



Switch

User Manual

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1. Switch Introduction

- (a) The Switch is a wireless 4-channel remote control or input device that enables the control and automation of thousands of different types of devices and objects.
- (b) It provides four inputs to control electrical devices, lighting, AC power, DC power, heaters, valves, pumps, irrigation solenoids, garage doors, auto gates, front doors, sirens, indicator lights, and more.
- (c) The Switch is part of the You.InControl system, which provides affordable, powerful and easy to use wireless control and automation.
- (d) The Switch is paired and setup using a You.InControl Controller. Mobiles, tablets and computers are **not** required. There's also no need for Wi-fi, Bluetooth, the routers, the Internet, software, programs, apps, accounts, logins, cloud hosting services or anything! All that's needed is a You.InControl Controller and the Switch.
- (e) And, when you're ready to really unleash the power, add other devices to the system or add this device to an existing system.
- (f) Once part of a system, the Switch can control other outputs and devices, such as Relay-1, Relay-8, power outputs and the like.
- (g) Grab a front seat and strap in because the Switch and You.InControl system is just getting started!
- (h) We really hope you enjoy your new Switch.



2. Warnings and Notices

2.1 Must be part of a You.InControl system to work

- (a) The Switch is not a stand-alone device. It must be paired to a You.InControl System for it to work.

2.2 You.InControl 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 and must adopt safe working practices.
- (d) Here are a few notes 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.

2.3 Switch limitations

- (a) The Switch has limitations.
- (b) Read the specifications to understand the limitations of this Device.

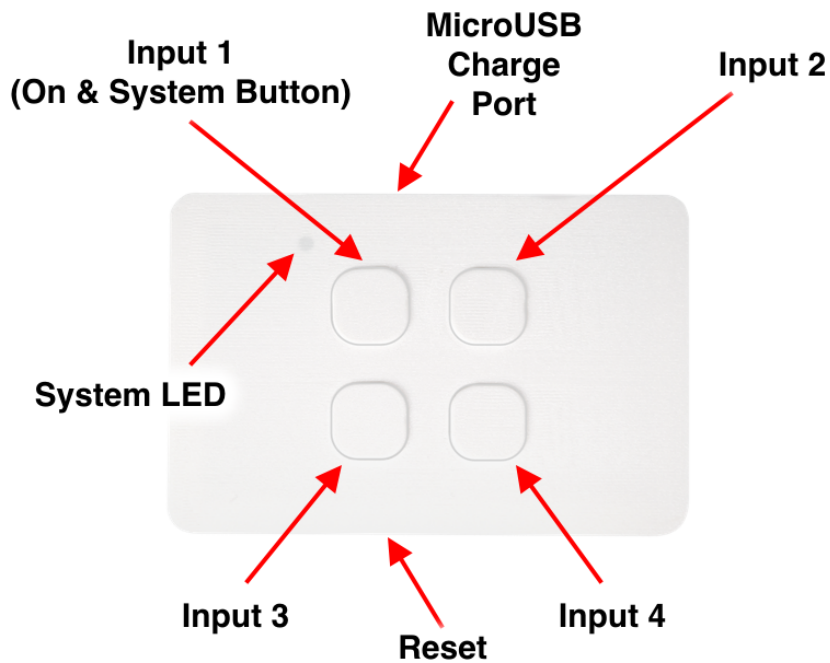
3. Specifications

3.1 Key Specifications

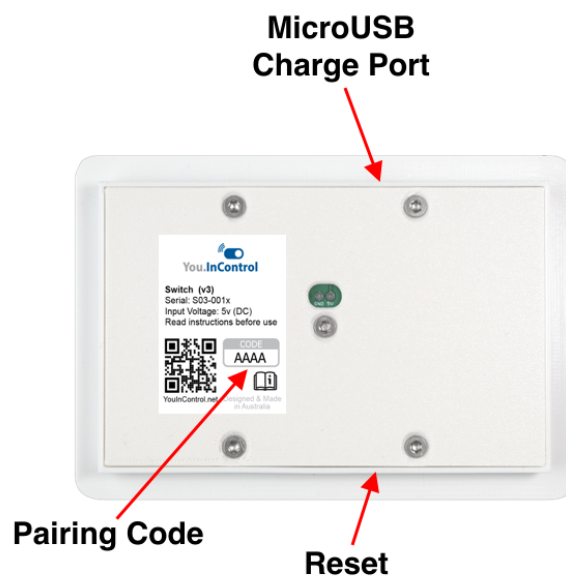
Number of Outputs:	0
Number of Inputs:	4
Supply Voltage:	5v DC via MicroUSB
Power Consumption:	Approx. 4 mA @ 3.3v Approx. 40 uA @ 3.3v (when sleeping)
Transmission Range:	Over 1km, adjustable and depends on settings
IP Rating:	TBC
Temperature Rating	TBC
Indoor / Outdoor use:	Indoors Outdoors (however, it's not waterproof or environmentally sealed so don't get it wet, dusty or muddy)
Charging Temp:	Between 0 - 40 °C

4. Switch Hardware Overview

4.1 Device Front



4.2 Device Back



4.3 Charge Voltage

- (a) The Charge Voltage to the Switch must be 5v DC supplied by a MicroUSB plug.

4.4 Inputs

- (a) There are four (4) Inputs on the Switch.
- (b) Both of these Inputs can be activated as Multi-Click inputs.

4.5 System LED

- (a) The System LED (or Status LED) is a multicolour LED used to display coloured messages from the Switch.
- (b) It is also used for the Identify by Sight function (however, this only works if the Switch is not sleeping).

4.6 On and System Button

- (a) Input 1 is also the On, Off and System Button.
- (b) It turns the device On and Off.
- (c) It is also used for pairing and future functionality.
- (d) The System Button is also used to Factory Reset the Switch.

4.7 Reset Button (RST)

- (a) The Reset Button (RST) is used to reset the Switch.

4.8 Audio Speaker

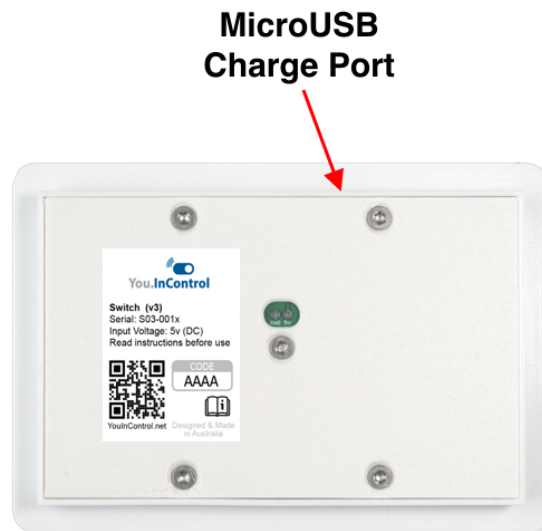
- (a) There is a concealed speaker on the Switch to assist with pairing, alarms and to help identify the Device.

4.9 Device Pairing Code

- (a) The Device Pairing Code is printed on the back of the Switch in the box titled 'Code'. This is the code to use when pairing the device.

5. Charging the Switch

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

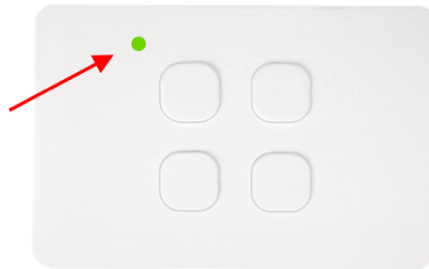


- (b) Simply plug in the MicroUSB and the Device will charge in around 1^{1/2} hours.
- (c) When the battery level gets low, the System LED will flash Orange a few times after you press one of the buttons. When it is almost flat, it will flash Red. Charge the Device when the Orange or Red flashes show.
- (d) Charge the Switch in temperatures between 0 and 40 °C. Do not charge in colder or hotter temperatures.

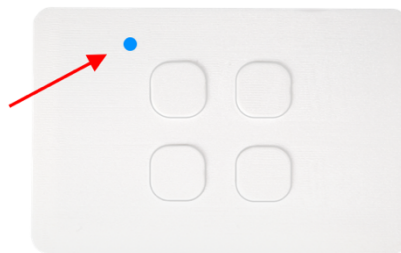
6. Turning the Switch On and Off

6.1 Turning the Device On

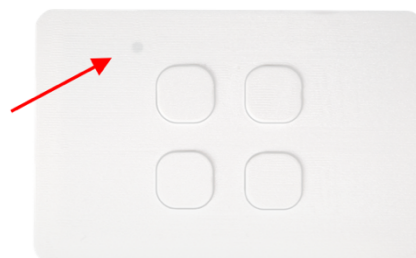
- (a) When you receive your Switch, it will be Off.
- (b) To power it on, press and hold Input 1 for about one second. The Switch's System LED will flash green a few times and a welcome tone will sound. The Switch is now on.



- (c) If the Device has not been paired, the System LED will flash Blue every two seconds. If this is the case, you can pair it with your Controller.



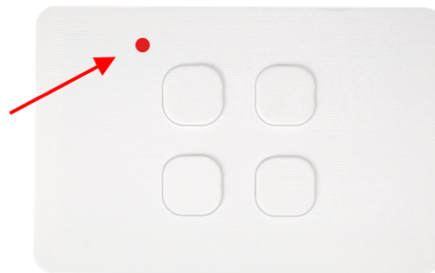
- (d) If the Switch is flashing blue / is not paired it will not go to sleep. It will just keep waiting to be paired until it runs out of battery power. So, pair it or turn it off (just suggesting).
- (e) If the Switch has already been paired and is already part of a system, the System LED will not display any colour.



- (f) If the system is paired, the Switch will fall asleep and go into low power mode after 10 seconds. Don't worry though, the Switch wakes up again in about a millionth of a second when you press one of the input buttons!

6.2 Turn the Device Off

- (a) If the Switch has not been paired, i.e. is flashing Blue every two seconds, you can Power it down / turn it off by pressing and holding Input 1 for 4 seconds. The System LED will flash Red and the power off tone will sound.



- (b) If the Switch has been paired, it will fall asleep within 10 seconds of any interaction. So, you don't really need to power it off. However, if you want it off and need it to stay charged for a long time, then use the following press combination on Input 1: SSSL (press Input 1 four times and hold the fourth press for about four seconds). The Switch will shut down.

7. Pairing the Switch

7.1 Notices

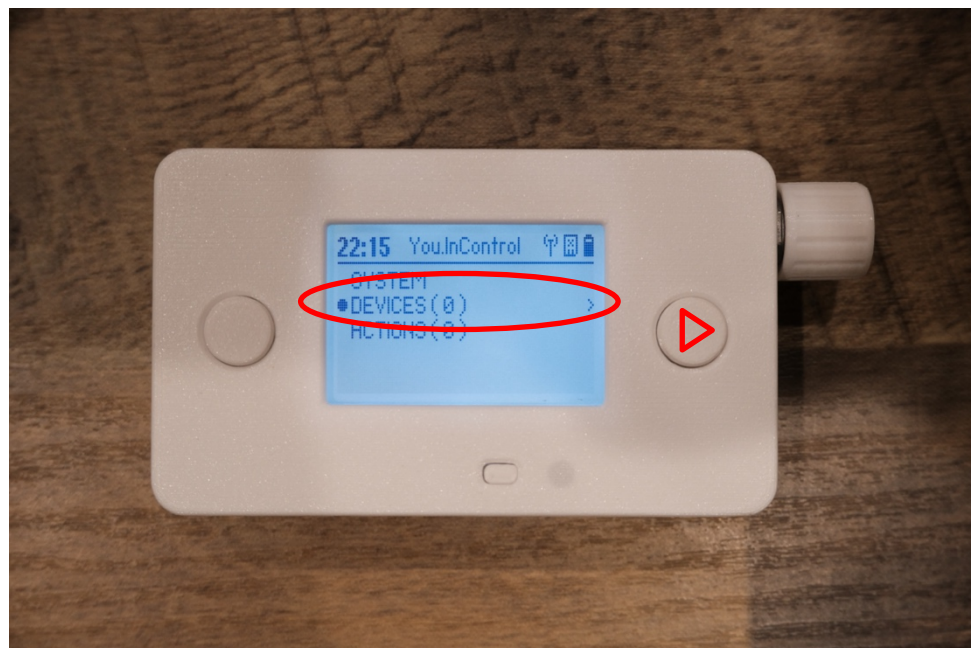
- (a) The Switch must be paired to a You.InControl Controller to use it.
- (b) A Switch can only be paired if it is not currently paired with another Controller.
- (c) A Switch that is powered on and not currently paired will flash Blue continuously, every two (2) seconds.

7.2 The Paring Process video

- (a) A pairing process video is available here: [How to pair a device](#)

7.3 The Pairing Process

- (a) On the Homepage, select 'DEVICES' (put the Row Selector Ball next to Devices) and press the Right Button.



- (b) On the Devices Page, select 'Add Device...' and press the Right Button.



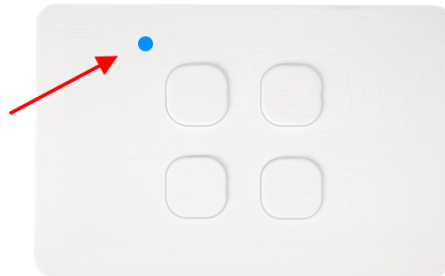
- (c) Enter the Device Code (shown on the back of the Switch) into the four boxes on the Controller's display. Navigate left and right using a Single Press of the Left and Right Buttons. You can select the correct letters and numbers using the Rotary Dial.



- (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 Switch is powered on and the System LED flashes Blue every two (2) seconds.
- (g) Press the System Button (Input 1). The System LED will now start flashing twice per second and it will be accompanied by a speaker beep each flash.



- (h) The Switch 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 the Switch using a series of communications and will only take a few seconds.

7.4 If pairing is successful

- (a) If pairing is successful, the Switch will make a welcome beep, the System LED on the Switch 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 (the following image does not show a paired Switch).



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

#. (S) S.1.D.1

- (f) The first part of the line was generated as follows:
- (i) #. (S) S.1.D.1 - This is the Device Number on the system
 - (ii) #. (S) S.1.D.1 - It's a Switch (R) device
- (g) The name was generated as follows:
- (i) #. (S) S.1.D.1 - It's a Switch device (4 inputs)
 - (ii) #. (S) S.1.D.1 - The Switch ID on the system
 - (iii) #. (S) S.1.D.1 - Short for Device Number
 - (iv) #. (S) S.1.D.1 - The Device Number ID on the system
- (h) You can change the Device's name at any time on the Device Page.

7.5 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 the Switch. 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.

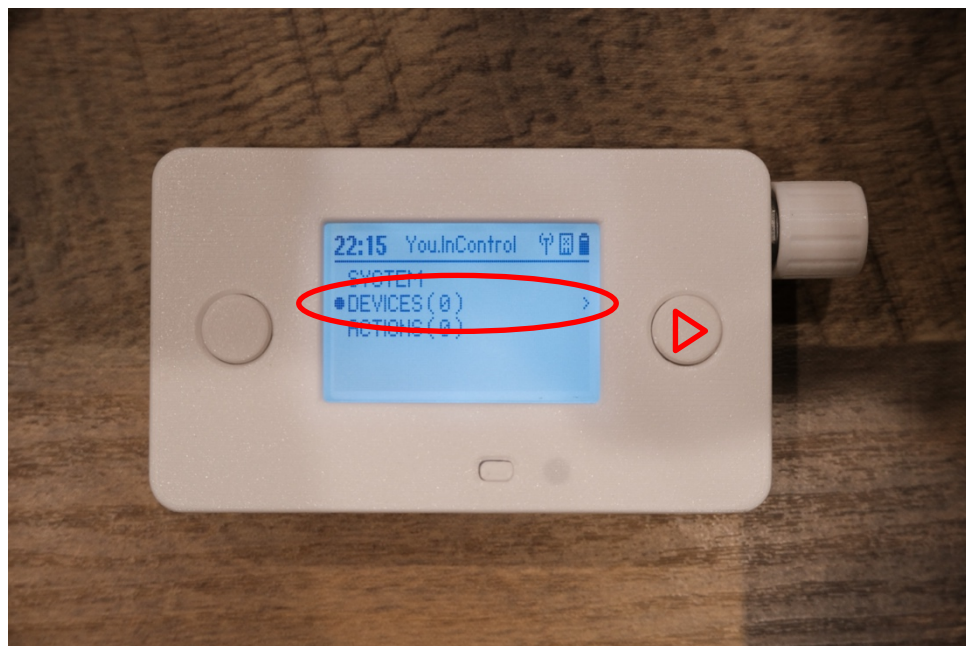
8. The Switch Page (on the Controller)

8.1 Each device has a page on the Controller

- (a) Once paired and inducted, each Device has a dedicated page on the Controller.
- (b) You can use this page to interact with the device, make changes to the settings and a whole lot more functionality.
- (c) This section will provide a more detail on this page.

8.2 Navigating to the 'Devices' page

- (a) Once paired or inducted, each Device is listed on the 'Devices' page.
- (b) From the Homepage, you can get to the 'Devices' page by selecting DEVICES and then Single Press the Right Button.



- (c) The 'DEVICES' page enables you to add new Devices and navigate to any already paired Device's dedicated page.



- (d) To navigate to a particular Device's Page, select the target Device and Single Press the Right Button.

8.3 [DEVICE PAGE] The Switch Page

- (a) Once paired each Device has a dedicated page on the Controller. This page is what you use to configure and interact the Device. Each Device type has a different page structure.
- (b) The Switch page on the Controller has the following page structure:

ROW

1	< [Device Name
2	• [DEVICE] Enabled ☒
3	1. Input 1 << T
4	2. Input 2 << ☒
5	3. Input 3 << SETUP
6	4. Input 4 << SETUP
7	[DETAILS]
8	Device 45
9	(S) Switch
10	" Device Name " >
11	[OPTIONS]
12	Show Transmissions ☐
13	[TAGS]
14	Space: 0. Default >
15	Zone: 0. Default >
16	Group: 0. Default >
17	[NETWORK]
18	Network: 0. Default >
19	Keyset: 0. Default >
20	Tx Power: 13 >
21	Rx Power: 13 >
22	Ping Device >
23	[LOCATE]
24	Device must be awake
25	by Sight ☐
26	by Sound ☐
27	[DELETE]
28	Unpair Device >>>
29	Delete Device >>>

- (c) The functionality of each row and how to use it is as follows.

8.4 Row 1 Page Header

- (a) The Page Header for the Switch shows several items:
 - (i) **Navigation Arrows.** Navigation Arrows are displayed when you can use the corresponding buttons to navigate away from this page.
 - (ii) **Switch Symbol.** There is a Switch symbol. This reminds you that the Device is a Switch device.
 - (iii) **Device Name.** The header also shows the Device Name. The Device name can be changed at any time on Row 8.

8.5 Row 2 [DEVICE] Enabled / Disabled

- (a) This is where the device is Enabled or Disabled.
- (b) When the Row Selector Ball is on this row, Single Press the Left and Right Buttons to enable or disable the device.
- (c) When Disabled, the Device will be, well, disabled. The following will occur, or not occur:
 - (i) The Device will not trigger Actions on the system,
 - (ii) The Device's Input status will not be shown. However, it will still be registered in the background. This is to remind the user that the Device is currently disabled.
 - (iii) The ability to configure the Inputs is not possible.
- (d) When Enabled, all of the Device's Inputs status, configurability and functionality is enabled. The Device will also trigger the corresponding Actions on the system.

8.6 Rows 3, 4, 5 and 6 Inputs

- (a) There are four (4) Inputs on a Switch.
- (b) Using these rows on the page, the Inputs can be configured and corresponding Actions setup.
- (c) Inputs need to be setup (activated and enabled) before they can be used.
- (d) If the Input needs to be setup, the row end will show '<< setup'. This is telling you that the Input needs to be activated and enabled. This is similar to Rows 5 and 6 (Inputs 3 and 4) above.
- (e) To setup the Input, Double Press the Left Button and you will enter the Inputs Settings page.

- (f) If the Input is not Activated, it will need to be before it can be used. There is one choice for the Switch Inputs, as follows:
 - (i) **Activate Multi-Click.** This activates the Input with Multi-Click functionality. This allows multiple press combinations (S, SS, SSS, L, SL, SSL) to trigger Actions on the system. The 'S' representing a Short Button Press and the 'L' representing a Long Button Press. This allows press combinations to do different Actions.
- (g) Choose Multi-Click functionality using a Single Press of the Right Button.
- (h) You will now be taken to the Input Settings Page. Here you can Enable and Disable the Input, setup Actions and deactivate the Input.
- (i) For details on how to setup Actions, refer to the Controller User Manual.
- (j) The Input Settings page can be accessed at any time to make changes by a Double Press of the Left Button when on this row on the Device Page.
- (k) When an Input has been activated, enabled and Actions have been set up, the switch or device connected to the Input can be used and it will trigger Actions on the system.
- (l) **Multi-Click function test ability.** For Inputs on the Device page, if Multi-Click functionality is Activated and the Input is Enabled, a Test Button will appear, similar to Row 3 above. When on this row, when pressing the Right Button is the same as pressing this Test Button. Pressing the test button as a S, SS, SSS, L, SL or SSL, will mimic the same presses on the Device and will trigger the corresponding Actions.

8.7 Row 7 [DETAILS]

- (a) This is the heading for the section providing the Device's details.

8.8 Row 8 Device Number

- (a) This provides what the Device's number is on the system.

8.9 Row 9 Device Type

- (a) This provides what the Device's Type is on the system.
- (b) For a Switch it will show '(S) Switch' as the Device Type.
- (c) The '(S)' in brackets is short hand for the device; and, 'Switch' is the long hand.

8.10 Row 10 Device Name

- (a) This row displays the current Device Name; and, also allows you to rename the Device.

- (b) To rename the Device, Single Press the Right Button when on this row – this will take you to the Text Tool. The name can be changed using the Text Tool.
- (c) Once renamed, the new Device Name will show on this row and on the header row.
- (d) For more information on the Text Tool, and how to use it, refer to the Controller instruction manual.

8.11 Row 11 [OPTIONS]

- (a) This is the heading for the section providing misc. options for the Device.

8.12 Row 12 Show Transmissions

- (a) This row provides the ability to show incoming transmissions from the Device on the Controller display.
- (b) If 'Show Transmissions' is Off, no incoming transmissions will be displayed.
- (c) If 'Show Transmissions' is On, the Device's incoming transmissions will be displayed in a Popup Box. This is a useful tool to view what transmissions are being sent from the Device. It also allows you to play with the Device to see what's being transmitted.
- (d) To acknowledge and hide the transmission Popup Box Single Press either the Left or Right Button or turn the Rotary Selector.

8.13 Row 13 [TAGS]

- (a) This is the heading for the section providing the ability to Tag devices.
- (b) Applying a Tag assigns a Device to a particular Space, Zone and/or Group.
- (c) Using Tags, Devices can be more rapidly located through the Device search functionality. Tags will also provide powerful future capabilities.
- (d) For more details on Tags, and how to use them, refer to the Controller User Guide.
- (e) Tags are more and more useful the more Devices you have paired to your Controller.

8.14 Row 14 Space Tag

- (a) This row allows you to assign a 'Space' Tag to the Device.

8.15 Row 15 Zone Tag

- (a) This row allows you to assign a 'Zone' Tag to the Device.

8.16 Row 16 Group Tag

- (a) This row allows you to assign a 'Group' Tag to the Device

8.17 Row 17 [NETWORK]

- (a) This is the heading for the section providing the ability to change network and communications settings; and, to ping the Device.
- (b) It is important to note that any changes to the Network must be done when the Device is awake. Simply press one of the Input Buttons to wake it up. It will stay awake for ten seconds after an input press. However, be careful and be aware of what you are triggering by pressing the Input Button.

8.18 Row 18 Network

- (a) The Network row allows alternate networks to be selected and used.
- (b) Following any change, the Controller will send a transmission to the Device. The setting will only remain if the Controller receives an acknowledgment message from the Device.
- (c) For more details on Networks and changing them for a particular Device, please refer to the Controller User Guide.
- (d) This item should only be used by Advanced Users.

8.19 Row 19 Keyset

- (a) The Keyset row allows alternate keysets to be selected and used.
- (b) Following any change, the Controller will send a transmission to the Device. The setting will only remain if the Controller receives an acknowledgment message from the Device.
- (c) For more details on Keysets and changing them for a particular Device, please refer to the Controller User Guide.
- (d) This item should only be used by Advanced Users.

8.20 Row 20 Tx Power

- (a) The Tx Power row allows the transmission power from the Controller to the Device to be changed.
- (b) To make a change, Single Press the Right Button – this will enable changes. Use the rotary selector to increase or decrease the transmission power setting. Once done, Single Press the Left Button to confirm.
- (c) The power can be set between 5 (lowest power) and 23 (highest power).
- (d) You should always select the lowest power setting that enables good communications.

8.21 Row 21 Rx Power

- (a) The Rx Power row allows the transmission power from the Device to the Controller to be changed.
- (b) To make a change, Single Press the Right Button – this will enable changes. Use the Rotary Selector to increase or decrease the transmission power setting. Once done, Single Press the Left Button.
- (c) Following the change, the Controller will send a transmission to the Device. The setting will only remain if the Controller receives an acknowledgment from the Device.
- (d) The power can be set between 5 (lowest power) and 23 (highest power).
- (e) You should always select the lowest power setting that enables good communications.

8.22 Row 22 Ping Device

- (a) Pinging a Device sends a test transmission from the Controller to the Device and then back to the Controller again – collecting useful information along the way.
- (b) The results of the Ping are displayed on a Popup Box. The Popup Box shows:
 - (i) The transmission power from the Controller
 - (ii) The signal strength received by the Device
 - (iii) The transmission power from the Device
 - (iv) The signal strength received by the Controller
 - (v) The return trip time
- (c) The Ping function is particularly powerful as it allows users to ascertain transmission strengths and times. This helps to optimise transmission settings.

8.23 Row 23 [IDENTIFY]

- (a) This is the heading for the section providing Device identification functionality.
- (b) The identify functions allow the Device to be easily identified.

8.24 Row 24 Device must be awake

- (a) This simply reminds you that the Device must be awake to use the identification functions.

8.25 Row 25 Identify by Sight

- (a) Use this to turn the high-intensity white LED on the Device on and off.

8.26 Row 26 Identify by Sound

- (a) Use this to turn the audible locating beep on the Device on and off .

8.27 Row 27 [DELETE]

- (a) This is the heading for the section providing unpairing and device deleting functions.

8.28 Row 28 Unpair Device

- (a) This provides the ability to unpair a paired Device when it's powered on, awake and in range.
- (b) Warning: All settings on the Controller, relating to a particular Device, will be lost when it's unpaired. And, all settings on the Device will be reset.
- (c) To unpair the Device, Triple Press the Right Button and confirm when prompted.
- (d) The Unpair Device function does the following:
 - (i) Factory resets the Device including erasing all memory, network details, network codes, transmission keys, encryption keys, session keys and any previous settings.
 - (ii) Deletes all details, settings and any trace of the Device from the Controller.
- (e) Following the Unpair Device function, the Device can again be paired to this system or a different You.InControl system.
- (f) The Switch must be awake to be unpaired using this methodology.

8.29 Row 29 Delete Device

- (a) This provides the ability to delete a Device from the Controller.
- (b) Unlike the unpair function, the Delete Device function does not communicate with the Device and is good for removing lost Devices, Devices that are sleeping or are out of range.
- (c) Warning: All settings on the Controller, relating to a particular Device, will be lost when it is unpaired.
- (d) To delete the Device, Triple Press the Right Button and confirm when prompted.
- (e) The Delete Device function does the following:
 - (i) Deletes all details, settings and any trace of the Device from the Controller.
- (f) Following the Delete Device function, the Device won't know that it was deleted from the system, as the function does not communicate with the Device. However, the Device will no longer be able to decrypt any

transmissions on the system, as the encryption keys etc. are no longer valid. And, any communications from the Device to the Controller will be ignored.

- (g) Once the Delete Device function has been performed, the Device will need to be Factory Reset using the System Button on the Device. Following that it will be able to be re-paired to this system or to a different You.InControl system.

9. Resetting the Switch

9.1 Reset the Switch

- (a) To reset the Switch and restart it, press the Reset Button (RST) on the Switch.
- (b) In normal operation, this is not needed; however, the reset ability is there should the Device ever become unresponsive or act up in any way.
- (c) Once reset, the Device will immediately restart, connect with the Controller, get session keys and be ready to go in a lickety split.

9.2 Factory Reset

- (a) Factory resetting a Device will completely wipe everything from the Device and return it back to the original factory settings. It will also delete all pairing information from the Controller, so the Controller will no longer be able to communicate with it.
- (b) The Factory Reset function also does not communicate with the Controller, so the Controller will not be aware that the Device was Factory Reset.
- (c) To perform a Factory Reset, simply press the Device's System Button five (5) times and hold the fifth press for ten (10) seconds. You will hear a beep, the System LED will flash Green twice and the System LED will then start flashing Blue every two (2) seconds to indicate the Device is ready and able to be paired with a You.InControl system.
- (d) Once Factory Reset, a Device is ready and able to be paired with a You.InControl system.

10. Switch applications

TBC