HouseMate 6S Supplemental Manual

Note: This manual is a supplement to the ClickToPhone/HouseMate User Manual May 2021 and assumes that the reader is familiar with its contents.

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Intended use & CE Marking

Intended Use

The HouseMate device compensates for a person's injury, impairment or disability by enabling them to remotely control appliances in their environment and attain a level of independence that would otherwise be impossible. Such appliances include, but are not limited to, Door opening mechanisms, Heating and Ventilation systems, Lifts and Bed controls, Lighting, Communication devices, Computers and Audio-Visual equipment.

HouseMate is a combined Environmental Control and Bluetooth Switch adapter designed to enable those individuals who cannot use a standard mobile phone to operate an Android Smartphone and control equipment in their environment.

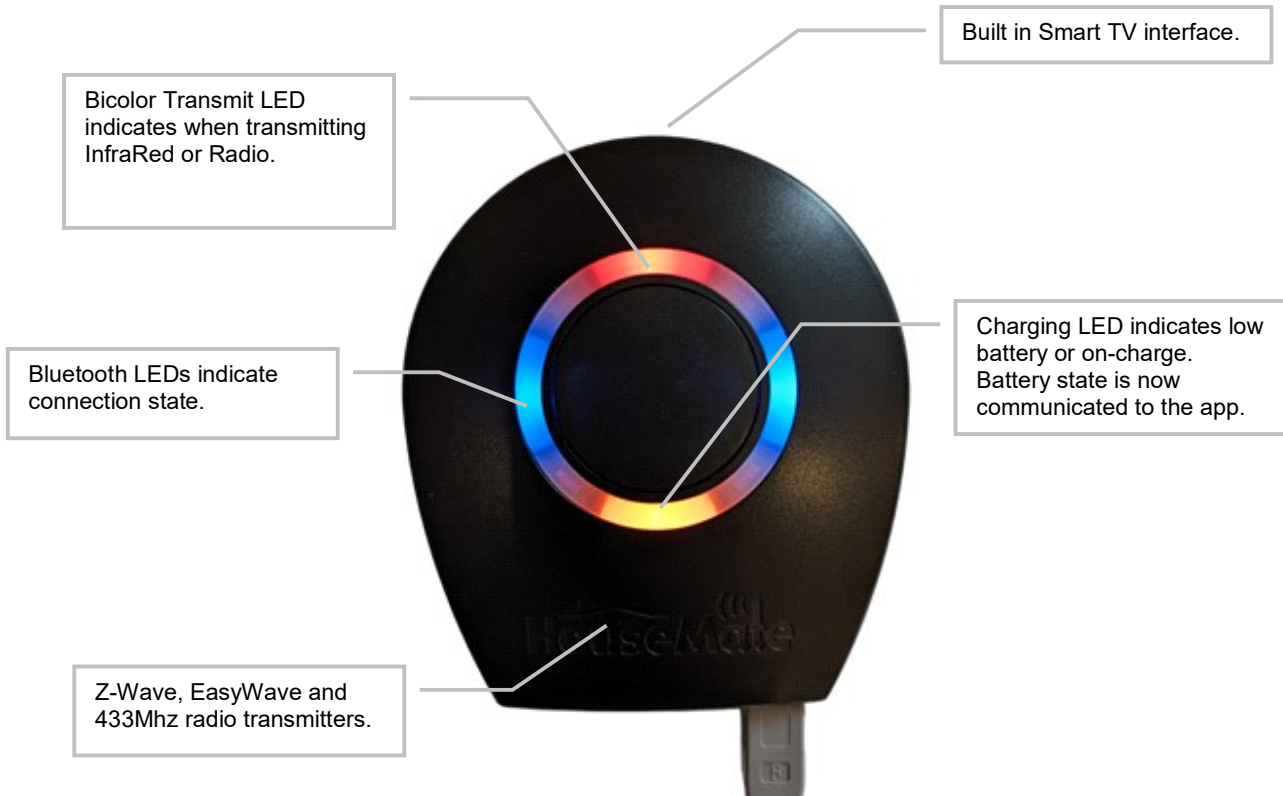HouseMate is for indoor use only.

CE Marking

HouseMate is marketed as a technical aid for people with disabilities and satisfies the requirements of Medical Devices Regulation MDR 2017/745.

1   Introduction & Older versions

HouseMate 6S is the latest version of HouseMate to be brought to market. It builds on the success and reliability of previous models whilst adding new functionality to be able to control the latest technology in the fields of home automation and home entertainment.

Built in Smart TV interface.

Bicolor Transmit LED indicates when transmitting InfraRed or Radio.

Charging LED indicates low battery or on-charge. Battery state is now communicated to the app.

Bluetooth LEDs indicate connection state.

Z-Wave, EasyWave and 433Mhz radio transmitters.

HouseMate 6S devices started with device serial number 5801 - firmware version 34.

Firmware updates for all previous models have stopped.

HouseMate 5S devices (SN2631 - SN5800) will be fully supported within the apps until 2029.

Earlier devices (Mk4, Mk3, Pro, HouseMate) are still functioning within the apps but support cannot be guaranteed after 2024. The ability to pair these older units will be withdrawn in 2025 to prevent them from being used on new installations.

It is highly recommended to begin replacing Mk4 and earlier devices with 6S devices as soon as possible. Mk4 devices stopped at SN2630 and the last one was shipped over 5 years ago.

2   App Installation, Permissions and Storage

On Android devices, the app installation process requires accepting permissions to be able to access core features of the app. The list of permissions depends on whether you are installing ClickToPhone or HouseMate Home Control as well as the version of Android you are running.

The permissions outlined below relate to installing ClickToPhone on an Android 13 device or later. If you are installing on an earlier Android version or if you are installing HouseMate Home Control you will be asked to accept a sub set of these.

If at any time during the installation you skip a permission or are unsure whether or not you accepted it, rather than trying to enable it manually, it is better to uninstall the application and start from the beginning again.

2.1   Permissions

Below is the complete list of permissions you will be asked to accept and a short description:

|	
Default SMS App	To be able to send and receive SMS text messages.
Default Phone App	To be able to answer and make telephone calls.
Fine Location	To be able to report a users location when they activate an alert. It is also required on some brands to be able to scan for local Bluetooth devices.
Bluetooth Scan	To be able to scan for HouseMate hardware and connect to it.
Post Notifications	To be able to post notifications to the notification window.
Allow Restricted settings	To be able to enable Accessibility and Notification Access.
Enable Accessibility	To be able to draw over the phone's screen in order to move the mouse pointer and perform gestures.
Modify system settings	To be able to adjust system settings such as the ringer mode, screen orientation etc
Device Administrator	To be able to control the Lock screen and turn off the screen.
Notification Access	To detect if a WhatsApp call is in progress.
Bluetooth Optimisation	Battery saving for the system Bluetooth services should be turned off.
Run in Background	To keep the app running in the background even when the phone goes to sleep.

Disable Screen Lock   The screen lock should be set to the lowest possible security level so that ClickToPhone can wake up and unlock the key guard.

Input method check   Enable ClickToPhone as an Input Method (i.e. a soft keyboard)

Manage All Files   To be able to open backup files created on older app versions.

When the app is installed you can check whether or not these permissions have been granted by going to **Project Settings->Initialisation->Check Permissions**.
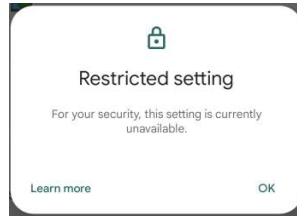
2.2   Restricted Settings

From Android 13, the two permissions, **Accessibility** and **Notification Access**, are restricted settings and in order to be able to enable them it is first necessary to enable access to restricted settings at a system level. However in order for the option to enable access to restricted settings is available to you it is first necessary to try and enable a restricted setting! This section tries to explain.

- When you are first prompted by the installation wizard to enable Accessibility the option will be grayed out.
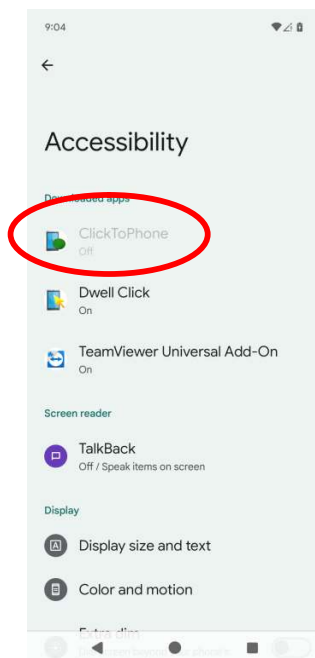

- Click on the option regardless and a warning will appear that this is a restricted setting. <u>It is this action that makes available the option to enable access to restricted settings further on.</u>
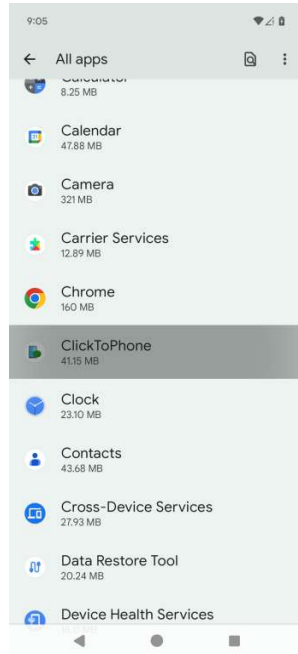
- When you return to the wizard it will detect that you have not been able to enable accessibility and will prompt you to allow access to restricted settings.
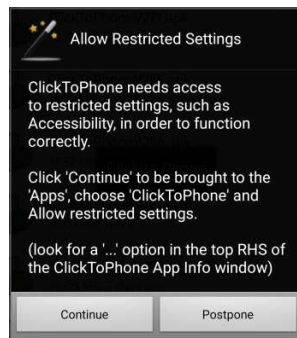

- Click **Continue** to be brought to the System App setting window.
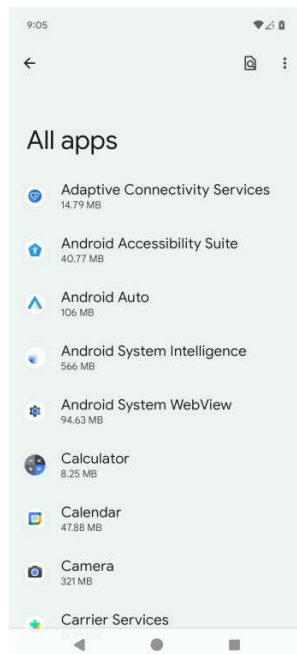
- Scroll down until you find ClickToPhone and click on it.

- Now, notice the three dots in the top right hand corner. When you click on these you can enable access to restricted settings. These three dots will not appear unless you attempted to enable accessibility (or another restricted permission) previously and will disappear after you have enabled it.
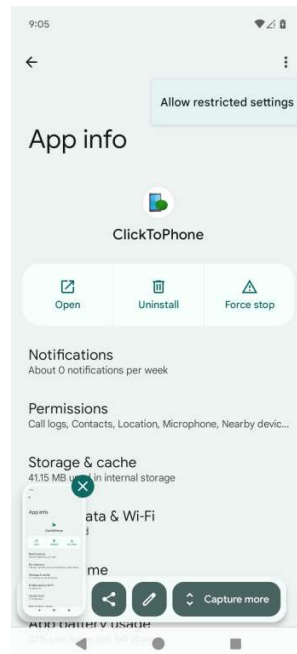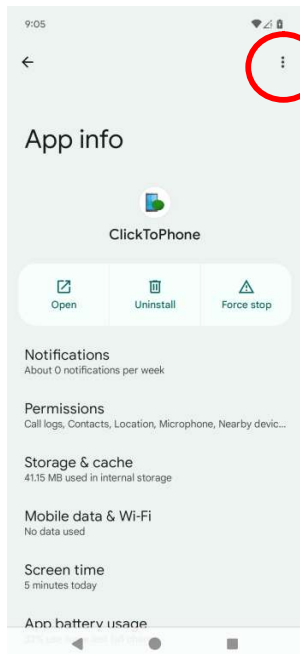
- Now, when you return to the installation wizard you will be prompted to enable accessibility again.
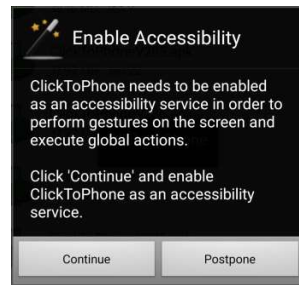
- Choose **Continue** and then enable **Accessibility** for ClickToPhone.
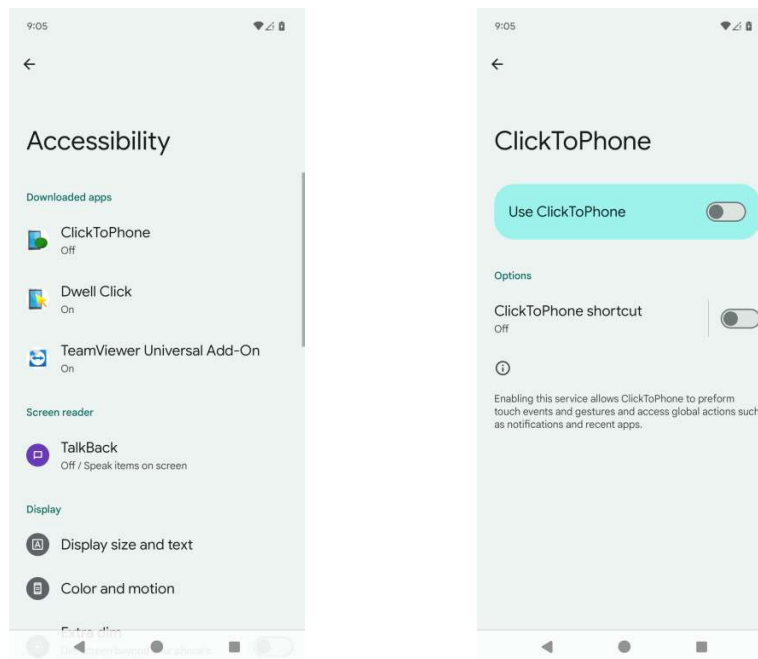
- Continue with the installation

2.3   Manage All Files

From Android 11 Google introduced Scoped storage whereby apps must store their data in a shared storage area, such as the Documents, Downloads, Pictures directory. Apps wishing to store files in a private folder require the **All Files Access** permission in order to do so.

ClickToPhone and HouseMate Home Control historically stored their project backup files in a private folder at the root of internal storage called **\clicktophone**. This is no longer possible and backup files are now stored at **\documents\clicktophone**.

However a problem arises when you attempt to open a backup that was created on an older version of ClickToPhone. These files, because they were created in private

storage, are watermarked as such. Even when you copy them into the **\documents\clicktophone\backups** shared folder it is still not possible to open them.

In order to be able to open these "private" files it is necessary for the app to be granted the **All Files Access** permission. At time of writing Google have refused this permission on the basis that all files access is not a core feature of the app.

To overcome this problem install the ClickToPhone app from www.housemate.ie/downloads. This version of the app is slightly different to the one on the Play Store in that it allows you to enable the All Files Access permission.

- After you install the update you will be prompted to enable the permission.
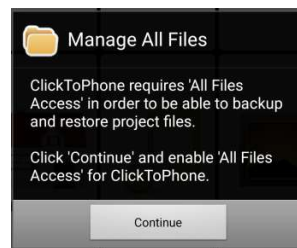
- Click **Continue** to be brought to **All files access**. Choose **ClickToPhone** and then enable the permission.
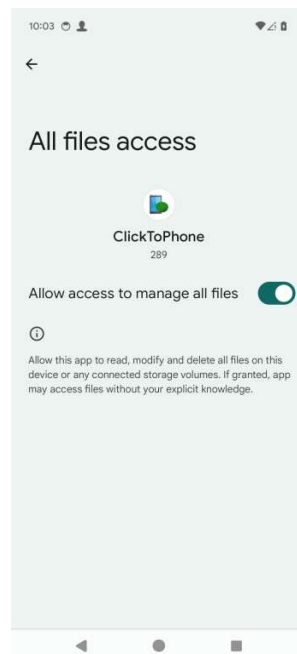
- Now you can open backups created from older devices.

Note: If you are installing for a new user none of the above is relevant and you can install from the Play Store.

2.4 Backup Files

As discussed in section 2.3 project files are now stored in the Shared Documents folder:

\documents\clicktophone\backups

You can copy your project files from this folder onto a PC or MAC as required. The following screenshot is looking at a backup called "qvn".
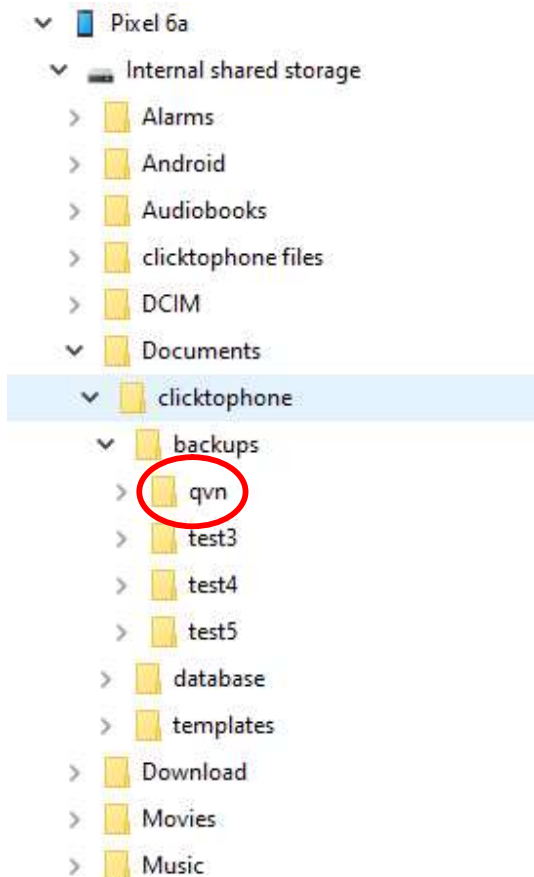
Observe caution when using file manager apps on your phone. It is best to always navigate from the root of the internal storage. The **Documents** shortcut at the top of these apps often refers to a collection of documents stored on the phone rather than the actual documents folder.

The screenshots below illustrate navigating to the qvn backup folder.

NOT THIS ONE!
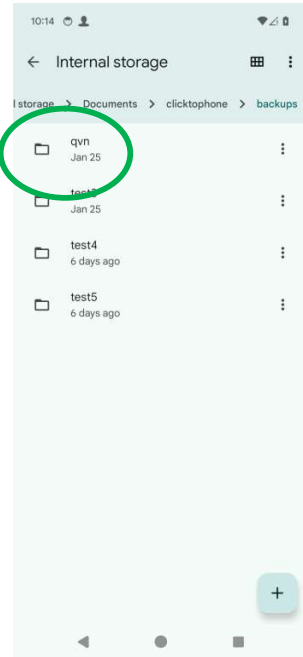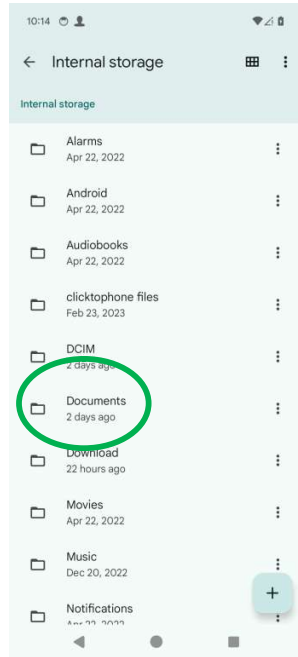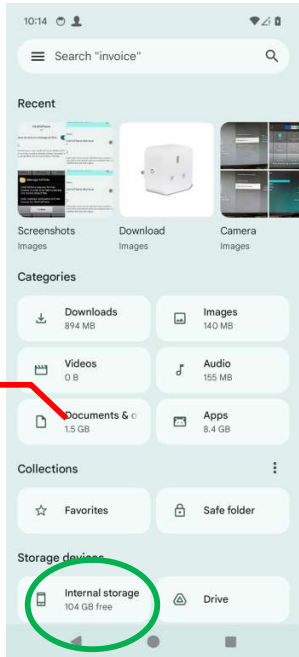
3   Hardware Features

Project Settings->Preferences->Bluetooth Setup->Advanced Settings

3.1   PCB & Connectors

Below is an image of the component side of the HouseMate 6S.

Bluetooth Smart Bluetooth low energy module for controlling Smart TVs with keyboard and/or consumer keys.

Firmware update socket

Input for 433Mhz receiver circuit board

N/O relay output & 3v power for alarm circuit such as Tunstall TX4 transmitter or Easywave board.

PCB batch number

8 way connector for connection to RF daughter board for 433Mhz, EasyWave and/or Zwave

Legacy 6 way connector for older EasyWave/Zwave modules

3.2   Reset/Program Button

The reset/program button located through a hole in the bottom of the case has three functions depending on how many times you press it.

Turn Off HouseMate – *Press Once*

> Pressing once will simply turn off the HouseMate. This is similar to the function of the reset switch on a 5S and earlier but it is not tied to the reset pin on the micro-controller and is therefore dependent on the HouseMate firmware to be running normally.

Soft Reset – *Press Ten times in quick succession*

> Pressing 10 times in quick succession will execute a Soft Reset. Each time you press the button the transmit LED will blink Red until the 10th time when it will blink Green. If you do not press the button quickly enough or you press it less than 10 times the HouseMate will turn off.

> This action is similar to un-pairing from within the ClickToPhone or HouseMate Home Control apps and will force HouseMate to forget what devices it is paired with. If you have appended HouseMate's Bluetooth name this is retained.

> Use this option if you have programmed the HouseMate on one phone and now wish to transfer to another phone. You do not need to restore the IR codes. Simply transfer the backup to the other phone and pair HouseMate in the normal way.

Factory Reset – *Press Twenty times in quick succession*

> At the 10th press the top LED will blink Green. Continue pressing for another 10 times until HouseMate starts beeping. Now HouseMate will perform a hard reset. It will forget whatever devices it was paired, reset it's device name and then erase all IR codes stored in its flash memory.

> This action is similar to a factory reset and will restore HouseMate to the same state as it was when it was first manufactured.

Note: The Soft Reset and the Hard Reset functions will only execute when you are NOT connected to a device and the battery is NOT severely low.

Reset/Program
Button
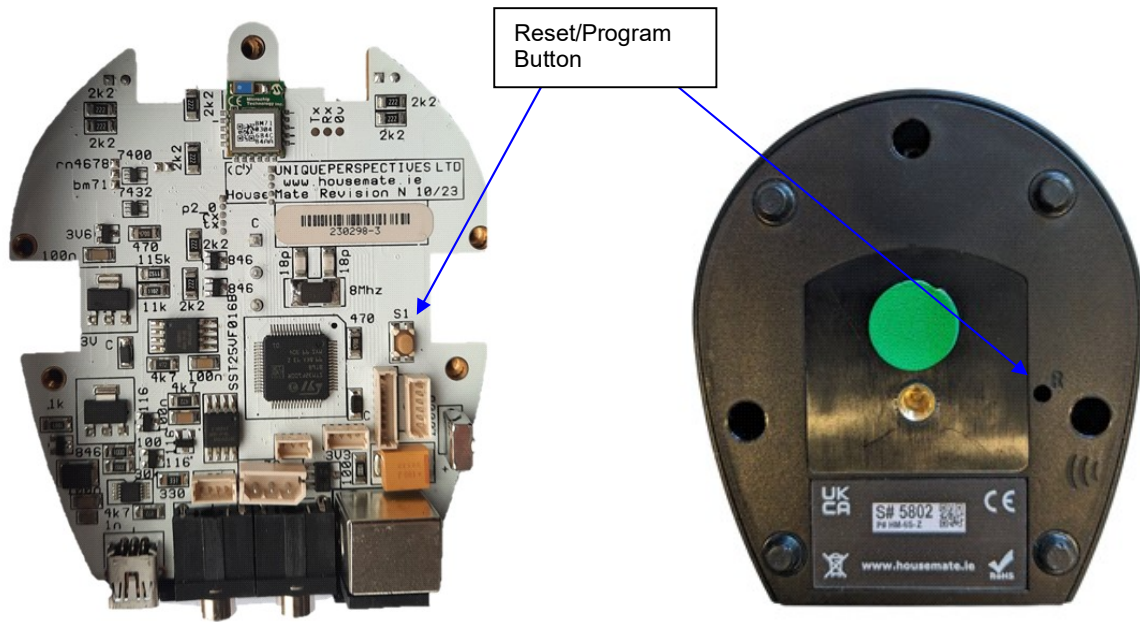
3.3 Transmit LED

The transmit LED is now Bicolor to indicate whether an InfraRed or a Radio signal is being transmitted.

- When an InfraRed signal is being transmitted or recorded the LED will light up Red.

- When an EasyWave, Z-Wave or Smart TV (BLE) signal is being transmitted or programmed the LED will light up Green.

- When a 433Mhz signal is being transmitted or recorded the LED will light up Green.

3.4 Explicit Pairing Mode

Normally when you want to pair HouseMate with another device you will unpair it from the device it is currently paired with. This will ensure that HouseMate has not "remembered" any unnecessary Bluetooth IDs which would otherwise slow down the pairing process. This "slowing down" is because HouseMate is trying to connect to the stored Bluetooth ID, whilst you, at the same time, are trying to discover it on a different device.

However, when you want to be able to use more than one device, for example when using Smart Connect, you need to leave the stored Bluetooth IDs intact. To make pairing easier in this case you can put HouseMate explicitly into pairing mode, whereby it won't attempt to connect to any of its stored Bluetooth IDs.

To do this, first make sure that HouseMate is off. Then press the HouseMate button six times in quick succession. You can confirm that HouseMate is in pairing mode because the forward LED will be blinking quickly accompanied by double beeps.

3.5 Battery and Smart TV reporting

When connected, the HouseMate 6S reports the state of the internal battery and whether or not it is connected to a Smart TV. These symbols are displayed in the status bar after a successful connection.

HouseMate Connected

HouseMate Battery Level

Connected to Smart TV
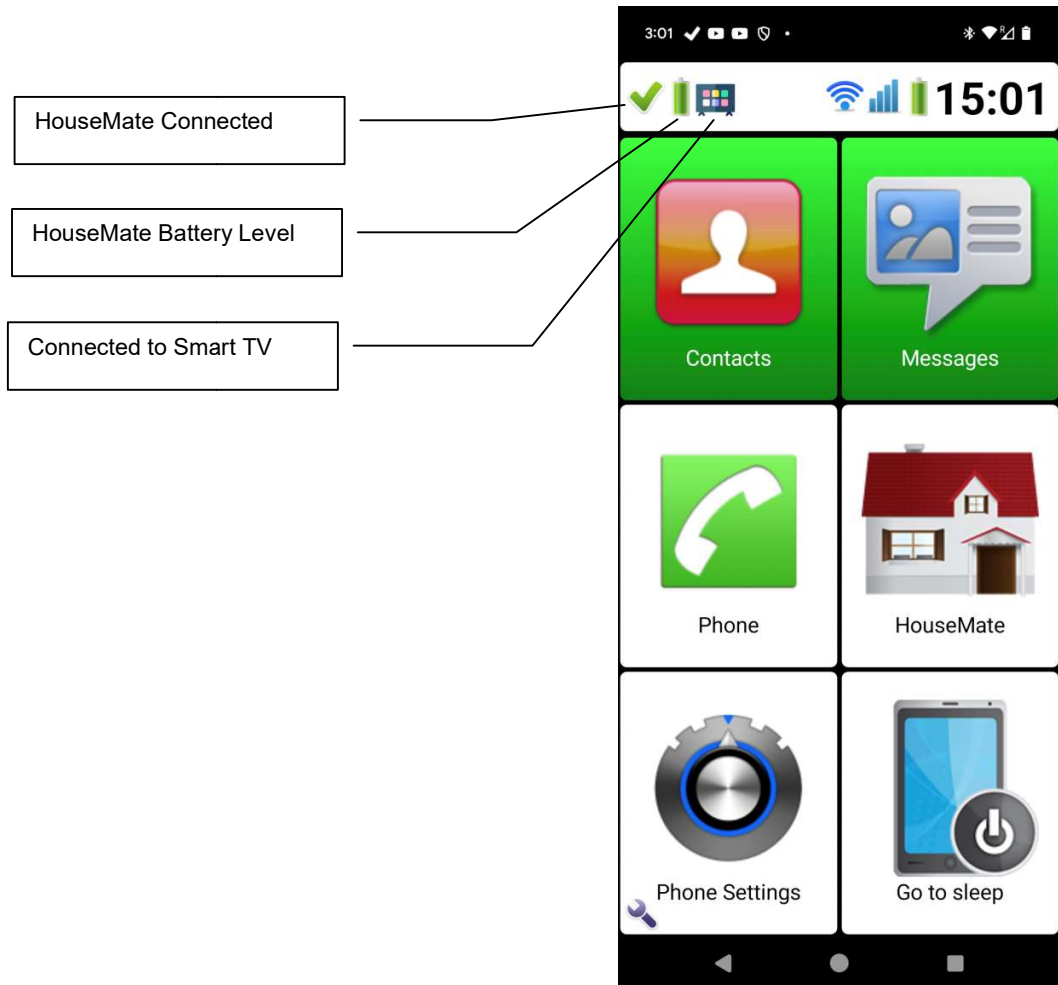
3.6   Appending the Device Name

The Bluetooth name of HouseMate 6S can be appended by 4 characters. This allows you to uniquely identify a HouseMate in the Bluetooth settings of your phone or when pairing.

To append the device name first connect your HouseMate and then choose **Project Settings->Preferences->Bluetooth Setup->Advanced Settings->Append Device Name**

The hardware will be instructed to append its device name with the characters you entered. In the above example it will now appear as "HouseMate 6S john" and "HID Combi john".

Note: It is necessary to repair your hardware after this procedure.

Referring to section 3.2 only a Hard Reset will change the name back to default.

4   Connection Methods

Project Settings->Preferences->Bluetooth Setup
Project Settings->Preferences->Behavior preferences->Wake up/Sleep
Project Settings->Initialisation

There are two Bluetooth modules within HouseMate and consequently two Bluetooth connections. The HouseMate 6S is the most important connection (the primary connection) and the HouseMate HID Combi is the second.

The HouseMate 6S connection is a connection between the **app** and your hardware. This connection reports the state of the switches and controls the transmission of signals.

The second connection, the HouseMate HID Combi, is a connection between the **system** and your hardware. It's purpose depends on whether you are using the ClickToPhone or HouseMate Home Control app:

> ClickToPhone
> The HID Combi is used primarily to give the best possible control over the mouse pointer. It makes extra functions (like drag lock) possible over and above what Accessibility can offer.

> HouseMate Home Control
> The HID Combi drives the System switch access (iOS or Android) by reporting the switch state as keyboard events. If you are using Set-Top mode on iOS this pairing is not necessary.

In both cases the HID Combi connection is also the trigger that makes the **Wait for Hardware** connection method possible.

Note: If the HID Combi is not connected then the app **must** be set to **Search and Connect**.

Both connection methods are described below.

4.1   Wait for Hardware

Wait for Hardware mode is the preferred connection method because it uses the least amount of battery and does not impair Wifi reception. In this mode the ClickToPhone or HouseMate Home Control app wait until the HouseMate HID Combi connects to the system before making the final connection to HouseMate 6S.

When you turn on your hardware the HouseMate HID Combi attempts to auto-reconnect to the Android System.
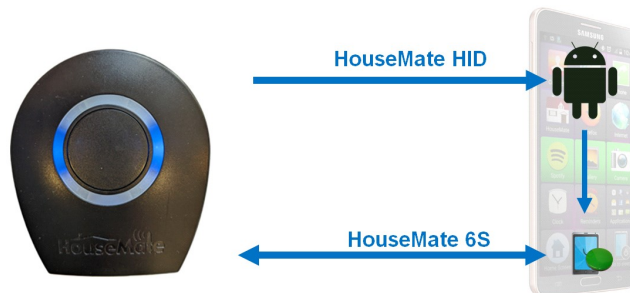
HouseMate HID

After a successful connection the blue LEDs will illuminate but the Red LED will remain lit indicating that the connection is not complete.

The system sends a message to the ClickToPhone or HouseMate Home Control app that the HID has connected.

HouseMate HID

The ClickToPhone or HouseMate Home Control app makes the final connection to the HouseMate hardware and the Red LED goes out.

If you are using ClickToPhone, then, if the final connection does not happen after 30 seconds then HouseMate will turn off.

HouseMate HID

HouseMate 6S

Note: The first two steps can happen without the ClickToPhone or HouseMate Home Control app running at all (or even installed!). All that is required is for the HID Combi to be paired with the phone. See the troubleshooting section further on in this guide.

4.2   Search and Connect

In Search & Connect the app is constantly searching for your HouseMate device. When you turn it on, it finds it and connects to it. This method is more reliable and quicker but it uses a lot of battery and impairs the Wifi reception while the searching is in progress.

ClickToPhone or HouseMate Home Control apps are constantly searching for HouseMate.

After you turn on HouseMate the app immediately sees it and connects to it.

The blue LEDs illuminate and the red LED goes out. You do not see the red and blue LEDs illuminating at the same times as in 4.1.

HouseMate 6S

The HID Combi connects independently to the Android System a short time later accompanied by a blink of the blue LEDs.

This connection is optional as you can carry out most mouse pointer functions using Accessibility.

HouseMate HID

Optional
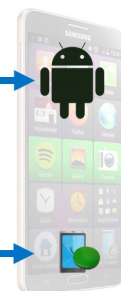
HouseMate 6S

4.3   Changing the Connection method.

This explanation assumes that you are already paired and connected to HouseMate hardware. To find out what connection method you are currently using simply let HouseMate turn off and then observe what icon is in the status bar.
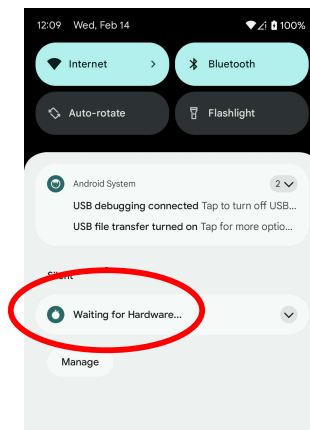
A watch timer indicates that the connection method is **Wait for Hardware**

A magnifying glass indicates that the connection method is **Search and Connect**

Alternatively you can swipe down the notification window and read the connection method in the ClickToPhone or HouseMate Home Control entry.


To change the connection method it is first necessary to choose **Stand Alone Mode** and then choose **Connect to Hardware** followed by the type of connection method you require.

- In ClickToPhone press the back key and choose **Stand Alone Mode**. Click **Confirm** when asked if you want to switch to **Stand Alone Mode**.
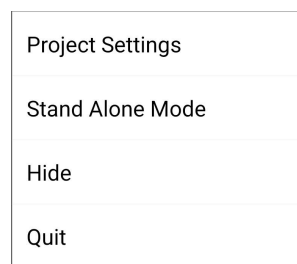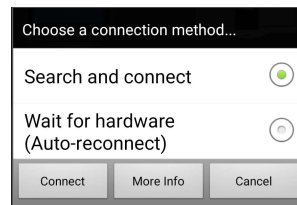

    In HouseMate Home Control choose Stand Alone Mode by going to **Project->Setup your devices->HouseMate Hardware->Stand Alone Mode**

- Now press the back key again and choose **Connect To Hardware**

| Project Settings |
| Connect to hardware |
| Hide |
| Quit |
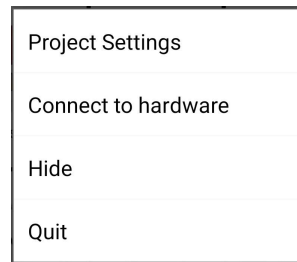
In HouseMate Home Control choose **Connect To Hardware** by going to **Project->Setup your devices->HouseMate Hardware->Connect to Hardware**

- In both instances you will be asked to choose the connection method you require.

Choose a connection method...

Search and connect

Wait for hardware
(Auto-reconnect)

| Connect | More Info | Cancel |

- Choose on the Connection method you require and then click **Connect**.

4.4   iOS connection

On an iOS system the HouseMate Home Control app uses Bluetooth low energy to connect to the HouseMate. When the app is open it is constantly searching for HouseMate. When it sees it makes a connection. However, because it is using Bluetooth low energy this does not affect the battery life or impair Wifi.

The HID Combi connection should only be used if you require Switch Control. Do not pair it otherwise. If you pair the HID Combi and do not turn on Switch Control then the iOS system thinks you have a Bluetooth keyboard connected and will not automatically display the on-screen keyboard when you select a text input field.

When you turn on HouseMate the HID Combi will attempt to auto-reconnect to the iOS system.

After the HID Combi connects the blue LEDs will illuminate but they will blink every few seconds indicating that the HouseMate app has not connected yet.

If Switch Control is on you can navigate to the HouseMate app using the HouseMate switch.
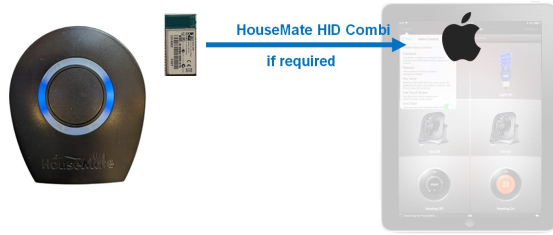
When the HouseMate Home Control app is opened it searches and connects to the HouseMate. Now the blue LEDs stop blinking and remain steady.

The connection is complete.
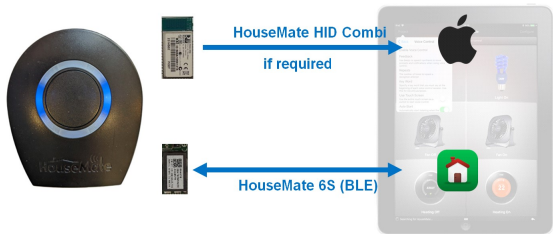
Note: The first two steps can happen without the HouseMate Home Control app running at all (or even installed!). All that is required is for the HID Combi to be paired with the iOS device. This is normal if you want to use HouseMate to drive iOS switch control.

4.5   Trouble shooting connection issues

Below are a number of common scenarios reported by users together with possible explanations and solutions.

Before any trouble shooting however, always make sure that the user has installed the latest App version. We are constantly improving the apps and adding functionality and the problem you are experiencing may have already been solved.

Android

Problem	Possible Explanation	Possible Solutions
ClickToPhone is running and the phone is awake. HouseMate turns on but only the red LED illuminates. It doesn't connect and then it turns off.	Bluetooth is not on.	Turn on Bluetooth
	HouseMate is not paired.	Check that HouseMate is paired.
	HID is not auto-reconnecting and the connection sequence fails to get started.	Check that the HID Combi is paired and that the connection method is set to **Wait for Hardware**.
		If it appears that the HID is being continually being unpaired, for some reason, then, consider changing the connection method to **Search and Connect**.
		If you are not using the HID Combi then check that the connection method is set to **Search and Connect** and not **Wait for Hardware**.
HouseMate turns on and the red LED and blue LEDs come on but then HouseMate turns off. It doesn't matter if the screen is on or off.	If the red LED remains lit and the blue LEDs are on it means that the HID Combi has connected but that the ClickToPhone app has not made the final connection back to the hardware. (see section 4.1 above for further explanation).	This is normal behavior if the ClickToPhone app is not running or it has been inadvertently set to Stand Alone Mode. Check that ClickToPhone is running and that the connection method is set to either **Search and Connect** or **Wait for Hardware**.
HouseMate turns on and the red LED and blue LEDs come on but the phone doesn't wake up and then HouseMate turns off. It works fine when the phone is awake.	ClickToPhone was shut down by the system to save battery power whilst the phone was asleep. However, because ClickToPhone is a soft keyboard it is automatically restarted when you wake up the phone manually and the user does not see that the app was not running.	Ensure that Battery Optimisation has been disabled for ClickToPhone by going to **Project Settings->Preferences->Behavior preferences->Wake up/Sleep->App Optimisation**.

	ClickToPhone failed to wake up the screen.	Check that ClickToPhone has been granted all permissions, especially the Device Admin permission by going to **Project Settings->Initialisation->Check Permissions.**
		In Android 13 and later go to **Settings->Apps->Special app access->Turn screen on** and ensure that the entry for ClickToPhone is switched on if present.
HouseMate turns on but only the red LED illuminates and the phone does not wake up. It works fine when the phone is awake.	Bluetooth services were shut down by the system to save battery power.	Ensure that Battery Optimsation has been disabled for Bluetooth services by going to **Project Settings->Preferences->Bluetooth Setup->Advanced Settings->Trouble Shooting->Disable Bluetooth Optimisation.**

iOS

| Problem	Possible Explanation	Possible Solutions
HouseMate turns on but only the red LED illuminates. It doesn't connect and then it turns off. The HouseMate app is <u>not</u> open at this stage.	Bluetooth is not on.	Turn on Bluetooth.
	HouseMate HID Combi is not paired.	Check that HouseMate HID Combi is paired.
The HouseMate app is open. I turn on HouseMate but only the red LED illuminates. It doesn't connect and then it turns off.	Bluetooth is not on.	Turn on Bluetooth.
	The HouseMate Home Control app is not in **Connect to Hardware** mode. No connection can be made between the app and your hardware.	Check that the app is in **Connect to Hardware** mode. You should see "Searching for hardware" in the bottom status bar. If you see "Stand Alone Mode" then **Project->Setup your devices->HouseMate Hardware->Connect to hardware** was switched off. Turn it back on again.
	The app has not been paired with any hardware.	Go to **Project->Setup your devices->HouseMate Hardware**. If the list says **Pair your hardware** then the app is not paired with your hardware or it was inadvertently unpaired. Repair the hardware.
	The app has been paired with different hardware. If you see "Searching for hardware" in the status bar you may also notice a "Not paired with this device" message when you first turn on the	Check that you are using the correct HouseMate for the iOS device you are using. If you are not but you want to use this device then you will have to go through the un-pairing and pairing

	HouseMate. This indicates that the app has been paired with a different device.	procedures.
HouseMate turns on, the blue LEDs are on and I can operate Switch Control. But when I open the HouseMate app I can't control anything.	The HouseMate Home Control app is not in **Connect to Hardware** mode. No connection can be made between the app and your hardware. On the hardware you can confirm this by noticing that the blue LEDs blink every few seconds. This indicates that only the HID connection has been made.	Check that the app is in **Connect to Hardware** mode. You should see "Searching for hardware" in the bottom status bar. If you see "Stand Alone Mode" then **Project->Setup your devices->HouseMate Hardware->Connect to hardware** was switched off. Turn it back on again.
	The app has not been paired with any hardware.	Go to **Project->Setup your devices->HouseMate Hardware**. If the list says **Pair your hardware** then the app is not paired with your hardware or it was inadvertently unpaired. Repair the hardware.
	The app has been paired with different hardware. If you see "Searching for hardware" in the status bar you may also notice a "Not paired with this device" message when you first turn on your HouseMate. This indicates that the app has been paired with a different HouseMate.	Check that you are using the correct HouseMate for the iOS device you are using. If you are not but you want to use this device then you will have to go through the un-pairing and pairing procedures.

5 HouseMate Smart

Project Settings->Preferences->Bluetooth Setup

Most modern Smart TVs (Google TV, Ok TV, LG etc) and Smart Sticks (Amazon Fire TV, Chrome Cast etc) allow you to pair other Bluetooth devices to them such as games controllers, headphones and even keyboards and mice. In addition TV manufacturers are beginning to move away from InfraRed remote controls towards Bluetooth low energy remote controls.

HouseMate 6S contains an additional Bluetooth low energy module that can be paired with your Smart TV to control it using keyboard and media events.

Smart TV Bluetooth module
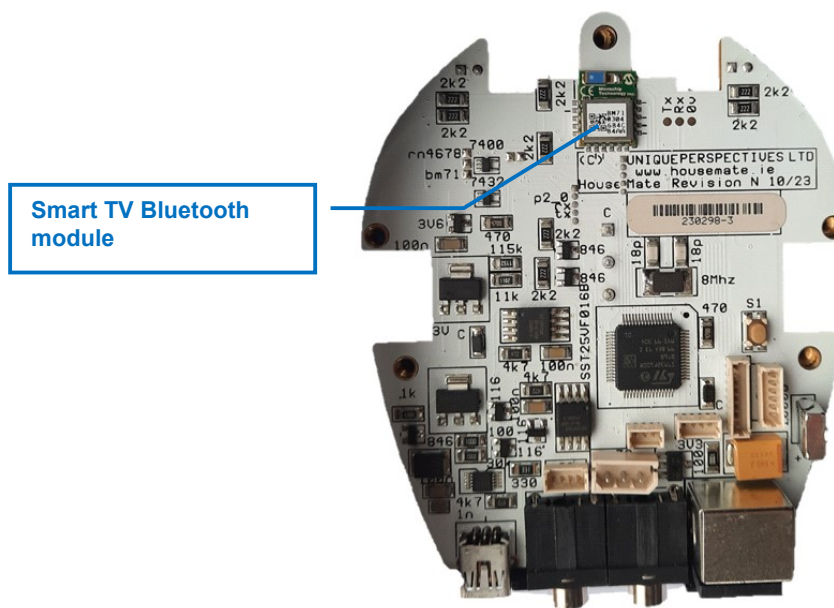
This third module is called HouseMate Smart. It can be paired with more than one TV enabling you to control different TVs in different rooms with the same set of commands. Once HouseMate Smart is paired with a Smart TV then whenever you are within range (3-4m) the Smart TV will connect to it automatically.
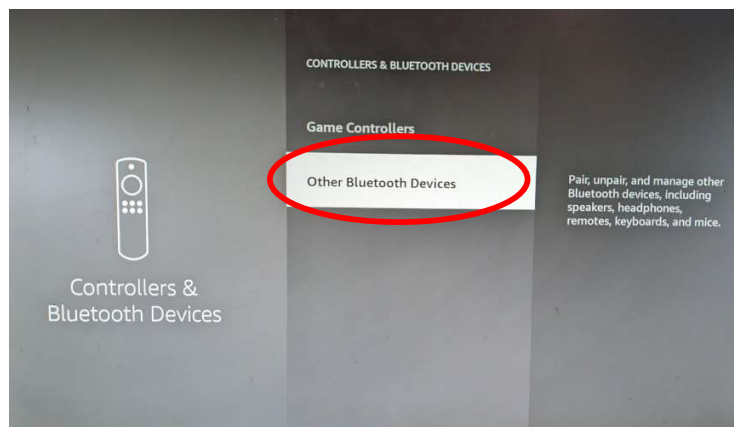
5.1   Pairing HouseMate Smart with your TV

Note: Depending on your brand of Smart TV or Smart Stick the following steps and texts may appear differently.

- Make sure your HouseMate is switched on and connected.
- On your Smart TV navigate to **Settings->Controllers and Bluetooth Devices**.
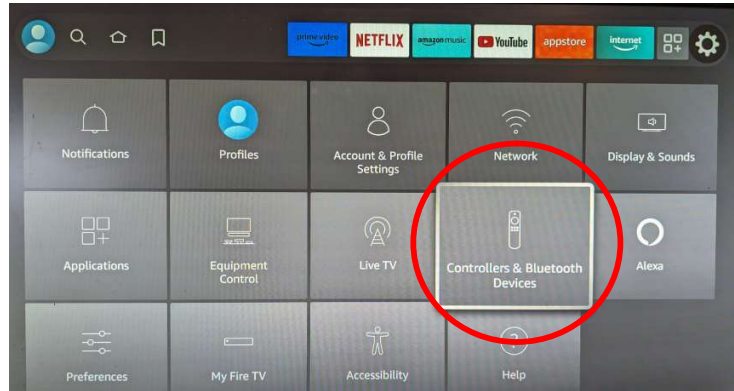
- Choose **Other Bluetooth Devices** and then **Add Bluetooth Device**.

- Position your HouseMate to within 1 meter of the TV for pairing.

- When you see HouseMate Smart appear select it and pair with it.

- HouseMate Smart should appear in the list of devices.
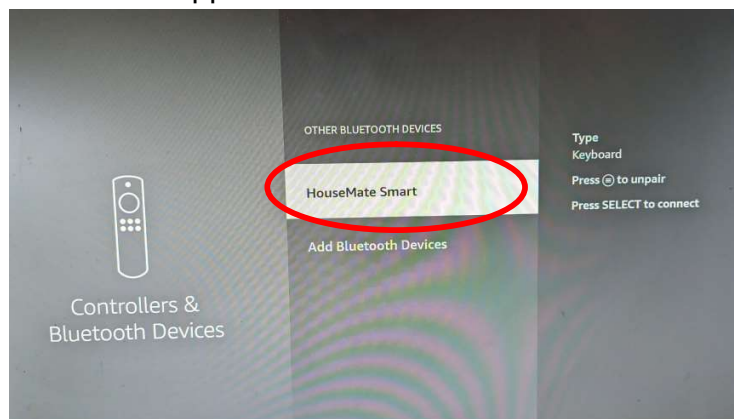
- On some TVs you might see a popup message stating that **HouseMate Smart** has connected. On the status bar in the app a Smart TV symbol should appear.

Connected to Smart TV

5.2 Programming a grid with Smart TV functions

- Open a HouseMate grid and create a grid of buttons for controlling your TV. You could open one of the default templates by choosing **Grid Templates** from the popup menu when you press the spanner button.
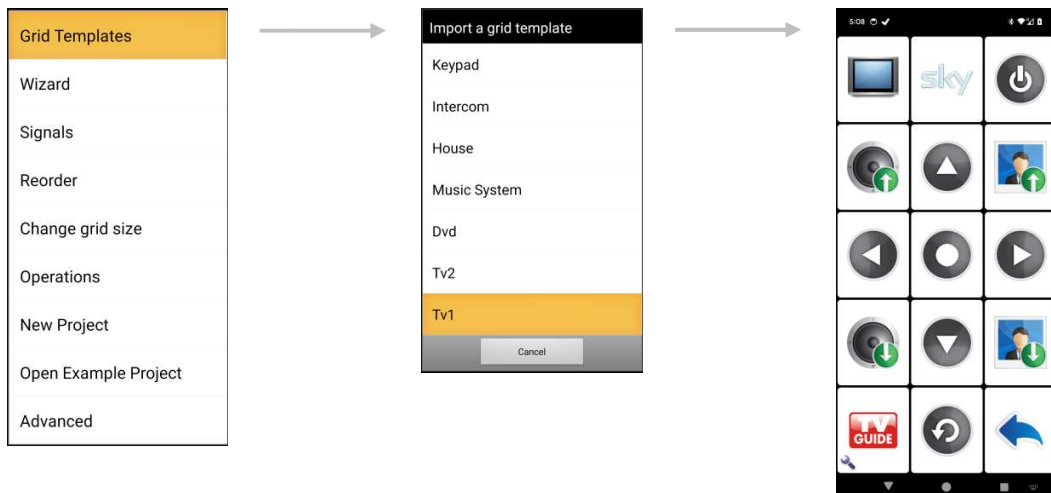

- Make sure your HouseMate is switched on and connected.

- To program a button with a Smart TV function press and hold on the button and then choose **Smart TV Command** from the popup menu. In this case we are programming the Up command.
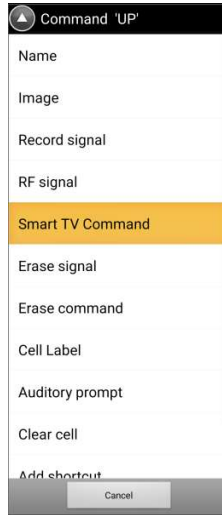
- Now choose the Smart TV command you want. In this case **Media Key Up**.
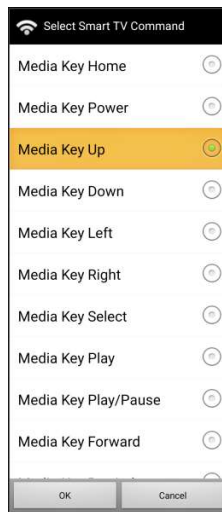
- Confirm the button is doing what you want on the Smart TV by pressing on it and then confirming the action on your TV.
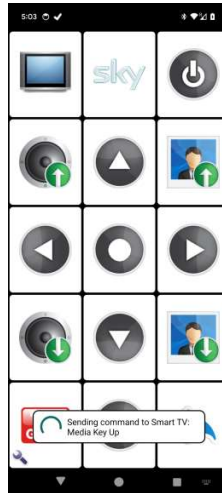
5.3 Un-pairing HouseMate Smart

Best practice is to unpair HouseMate Smart from <u>within the Smart TV settings</u> whilst it is connected. This ensures that both devices have forgotten each other and that you have only unpaired from one TV.

However, if this is not possible you can forget <u>All</u> the Smart TV pairings within HouseMate by choosing **Project Settings->Preferences->Bluetooth Setup->Unpair HouseMate Smart.**
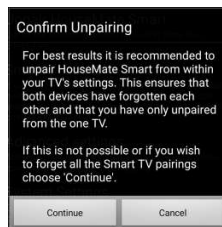
Note: The Smart TV pairings within HouseMate are also forgotten when you carry out a soft or a hard reset.

5.4 Consumer Electronics Control bus (CEC)

If you are using a Smart Stick plugged into a TV set then you need to enable CEC on your TV. This will allow the streaming stick to be able to power on and off the TV and in some cases control the system volume.

It is beyond the scope of this guide to explain how to enable the CEC bus on your TV due the wide variety of brands. Look for assistance online. For example, search for "Enabling CEC on my Sony TV".

5.5   Tips when using Smart Sticks

Power your Smart stick directly from a wall outlet rather than from a USB port on your TV Set. This will allow you to power on/off the TV set because the Smart Stick will be in stand-by. If the stick is plugged into the set then when you switch of the TV set it will drop power to the stick also.

If you are having difficulty pairing with your Smart Stick or the range is poor then position the stick in front of the TV set with a HDMI extension cable. Plugging the stick into a HDMI port behind the TV impairs the Bluetooth range.

6   Roku/Now TV Control

Project Settings->Preferences->HouseMate preferences->Streaming Stick Control

> Note: We use the term Streaming sticks rather than Smart sticks when referring to sticks that you cannot connect Bluetooth devices too. Streaming sticks can only be controlled over Wifi.

Roku and Now TV streaming sticks do not currently allow you to pair a Bluetooth device in order to control them but it is possible to control these devices over Wifi. What follows is a brief explanation on how to do this. A lot depends on your Wifi setup and these steps are provided as a guide only.

6.1   Setting up your Streaming Stick

Step 1: Find IP address of streaming stick

The first step is to find out what IP address your streaming stick has been allocated. You can do this in two ways:
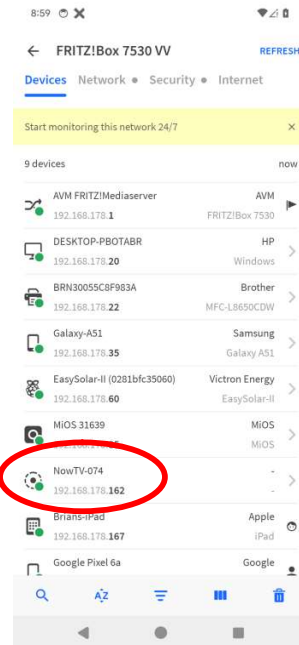
- Streaming Stick Network settings

    Go to the network settings on your streaming stick and look for "IP Address"

- Use an app like Fing to scan your local network and identify the Roku stick.

 https://play.google.com/store/apps/details?id=com.overlook.android.fing&hl=en&gl=US

Step 2: Enter the IP address into the app and enable streaming stick control.

- On ClickToPhone enter the IP address at **Project Settings->Preferences->Streaming Stick Control->IP Address.**

- In HouseMate Home Control enter it at **Project->Setup your devices->Streaming Sticks->IP Address**

- Ensure that the **Enable Streaming Stick Control** option is enabled.

- Now when you enter the HouseMate grid you should see the message "Searching for Streaming Stick…" followed by "Streaming Stick Found!".
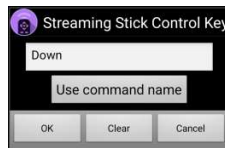
Click to Phone HouseMate

**Step 3:** Program a button with a Streaming Stick Command

- To program a button open a suitable HouseMate grid and hold on the button you want to use. Choose **Streaming Stick Control key** from the popup menu.
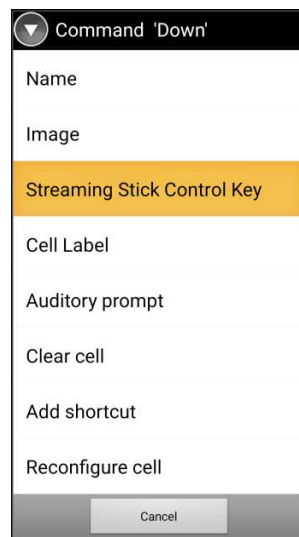
- Enter the name of the Streaming Stick key you want to execute. In this case we are programming the Down function.

- Confirm that when you press the button the correct function is executed on your TV.
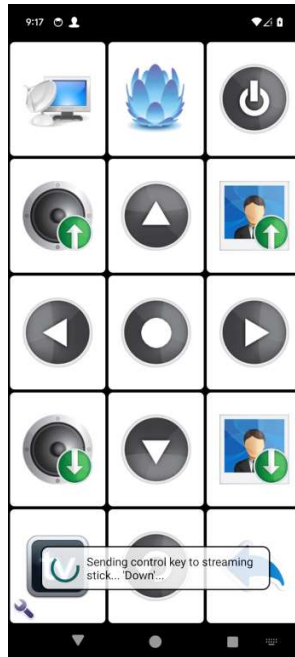
6.2   Tips on using Streaming Sticks

Streaming Stick control keys

To find out what streaming stick control keys are available, in the ClickToPhone app go to **Project Settings->Preferences->HouseMate Preferences->Streaming Stick Control->About Streaming Stick Control.**

In the HouseMate Home Control app go to **Project->Setup your devices->Streaming Sticks->About Streaming Stick Control.**

Powering the Streaming Stick

Power the Streaming stick from a wall outlet rather than from a USB port on your TV set. This will ensure that the stick will remain in stand-by.

Use a fixed IP address

Most Wifi routers allocate dynamic IP addresses by default when devices join a network. This means that IP addresses can change whenever the router is reset or the streaming stick is powered off. To prevent this from happening the best solution is to force the router to assign a static IP address to the streaming stick. This can be done on most routers through the router's dashboard.

If this is not possible ClickToPhone and HouseMate Home Control can be set to search for the streaming stick. However, this can take time and is not guaranteed.

Leaving the streaming stick plugged into a wall outlet rather than a USB port on your TV can also help.

Choose the right connection method

Although not related, when the ClickToPhone or HouseMate Home Control app is searching for HouseMate hardware this process impairs the Wifi reception and communicating with the streaming stick can be problematic.

To avoid this ensure that either the connection method is set to Wait for Hardware or that your hardware is connected before trying to control your streaming stick.

7 433 Mhz Transmitter

The HouseMate 6S can be optionally fitted with a 433Mhz transmitter. This is located on the daughterboard which mounts the EasyWave or Z-Wave transceiver.
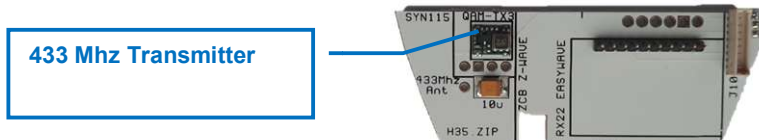
433Mhz signals are recorded using the same procedure in the app for recording infrared codes. However this procedure is restricted and the 433Mhz receiver is a separate add-on component.

Our policy is to work in conjunction with a reseller to identify local 433Mhz enabled appliances that they wish to control and to distribute the required signals in database format, much like what is currently done with specialised InfraRed brands.
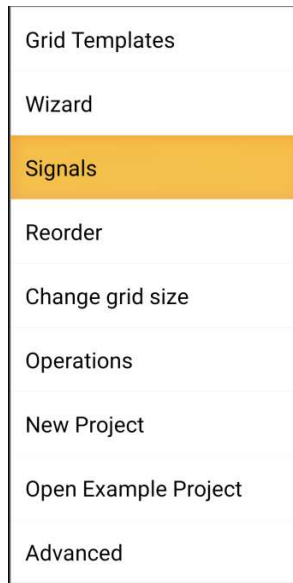
It is at our discretion to reject a particular brand if we find that the signals are incompatible with the recording process or that the quality of the product is poor.

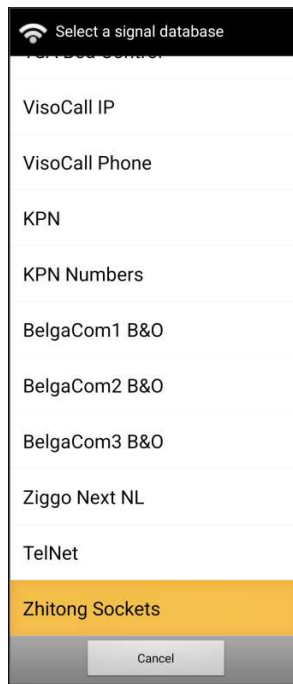## 7.1 Downloading a 433Mhz signal

- Create a suitable HouseMate grid to control some appliances.

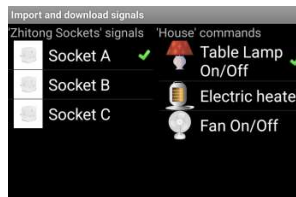- Click the spanner button and choose **Signals** from the popup menu.

- Choose the signal database from the list of available database files. In this case the **Zhitong Sockets**.


- The Import and download signals window is displayed. On the left hand side are the signals in the database and on the right hand side are the commands you have defined in the current grid.

- Click on the signal you want to download and then click on the command you want to download it to. You can "Pair" more than one.

- Finally click on the spanner button and choose **Download Signals**.
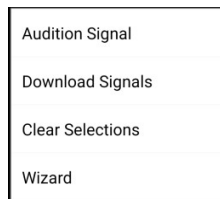
- The signals will be downloaded from the database into the HouseMate. Confirm that when you press the button the appliance is activated.

  Notice that the transmit LED on the HouseMate blinks Green to indicate when you are transmitting a Radio signal rather than an InfraRed one.

8   Scene Creator

Project Settings->Preferences->HouseMate Preferences->Scene Playback

It is now possible to create Scenes within the ClickToPhone and HouseMate Home Control apps. A scene is a collection of HouseMate project commands that are executed one after the other. They can be a mixture of InfraRed, EasyWave, Z-Wave, 433Mhz, Smart TV, IFTTT and other signal types.

The commands in a scene are executed sequentially at a fixed rate that can be set to between 1 and 8 seconds. Insure that the commands you choose are no longer than this interval or they will overlap.

When a scene is running it can be cancelled by either pressing your switch or touching anywhere on the HouseMate grid.

8.1   Creating a Scene

- Open a HouseMate grid where you want to create a scene. Create a new button either by expanding the size of the grid or choosing **Clear Cell** from the popup menu for a button you are not using.
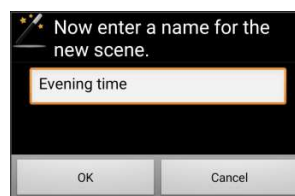

- Press and hold on the new empty button and choose **Create a scene from existing commands** from the popup menu.
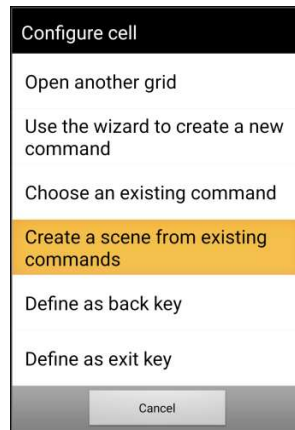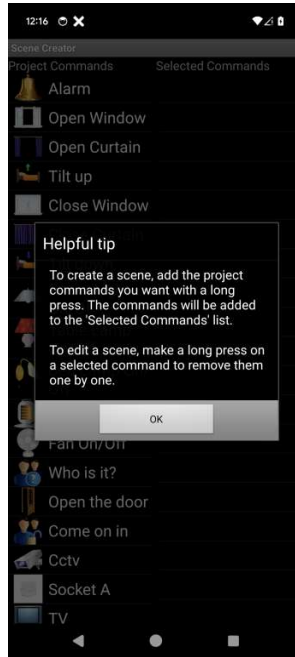
- First choose an icon for the scene

- Now choose a name for the scene

- The scene creator dialog is now presented. The left hand list contains all the project commands you have defined. The right hand list contains the commands that are in the current scene, which is empty at this point.

- Select the project commands you want in the scene by pressing on them for a moment until they appear in the right hand list. You can select as many as you wish.

- Now press the back key to review the commands you have chosen.

- When you choose OK the newly created scene will appear in the grid with its chosen name and icon.


- Now when you press the Scene button the commands you have chosen will be executed one after the other at the Scene Playback rate. The screen will be covered by a light green overlay and you should see the transmit messages appear on the screen as each command is executed.

Click to Phone HouseMate

- Pressing your switch or the screen stops the scene.

8.2 Editing a Scene

- To edit a scene press and hold on the scene button and choose **Edit Scene** from the popup menu.
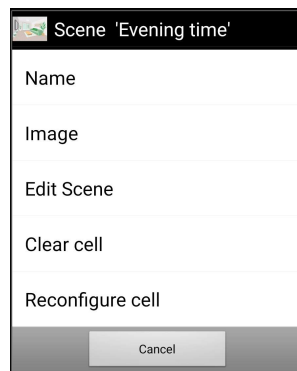
- The scene creator dialog is presented again. The left hand list contains all the project commands you have defined. The right hand list contains the commands that are in the current scene.
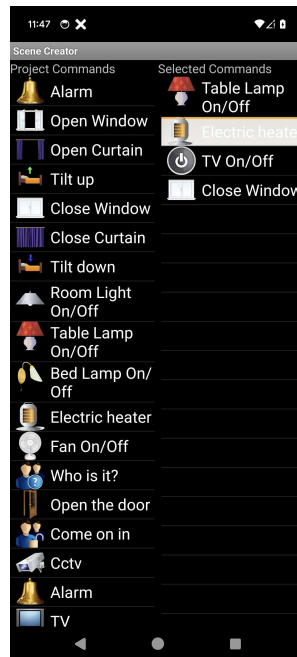
- To remove a project command from the current scene simply press and hold on the command for a moment until it is removed from the list.

9 Maintenance

HouseMate should be regularly checked for integrity. Loose, damaged or corroded connectors or terminals, or damaged cabling should be reported to your Service Centre and be replaced immediately.

The Li-Ion battery should be regularly checked for corrosion or leakage. Occasionally remove the back cover and check for leakages, corrosion and evidence of over-heating.

If you are not using your switch interface hardware for an extended period disconnect the battery.

All switches connected to your switch interface hardware should be regularly tested to ensure that they function correctly.

Your switch interface hardware should be kept free of dust, dirt and liquids. If necessary wipe with a cloth dampened with warm water or alcohol. **Do not** use solvents or abrasive cleaners.

Where any doubt exists, consult your nearest Service Centre or Agent.

There are no user-serviceable parts within your switch interface hardware. Do not attempt to open the case.

In accordance with the requirements of CE marking of this device and the Company's policy, it is requested that re-occurring faults or defects be reported back to Unique Perspectives Ltd.

Warning !! If your switch interface is damaged in any way, or if internal damage may have occurred (for example by being dropped), have it checked by qualified personnel before operating.

10   Warranty & Sales and Service Information

All equipment supplied by Unique Perspectives Ltd. is warranted by the company to be free from faulty materials or workmanship. If any defect is found within the warranty period of 12 months, the company will repair the equipment, or at its discretion, replace the equipment without charge for materials and labor.

The warranty is subject to the conditions that the equipment:

- Has been used solely in accordance with this manual and for its intended purpose.

- Has not been subjected to misuse or accident, or been modified or repaired by any person other than someone authorized by Unique Perspectives Ltd.

- Has been used solely for the use of interfacing to an Android smart phone.

For Sales and Service advice, or in case of any difficulty, please contact:

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NOTE: The HouseMate switch interface should be clearly labeled with the manufacturer's service agent's telephone number.