



Controller

User Manual

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1. Controller Introduction

Welcome to the Controller... it's the most important part of a You.InControl System!

The Controller is the heart of the system. It's the main user interface, it's what you use to set the system and network up, add devices, configure the devices, interact with them and a whole lot more.

What's more, it's completely stand alone. You don't need a mobile phone, tablet, computer or a Raspberry Pi. There's also no need for Wi-fi, Bluetooth, routers, the internet, software, programs, apps, accounts, logins, cloud hosting services or anything! All that's needed is the Controller.

With the Controller and connected devices you can control electrical devices, lighting, AC power, DC power, heaters, valves, pumps, irrigation solenoids, garage doors, auto gates, front doors, sirens, indicator lights, and a whole lot more.

Get ready, because there's a fair bit to it and it does a lot!

This guide will walk you through it.

2. Warnings and Notices

2.1 System Warnings

- (a) The You.InControl System is a powerful and highly capable wireless control and automation system that enables the control of devices and objects in the real world.
- (b) The system can activate electrical loads, motors, move things and create hazards that can cause severe injury and/or death.
- (c) You must exercise caution when using the system.
- (d) Here are a few warnings for when using the system:
 - (i) You.InControl Systems must not be used to isolate electrical supplies for safety. Circuit breakers and other appropriate isolation devices must be used.
 - (ii) You.InControl Systems must not be used to enact emergency functions such as emergency cut-off switches.
 - (iii) You must not assume that someone or something is unable to trigger an action on the system. You must assume that the system can become live at any time.
- (e) Relevant industry best practices, standards, regulations and laws must be adhered to when using a You.InControl System.

2.2 Controller Limitations

- (a) The Controller does have limitations.
- (b) Read the specifications to understand the limitations of this device.

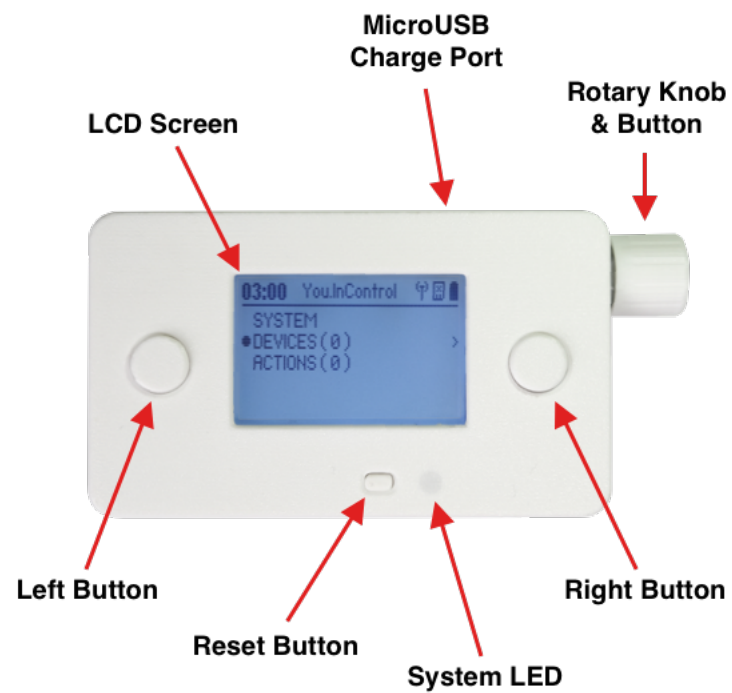
3. Specifications

3.1 Key Specifications

Number of Outputs:	0
Number of Inputs:	0
Charging Voltage:	5v DC via MicroUSB
Battery size:	1,100 mAh @ 3.6v
Power Consumption:	Approx. 8 mA @ 3.3v
Endurance (on battery):	About 2 - 3 days
Transmission Range:	Over 1km, adjustable and depends on settings
IP Rating:	TBC
Temperature Rating	TBC
Indoor / Outdoor use:	Indoors Outdoors (however, it's not waterproof yet or environmentally sealed, so don't get it wet, dusty or muddy) – put it in a sealed container
Charging Temp:	Between 0 - 40 °C

4. Controller Hardware Overview

4.1 Device Front



4.2 Device Back



4.3 Battery

- (a) The Controller has a 1,100 mAh rechargeable Li-Ion battery internally.
- (b) The battery is user replaceable, however, opening the Controller voids warranty.
- (c) The Controller typically lasts about 2 days on a full battery.

4.4 MicroUSB Charge Port

- (a) To charge the Controller, simply plug in a MicroUSB plug powered by 5v DC.
- (b) Only charge the Controller when the temperature is between 0 and 40 degrees Celsius. Do not charge outside of this range.
- (c) Charging typically takes about 1.5 - 2 hours.
- (d) When not being used, leave the Controller plugged in.

4.5 Reset Button

- (a) There's a Reset Button on the front of the Controller.
- (b) This is to shut down, turn off or to reset the device.
- (c) Sometimes the unit becomes unresponsive, and needs to be reset. Simply press the Reset Button and start the Controller again.

4.6 Left and Right Buttons

- (a) There's a Left and a Right Button.
- (b) These buttons allow navigation through the various pages and to select and activate things.
- (c) Each button has Multi-click functionality – meaning that the buttons recognise a short press (S), a long press (L) and a host of other combination.
- (d) The full list of recognised press combinations are as follows:
 - (i) S – One short press
 - (ii) SS – Two short presses
 - (iii) SSS – Three short presses
 - (iv) L – One long press
 - (v) SL – One short press followed by a long press
 - (vi) SSL – Two short presses followed by a long press
- (e) The multi-click combinations available will be dependent on what page the user is on and what they are doing. The Controller typically shows what combination are available.

4.7 Rotary Knob and Button

- (a) The Rotary Knob has both rotary rotation selection and multi-click button functionality.
- (b) The Rotary Knob, as a rotary selection device, is a highly functional user navigation, selection and interaction device. It allows the following:
 - (i) Allows navigation up and down on the LCD Screen
 - (ii) Allows the movement of the Row Selector Ball up and down which highlights the active row
 - (iii) Allows rapid selection of letters, numbers and symbols in the Text Tool
 - (iv) Allows the rapid setting of time and delays
 - (v) Allows numbers to be rapidly selected
- (c) The Rotary Knob, as a button, allows multi-click functionality using the Rotary Knob button.

4.8 LCD Screen

- (a) The LCD Screen is the primary user interface item on the Controller.
- (b) It shows what page you are on, time, battery charge remaining, details of devices and a load more.
- (c) The LCD Screen has a back light that allows the device to be used in low light, at night and in the middle of the day.

4.9 System LED

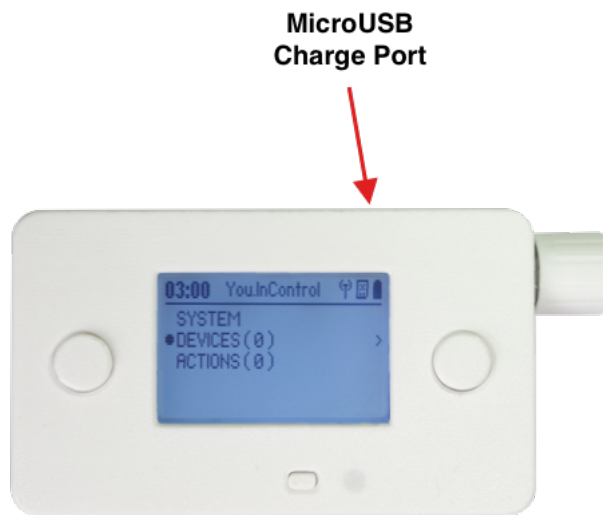
- (a) The Controller also has a System LED (or Status LED) or multicoloured LED and is used to display status of the Controller and Devices.

4.10 Audio Speaker

- (a) There is a concealed speaker on the Controller to assist with pairing, alarms and to help identify the Device.

5. Charging the Controller

- (a) The Controller can be charged using a standard MicroUSB plug supplying 5v DC to the MicroUSB Charge Port.

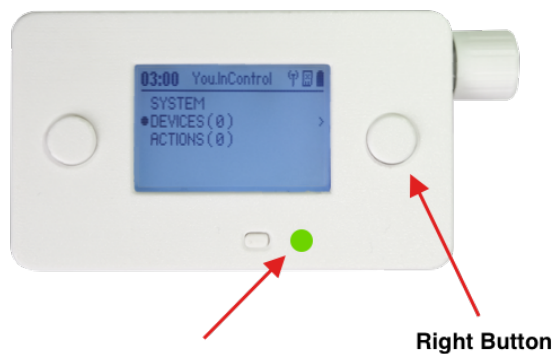


- (b) Simply plug in the MicroUSB and the Device will charge in around 1.5 – 2 hours.
- (c) Charge the Controller in temperatures between 0 and 40 °C. Do not charge in colder or hotter temperatures.

6. Turning the Controller On and Off

6.1 Turning The Controller On

- (a) When you receive your Controller, it will be Off.
- (b) To power it on, press and hold the Right Button for about one second. The Controller's System LED will flash green a few times and a welcome tone will sound. The Controller is now on.



- (c) The Controller is now on and is ready to use.

6.2 Turn The Device Off

- (a) To turn the Controller off, simply press the Reset Button.
- (b) The Controller will turn off and the LCD will go blank.

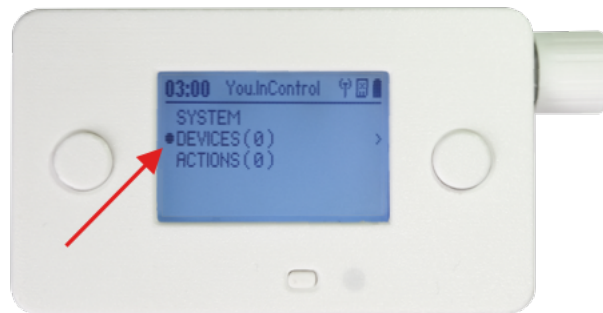


- (c) Please note: The You.InControl system will generally not work when the Controller is turned off; however, there are a few exceptions.

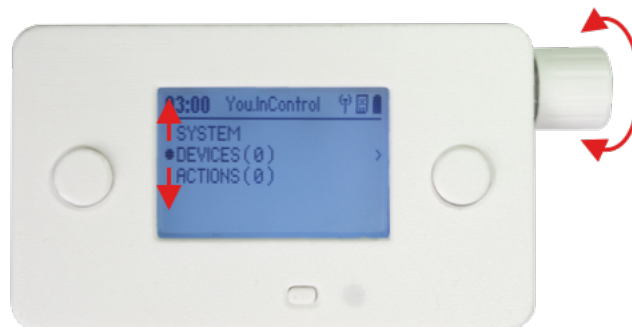
7. The User Interface

7.1 The Row Selector Ball

- (a) The Row Selector Ball (Selector Ball) is a navigation object which is visually displayed on the LCD Screen.

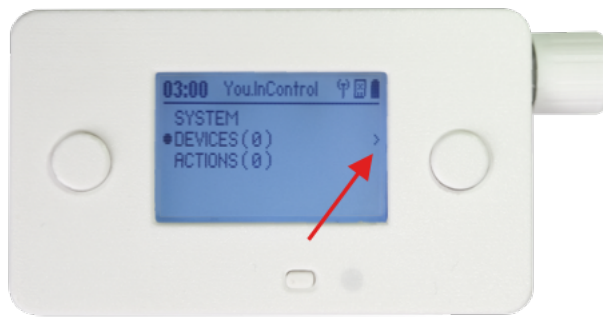


- (b) This Selector Ball visually represents what the current row is.
(c) The Selector Ball can be moved up and down using the Rotary Knob.



7.2 Navigation Arrows

- (a) Navigation arrows display what primary navigation options are available.
(b) The navigation arrows change, appear and disappear depending on the page and what row is selected.
(c) The following image has a red arrow pointing to a navigation arrow. In this case it shows that a single short press (S) of the Right Button will take you to the DEVICES page.

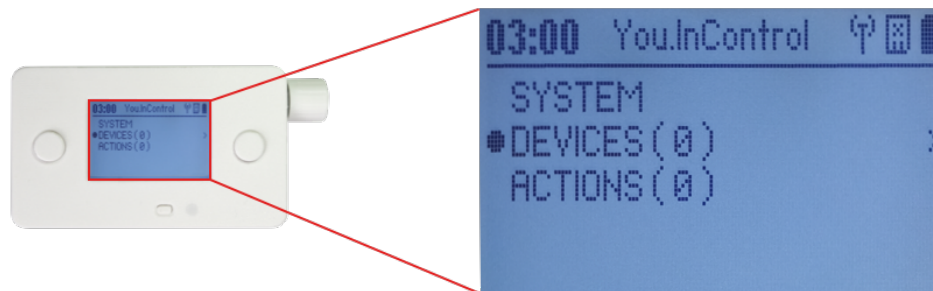


- (d) Generally, the navigation option can only be taken when the particular row that the arrow is on is selected. The exceptions to this rule are the arrows in the Header Row or Top Row – if the arrow is shown, you can navigate using the corresponding Left or Right Button.
- (e) The following options are used throughout the user interface:
- (i) > Right button single short press (S)
 - (ii) >> Right button double short press (SS)
 - (iii) >>> Right button triple short press (SSS)
 - (iv) ► Right button long press (L)
 - (v) >► Right button single short press followed by a long press (SL)
 - (vi) >>► Right button double short press followed by a long press (SSL)
 - (vii) < Right button single short press (S)
 - (viii) << Right button double short press (SS)
 - (ix) <<< Right button triple short press (SSS)
 - (x) ◀ Right button long press (L)
 - (xi) <◀ Right button single short press followed by a long press (SL)
 - (xii) <<◀ Right button double short press followed by a long press (SSL)

8. The Home Page

8.1 Page Navigation

- (a) When the Controller is turned on, you will be welcomed by the Home Page. This is the default page on the system.



- (b) The Home Page is the highest level of page – kind of like a Home Page on a website.
- (c) The anatomy of the Home Page currently consists of four (4) rows.

ROW

1	13:43	You.InControl	📶	📶	🔋
2	●	SYSTEM			>
3		DEVICES (4)			
4		ACTIONS (3)			

8.2 Row 1 Header

ROW

	①		②	③	④
1	13:43	You.InControl	📶	📶	🔋
2	●	SYSTEM			>
3		DEVICES (4)			
4		ACTIONS (3)			

- (a) (1) Time
 - (i) Shows the current set time for your system
- (b) (2) Radio enabled
 - (i) The user cannot disable the radio – This shows the radio is operational
- (c) (3) SD card slot
 - (i) The Controller can hold a microSD card. Full functionality is still under development. It will be designed to log button presses, actions, sensor data, writing message/notes. It is inserted reverse side up.
 - (ii) When no SD is inserted, an X will be on the card.
 - (iii) After inserting a card, reset the device and power it up again. A new symbol will appear with an arrow pointing down.
- (d) (4) Battery
 - (i) Shows the level of charge on the battery.

8.3 Row 2 System

- (a) For all system settings.

8.4 Row 3 Devices

- (a) To pair new devices to the system and to access paired device pages.

8.5 Row 4 Actions

- (a) Time based functionality setup and control for devices on your system.

9. The System Page

9.1 Settings

- (a) This is the page where settings for the Controller and the system can be changed.
- (b) NOTE: This part of the user manual will be updated/populated at a later time.

ROW

1	< SYSTEM Settings
2	● INTERFACE >
3	NETWORK
4	KEYS
5	TAGS
6	DATE
7	TIME
8	DAY
9	BATTERY
10	SYSTEM Details
11	Factory RESET

9.2 Row 1 Header

- (a) Shows current page – System settings.
- (b) Back arrow stays visible, you can navigate back to the home page by pressing the left button (S).

9.3 Row 2 Interface

- (a) Here you can adjust the Controller user interface.
- (b) Change screen settings, LED and speaker settings.

9.4 Row 3 Network

- (a) Here you can change transmission settings and assign different network protocols.

9.5 Row 4 Keys

- (a) Adjust the network keys and encryption protocols.

9.6 Row 5 Tags

- (a) Here is where you can set up groups, spaces and zones for devices. This is used to easily search for devices and will allow the powering on/off of entire groups of devices/outputs in the future.

9.7 Row 6 Date

- (a) Here you can set the date.

9.8 Row 7 Time

- (a) Here you can adjust the time on your system.

9.9 Row 8 Day

- (a) Here you can adjust the day of the week.

9.10 Row 9 Battery

- (a) See battery info.

9.11 Row 10 System Details

- (a) See system details.

9.12 Row 11 Factory Reset

- (a) Resets the entire device/clears all memory

10. Devices

10.1 Add Devices and Access Device Pages

- (a) The devices page is where you pair additional devices to your system and can access already paired devices pages.
- (b) If you are adding your first device to the system, only rows 1 and 2 will be visible on this devices page. As you add devices, the device pages will appear as a list as rows 3, 4, 5....

ROW

1	< (All) DEVICES	Q
2	● Add Device...	>
3	1. (R) Car Remote	
4	2. (S) Stairs Switch	
5	3. (US) Lounge Switch	
6	4. (R1) Heater	
7	5. (R8) Irrigation	
8	6. (MC) Vent	

10.2 Row 1 Header and Device Search

- (a) Shows page you are currently in.
- (b) Back arrow will remain visible on this page so you can navigate back to the home page at any time.
- (c) When the header is selected (navigation ball disappears and right arrow appears in top right corner) you can access device search.

< DEVICE SEARCH	
● DEVICES _ by Type	>
DEVICES _ by Space	
DEVICES _ by Zone	
DEVICES _ by Group	
DEVICES _ by Network	
DEVICES _ by Keypad	

- (d) Device search is used to quickly find devices through an array of categories.
 - (i) Type – Different device types (relay 8, remote...)
 - (ii) Space, Zone, Group – Devices assigned to different tags

- (iii) Network, keyset – Devices assigned to specific network and keyset protocols.
- (e) More information will be added to device search at a later date.

10.3 Row 2 Add Device

- (a) Here is where you pair a new device to the system.
- (b) The first step in adding a device to the system is adding the device pairing code into the Controller. The device pairing code is located on the back side of any device – it will be 4 characters.
- (c) Navigate left and right using a Single Press of the Left and Right Buttons on the Controller to highlight a box. You can select the correct letters and numbers using the Rotary Dial while a specific box is highlighted.



- (d) When the correct Code is entered, Double Press the Right Button.
- (e) The second 'Add New DEVICE' page will now be shown.



- (f) Ensure the device you want to pair is powered on and the LED is flashing blue every two seconds.
- (g) Press the System Button (Button 1/top left button on the remote and switch). The System LED will now start flashing twice per second and it will be accompanied by a speaker beep each flash.
- (h) The device is now ready to pair and will only remain in this mode for 10 seconds.
- (i) On the Controller, Single Press the Right Button to commence the induction process.



- (j) The Controller will wirelessly pair with the device using a series of communications and will only take a few seconds.

10.4 If Pairing Is Successful

- (a) The Controller will make a welcome beep, the System LED on the Controller will flash Green and the following screen will be shown on the Controller.



- (b) You can now Single Press the Left Button to go to the Home Page; or, Single Press the Right Button to go to the Device Page.
- (c) This is the end of the Induction Process.

- (d) Once a Device is successfully paired it will also be listed on the Devices Page.



- (e) Once added, a Controller is given a default system name. This will be similar to the following:

#. (US) U4.1.D.1

- (f) The first part of the line was generated as follows:
- (i) **#.** (US) U4.1.D.1 - This is the Device Number on the system.
 - (ii) **#.** **(US)** U4.1.D.1 - It's a Universal switch (US). Each device type has a different short tag to identify it.
- (g) The name was generated as follows:
- (i) **#.** (US) **U4**.1.D.1 – The Universal Switch has 4 inputs.
 - (ii) **#.** (US) U4.**1**.D.1 – Shows if this is the 1st, 2nd, 3rd... Universal Switch added to the system (Device type specific).
 - (iii) **#.** (US) U4.1.**D**.1 - Short for Device Number
 - (iv) **#.** (US) U4.1.D.**1** – Shows if this is the 1st, 2nd, 3rd... device added to the system (any device).
- (h) You can change the Device's name at any time on the Device Page.

10.5 If Pairing Failed

- (a) If the pairing process failed, you will see the following screen on the Controller.



- (b) This doesn't happen much, however, here are a few causes:
- (i) **Wrong code.** Sometimes the wrong code is entered. Simply try again and enter the correct code from the back of the Device.
 - (ii) **Too slow.** The pairing is only available for 10 seconds once you press the System Button (Input 1 on remotes and switches). This time limit is for security purposes and to limit system disruption. If you wait too long before pressing Induct on the Controller, the pairing process will time out. Simply try again.
 - (iii) **Trying to pair an already paired Device.** If the Device is already paired to another Controller, you cannot pair it without firstly performing a Factory Reset or unpairing it from the other Controller. You can tell if it's already paired – the Status LED will not flash Blue every two seconds and it does not flash blue rapidly or beep when you press the SYS Button.
 - (iv) **Other transmissions.** Sometimes, the process is interrupted by non-system transmissions or other radio signals or artifacts. For security reasons, this will cause the Controller to abort the pairing process. Simply try again.
 - (v) **Intermittent Bug.** Sometimes the Controller doesn't receive the correct transmission and continues to wait too long – it will look like the Controller has frozen. Simply press the Reset Button on the Controller. The Device may have paired and may not. Check on the Device list. If it has, the Device will be on the list, and you

can use the Device. If not, try the pairing process again. We will endeavour to root out this slippery issue.

10.6 Rows 3,4,5.... Added Devices

- (a) From row 3 onwards, a list of added devices will show up here. You can access each device page by selecting the right device with the selector ball and pressing the right button.
- (b) To see each device page, check out the specific user manual for that device.

11. Named/Time Actions

11.1 Time functions

- (a) Actions is how you set up time functions, setup any device or output to run at a set time of the day, any day of the week.
- (b) If you are adding your first named action, only rows 1 and 2 will be visible. As you add actions, the list of actions will appear below as rows 3,4,5....

ROW

1
2
3
4
5
6
7
8

Named ACTIONS	
● Add Named Action	>>
1. Heater On	
2. All External Lights On	
3. All External Lights Off	
4. Emergency Lights	
5. I'm Home	
6. All Internal Lights Off	

11.2 Row 1 Header

- (a) The top row shows what page you are currently in.
- (b) You can exit this page by scrolling to the header row, the back arrow will appear and you can exit back to the main page.

11.3 Row 2 Add Named Action

- (a) To add an action, make sure the selector ball is on that line and double short press the right button.
- (b) This is the add named action page

ROW

1	Named Action Setup	
2	● [1] Enabled	On ☐
3	“ “	>
4	Actions (0)	<< SETUP
5	[TIME TRIGGER]	
6	Enabled	On ☐
7	Time: 00:00hrs	>
8	Done for Day	YES ▶
9	Monday	On ☐
10	Tuesday	☐
11	Wednesday	☐
12	Thursday	On ☐
13	Friday	☐
14	Saturday	☐
15	Sunday	On ☐
16	Delete	>>

11.4 Row 1 Header

- (a) You can exit this page by scrolling to the header, the left back arrow will appear and you can go back a page.

11.5 Row 2 Action Enabled/Disabled

- (a) The number in brackets shows the number of the named action on Controller.
- (b) The named action will be disabled when first added and will need to be enabled using a short right press.

11.6 Row 3 Rename the Action

- (a) Currently the action doesn't have a name. Use the right button to enter the text tool.
- (b) See text tool 12.0 for a guide on how to use it.

11.7 Row 4 Setup Actions

- (a) This is where you set up what devices and outputs you want to power on/off using the action builder. Double press (SS) the left button while the row is selected. See 13.0 for a guide on how to use this builder.

11.8 Row 5 Time Trigger Subheading

11.9 Row 6 Time Trigger Enable/Disable

- (a) This is set as disabled by default, it will need to be enabled before time functions can run.
- (b) You can switch this on using a short right press

11.10 Row 7 Time

- (a) Set the time you want your actions to run.
- (b) Use a short right press (S) to enter timer function.
- (c) Use the rotary dial to change the time to the correct hour and minute you want it to run. Use the right and left button to navigate left and right and to exit back. See 13.6 (f) for a guide on using the time functionality tool.

11.11 Row 8 Done For Day

- (a) This shows whether or not the action has been completed that day.
- (b) You can change this using a long press on the right button.
- (c) If the set time has already passed (it is 2pm and you set the action to be run at 1pm) and you change the done for day to no, the action will be run when the clock updates to the next minute of the day and go back to Yes (done for day).

11.12 Rows 8-15 Days Of The Week

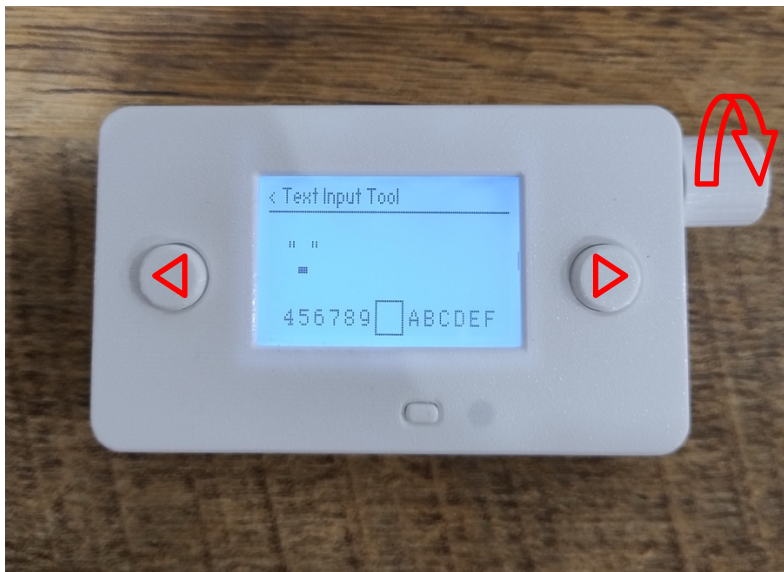
- (a) Select which days of the week you want your timed action to run.
- (b) NOTE: Your action won't run unless you specify the days you want it to run.

11.13 Row 16 Delete

- (a) Use this to remove the named action from the Controller

12. Using the Text Tool

- (a) The text tool works in a similar way to the pairing code input.
 - (i) You may need to delete all characters, press and hold the left button (SL – Short press then long press). This clears the name.
 - (ii) The underline shows you which character you are currently selecting.
 - (iii) Use the rotary dial to scroll through available characters.
 - (iv) When on the desired character, press the right button to add another character slot.
 - (v) If you want to add a space, double press the right button.
 - (vi) If you want to delete a character, double press the left button.
 - (vii) To quickly jump to either end of the name, use a long press (L) on left or right button.
 - (viii) To exit the text tool, jump to the first character and press the left button.



13. Action builder

13.1 Getting To The Builder

- (a) There are a few ways to access this builder, either through the named/time actions or from any input device setup.
- (b) Named/Time action setup

ROW

1
2
3
4
5

Named Action Setup

• [1] Enabled ☒ On

“ ” >

Actions (0) << SETUP

[TIME TRIGGER]

- (c) Input setup on input devices (Remote, Switch and Relay 1 inputs [More to come later on])

ROW

1
2
3
4
5

< Remote 1

• [DEVICE] Enabled ☒ On

1. Input 1 << T >

2. Input 2 << SETUP

[DETAILS]

13.2 The Action Builder Toolkit

- (a) The action builder is used to create a series of actions you want to run. You will use it in named actions and when you want to use an input to run something in your system.
- (b) This page will show all current actions set for this input/time in a list. You can add up to 99 actions for a single input/time command.

ROW	
1	< ACTIONS List
2	● Add Action >>

13.3 Row 1 Page Header

- (a) Shows you are currently on the actions list page. You can always navigate back a page by short pressing the left button (S).

13.4 Row 2 Add Action

- (a) To add an action for the input/time command, double press (SS) the right button while on any line below the header (rows 2-99). As actions start to fill the page, the add action line will drop down. NOTE: The selector ball does not need to be on “add action” row to add actions.
- (b) Adding an action will add a line to the list which will need to be set up.

13.5 Removing Actions

- (a) To remove any action from the action list, ensure the selector ball is on the correct action row and double press (SS) the left button.

13.6 Setting up actions

- (a) After adding an action with a double press (SS), single press (S) the setup row to enter build mode

ROW	
1	< ACTIONS List
2	● 1. SETUP! >
3	Add Action >>

- (b) On the next page, you will need to select an action.

ROW

1

2

< ACTION Details	
● Select action	>

- (c) Select an action from the list that is appropriate for your task. Use the rotary dial to highlight your selection and press either the left or right button (S) to confirm.

ROW

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

<	Select Action TYPE	>
0. No Action Selected		
1. Output _ On		
2. Output _ On Time		
3. Output _ Off		
4. Output _ Toggle		
5. Output _ Toggle On Time		
6. Motor _ On		
7. Motor _ On Time		
8. Motor _ Off		
9. Motor _ Toggle		
10. Motor _ Toggle Time		
11.		
12. Link _ Relay Message		
13. Link _ Send Message		

13.7 Row 1 Action Builder Header

- (a) Once an action is highlighted, press either the left or right button to confirm.

13.8 Row 2 0. No Action Selected

- (a) This is the default selection. You will need to make a different selection to trigger an action.

13.9 Row 3 1. Output _ On

- (a) Use this action to switch an output on until switched off. **NOTE:** this trigger/input/time command will only switch an output on and **NOT** off.

13.10 Row 4 2. Output _ On Time

- (a) Use this action to switch an output on for a set time - seconds, minutes or hours.

13.11 Row 5 3. Output _ Off

- (a) Use this action to switch an output off. **NOTE:** This trigger/input/time command will **ONLY** switch an output off and not on.

13.12 Row 6 4. Output _ Toggle

- (a) Use this action to switch an output on **AND** off with the same trigger/input. For example, a button press will switch the output on, the next button press will switch the output off. **NOTE:** The Controller can sometimes mix up the commands, you may need to repeat the input to switch the output on.

13.13 Row 7 5. Output _ Toggle On Time

- (a) Use this action to combine a toggle switch and time functionality. You operate it the same way you would with a toggle and can set a time you want the output to run for if you don't switch it off.

13.14 Row 8-12 Motor Actions

- (a) These actions are specifically for motor Controllers. The actions work in the same way as the output actions above. The main difference being you need to specify a direction for the motor to run.
 - (i) On
 - (ii) On Time
 - (iii) Off
 - (iv) Toggle
 - (v) Toggle On Time

13.15 Row 11-13 Upcoming Functionality

- (a) Row 11 is a spacer
- (b) Rows 12 and 13 are for a device not yet released

13.16 Selecting A Device And Output For Your Action

- (a) Once you've selected an action, depending on the action you've chosen, your Controller screen will look something like this.

ROW

1
2
3
4
5

< ACTION Details		
● Output _ Toggle On Time	>	
D.0 ...	>	
O.0 ...	>	
Time 0h 0m 0s	>	

(b) **Row 1 Page Header**

(c) **Row 2 Shows The Action You've Selected**

(d) **Row 3 Select A Device (D.0)**

- (i) Short press the right button (S) and you will see a list of available devices
- (ii) This selector is exactly the same as when you selected an action. Use the rotary dial to highlight a device and use either button to confirm your choice.

<	Select DEVICE
Nil Selected	
1. (R8) Kitchen Lighting	
2. (R1) Heating Unit	
3. (R8) Garden Irrigation	

- (iii) After selecting a device, it will be added to the builder page
- (iv) D.1 stands for Device 1 on the Controller.

ROW

1
2
3
4
5

< ACTION Details		
Output _ Toggle On Time	>	
● D.1 Kitchen Lighting	>	
O.0 ...	>	
Time 0h 0m 0s	>	

(e) **Row 4 Select An Output (O.0)**

- (i) Short press the right button (S) and you will see a list of available outputs to select
- (ii) This selector is exactly the same as the previous two in this builder.

Select Output
No Output Selected
1. Bench Lights
2. Pantry Lights
3. NOT ENABLED

- (iii) Each number on the Controller represents the specific output on the device you selected. For example, Row 3: *1. Kitchen Bench Lights* corresponds with output one (1) on the relay 8 device called *Kitchen lighting*.
- (iv) Once selected, the output will be added to the builder page.
- (v) O.1 stands for Output 1 on the Relay 8 device.

ROW

	< ACTION Details
1	Output _ Toggle On Time >
2	D.1 Kitchen Lighting >
3	● O.1 Bench Lights >
4	Time 0h 0m 0s >
5	

(f) Row 5 Time

- (i) If you selected an action with time functionality, here is where you need to set the time you want the output to run for.
- (ii) The time tool works in a similar way to entering a pairing code.

Hrs	Min	Sec
01	: 20	: 00

- (iii) Use the rotary dial to adjust the timer in the selector box.
- (iv) Use the right and left buttons (S) to shift left and right.
- (v) To exit, either right press (S) past seconds OR left press (S) back from hours.
- (vi) Once selected, the timer will be added to the builder page.

ROW

1
2
3
4
5

< ACTION Details		
Output _ Toggle On Time		>
D.1 Kitchen Lighting		>
O.1 Bench Lights		>
● Time 1h 20m 0s		>

- (g) Left press back (S). You will see your action in short form in the ACTIONS list
- (i) To read this,
Action 1 - Output Toggle Time - Device 1 - Output 1 - 1 hour
- (ii) This gives a brief insight as to what action you've set up. You can always select the action and see the contents in the builder page.

ROW

1
2
3

< ACTIONS List		
● 1. OutTgTm D1.1.1h		>
Add Action		>>

- (h) To save your action, Left press (S) again back to input settings or Named action setup.
- (i) Once back on that page, you can now use your trigger/input/time command to trigger your set action.