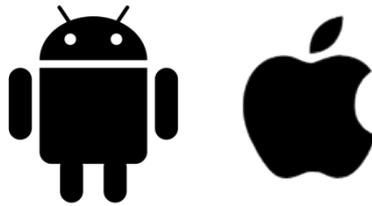


HouseMate

HouseMate Pairing Instructions



This guide describes how to pair HouseMate hardware with an Android or iOS device and how to use the Smart Connect and DTMF tone features.

It assumes that you have already installed the [ClickToPhone App](#) on your Android device and the [HouseMate Home Control App](#) on your iOS device.

Please note that the HouseMate 5S/2S can be used with either iOS or Android **without** the need to reboot. HouseMatePro Mk4 requires a reboot and does not support the Smart Connect or DTMF tone features.

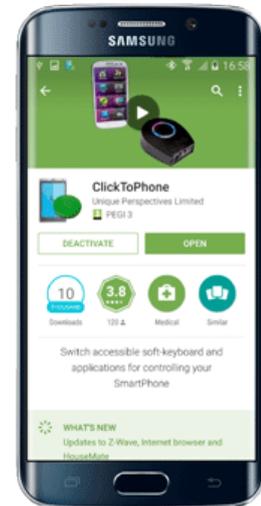
Using with an Android device

The first step is to install the ClickToPhone app from the Google Play Store. Search for “ClickToPhone”. It must be version 192 or higher.

Alternatively you can install from our website. Launch a browser on your phone and follow the instructions at <http://housemate.ie/downloads/>

After installation, open the app. The setup wizard will automatically start and you will be guided through the following steps.

- Confirming ClickToPhone as an Input Method
- Activating ClickToPhone as a Device Administrator
- Disabling App Optimisation
- Disabling the screen lock
- Choosing ClickToPhone as the current Input Method
- Choosing a user level
- Choosing the contents of the ClickToPhone homepage
- Choosing the style of the ClickToPhone homepage
- Choosing a theme
- Choosing the telephony behaviour
- Choosing the scanning method and speed
- If Android 7 or higher, installing the Accessibility Support Package
- Pairing your hardware



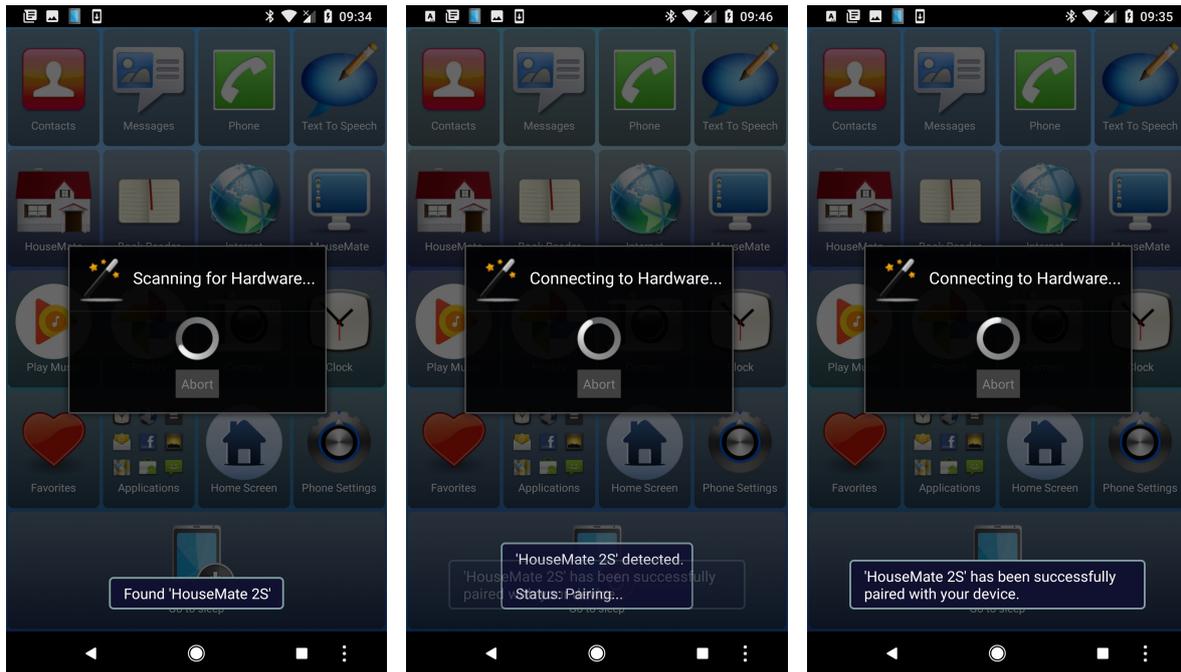
Pairing your Hardware

From the final step of the Wizard click on the **Continue** button **OR** choose **Project Settings->Preferences->Enable Technician Mode->Continue->Pair your hardware.**

The pairing wizard will begin with the following dialog.



Click **Continue** to begin the procedure and turn on your HouseMate. ClickToPhone will begin scanning and after a moment should detect and pair with your HouseMate hardware.



Once paired, ClickToPhone should connect to your hardware and the Bluetooth LEDs on your hardware should turn solid blue and a green connection successful icon will appear in your phone's status bar.



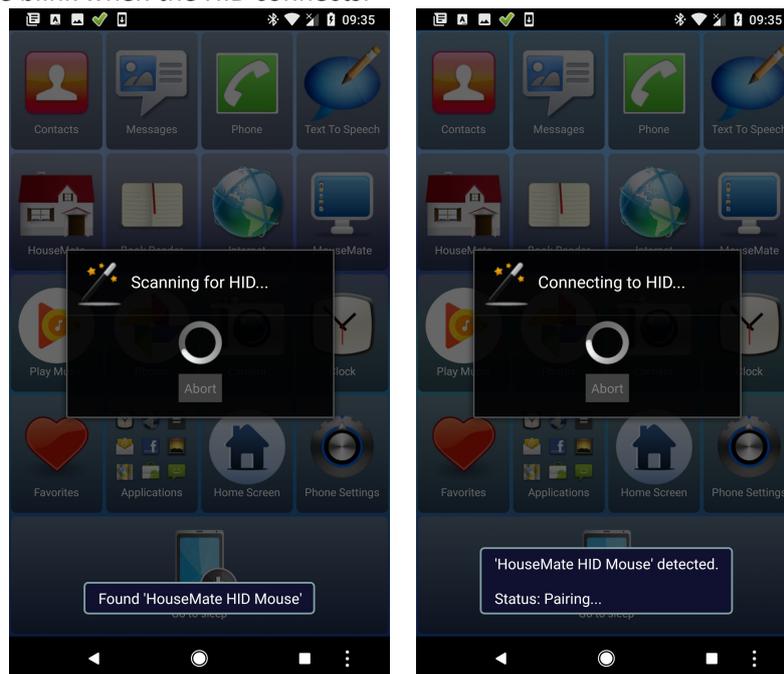
If you are using Android 7 or higher the **Pair HouseMate HID** dialog will now appear. If you are using Android 6 or lower the pairing wizard will automatically begin pairing with the HouseMate HID.



From Android 7 it is possible to use accessibility to move the cross-hairs and perform gestures on the screen. This frees up the HouseMate HID which can be used to control a remote PC, MAC or another Android or iOS device using the MouseMate function. There are, however the following limitations in using accessibility alone to control the screen:

- It is not possible to drag lock and move items on the desktop
- On Android 8 it is not possible to drag down the status bar or click in the notification panel

If you wish to pair the HID for full control of your device click **Pair HID**. ClickToPhone will scan for the HouseMate HID, detect it, pair with it and then connect. You should notice the Bluetooth LEDs on your hardware blink when the HID connects.



After this step you will be prompted to check your hardware settings:



Click **Continue** to be brought to the **Hardware Settings** dialog.



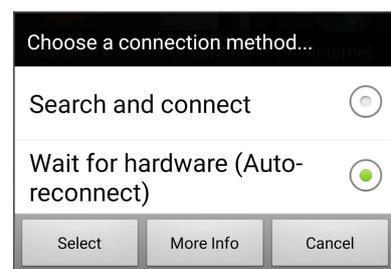
The Hardware Settings dialog allows you to:

- set the operating mode of your HouseMate hardware
- adjust the automatic power-down setting
- enable or disable the hardware alarm
- determine which type of RF module is present if any (z-wave or easywave)
- determine if the DTMF and/or Smart Connect features of HouseMate S are enabled or not

If you make a change to the hardware settings click the **Update** button to save the changes to your hardware.

When you are finished reviewing or changing the hardware settings click **Continue**.

If you are using HouseMatePro Mk4 hardware the last step is to choose the connection method for future connections. There are two choices: **“Wait for hardware”** or **“Search and Connect”**. **“Wait for hardware”** is the recommended method for Mk3 and Mk4 devices. In this method the hardware auto-reconnects to the phone when it is turned on thus saving your phone’s battery life. The **“Search and Connect”** method, though more reliable and quicker, uses more power as the app is constantly searching for your hardware.



By default HouseMate S hardware uses the **“Wait for hardware”** connection method and skips this last step.

Now you are finished the pairing procedure and ready to use your hardware! Don’t forget to make a backup by going to **Project Settings->Backups->Backup your project**.

Smart Connect mode

(HouseMate S devices only)

If you are using more than one device **Smart Connect** allows to independently choose, with a single switch, which device you want to connect to when you turn on your HouseMate. You can be paired with up to eight devices. When you turn on HouseMate with smart connect enabled the red LED will blink and HouseMate will beep several times to indicate which device it is about to connect to. If you press your switch within 2 seconds it will skip on to the next device in its list of paired devices. If you press your switch again it will skip on to the next device and so on. If you don't press your switch then after 2 seconds HouseMate will attempt a connection to the chosen device.

After connecting if you decide you wish to switch to using another device you must turn off HouseMate by choosing the **Go to sleep** option, turn it on again and follow the previous procedure.

With practice it is easy to identify the number of blinks/beeps with your devices. 1 beep for the Android tablet, 2 beeps for the Android phone, 3 beeps for the iPad and so on.

To enable Smart Connect choose **Project Settings->Preferences->Bluetooth Setup->Smart Connect->Enable**. To can confirm the Smart Connect setting by going to **Project Settings->Hardware Settings**.

Note:

1. When Smart Connect is enabled the HouseMate HID is unpaired from your device and re-initialised as MouseMate. You can only use accessibility for controlling the cross-hairs in this mode.
2. If you are controlling more than one iOS device then you must ensure that both devices are asleep before you switch on your HouseMate. This is because the HouseMate app will not attempt to connect to the hardware until it is woken by the connecting HouseMate Switch.

DTMF Tones

(HouseMate S devices only)

HouseMate S devices can issue DTMF tones during a phone call to allow you to control telephony services such as mail, top-ups, transactions and so on. To enable this feature choose **Project Settings->Preferences->Telephony preferences->DTMF Tones->Enable DTMF AND Project Settings->Preferences->Telephony preferences->Behaviour during calls->Telephony keypad** . To can confirm the Smart Connect setting by going to **Project Settings->Hardware Settings**. Furthermore, if you go to the phone's Settings app you will also see under Bluetooth devices that HouseMate is now supporting a telephone profile.

Returning to the ClickToPhone app, when you make a phone call pressing your switch during the call will open the telephony keypad and a DTMF connection will be opened with the hardware.

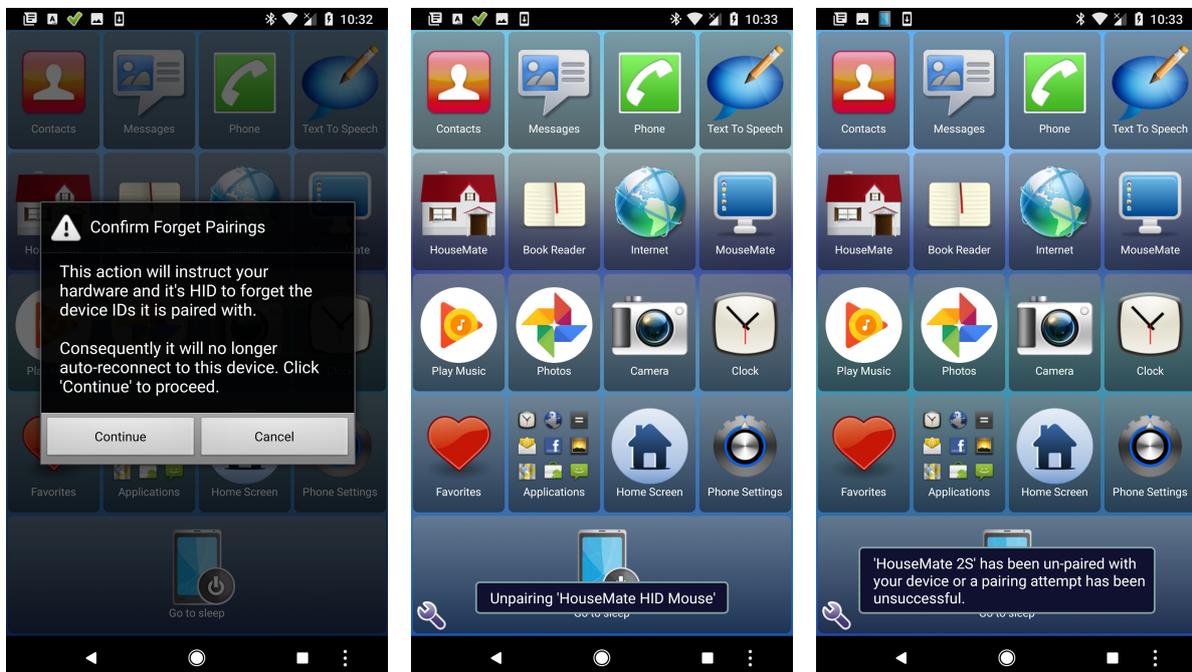


When you select a key on the keypad it instructs the HouseMate to issue the corresponding DTMF tone on the Bluetooth connection.

Un-Pairing your Hardware

If you are going to use your hardware on a different device it is a good idea to completely un-pair it from the current device. This makes it easier to pair with a new device because the hardware will not be trying to make a connection to the old device it was paired with it. It is not enough to unpair your hardware in the phone's Bluetooth settings. You must un-pair it whilst connected from within the ClickToPhone app.

To un-pair your hardware choose **Project Settings->Preferences->Bluetooth Setup->Forget pairings.**

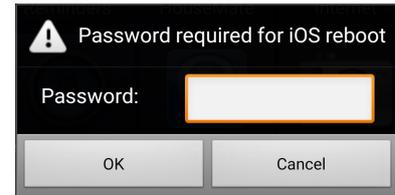


Choose **Continue** to complete the un-pairing process. First the HID will be unpaired and then the HouseMate. The hardware will emit a long beeping sound during this procedure and then switch off. It is now ready for use on a new device. When you turn it on again notice that on a HouseMate S the red LED blinks off every second. This indicates that it is not been paired with any devices.

Rebooting Mk4 devices for use with an iOS device.

This procedure only needs to be carried out on Mk4 devices if you wish to use them on an iOS device. HouseMate S devices can be used on both Android and iOS without reboot. To reboot your hardware for use with an iOS device you need to be connected to an Android.

1. Make sure that you are connected and choose **Project Settings->Preferences->Bluetooth Setup->Advanced Settings->Reboot for iOS**
2. Enter the password “apple”
3. The unit will emit a long beep and the red and orange lights will illuminate. HouseMate is now ready for use with an iOS device. Note that no InfraRed signals are erased in this procedure.



Using with an iOS device

The first step is to install the HouseMate app from the App Store. Search for **“HouseMate Home Control”**.

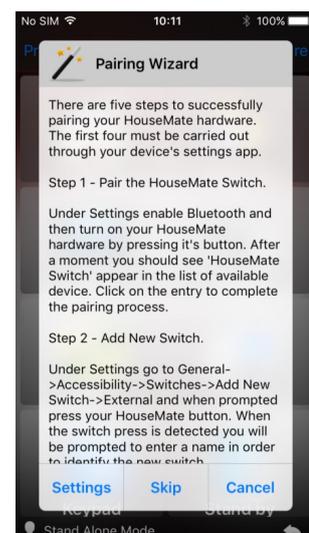
After installation, open the app. The first time you launch the app it will automatically open in technician mode. On future launches it is necessary to press and hold the spanner icon in the bottom right of the screen for 5 seconds to enter technician mode.



Setting up your device

Choose **Project->Setup your devices->HouseMate hardware->Pair your hardware**. The Pairing wizard is presented. Read the instructions carefully as these steps must be carried out manually within the iOS Settings page.

If you intend to use the touch-screen only then you can click **Skip** and jump to step 5 below.

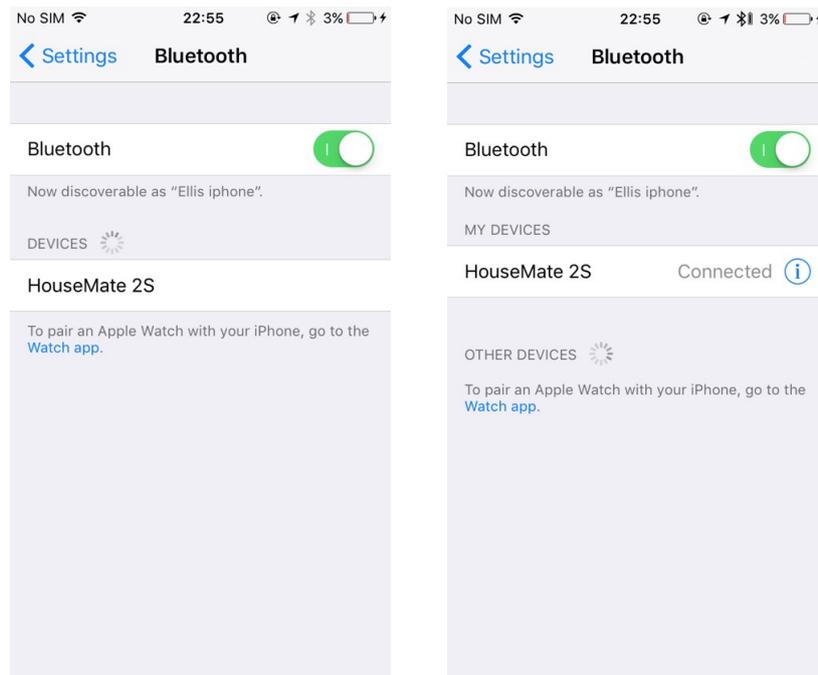


Step 1: Pairing the HouseMate Switch

The first step is to pair the HouseMate Switch. This switch is used to drive the iOS scanning.

When you are ready choose **Settings** and you will be brought to the iOS Settings page. Navigate to **Settings->Bluetooth**. Turn on Bluetooth and then turn on your HouseMate hardware by pressing it's switch. After a moment you should see **HouseMate 2S** or **HouseMate 5S** appear. If you are using HouseMatePro Mk4 hardware **HouseMate Switch** will appear.

Note: If your device appears as **“HouseMatePro Mk4”** at this stage then it is a Mk4 booted for an Android device and will not work on an iOS. You will have to connect it to an Android device and carry out the reboot procedure to switch it to iOS operation.



Click on the **HouseMate** entry to complete the pairing process. After a moment it should move into the list of **My Devices** with the word **Connected** beside it.

Confirm that the blue LEDs on your HouseMate hardware are blinking.

Step 2: Add New Switch

You are now ready to set up the HouseMate switch to drive the iOS scanning. Navigate back to **Settings** and then choose **General->Accessibility->Switch Control->Switches->Add New Switch->External** and press your switch.

When the switch press is detected you will be prompted to enter a name for the switch. Choose "HouseMate".

Step 3: Choose a switch action

Now you must choose the switch action that will occur whenever you press your switch. For scanning purposes this will be the **Select Item** action.

Under **Switches** choose the newly added HouseMate switch and then choose the **Select Item** action.



Step 4: Enable & optimize Switch Control

This is the last step to set up the HouseMate switch to drive the iOS scanning. Navigate back to Switch Control.

Tap Behaviour

We recommend setting the **Tap Behaviour** option to **Always Tap**. In this mode the option to carry out other actions is always displayed at the end of a complete screen scan, rather than every time you press your switch.

Large Cursor

For high visibility of the scanning cursor we recommend turning on the **Large Cursor** option.

Menu Items

If you only intend to control the HouseMate app with your HouseMate switch then choose **Menu Items->Top Level** and select **Hide All Items**. In this set up, after you launch HouseMate, there is no way for the user to return to the home screen or control other Apps.

Switch Control

If you wish to start the iOS scanning at this point return to **Switch Control** and turn on the Switch Control switch. iOS will start scanning the screen objects and pressing your switch should select the currently highlighted object.

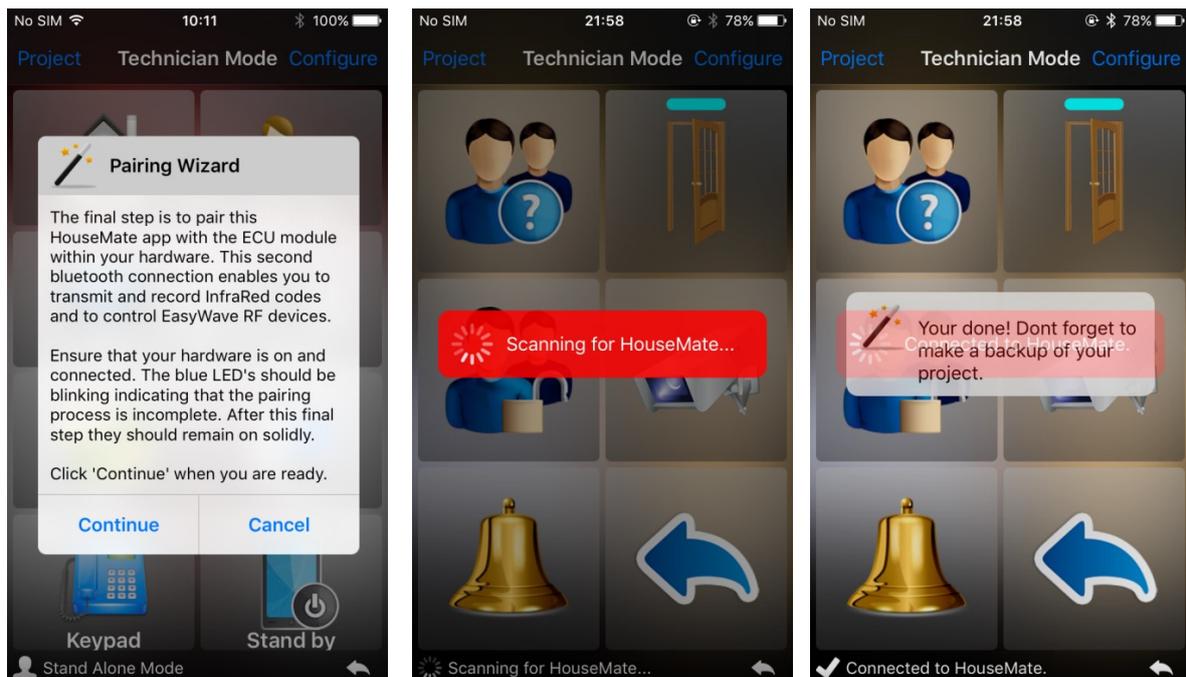
There are lots of other options under Switch Control that control the behaviour of the iOS scanning including Auto Scanning Time, Loops and so on. Take some time exploring these different options so that the scanning can be optimized to suit the user's needs and abilities.

When you are finished, return to the HouseMate app for the final step of setting up your hardware.

Step 5: Pairing the ECU Module.

HouseMate contains a second Bluetooth module that communicates with the HouseMate App for transmitting and recording InfraRed signals and other app specific functions. Pairing this module is the final step in setting up your hardware.

Make sure your hardware is on and then press **Continue**. A popup dialog will display the text **Scanning for HouseMate** and after a moment this should change to **Found HouseMate** and then **Connected to HouseMate**.



You can now start using HouseMate to record and transmit InfraRed codes. Refer to the manual for further details.

Rebooting Mk4 devices for use with an Android device.

This procedure only needs to be carried out on Mk4 devices if you wish to use them on an Android device. HouseMate S devices can be used on both Android and iOS without reboot.

To reboot your hardware for use with an Android device you need to be connected to an iOS device.

1. Make sure that you are connected and choose **Project->Setup your devices->HouseMate hardware->Hardware Settings->Reboot for Android**
2. Enter the word "android"
3. You will be asked to unpair the HouseMate Switch before the reboot can take place. This is because the HID must be reconfigured as a bluetooth mouse – HouseMate HID Mouse.
4. The unit will emit a long beep and the red and orange lights will illuminate. HouseMate is now ready for use with an Android device.

Using HouseMate with more than one device.

HouseMate S hardware will auto-reconnect to up to 8 devices. Unless you are using the Smart Connect mode it will automatically cycle through its list of paired devices until it finds one to connect to. Turn off the devices that you do not wish to connect to.

HouseMatePro Mk4 hardware will auto-reconnect to up to 3 devices and connect to the first device it finds. Turn off the devices that you do not wish to connect to.