2 for any other devices you wish to remove from your network.
7. Once you're finished, press any button on your Key Fob to exit device removal mode.

Associate devices with action buttons in Scene Mode

When using your Key Fob in Scene Mode you are abel to control multiple Z-Wave devices with each of your remote's 4 buttons. In Scene Mode, each button is capable of controlling two scenes. Each scene can contain 1 to 5 Z-Wave devices.

To configure each scene, you'll need to use your gateway, Please refer to the relevant section of its manual to do this.

Using your Key Fob: Controlling a scene

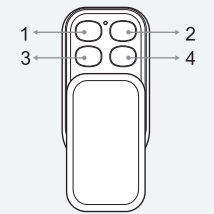
With your Key Fob now in Scene Mode it's time to familiarise yourself with using it by controlling scenes. Your Key Fob have 4 action buttons. When in Scene Mode, each of these buttons is capable of controlling 2 different scenes, called the primary and secondary scene. Both of these scenes can include up to 5 Z-Wave devices.

You can use each scene as follows:

- To use the primary scene, click an action button
- To use a secondary scene, press and hold an action button for 2 seconds before releasing

Each of the 8 scenes has a unique number, 1 through 8. This number is only important for operating a scene should your gateway require it.

Scenes List:



Button	Trigger	Scene ID
1	Click	①
	Press and hold 2 seconds	②
2	Click	③
	Press and hold 2 seconds	④
3	Click	⑤
	Press and hold 2 seconds	⑥
4	Click	⑦
	Press and hold 2 seconds	⑧

Disassociating devices from a button

There may come a time when you want to disassociate a device from a button on your Key Fob.

1. If your Key Fob is in either Setup Mode or Scene Mode, follow the instructions of the 'Changing the buttons' mode' section to put your Key Fob into Group Mode.
2. Take your Key Fob to within 3 metres of the device you wish to remove from your Z-Wave network.
3. Slide open the main panel of your Key Fob.
4. Press, hold and do not release for several steps the button that you want to disassociate the Z-Wave device from. Your remote's green LED will blink quickly when it's ready to remove devices from an action button.
5. Press the Z-Wave network button on the device that you wish to disassociate. If you're unsure of how to do this, refer to its user manual.
6. Once your remote's green LED has stopped blinking and its red LED has illuminated for 2 seconds, release the button you held down several steps ago.
7. The Z-Wave device has now been disassociated with the selected button.
8. Repeat the above steps to disassociate other Z-Wave devices.

Remove your Key Fob from your Z-Wave network

To remove your Key Fob from your Z-Wave network, effectively removing its ability to control your network:

1. Slide open the main panel of your Key Fob so that you can see its light.
2. Press the Exclude button on your primary Z-Wave controller. If you're unsure of how to do this, refer to its user manual.
3. Using the provided Button pin, press the Learn button on the rear Key Fob.
4. If successful, the green and red LED on the front of your Key Fob will alternatively blink followed by the green LED illuminating for 2 seconds.
5. If unsuccessful, the red LED will illuminate for 2 seconds. If this occurs, repeat the process again ensuring that your primary Z-Wave controller is in Exclude mode.

Your Key Fob has now been removed from your Z-Wave network and a factory default reset of your remote, as described in the following section, has been automatically performed.

Resetting your Key Fob

If you ever want to completely reset your Key Fob's settings, you can.

1. Slide open the main panel of your Key Fob so that you can see its light.
2. Using the provided Button pin, press and hold the Mode Button for 20 seconds.
3. If successful, the green and red LED on the front of your remote control will blink in an alternate pattern followed by the green LED illuminating for 2 seconds.
4. If unsuccessful, the red LED will illuminate for 2 seconds. If this occurs, repeat the process again.

Send a wake-up notification

Some Z-Wave gateways will require you to send a wake-up notification from your Key Fob in order for it to receive configuration information. To do this:

1. Slide open the main panel of your Key Fob so that you can see its light.
2. Using the provided Button pin, press and hold the Learn Button for 3 seconds.
3. If successful, the green LED will illuminate. Your Key Fob will now stay awake while it receives configuration commands from your gateway before putting itself back to sleep.

Tip: Changing the battery

Batteries eventually do run out and there will come a time when you'll need to change your Key Fob's battery.

1. Push down on the grip on the bottom and slide the battery cover away from the remote.
2. Remove the existing battery.
3. Replace it with a lithium cell CR2450 3 volt battery by placing a new one in the battery cover with the positive touching the plastic.
4. Slide the battery cover back on to your remote control.

5 Technical Specifications.

Operating distance: Up to 300ft(100 metres) outdoors.
Battery: lithium cell CR2450 3 volt battery.
Operating Temperature: -10℃ to + 50℃.

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Warranty.

Aeon Labs warrants to the original purchaser of Products 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 to Customer. Warranty claims must be made by Customer 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 Customer.

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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Customer must prepay shipping and transportation charges for returned Products, and insure the shipment or accept the risk of loss or damage during such shipment and transportation. Aeon Labs will ship the repaired or replacement products to Customer freight prepaid.

Customer shall indemnify, defend, and hold Aeon Labs and Aeon Labs' affiliates, shareholders, directors, officers, employees, contractors, agents and other representatives harmless from all demands, claims, actions, causes of action, proceedings, suits, assessments, losses, damages, liabilities, settlements, judgments, fines, penalties, interest, costs and expenses (including fees and disbursements of counsel) of every kind (i) based upon personal injury or death or injury to property to the extent any of the foregoing is proximately caused either by a defective product (including strict liability in tort) or by the negligent or willful acts or omissions of Customer or its officers, employees, subcontractors or agents, and/or (ii) arising from or relating to any actual or alleged infringement or misappropriation of any patent, trademark, mask work, copyright, trade secret or any actual or alleged violation of any other intellectual property rights arising from or in connection with the products, except to the extent that such infringement exists as a result of Aeon Labs' manufacturing processes.

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FCC NOTICE (for USA)

The manufacturer is not responsible for any radio or tv interference caused by unauthorized modifications or change to this equipment. Such modifications or change could void the user's authority to operate the equipment.

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
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.
- Consul 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)

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