



Quick Guide to the HouseMate IR-TV-Z



This quick guide describes how to use the HouseMate InfraRed to Smart TV and Z-Wave interface.

Note: The HouseMate IR-TV-Z has two functions:

- 1. Smart TV: It can be used to convert IR signals into Bluetooth HID keyboard & consumer events to control a Smart TV or other device.
- 2. Zwave: It can be used to control Z-Wave binary state devices, such as light switches, bulbs, relays, sockets and multistate devices, such as dimmers. It can also be used with selected Z-Wave hubs to activate scenes and rules.



Introduction

The HouseMate IR-TV-Z has two functions:

- 1. Smart TV: It can convert InfraRed signals into Bluetooth HID Keyboard and Consumer reports. When paired with a Smart TV, Streaming stick or other device the interface can be used to control devices that do not support InfraRed.
- 2. Zwave: It can convert RC5 and GEWA InfraRed codes into Z-Wave signals to control Lights, Sockets, Switches, Relays, Dimmers and other devices. The HouseMate IR-TV-Z can operate independently of a Z-Wave Gateway and control appliance modules directly or it can be added to a pre-existing Z-Wave network and control appliance modules by triggering scenes, groups and rules created in the Z-Wave Gateway.

The HouseMate IR-TV-Z is powered by a USB cable and has four status LEDs indicating Power On, Program Mode, Transmitting BT/Z-Wave and Receiving InfraRed.





Smart TV Control

The HouseMate IR-TV-Z can be paired with a Smart TV or other device that supports Bluetooth HID control. You can then use GEWA InfraRed codes to "press" Keyboard and Consumer keys such as Arrow keys and Volume control.

Before you use the IR-TV-Z it is necessary to pair it with your target device. It is beyond the scope of this document to describe this procedure as it varies from device to device. Follow the device's instructions for adding another BT remote. When you scan for devices the IR-TV-Z should appear with the name "HouseMate Smart IR".

Once paired the IR-TV-Z can be programmed for Smart TV control as follows:

Programming the InfraRed -> Smart TV function

Before you start make sure you have the InfraRed remote you want to use and that it has been fitted with fresh batteries. If you are using a GEWA transmitter point it away from the HouseMate. It's InfraRed signal is very powerful and can saturate the receiver within the IR-TV-Z when programming.

Step 1: Select Program Mode



To place the HouseMate IR-TV-Z in program mode press and hold the program button at the rear of the unit until the yellow Program LED illuminates. You can exit program mode at any time by pressing this button again.

Step 2: Identify the IR remote



On the IR remote press buttons 4,5,6,7 one after the other. This sequence identifies the remote control and that you want to program the Smart TV function. The yellow LED should now blink once every second.

Step 3: Select program option

Once you have entered program mode you can choose between 3 program options. To confirm the GEWA level you wish to use and enable IR control press button 1.

Smart TV Program Options	Button
Confirm Level & Smart TV Control	1
Forget Pairings	2
Disable Smart TV Control and Forget Pairings	3
Cancel Program Mode	Any other button



Step 4: Test Smart TV control

After enabling the Smart TV Control confirm that you can control the TV using the following preassigned keys:

Smart TV function	GEWA Button
Home	1
Up	2
Volume Up	3
Left	4
Select	5
Right	6
Back	7
Down	8
Volume Down	9

Note:

- 1. The consumer Volume control keys may not work across all devices
- 2. When un-pairing the HM-TV-Z best practice is to do it within the Smart TV <u>whilst</u> it is connected. If the Smart TV is not available to you enter program mode and select option 2.



Z-Wave Direct

The HouseMate IR-TV-Z can control Z-Wave devices directly without the need for a Z-Wave gateway or Wifi router.

The HouseMate IR-TV-Z module is not a master. This means that you can have more than one connected to the same network and controlling the same appliances. In addition the pre-existing master device, or gateway, can remain in place.

Once the HouseMate IR-TV-Z has been added to a Z-Wave network, it can be configured to control binary and multistate devices (light switches, sockets, dimmers etc) in the network by following a simple pairing procedure. There is no need to use any pc based configuration tool.

The only time it is necessary to use a gateway is to add HouseMate IR-TV-Z and your electrical devices to the Z-wave network. A simple gateway that requires no pc software to carry out this procedure is

the Z-Stick from Aeotec.



The button on the stick can be used to add or remove devices from the network. Press once to enter inclusion mode (blue LED). Press and hold for exclusion mode (flashing yellow LED). The unit is powered by an internal battery charged by USB.

Once the devices have been added to the network the z-stick can be set aside.

Selecting Program Mode

Before you start make sure you have the InfraRed remote (IR remote) you want to use and that it has been fitted with fresh batteries. **If you are using a GEWA transmitter point it away from the HouseMate.** It's InfraRed signal is very powerful and can saturate the receiver within the IR-TV-Z when programming.

Step 1: Select Program Mode



To place the HouseMate IR-TV-Z in program mode press and hold the program button at the rear of the unit until the yellow Program LED illuminates. You can exit program mode at any time by pressing this button again.



Step 2: Identify the IR remote



On the IR remote press buttons 1,2,3 & 4 one after the other. This sequence identifies the remote control, and in the case of a GEWA transmitter, the level on which you wish to begin controlling Z-Wave devices. The yellow LED should now blink once every second.

Program Mode Options

Once you have entered program mode you can choose between 4 program options.

Zwave Program Options	Button
Save and Exit	0
Program Button	1
Program Relay	2
Add/Remove from Z-Wave Network	3
Factory Reset	4
Cancel Program Mode	Any other button

Note: During programming HouseMate will automatically exit without saving after **90 seconds** if no button is pressed.

Add to Network



Step 1: Select Program Mode & Identify Remote

If you haven't already done so select program mode and identify the IR remote. The yellow LED should be blinking once every second.

Step 2: Put the Z-Wave Gateway in Inclusion mode

If you are using a Z-Stick press it's button until the blue LED is blinking. If you are using a Z-Wave Gateway follow the procedure to add a device to the network.

Step 3: Add the HouseMate IR-TV-Z to the network



Now choose the Add To Network option by pressing button 3 on the IR remote. The HouseMate should beep, the blue LED should illuminate, and if inclusion has been successful, then after a moment you should hear a double beep. If the inclusion failed you will hear a long beep.



Step 4: Continue Programming

If inclusion was successful the yellow LED should be blinking once every second. Now you can move on to the next section and start programming the buttons of your IR remote.

Program Button (or switch i/p)



Before you start make sure you have added the Z-Wave devices you want to control to the Z-Wave network.

Step 1: Select Program Mode & Identify Remote



If you haven't already done so select program mode and identify the IR remote. The yellow LED should be blinking once every second.



Step 2: Select Program Button mode

Now choose the **Program Button** option by pressing button '1' on the IR remote. The yellow LED should now blink twice every second.



Step 3: Choose the Button or Switch input

Press the button on the IR remote that you want to program, or, if you want to program the external switch, press it now. The yellow LED should now blink three times every second.

Step 4: Choose the Z-Wave Action

Choose the type of Z-Wave action you want according to the table below by pressing the corresponding button on the IR remote.

Group Action	Button
None	0
On	1
Off	2
Toggle	3
Momentary (push button)	4
Momentary with 5 second timeout	5
Brightness	6
50% Dim level	7
Central Scene Notification	8
Central Scene Notification with timeout	9

For actions 1-7 the blue Z-Wave LED will illuminate to indicate that HouseMate needs to know what Z-Wave appliance it is to control. To identify the appliance move on to step 5.

For actions 8 and 9, move on to step 6.



Step 5: Choose the Z-Wave Appliance

Within 10 seconds put the Z-Wave appliance into inclusion mode. You should hear a double beep from HouseMate indicating that it has identified the appliance you want to control. Otherwise you will hear a long beep indicating a failure.

Step 6: Exit program mode

HouseMate

At this stage the yellow LED should be blinking once every second indicating that you are back at the beginning of Program mode. You can either continue to program the buttons of the IR remote (see step 2) or you can **Save & Exit** by pressing button '0'.

Note:

- 1. The new settings are only saved to memory when you choose Save & Exit.
- 2. Actions 1-7 can be applied to a group of appliances. This means, for example, that you can use the same button to turn on a group of sockets. To add another appliance simply repeat the above procedure for the same button, but identify the additional device at step 6. You can have up to eight appliances in any one group.

Using Central Scene Notifications

Central Scene Notifications are sent to the Z-Wave network and can be used to trigger scenes or rules that have been programmed in the Z-Wave Gateway. Refer to your Gateway's manual to learn how to create these scenes and rules.

The notification numbers that are sent are equal to the IR button number plus 1. For example if you program button '1' to transmit a Central Scene Notification it will send notification #2.

In addition when you release a programmed button a second Central Scene Notification is sent that is equal to the button number + 41. So, in the case of button '1', notification #2 is sent when the button is pressed and notification #42 is sent when the button is released. You can use this feature to create momentary actions.



Program Relay

The HouseMate IR-TV-Z is fitted with a relay output that can be controlled from a button on your IR Remote.





If you haven't already done so select program mode and identify the IR remote. The yellow LED should be blinking once every second.



Step 2: Select Program Relay mode

Now choose the **Program Relay** option by pressing button '2' on the IR remote. The yellow LED should now blink twice every second.

Step 3: Choose the Action

Choose the type of action you want according to the table below by pressing the corresponding button on the IR remote.



Relay Action	Button
None	0
On	1
Off	2
Toggle	3
Momentary (push button)	4
Momentary with 5 second timeout	5

Step 4: Exit program mode



At this stage the yellow LED should be blinking once every second indicating that you are back at the beginning of Program mode. Choose **Save & Exit** by pressing button '0'.

Factory Reset

You can reset an individual button, the switch i/p or relay output functions by selecting the action to **None** in the steps above. If you want to fully reset the HouseMate and remove it from the Z-Wave network carry out the following steps:



Step 1: Select Program Mode & Identify Remote

If you haven't already done so select program mode and identify the IR remote. The yellow LED should be blinking once every second.

Step 2: Select Factory Reset mode

Now choose the **Factory Reset** option by pressing button '4' on the IR remote. The buzzer will sound constantly.

Step 3: Enter Factory Reset code

On the IR remote press buttons 4,3,2, and 1 one after the other. The HouseMate will reset to Factory settings, all button actions are erased and it is removed from the Z-Wave network.

Maintenance

The 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 USB power cable of HouseMate should be regularly checked for integrity.

All cables connected to the HouseMate should be regularly tested to ensure that they function correctly.

The HouseMate 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 the HouseMate. 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.

Safety & Misuse

Do not install, maintain or operate the HouseMate without reading, understanding and following the proper instructions and manuals, otherwise injury or damage may result.

Do not operate the HouseMate if it behaves erratically, or shows abnormal response, heating, smoke or arcing. Turn the unit off, disconnect all cables, and consult your service agent.

Ensure the HouseMate is turned off when not in use and never leave the HouseMate plugged into the mains unattended or overnight.

No connector pins should be touched, as contamination or damage due to electrostatic discharge may result.

HouseMate is designed to resist water penetration. However, if a spillage occurs Turn the unit off, disconnect all cables, and consult your service agent. Once turned off any spillage over the HouseMate should be wiped dry without delay. The HouseMate may not be used outdoors.

Most electronic equipment is influenced by Radio Frequency Interference (RFI). Caution should be exercised with regard to the use of portable communications equipment in the area around such equipment. While the manufacturer has made every effort to ensure that RFI does not cause problems, very strong signals could still cause a problem.

Report any malfunctions immediately to your Service Agent.



Sales & Service Information

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NOTE: The HouseMate should be clearly labelled with the manufacturer's service agent's contact information.

CE Marking

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

HouseMate is classified as a Class 1 medical device.

