

Z-Wave X-10 Bridge Instructions

Intro

Thank you for purchasing the XXXX Z-Wave X-10 Bridge. The HomeSettings Home Automation system allows you to control your home by remote control. You can create a complete Home Control and Access Network by combining your Z-Wave X-10 Bridge with other HomeSettings Home Automation System products. Indoor and outdoor lighting, security systems, garage door openers, and thermostats are just a few of the items you can easily control with additional HomeSettings Home Automation Systems products.

Home Control Basics

HomeSettings Home Automation Products allow you to easily control multiple devices in a home with the push of a button in what is known as a “Scene”. Turning on all of the lights as you come home is an example of a scene. Dimming lights and closing your curtains to watch TV is another type of scene.

Glossary

(Same as HAC, except the following:)

Delete **Module** and **Operator**

Add:

Z-Wave Module: Any HomeSettings or Z-Wave product that is controlled with a HomeSettings or Z-Wave remote controller. A module can be part of more than one scene.

X-10 Module: Any product compatible with the X-10 protocol that can receive X-10 signals.

X-10 Controller: Any product compatible with the X-10 protocol that can send X-10 signals.

X-10 Address: The combination of Home-ID and Unit-ID that is the identifier of an X-10 node (for example, B-3).

Bridge Basics

The X-10/Z-Wave Bridge acts as a bi-directional bridge between your Z-Wave Modules and Controllers, and X-10 Modules and Controllers. It allows you to control X-10 Modules using a Z-Wave controller, and add them to Z-Wave scenes. It also allows you to control Z-Wave Modules using an X-10 controller, and add them to X-10 scenes.

Up to three scenes can be created and controlled directly from the Bridge itself. These scenes can contain both Z-Wave and X-10 Modules. The Z-Wave Modules can be included in the scene in an On, Off, or Dimmed state, and X-10 Modules can be included in an On or Off state. Dimming an X-10 Module is not supported by the Bridge, but can be done with an X-10 Controller.

The Bridge can also take the role of a primary Z-Wave controller in your network, allowing you to add or delete Modules from the network.

Basic Functions

Adding a Z-Wave Module to the network

Note: You can only use the Bridge to add Z-Wave modules to the network if it is the primary controller. If the Bridge is a secondary controller you must use your primary controller to add Z-Wave nodes. If so, refer to those instructions for the proper procedure.

1. Unplug the Bridge. Z-Wave nodes can only be added while the Bridge is running on battery power.
2. Take the Bridge to the location where the Module is plugged in. You will need access to both during the programming procedure.
3. Set the X-10 knobs to the Home ID and unit ID that you would like to assign to the Z-Wave module
4. Press and hold the ADD button on the bridge until the green LED blinks
5. Press and release the PROGRAM button on the module
6. When the LED on the Bridge flashes green, the Module has been successfully added to the network.

Adding an X-10 Module to the network

Note: You can add X-10 Modules if the Bridge is either a primary or secondary controller.

1. Take note of the X-10 address of the X-10 Module.
2. Ensure that the Bridge is plugged in to AC-Power. In order to add an X-10 node the Bridge must be plugged in.
3. Set the X-10 dials on the Bridge to match the address of the X-10 module you want to add.
4. Press and hold the ADD button on the Bridge until the green LED blinks, then release the button.
5. The green LED will turn off.
6. When the green LED flashes again, the X-10 node has been added to the Z-Wave network.

Assigning an X-10 address to a Z-Wave node

Note: You can assign an X-10 address to a Z-Wave Module if the Bridge is either a primary or secondary controller. More than one Z-Wave Module can be assigned to the same X-10 address.

1. Unplug the Bridge. You can only assign an X-10 address to a Z-Wave node if the unit is running on battery power.
2. Take the Bridge to the location where the Module is plugged in. You will need access to both during the programming procedure.
3. Set the X-10 dials on the Bridge to the address you want to assign to the Z-Wave module
4. Press and hold the ADD button on the bridge until the green LED blinks, then release the button.
5. Press and release the PROGRAM button on the module.

6. When the light on the Bridge flashes green the X-10 address has been successfully assigned to the Z-Wave module.

Copying modules and scenes from another controller

(I think that the same instructions from the HAC can be used)

Copying modules and scenes to a secondary controller

(I think that the same instructions from the HAC can be used)

Manually activating a scene

(Same instructions as the HAC)

Resetting the Bridge

(Same instructions as the HAC)

Advanced Functions

Adding a Z-Wave Module to a scene

Note: You can add a Z-Wave module to a scene if the Bridge is either a primary or secondary controller.

1. Unplug the Bridge. You can only add a Z-Wave Module to a scene if the unit is running on battery power.
2. Take the Bridge to the location where the Module is plugged in. You will need access to both during the programming procedure.
3. Press and hold the ADD button on the Bridge until the green LED blinks.
4. Press and hold the SCENE button you wish to add the Z-Wave Module to, either Scene 1, Scene 2, or Scene 3.
5. While holding the SCENE button, press the PROGRAM or OPERATE button(s) on the Z-Wave module you wish to add to the scene, until the Module is in the desired state for the scene (On, Off, or Dimmed).
6. Release the SCENE button
7. When the green LED flashes the Module has been added to the scene.

Remove a Z-Wave Module from a scene

Note: You can remove a Z-Wave module from a scene if the Bridge is either a primary or secondary controller.

1. Unplug the Bridge. You can only remove a Z-Wave Module from a scene if the Bridge is running on battery power
2. Take the Bridge to the location where the Module is plugged in. You will need access to both during the programming procedure.
3. Press and hold the DELETE button on the Bridge until the green LED is solid.
4. Press and release the SCENE button you wish to remove the Module from.

5. Press and release the PROGRAM button on the Module you wish to remove.
6. When the green LED on the Bridge flashes the Module has been removed from the scene.

Remove a Z-Wave Module from the network

Note: You can only remove a Z-Wave module from the network if the Bridge is the Primary Controller.

1. Unplug the Bridge. You can only remove a Z-Wave Module from a scene if the Bridge is running on battery power.
2. Take the Bridge to the location where the module is plugged in. You will need access to both during the programming procedure.
3. Press and hold the DELETE button the bridge until the green LED is solid.
4. Press and release the PROGRAM button on the Module you wish to remove.
5. When the green LED on the Bridge flashes, the Module has been removed from the network.

Adding an X-10 Module to a scene

Note: You can add X-10 Modules to a scene if the Bridge is either a primary or secondary controller. The X-10 Module can either be added in an ON or OFF state to the scene.

1. Note the X-10 Address of the X-10 Module you wish to add to the scene.
2. Ensure that the Bridge is plugged in to AC Power. In order to add an X-10 node to a scene the Bridge must be plugged in. The Bridge does not need to be in close physical proximity to the X-10 node.
3. Set the X-10 dials on the Bridge to match the address of the X-10 module you want to add.
4. Press and hold the ADD button on the Bridge until the green LED blinks, then release the button.
5. If you want to add the Module to the scene in an ON state, press and release the desired SCENE button on the Bridge. Do not hold the SCENE button for more than one second.
6. If you want to add the Module to the scene in an OFF state, press and hold the desired SCENE button for more than 2 seconds, and then release.
7. When the green LED on the Bridge flashes, the X-10 Module has been added to the scene.

Remove an X-10 Module from a scene

Note: You can remove X-10 Modules from a scene if the Bridge is either a primary or secondary controller.

1. Note the X-10 address of the X-10 Module you wish to remove from the scene.
2. Ensure that the Bridge is plugged in to AC Power. In order to remove an X-10 node from a scene the Bridge must be plugged in. The Bridge does not need to be in close physical proximity to the X-10 node.
3. Set the X-10 dials on the Bridge to match the X-10 address of the Module you wish to remove.
4. Press and hold the DELETE button on the Bridge until the green LED turns solid green, then release the button.

5. Press and release the SCENE button from which the X-10 Module should be removed.
6. When the green LED on the Bridge flashes, the X-10 Module has been removed from the scene.

Remove an X-10 Module from the network

Note: You can remove X-10 Modules from a scene if the Bridge is either a primary or secondary controller.

1. Note the X-10 address of the X-10 Module you wish to remove from the scene.
2. Ensure that the Bridge is plugged in to AC Power. In order to remove an X-10 node from the network the Bridge must be plugged in. The Bridge does not need to be in close physical proximity to the X-10 node.
3. Set the X-10 dials on the Bridge to match the X-10 address of the Module you wish to remove.
4. Press and hold the DELETE button on the Bridge until the green LED turns solid green, then release the button.
5. When the green LED on the Bridge flashes, the X-10 Module has been removed from the scene.

Troubleshooting

(need to review this section)