Using your Device App Powered by iBridge® for your Z-Wave® Home Automation System

333 Bayview Avenue, Amityville, New York 11701
For Sales and Repairs, (800) 645-9445 For Technical Service, (800) 645-9440 or visit us at http://tech.napcosecurity.com/
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THANK YOU FOR CHOOSING NAPCO

This guide will introduce you to the features of your new **iBridge**® app. For assistance, please go to www.napcosecurity.com. You can also contact Technical Service at 1-800-645-9440. For Sales and Repairs, call 1-800-645-9445. **Note:** Screen images, icons and instructions shown in this guide may vary depending on the app firmware version installed

Please note: Z-Wave devices from other manufacturer and product categories can be part of the your Z-Wave network, and these different listening nodes can act as repeaters regardless of manufacturer. For an **iBridge Z-Wave Evaluated Device List**, see our website at www.napcosecurity.com/ibridge.html.

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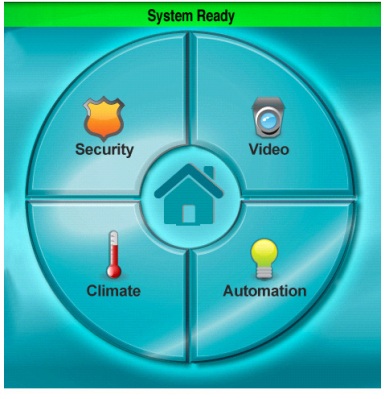
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Napco does not take responsibility for changes/ modifications to the transceiver or other hardware.

TABLE OF CONTENTS

GETTING STARTED



Home Screen

Security: Tap to display the status of your alarm system. Allows the control of all system operations, just like a standard wired keypad.

Video: (optional) Tap to discover and view the camera transmissions in your system.

Automation: (optional) Tap to control the home automation system components (see *Overview* page 6) including lighting and other devices.

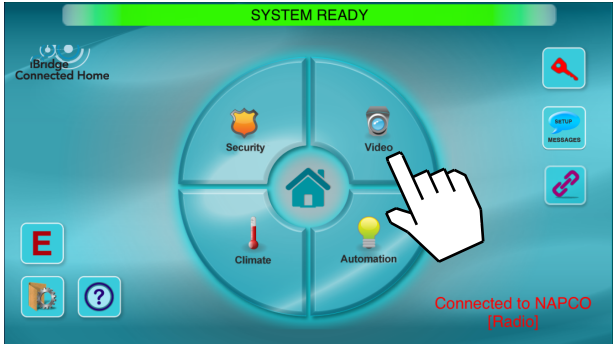
Climate: (optional) Tap to control the home automation thermostats and other climate control devices (see page 34).

USING THE TOUCH SCREEN

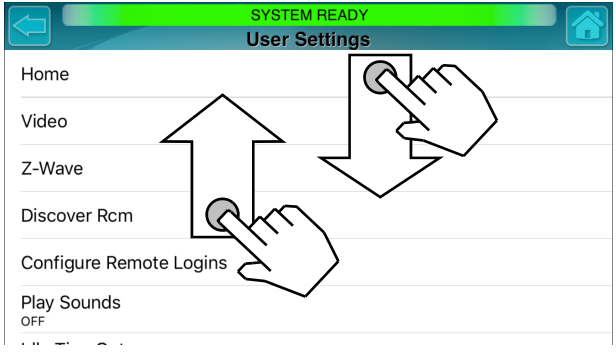
Navigation through the App

When the app is first powered, the Home Screen is the first screen displayed. You can navigate through various sub-menus by simply using your finger to touch through the icons and menus as needed. The app responds differently depending on how the screen is touched:

- **Touch**: To chose an icon, or press a button or choose a menu selection, touch or "tap" it with your finger or fingernail. Some screens may, for example, contain lists of devices; to select a device in the list, simply tap the device to highlight it.
- **Drag**: To scroll or move slowly, *touch and hold* to select a menu item, then drag your finger up and down the touch screen to scroll through the menu selections.



"Touch": Chose an icon by touching or "tapping"



"Drag": Touch and hold, then drag up and down to scroll

AUTOMATION OVERVIEW

Overview: Home Control Network

A home control (or "home automation") network is a system used for remotely controlling light switches, light dimmers, drapes/blinds, appliances, air conditioning, heating, security systems, door locks and other devices within a home or office. Z -Wave is a reliable and robust wireless home control network standard that operates within a redundant and interconnected wireless network. This intelligent Z-Wave system even responds to changing conditions in real time, to ensure your devices will reliably operate when needed.

The **iBridge**® app is fully compatible with your Z-Wave system, allowing you to add and control multiple Z-Wave devices and configure them to your needs. You can even connect your security alarm system to your Z-Wave devices, allowing a security system event to trigger Z-Wave devices, video cameras and even trigger notification emails.

The simplest Z-Wave network consists of a primary "controller" (master) and single controllable "device" (slave) such as a light switch, thermostat, etc. Additional controllers and devices can be "included" into (or "excluded" from) the network at any time (by means of simple button presses on both the controller and the device). Controllers can be "static" (physically immobile such as a wall-switch controller) or "mobile" (such as a portable key-fob controller). If you are new to home automation, you may wish to read the following glossary of definitions to help familiarize yourself with these terms.

- **Node:** Can be a "**device**" or a "**controller**". An example of a **device** is a Z-Wave enabled light switch. A **controller** allows you to add or remove this device from the network. Each node not only captures and disseminates its own network data, but also relays data for other nodes. If one node can no longer operate, the rest of the nodes can still communicate with each other, either directly or through other nodes in the network. In this way, Z-Wave networks self-form and self-heal.
- **Primary Controller:** Also a "node" on the network, the Primary Controller is the controller that was used to create a new Z-Wave network. The “master” controller in the network, only one Primary Controller is allowed within a network. Only Primary Controllers can include/exclude nodes, and therefore always possess the latest network "Routing Table". Additional controllers added to the network using the Primary Controller are called "Secondary Con-

trollers" and are unable to include/exclude nodes (devices). **Note:** The app is not a controller, but operates as a "display" to provide visual output from the StarLink Connect Z-Wave controller. For the purposes of this manual, all references to the app will refer to both the app itself or the StarLink Connect Z-Wave controller module (see WI1980 for more information).

- **Include:** Add a device or controller to your home automation network.
- **Exclude:** Remove a device or controller from your home automation network.
- **Node ID:** Used to identify and manage individual nodes in a network; each ID is unique within a network.
- **Node Information Frame:** Describes the abilities of a node, allowing the controller to identify and control the various node types available. All nodes automatically send their Node Information Frame when a button on the node is pressed; those controllers in need of the Node Information Frame are programmed to request it automatically when needed.
- **"Event-Action" Configuration Table:** Used to associate security alarm system events to your home automation system. For example, a burglary alarm triggers certain lights to turn on, and certain cameras to start recording video.
- **Rebuild Mesh:** A manual request to redesign the Routing Table to increase communication efficiency (accelerate response times). Usually performed after physical changes are made to the network, such as after home construction projects or other physical changes to the premises that might affect communications within the network.
- **Abort:** Exit a function or task without saving changes.
- **Erase All Devices:** Deletes all nodes (devices and controllers) from the network.
- **Group:** A collection of switches and dimmers that can be displayed together for ease of access.
- **Scene:** Several devices in your network pre-set to a specific condition.
- **Beaming:** Non-AC (battery) powered Z-Wave appliances (such as battery operated door locks, thermostats, etc.)

must be beamed a "wake up" command to carry out subsequent commands from the Z-Wave controller. This "beaming" command emanates from the Z-Wave controller and must be "beamed" from one node to another until the command arrives at the intended destination (door lock). Although only those devices in the network path (from the controller to the specific end device) MUST support beaming. However, to avoid troubleshooting and provide a more reliable mesh network, we recommend only using devices that support beaming in networks that include battery powered Z-Wave devices (such as door locks).

- **Association**: Associations allow Z-Wave transmitter source ("secondary") devices (such as certain model motion detectors, wall switches and dimmers) to send commands ***directly*** to other target ("master") Z-Wave devices (such as lamp modules and appliance modules wired to the electrical load). For example, at the bottom of a staircase, a battery powered Z-Wave dimmer "secondary/source" device is associated with a "target/master" Z-Wave dimmer at the top of the staircase that is wired to a ceiling fixture. In order to create associations, devices at both ends of the association must be designed by the manufacturer to support Associations (devices are usually labeled "Supports Z-Wave associations").
- **Replication**: Refers to the protocol replication between Controllers that is used to exchange protocol replication data between different Controllers within the same network. The app **Learn** button is used when you wish to add the StarLink Connect Controller to another network as a Secondary Controller or to another network as a Primary Controller. In either case, the StarLink Connect Controller receives "protocol replication data" from the Primary Controller of the other network.

  Note: Z-Wave device designs can vary, including the name and location of its "Learn" button; see the documentation for the specific device you wish to include (or associate) to ensure correct operation.

SECURITY WARNING: If you create a Scene or Event that involves arming the alarm control panel and the system is configured to use the Napco "Classic" keypad style, then ensure the User Code entered into the Scene or Event configuration screens is an "ARM ONLY" Code. If not, subsequent activation of the Scene or Event will disarm the alarm panel.

HOME SCREEN ICONS

The "Home Screen" may contain other touchable icons, including:

SECURITY: This icon is your gateway to your alarm system. From here you can arm, disarm, bypass and control all system operations.

VIDEO: (optional) Tap to discover and view the camera transmissions in your system.

AUTOMATION: (optional) Tap to control the Z-Wave home automation system components, including lighting and other devices.

CLIMATE: (optional) Tap to control the Z-Wave home automation thermostats and other climate control devices.

LOCKING DEVICES: (optional) Tap to access the Z-Wave door locking devices in your system.

TROUBLES: Appears if a problem occurs in the system that may prevent arming (see **SYSTEM TROUBLE ERROR CODES**). If you are unable to clear the trouble to allow the system to be armed, call for service immediately.

EMERGENCY Buttons: Used to signal a Fire, Police or Auxiliary emergency.

USER SETTINGS: Tap to access the screens to allow changes to the way your app operates (see **USER SETTINGS MENU**).

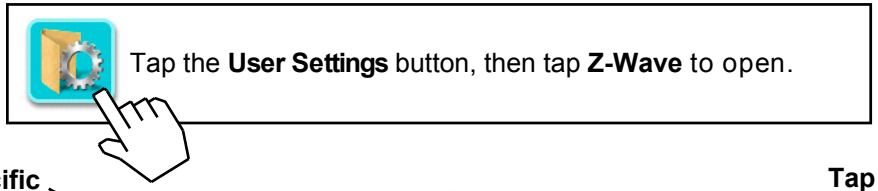
HELP: On-screen instructions for Z-Wave functions.

HOME: **Tap** to return directly to the Home Screen.

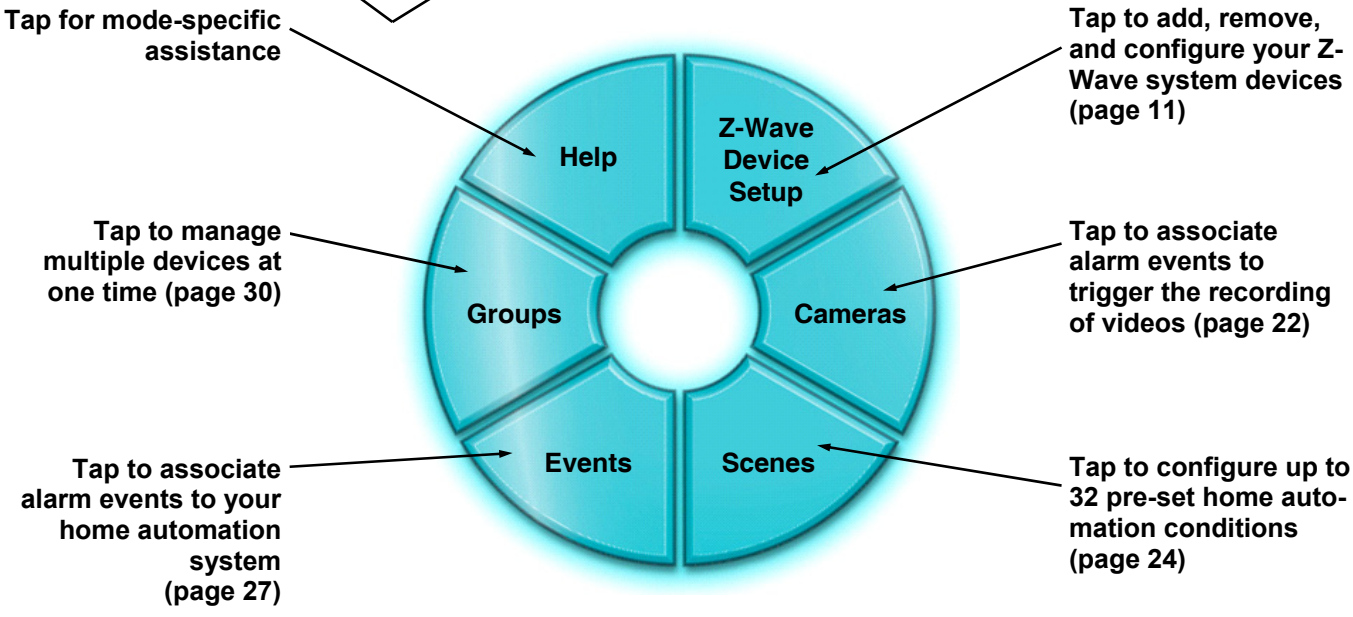
MESSAGING: Tap to configure system event notifications where an email or SMS text message can be sent to your mobile device for virtually any security system event (for example, Alarm, Arm, Disarm, Zone opened, Zone closed, etc.). See WI2117 for more information.

REMOTE CONNECTIVITY: If you have multiple alarm systems, tap this icon to select the system you wish to control.
For example, if you have an alarm system in your home, and another alarm system in your business, simply use this icon to select the system.

AUTOMATION MANAGEMENT SCREEN

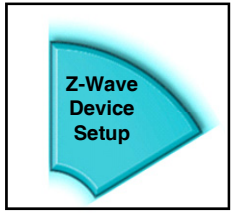


Tap the **User Settings** button, then tap **Z-Wave** to open.



ADD Z-WAVE DEVICES

Devices should be powered and in their final location prior to inclusion. To add new Z-Wave device:

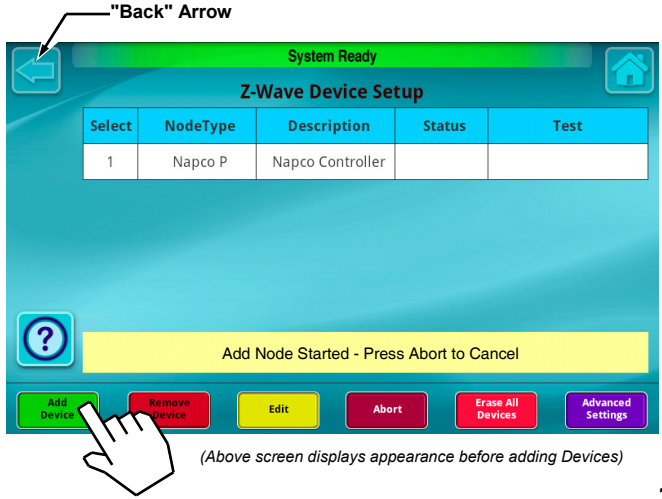


1. Tap **Add Device**. Wait for the status message field to indicate "**Add Node Started - Press Abort to Cancel**". If you wish to terminate the Add Device action, tap the **Abort** button. **Note:** Depending on the app firmware version, the device list may include an entry with the Description "**Napco Controller**" (also includes the **NodeType** "**Napco P**"; see image below). This entry is the StarLink Connect module, with its integral Z-Wave primary controller.
2. Press the "Learn" button on the device. **Note:** Z-Wave device designs can vary, including the name, location and operation of its "Learn" button (some require one button press, others require two); see the documentation for the specific device you wish to add to ensure correct operation.
3. Wait for the **NodeType**, **Description** and **Status** of the device to appear in the table.

   For example, adding a light switch may indicate "**Switch**" as the **NodeType**, "**Switch1**" as the **Description**, and "**Active**" as the **Status**.

   Test the new device: In the **Test** column, tap the button (or "arrows" for a dimmer) as required. For example, the **Test** column for a switch device will toggle "**ON**" and "**OFF**" buttons.

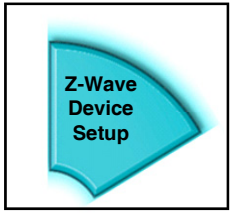
   Once all devices have been added, tap the "back" arrow (at the top left) to return to the **Automation Management** screen. **Note:** Devices that are being re-enrolled in the same network (or were previously installed in another network) must be "Removed" prior to performing this "Add" procedure. Therefore, perform the "Remove" procedure on the device even if it does not appear in the table.



(Above screen displays appearance before adding Devices)

REMOVE Z-WAVE DEVICES

To exclude / delete / remove an existing Z-Wave device:

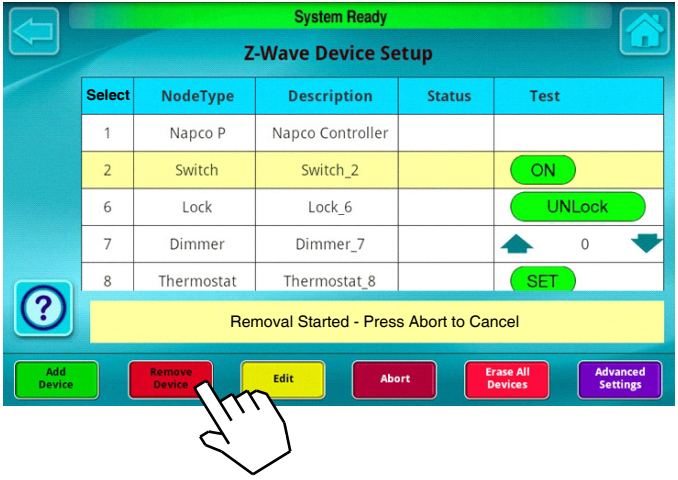


1. Tap the **Remove Device** button.
2. The status message field will indicate "**Removal Started - Press Abort to Cancel**".
3. Press the "Learn" button on the device. **Note:** Z-Wave device designs can vary, including the name, location and operation of its "Learn" button (some require one button press, others require two); see the documentation for the specific device you wish to add to ensure correct operation.

   After a short time, the status message field will indicate "**Node Removed**".

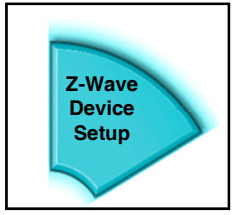
   Tap the "back" arrow (at the top left) to return to the **Automation Management** screen.

IMPORTANT: The addition and removal of thermostats from the system may cause uncontrolled and undesired thermostat settings to be in effect. *Napco is not responsible for property damage due to improper thermostat settings.*



EDIT DEVICE NAMES

When a Z-Wave device is enrolled (see page 11), its **NodeType**, **Description** and **Status** that appears in the table shown below is automatically obtained from data added by the device manufacturer. To edit the **Description** text:

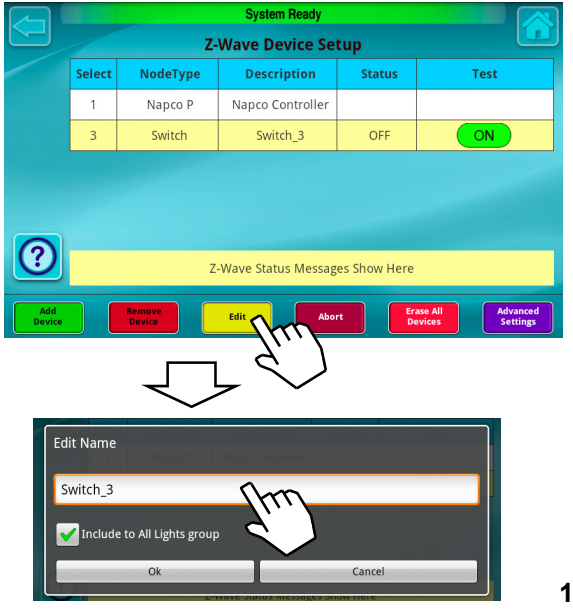


1. Tap in the **Select** column to highlight the device you wish to edit (in the image below, the device with the **Description** text "**Switch_3**" is selected).

2. Tap the **Edit** button at the bottom of the screen.

3. In the **Edit Name** screen that appears, tap the text field to open the keyboard. Type a new device **Description**. When finished, tap **Done**, then tap **OK** to save. The new device **Description** appears in the list.

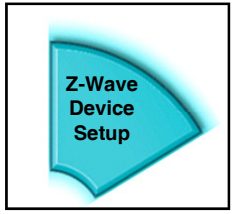
   For example, the **Description** of the highlighted switch as shown in the image at right can be changed from "**Switch_3**" to the more descriptive "**Den Light**".



   Note: If you wish to add the edited device to one of two built-in "All" Groups, then check the checkbox in the **Edit Name** screen. There are default "All Lights" and "All Locks" Groups that can be controlled by their respective icons in the **Automation** screen. See page 35.

   Tap "back" arrow (at the top left) to return to the **Automation Management** screen.

ERASE ALL Z-WAVE DEVICES

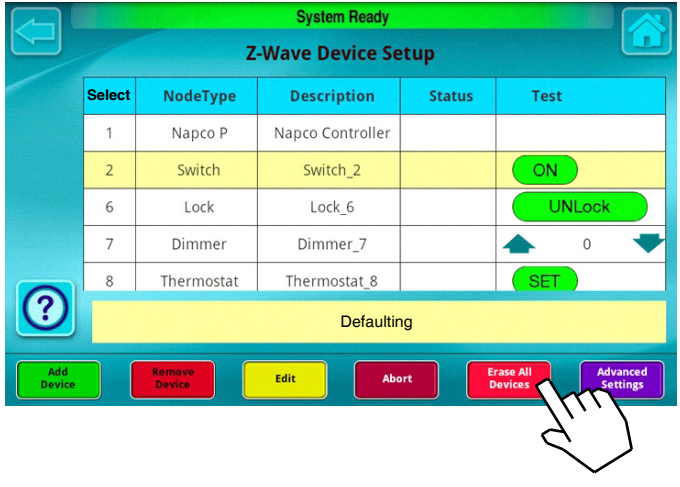


To exclude / delete all existing Z-Wave devices:

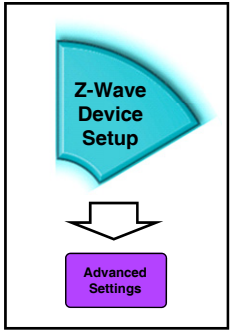
1. Tap **Erase All Devices**.
2. In the **Confirmation** screen, tap **OK** to continue (or tap **Cancel** to exit without erasing devices).
3. The status message field will indicate "**Defaulting**" and after a short time, "**Default Complete**". All devices listed in the device table (example shown below) will appear to be removed, however the memory data within each device will ***not*** be erased. Therefore, to completely erase the memory within each Z-Wave device, simply follow the steps detailed in the section "**REMOVE Z-WAVE DEVICES**" on page 12 for *each device*.

Tap the "back" arrow (at the top left) to return to the **Automation Management** screen.

IMPORTANT: The addition and removal of thermostats from the system may cause uncontrolled and undesired thermostat settings to be in effect. *Napco is not responsible for property damage due to improper thermostat settings.*

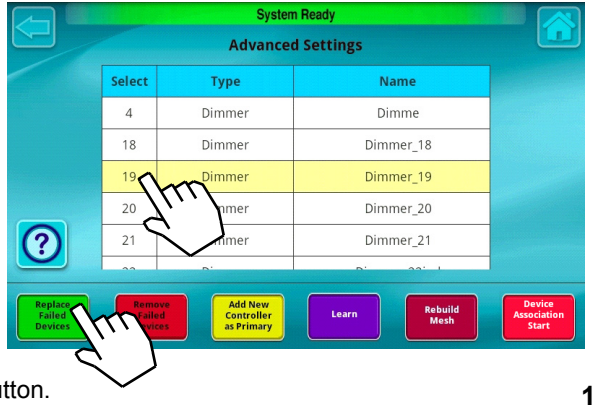


ADVANCED SETTINGS: REPLACE FAILED DEVICES



You can easily replace an existing failed, un-plugged or missing device with a new device using the **Replace Failed Devices** button. The new device must be of the same type as the failed device (e.g. replace a failed *dimmer* with a new *dimmer*). Replace a failed device as follows:

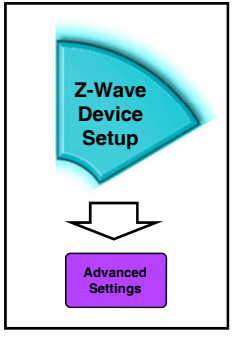
1. Unplug (depower) the failed device and plug-in (power) the new device. Ensure the new device has been "Removed" from its network if it has ever been used previously (is not "brand-new").
2. Although it is likely you have already tried testing the failed device, test it again with the device de-powered using the app. This will *ensure* the failed device is properly designated as a "failed" device within the system. After about 10 seconds, a warning popup will appear to indicate the device has failed (press **OK** to close the warning popup and continue).
3. In the **Advanced Settings** screen, tap in the **Select** column to highlight the failed device you wish to replace (in the image below, device #19 with the **Type** named "**Dimmer**" is selected).
4. Tap the **Replace Failed Devices** button.
   Wait for the system to check to be certain the selected device is non-operational or is missing (the message "**Checking for failed device**" will appear).
   After a few seconds, another status message will appear: "**Press the inclusion button"** on the new device. Therefore, press that button on the new device*.
5. Wait for the status message field to read "**Replace Complete**". Test the new device to ensure its correct operation.
   Note: The node number, Type and Name descriptions for the failed (removed) device are re-used and applied to the new (replaced) device. If these descriptions need to be changed, see "**EDIT DEVICE NAMES**" on page 13.



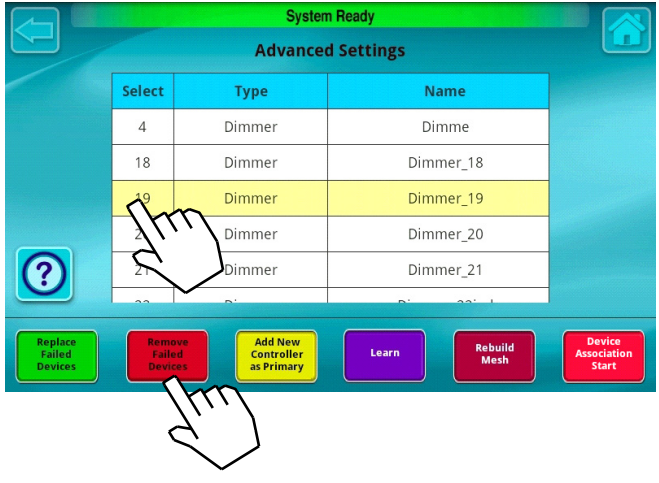
*See the documentation for the specific device to ensure correct operation of its button.

ADVANCED SETTINGS: REMOVE FAILED DEVICES

You can easily remove an existing failed, un-plugged or missing device using the **Remove Failed Devices** button. Remove a failed device as follows:

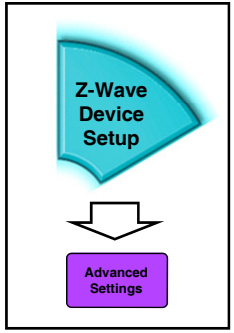


1. Although you likely already tried testing the failed device, try testing it again using the app. This will ensure the failed device is properly designated as a "failed" device within the system. After about 10 seconds, a warning popup will appear to indicate the device has failed (press **OK** to close the warning popup and continue).
2. Tap in the **Select** column to highlight the failed device you wish to remove (in the image below, device #19 with the **Type** named "**Dimmer**" is selected).
3. Tap the **Remove Failed Devices** button.
   Wait for the system to check to be certain the selected device is non-operational or is missing (the message "**Checking for failed device**" will appear).
4. Wait for the status message field to read "**Remove Complete**".
   Note: It is not possible to remove a working ("non-failed") device using these steps. To remove a working device, use the "**REMOVE Z-WAVE DEVICES**" procedure on page 12.



ADVANCED SETTINGS: ADD NEW CONTROLLER AS PRIMARY

Only one Primary Controller is allowed in your system, and only the Primary Controller can add or delete devices. A Primary Controller can be in the form of a "static" (permanently mounted) controller (like the StarLink Connect), a "portable" device like a hand-held remote controller, a Z-Wave-enabled computer or even an Ethernet router or bridge. Contact your alarm installer for a list of approved controllers that can be designated as Primary. **Note:** If the Napco StarLink Connect is the Primary Controller and a new controller is later added as the Primary, the StarLink Connect *automatically* becomes a Secondary Controller (unable to add and delete devices). To make the Napco StarLink Connect the Primary Controller again, use the **Learn** button (see page 19 for instructions).



Why add a new Primary Controller?

Some Z-Wave devices available in the marketplace only operate in low power during Learn mode; therefore the use of a portable "hand-held" Primary Controller --held within 6 feet of the device when adding-- may be necessary. In addition, your system may include distant devices connected with repeater devices; in some cases, these distant devices may only be added to your Z-Wave system directly (in other words, adding a device through a repeater may not be allowed by the repeater). As only the Primary Controller may add and remove devices, these aforementioned scenarios may require the temporary addition of a portable hand-held Primary Controller.

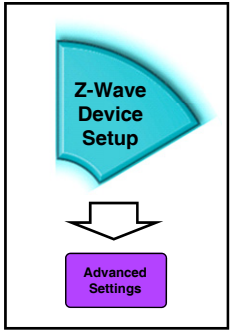
To make a new controller the Primary Controller, proceed as follows:

1. Tap the **Add New Controller as Primary** button.

ADD NEW CONTROLLER AS PRIMARY (CONT'D)

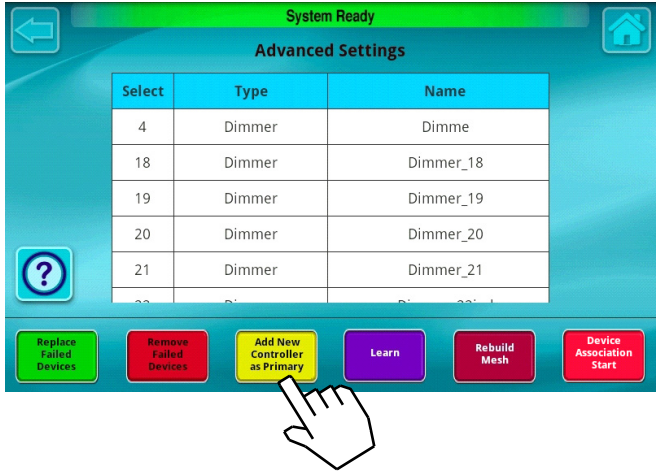
2. Wait for the status message field to indicate "**Add node started**".
3. Put the new controller into its "add controller as primary" mode. **Note:** Each model controller may differ; see the documentation that came with the controller for the exact procedure.
4. The following status messages will appear: "**Adding Controller**"..."**Node Added**"..."**Update complete**". The new Primary Controller will appear in the device list with a **NodeType** that will vary with the manufacturer (will likely indicate "**Controller**" or "**Controller P**").

   The former Napco StarLink Connect Primary and current Napco StarLink Connect Secondary Controller will appear with a **NodeType** of "**Napco S**".



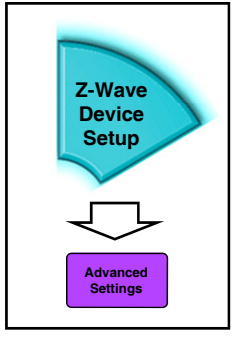
5. **Test the devices:** Use the new Primary Controller to operate devices and add new devices.

   Tap "back" arrow (at the top left) to return to the **Automation Management** screen.



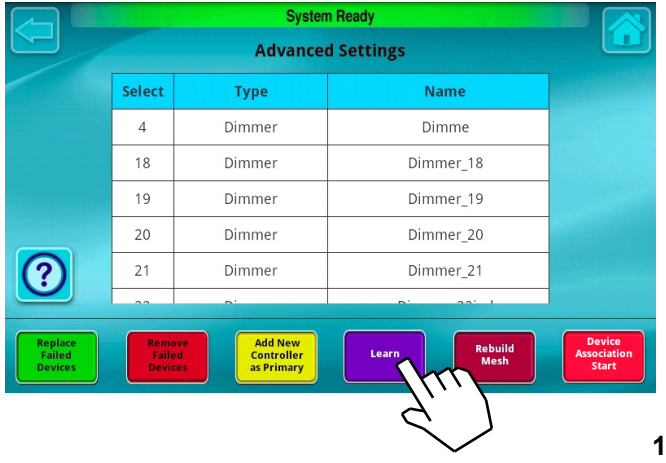
ADVANCED SETTINGS: LEARN

The **Learn** button is used when you wish to add the StarLink Connect Controller to another network as a Secondary Controller or to another network as a Primary Controller. In either case, the StarLink Connect Controller receives "protocol replication data" from the Primary Controller of the other network. The other network, in this scenario, is a Z-Wave network separate from the iBridge Z-Wave network described so far in this User Guide.



When you decide to add the StarLink Connect Controller to another network as a Secondary Controller or to another network as a Primary Controller, this process is initiated and performed by the Primary Controller of the other network., You will need to consult the documentation for the Primary Controller of this other network for the exact procedure, but at some time during this process, it will be requested to press the "Learn" button of the Controller you wish to add to the other network (namely the StarLink Connect). When so requested, tap the "Learn" button shown in the image below.

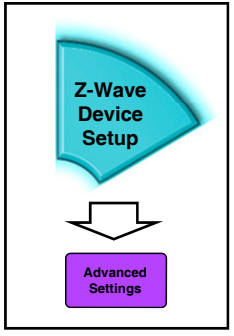
"Replication" refers to the protocol replication between Controllers that is used to exchange protocol replication data between different Controllers within the same network. When the Learn button is pressed, the StarLink Connect *receives* "protocol replication data" from the Primary Controller of the other network because the StarLink Connect is being added to (included into) the other network, and thus "needs" this data in order to operate within the other network.



Tap the "back" arrow (at the top left) to return to the **Automation Management** screen.

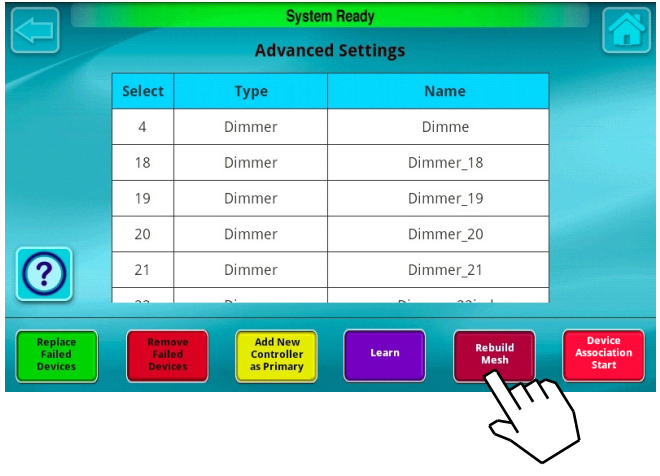
ADVANCED SETTINGS: REBUILD MESH

Rebuilding the mesh is a request to redesign the internal Z-Wave database routing table to increase communication efficiency and to accelerate device response times.
Each device or controller in the system not only captures and disseminates its own network data, but also relays data for other nodes. Rebuilding the mesh should be performed after physical changes are made to the network, such as after home construction projects, the addition of new appliances or wireless devices, or any other physical changes to the premises that might affect network communications.
Rebuild the mesh as follows:

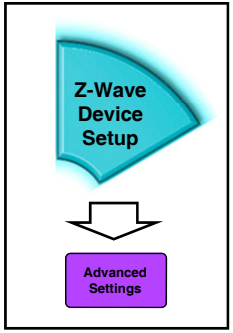


1. Tap **Rebuild Mesh**.
2. In the **Confirmation** popup that appears, tap **OK** to proceed.
3. When finished, the message **Rebuild Mesh Complete** appears.
4. Tap "back" arrow (at the top left) to return to the **Z-Wave Device Setup** screen. In the **Test** column, tap the button (or "slide bar" for a dimmer) to test the devices as required.

   Note: Devices that cannot be added will be listed with an asterisk in place of the first letter of the device name (for example, "Dimmer12" will be displayed as "*immer12"). Ensure the device is within range of the StarLink Connect or is in a network whose devices support *Explorer Frames* (Z-Wave protocol version 4.5 or greater). See the device instructions for range limits. If the device is within range but is still unable to be included, remove / restore power to the device, then repeat the inclusion process.

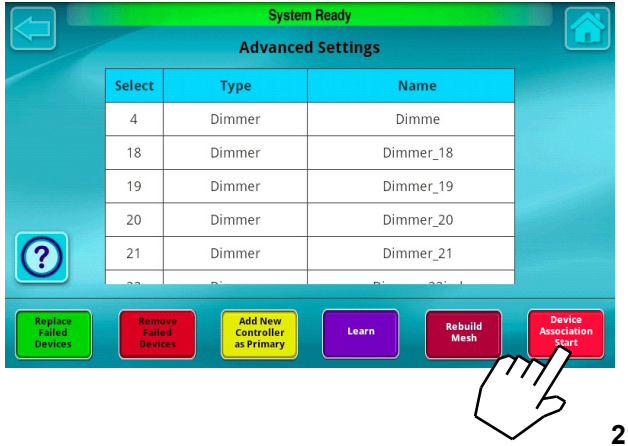


ADVANCED SETTINGS: DEVICE ASSOCIATION START

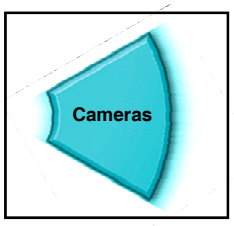


Associations allow Z-Wave transmitter source ("secondary") devices (such as certain model motion detectors, wall switches and dimmers) to send commands ***directly*** to other target ("master") Z-Wave devices (such as lamp modules and appliance modules wired to the electrical load). For example, at the bottom of a staircase, a battery powered Z-Wave dimmer "secondary/source" device is associated with a "target/master" Z-Wave dimmer at the top of the staircase that is wired to a ceiling fixture. In order to create associations, devices at both ends of the association must be designed by the manufacturer to support Associations (devices are usually labeled "Supports Z-Wave associations"). **Note:** See the documentation for the specific device to ensure correct operation of its "Learn" button used during the Association process, as follows:

1. Tap **Device Association Start**. Wait for the status message field to indicate "**Association Process Started, Activate Master Device Node**".
2. At the target/master device that is wired to the electrical load, press the "Learn" button on the device. Wait for the status message field to indicate "**Master Node Registered, Activate Secondary Device Node**".
3. Press the secondary/source device "Learn" button and wait for the status message field to indicate "**Secondary Node Recognized, Activate Additional Secondary Nodes**". (Optional) Press the secondary/source device "Learn" button of any additional devices you wish to associate to the target/master device, if any.
4. When finished, tap **End Device Association** button. Wait for the status message field to indicate "**Association Process Complete, Update Complete**".
5. Test the new devices for correct operation.



CAMERA MANAGEMENT

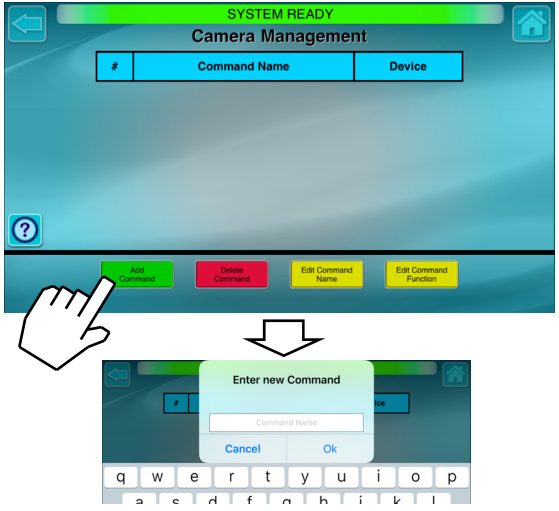


You can create custom "Commands" to trigger cameras or other electronic equipment, and these Commands can then be added to Events or Scenes. The default settings allow Napco cameras to be added easily, and these settings can be customized to trigger almost any IP-controllable piece of equipment. To add a command:

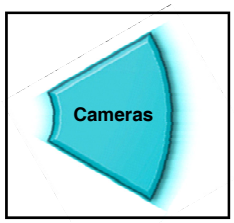
1. In the "empty" **Camera Management** screen shown below, tap **Add Command** and type a Command name in the **Enter Command Name** screen. When finished, tap **Done**, then tap **OK** to save.

2. The **Camera Configuration** screen automatically opens (see next page). Above each entry are the following headings that can be added or edited as follows:

   - **DEVICE:** Defines the piece of equipment to be triggered. The default entry of "**Camera**" can be tapped to allow the selection of non-camera entries ("**IP**").
   - **ID TYPE:** Defines the way the system will identify the DEVICE using the default "**MAC**" (the unique *Media Access Control* address of the device).
   - **NETWORK ADDRESS:** Defines the **ID TYPE** data. Tap this blank field to open the keyboard, allowing new data to be added or existing data to be edited.
   - **COMMAND STRINGS:** A radio button allows the selection of either the **Default** (pre-configured auto-discovery settings for Napco cameras only) or **Custom**. To add a custom alphanumeric string, tap the **Custom** radio button, then tap the field below it to open the keyboard. **Note:** The **Custom** selection is reserved for future use.

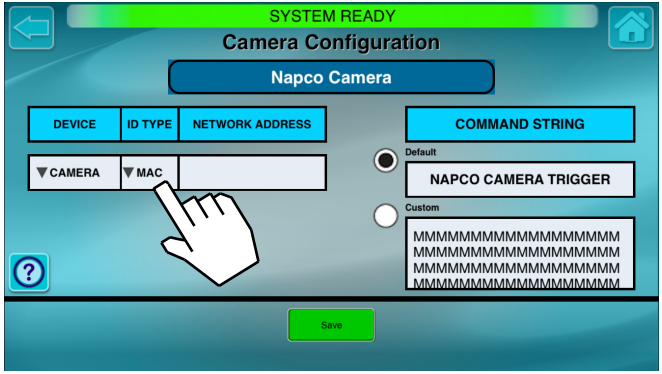


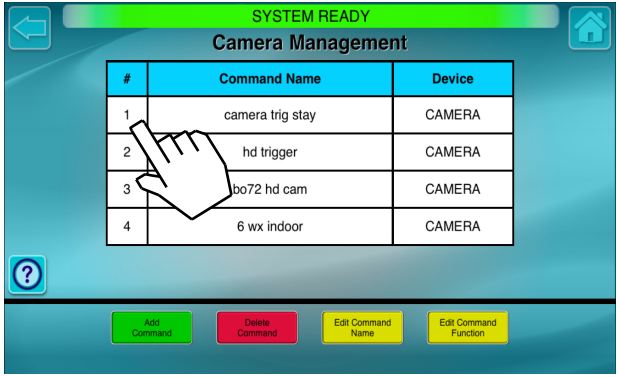
CAMERA MANAGEMENT (CONT'D)



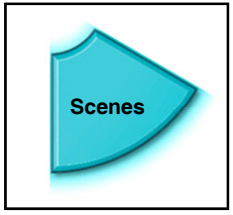
3. When finished tap **Save**. The **Camera Management** screen opens, allowing you to add new, delete existing or edit existing Commands, as follows:

- **Add Command:** Tap to add a new Command to the **Camera Management** screen.
- **Delete Command:** Tap in the **Select** column to highlight a Command, then tap **Delete Command** to remove the selected Command from the system.
- **Edit Command Name:** Tap in the **Select** column to highlight a Command, then tap this button to open the **Edit Command Name** dialog; tap the existing text to open the keyboard, allowing the Command Name text to be changed as needed.
- **Edit Command Function:** Tap in the **Select** column to highlight a Command, then tap this button to open the **Camera Configuration** dialog; see step 2 on page 22 for a description of the headings that can be edited.





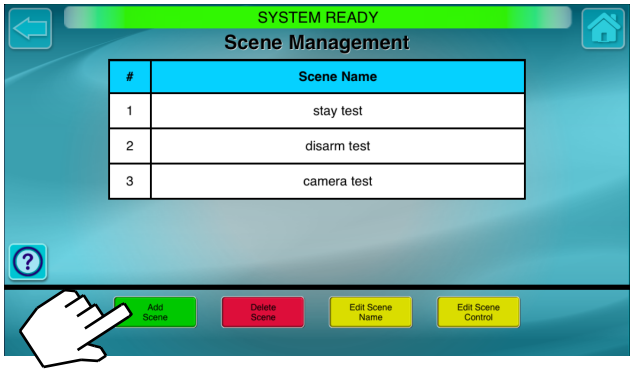
ADD SCENES

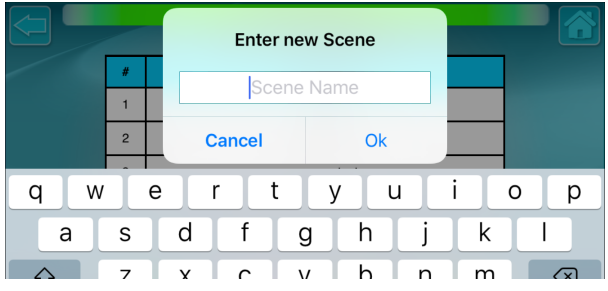


The **Scene Management** screen is used to control single or multiple Z-Wave devices, cameras and security system components according to predetermined settings. These settings all work together to create a particular atmosphere, effect, or other desired task. In the example shown below, a button on a controller could be dedicated to a Scene named "**Movie Night**" where certain lights are dimmed and doors are locked.

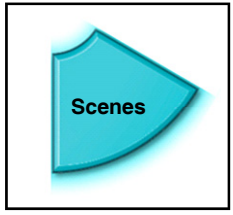
Scenes are powerful tools for home automation because they let simple actions control complex tasks that greatly enhance your home automation experience. To add a new Scene:

1. In the "empty" **Scene Management** screen (shown below left), tap **Add Scene**.
2. In the **Enter Scene Name** dialog (shown below right), tap the empty text field to open the keyboard and type a new Scene name. Examples may include "Movie Night", "Dinner Party" or "Leaving Home". When finished, tap **Done**, then tap **OK** to save. The **Scene Creation** screen automatically opens, as shown on the next page (or tap in the **Select** column to highlight the Scene, then tap **Edit Scene Control**).





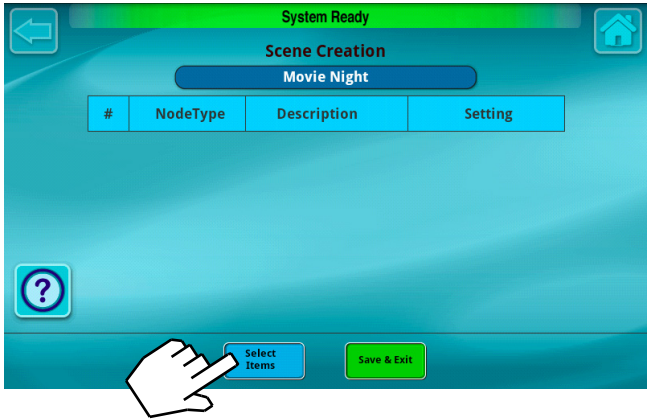
ADD SCENES (CONT'D)

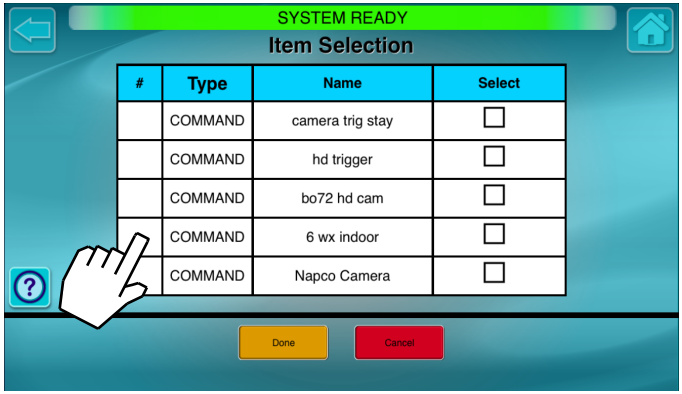


3. In the **Scene Creation** screen (shown below left), tap the **Select Items** button to open the **Item Selection** screen (shown below right). Here a scrollable list of controllable items appears, allowing you to create your customized Scene. Tap in the **Select** column to highlight one or multiple items to add (to scroll through the list, *press and hold* an item in the **Type** or **Name** column, then drag your finger up or down). Tap **Done** to add the item(s) to the **Scene Creation** screen (when finished, tap **Save & Exit** to save your Scene).

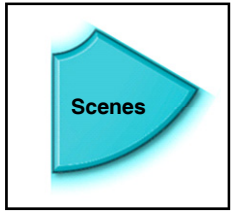
For example, when selecting items for "**Movie Night**", you can turn off all lights except certain dimmers, set the thermostat to a selected temperature, and lock the doors.

To make use of your new Scenes, see the section, "**Scenes Control**" on page 36.



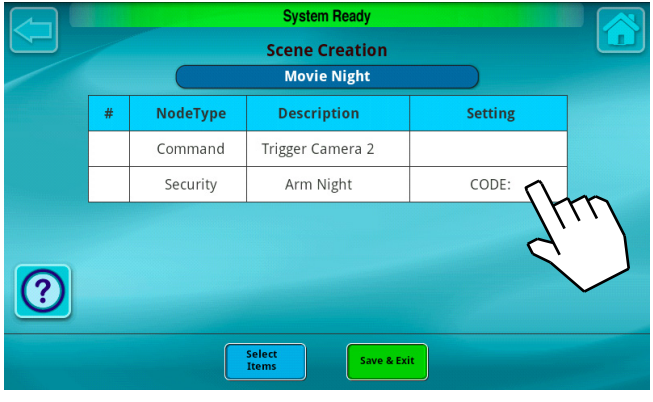


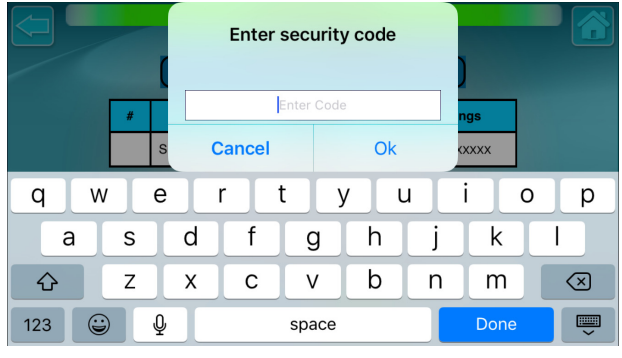
ADD SCENES (CONT'D)



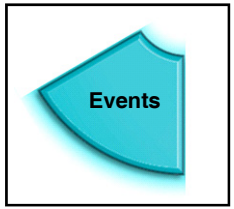
Note: When adding control panel **Security** items (like **Arm Night** in the example below), you must add the user code to the **Scene Creation** screen. As shown in the example below, tap **CODE** in the **Setting** column to open the **Enter the Security Code** screen. Tap in the empty field to open the keyboard to add your user code as required.

SECURITY WARNING: If you create a Scene or Event that involves arming the alarm control panel and the system is configured to use the Napco "Classic" keypad style, then ensure the User Code entered into the Scene or Event configuration screens is an "ARM ONLY" Code. If not, subsequent activation of the Scene or Event will disarm the alarm panel.





ADD EVENTS

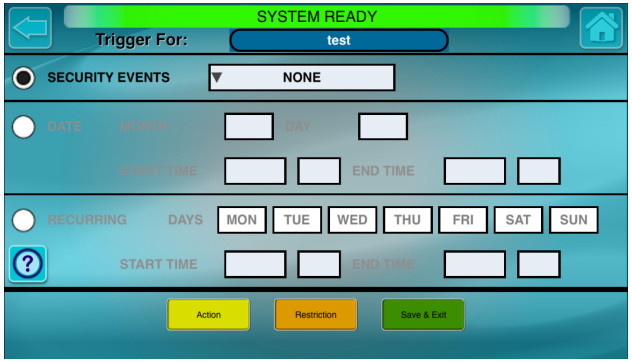


An Event is composed of up to **three** elements. To summarize, an event ("**Trigger**") occurs and a selected response ("**Action**") will occur, provided certain conditions ("**Restrictions**") are met. Examples include:

- **Trigger**: A security alarm control panel event initiated either by the user (such as the opening of the garage door or an entrance door) or by the system (such as a Burglary alarm or the arming or disarming of the system) or by a date, time of day or day of week.
- **Action**: An Action is simply what should happen when a Trigger occurs. A response to a Trigger could include turning a light on or off, the activation of an existing **Scene**, a command to begin the recording of a camera or a change in a thermostat setting. Any piece of equipment that can be controlled through the various Automation Management screens can be programmed as an Action. Up to 10 Actions are allowed per Trigger.
- **Restriction**: Select limitations that, if met, will allow the Action. Examples include time of day limitations, day of week limitations and security alarm zone status conditions.

Event Example: For an Event named **Arrive at Home:** Opening the garage door zone ("**Trigger**") will turn on all lights ("**Action**") but only between 5 PM and 10 PM ("**Restriction**") to avoid waking others in the home who might be sleeping.

Step though each of these three elements as follows:



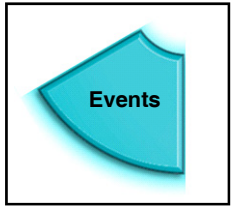
1. Add a Trigger

Tap Add Event. Type the name of your new Event in the **Enter Event Name** field by tapping the empty field to open the keyboard (you can always go back later and edit the name). For example, type "**Arrive at Home**".

In the **Trigger For** screen (shown at right), define the Trigger as either a **SECURITY EVENT**, or for a yearly "**DATE**" or weekly ("**RECURRING**") recurrence pattern, defined below:

- **SECURITY EVENT**: Tap the big pull-down field to select a security alarm control panel event. If additional data needs

to be added (such as a **Code**, a **Relay** number or a **Zone** number, tap the field that appears to add the data as necessary. For example, selecting **PANEL DISARM** will require a User Code to be entered in the "**User ID**" field that appears.



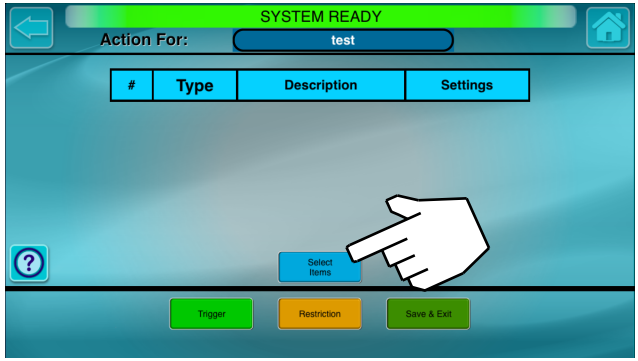
- **DATE**: Program a yearly recurrence pattern. For example, "*Every May 12 at 4 PM Trigger the Action*". First tap the **Date** radio button, then tap the blank fields to select a **Month**, **Day** and **Start Time**. Remember to select the **End Time** of the Trigger to end the Event (see Note below).
- **RECURRING**: To program a daily or weekly recurrence pattern for the Trigger: Tap the **Recurrence** radio button, then tap to highlight each day the Trigger will start the Event; also tap to select the **Start Time** and **End Time** of the Trigger (see Note below).

Note: The **End Time** applies only to switch devices (returned to their original state after the **End Time** passes). The **End Time** field is ignored for all Action devices that are not switches (default is **None**).

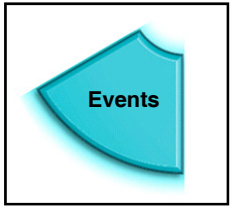
2. Add an Action

Tap the **Actions** button to open the **Action For** screen (shown at right), then tap the **Select Items** button to select from a list of available Actions (up to 10 Actions allowed per Trigger). Tap in the **Select** column to highlight each Action to add, then tap **Done**. All Actions selected are then listed in the **Action For** screen.

Configure each Action in its **Setting** column as required. For example, the **Setting** column for a switch device can be set to either "**ON**" or "**OFF**"; the setting for a thermostat will open a **Climate Control** screen to allow the temperature to be set.



ADD EVENTS (CONT'D)



3. Add a Restriction (optional)

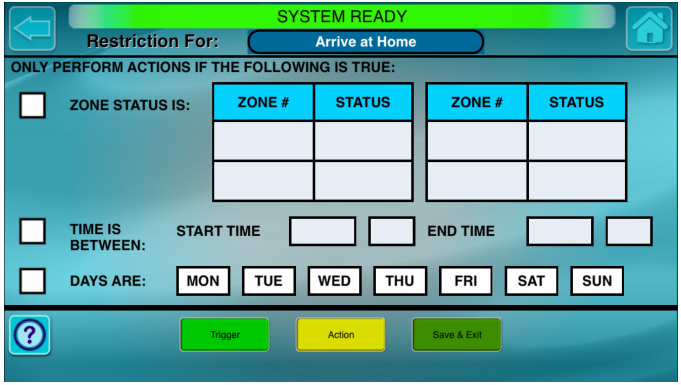
Tap the **Restrictions** button to open the **Restriction For** screen (shown below). The Action (s) to occur upon the Trigger event can be restricted by requiring a specific zone status to be "true". Configure as follows:

- **ZONE STATUS IS**: Check to enable the **Zone #** and **Status** table whereby the Action(s) will be performed only if the table fields are "true". Tap the blank **Zone #** field(s) to open the keyboard and type the zone number (press **Done** to save). Then tap the **Status** field for that zone and select either "**Open**", "**Closed**" or "**Alarm**".

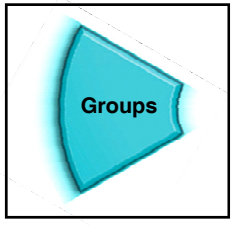
When finished, tap the **Save & Exit** button to save your settings and enable the Event.

Tap the "back" arrow (at the top left) to return to the **Automation Management** screen.

SECURITY WARNING: If you create a Scene or Event that involves arming the alarm control panel and the system is configured to use the Napco "Classic" keypad style, then ensure the User Code entered into the Scene or Event configuration screens is an "ARM ONLY" Code. If not, subsequent activation of the Scene or Event will disarm the alarm panel.



ADD GROUPS

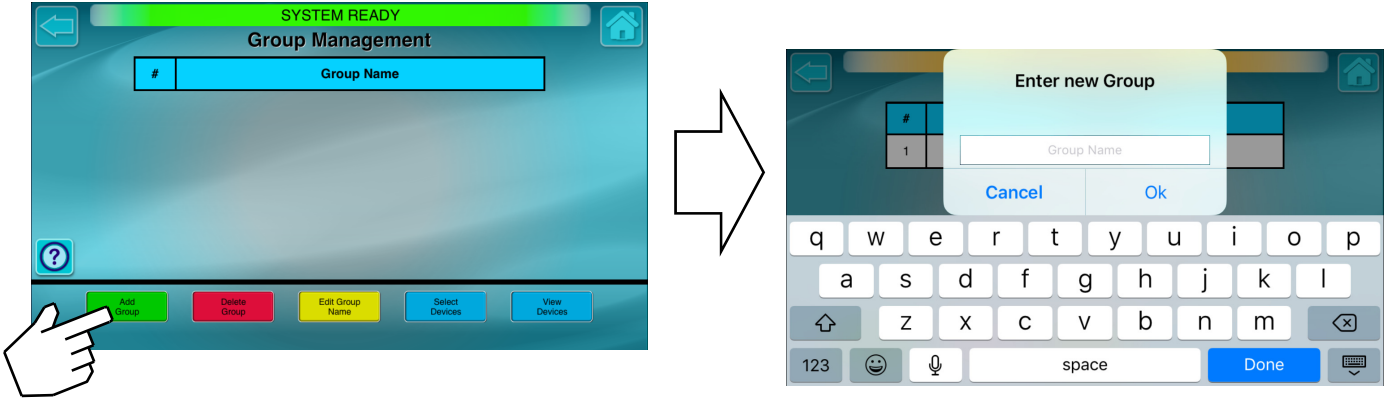


Groups help to organize Z-Wave devices in large installations, making them easy to locate. For example, add a Group named "Dining Room" for all Z-Wave lights and switches located in that room. Devices can be added to two or more Groups.

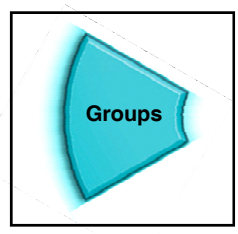
To add a new Group:

1. Tap **Add Group**.

   In the **Enter Group Name** screen, tap the text field to open the keyboard. Type a new name of the Group (for example, "Den" for all devices located in that room). When finished, tap **Done**, then tap **OK** to save (or **Cancel** to exit without saving).



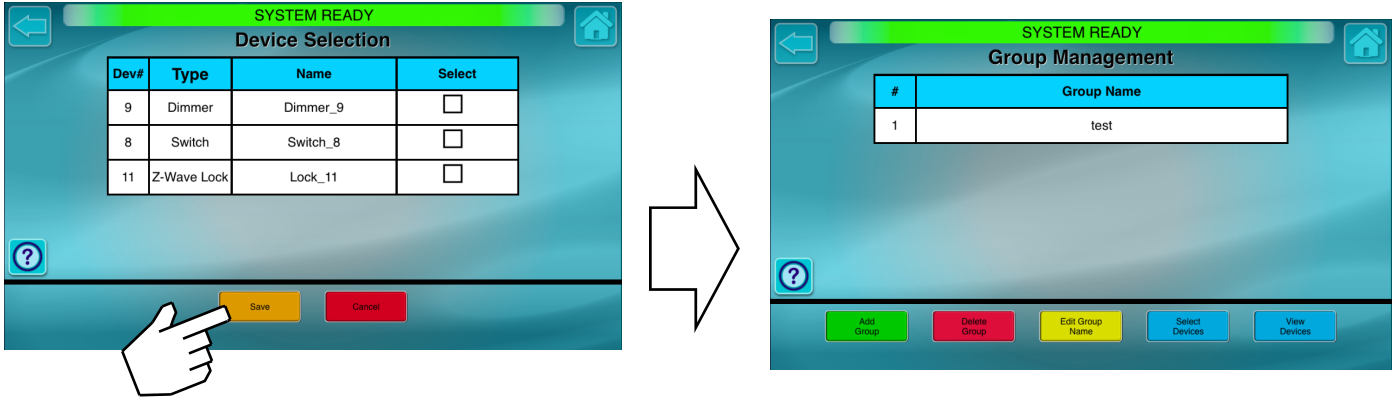
ADD GROUPS (CONT'D)



2. In the **Device Selection** screen that automatically appears (shown below left), scroll through the list and tap in the **Select** column to highlight the devices you wish to add. When finished, tap **Save**.

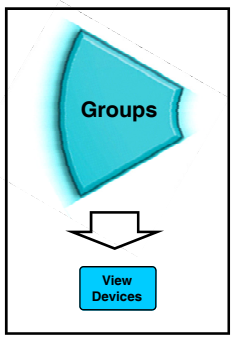
Only the devices that remained highlighted when **Save** was tapped will be added to the Group. The **Group Management** screen automatically appears (shown below right) listing all Groups.

In the **Group Management** screen, to add or remove the devices in a Group, simply tap in the **Select** column to select the Group, then tap **Select Devices** (see next page).



GROUPS: SELECT DEVICES

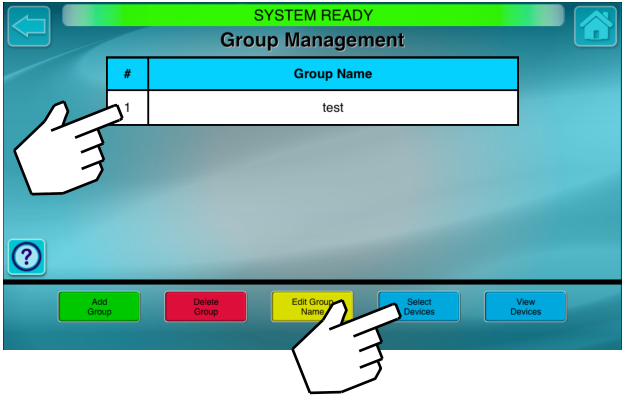
To add or remove the devices within an existing Group:

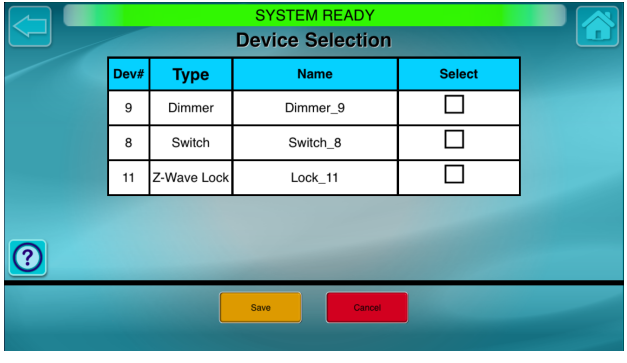


1. In the **Group Management** screen (shown below left), tap in the **Select** column to select the Group Name you wish to view.

2. Tap the **Select Devices** button.

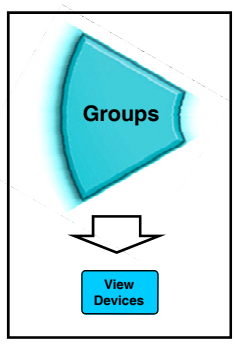
3. In the **Device Selection** screen that appears, scroll through the list to view the devices in the Group. To make changes, scroll through the list and tap in the **Select** column to highlight the devices you wish to add. When finished, tap **Save** to return to the **Group Management** screen.





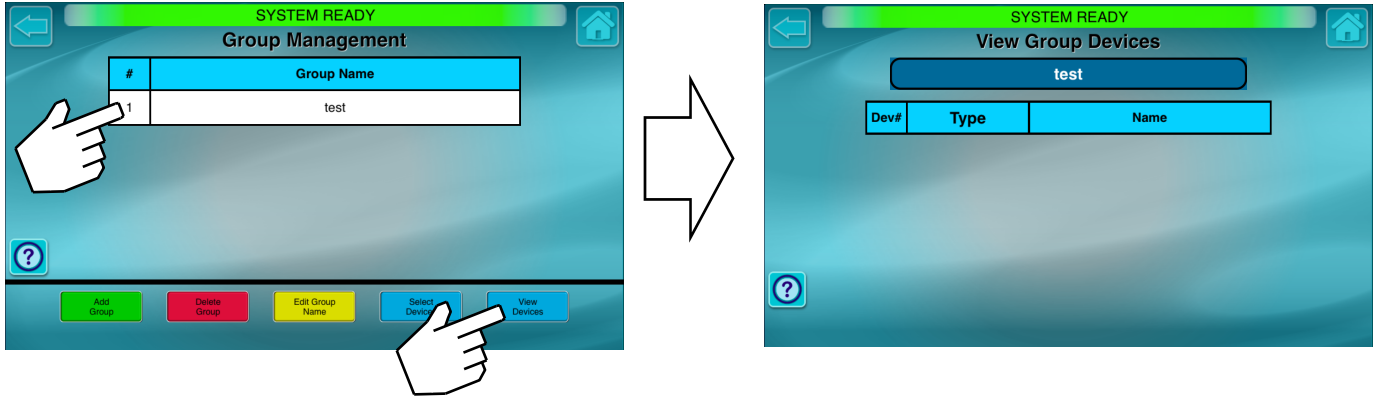
GROUPS: VIEW DEVICES

To view the devices within an existing Group:

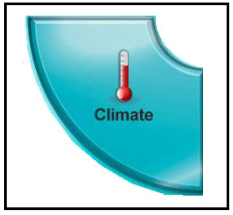


1. In the **Group Management** table (shown below left), tap in the **Select** column to select the Group Name you wish to view.
2. Tap the **View Devices** button.
3. In the **View Group Devices** screen that appears, scroll through the list to view the devices in the Group.

   Tap the "back" arrow (at the top left) to return to the **Group Management** screen.



USING YOUR SYSTEM: CLIMATE CONTROL

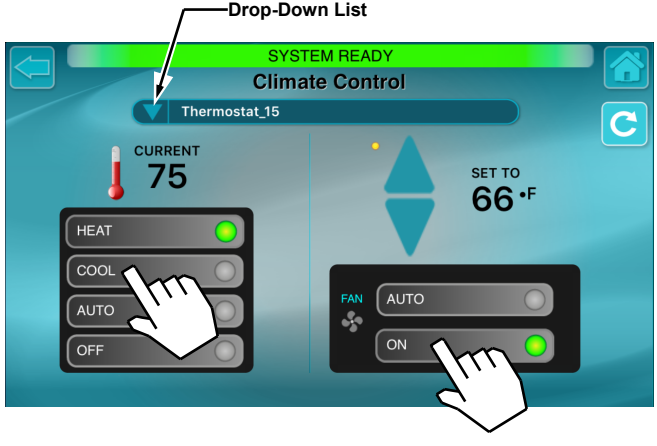


To control the Z-Wave enabled thermostats within your system:

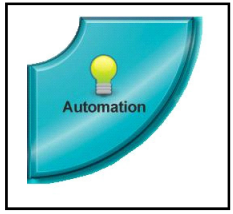
1. In the **Home Screen**, tap **Climate**.
2. In the **Climate Control** screen (shown below), tap the "Drop-Down List" to select the thermostat you wish to control.
3. All features of the selected thermostat model are available to be controlled wirelessly, including the ability to:
   - View the current temperature of the monitored room (displayed under the word "**CURRENT**");
   - Change the heat and cool set-point temperature degree setting (tap the up/down arrows next to the words "**SET TO**";
   - Turn the heating and cooling system on or off;
   - Tap **Auto** to run pre-programmed temperature settings

   Note: The "**SET TO**" option is not available when the thermostat is set to **Off**.

   Tap the "back" arrow (at the top left) to return to the Napco Security Application **Home Screen**.



USING YOUR SYSTEM: AUTOMATION



The **Automation** screen allows you to view and control all of your Z-Wave enabled devices. Tap the "Drop-Down List" to view a list of Groups in the system. By default, all dimmers and switches are assigned to the "**All Lights**" Group when first added to the system. For example, to view all lights:

1. In the Napco Security Application **Home Screen**, tap **Automation**.
2. In the **Automation** screen (shown below), tap the "Drop-Down List" to select **All Lights**. All Devices with the Type name of "Light" will be listed. In the example shown below, a Device with the name of "Dimmer" is listed first, accompanied by its activation slide bar.

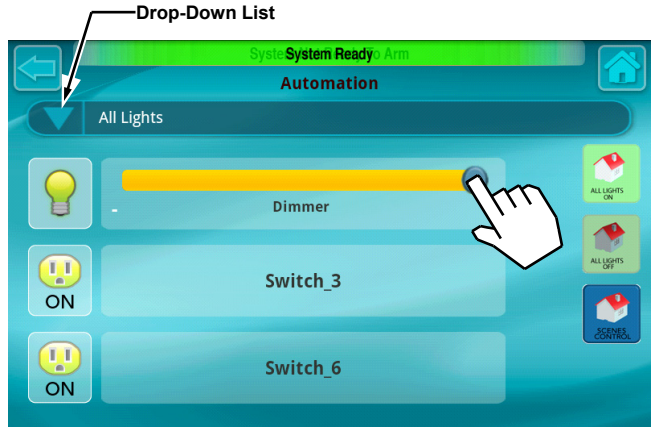
   To the right are three buttons:

All Lights On: Tap to turn on all lights in the system.

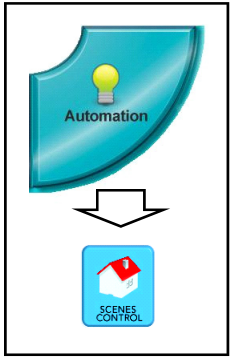
All Lights Off: Tap to turn off all lights in the system.

Scenes Control: Tap to open the Scenes Control screen that displays a button for each created Scene in the system. See next page for details.

Tap the "back" arrow (at the top left) to return to the Napco Security Application **Home Screen**.



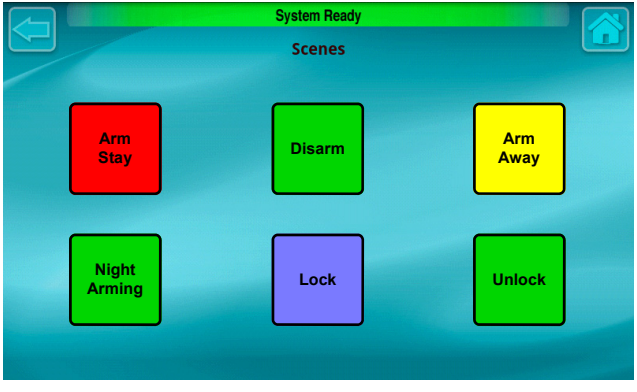
USING YOUR SYSTEM: SCENES CONTROL



Turning on a Scene adjusts Z-Wave devices, cameras and security system components according to predetermined settings to create a particular atmosphere, effect, or other desired task. To access all of the Scenes in your system:

1. In the Napco Security Application **Home Screen**, tap **Automation**.
2. Tap the **Scenes Control** button.
3. In the **Scenes** screen (shown below), each existing Scene in the system appears as a button. To turn on a Scene, simply tap its button.

   Using an example in the screen below, "**Disarm**" is used after disarming your alarm system. In this example, the foyer lights near the entry door are turned on, the thermostat temperature is turned to a pre-set temperature and the living room dimmer lights adjust to 80%.

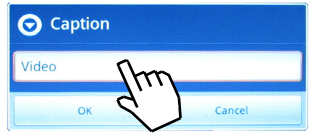


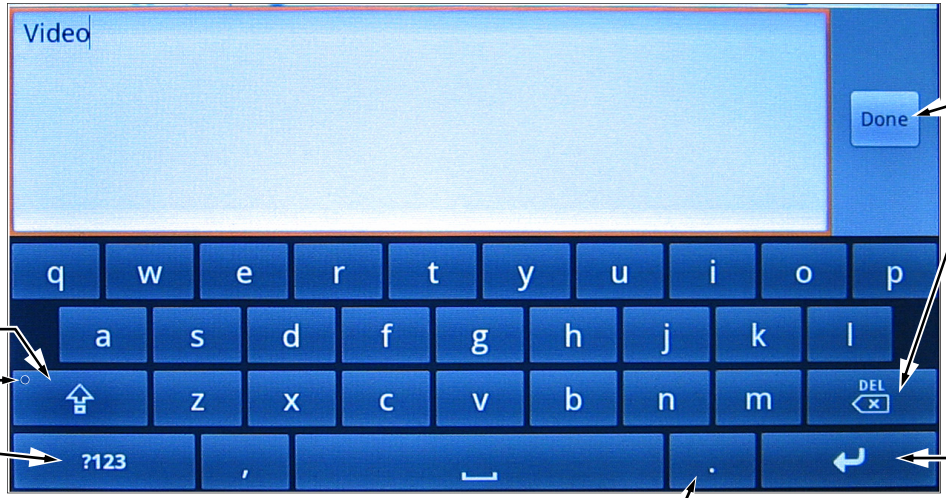
Scenes are powerful tools for home automation because they allow a simple press of a button to control complex tasks, greatly enhancing the user experience.

USING THE ONSCREEN KEYBOARD

Standard Keyboard

The "Standard" onscreen keyboard allows you to type text, numbers and other characters. With some applications, the onscreen keyboard opens automatically; most other applications (such as in the **Caption** popup shown at right) require you to tap the text field to open the keyboard.





Tap to save when finished typing

Backspace
(Moves cursor one column to the left, deleting the character in that position)

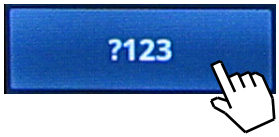
Shift
Tap twice (or press and hold) for ALL CAPS (light turns on)

Symbols
Tap to switch to the numbers and symbols keyboard (see next page for more options)

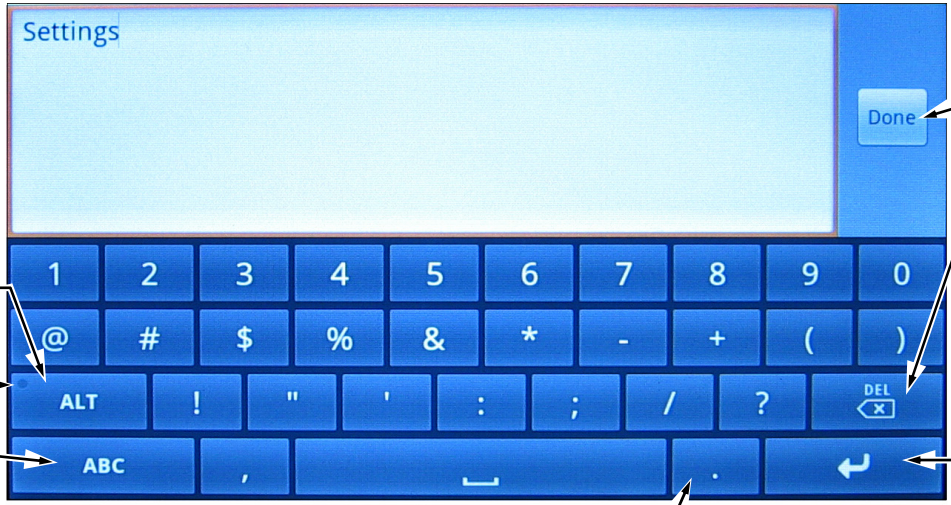
Enter
("Return key") Tap to end a paragraph

Period
Press and hold to open a small window with a set of common symbols

USING THE ONSCREEN KEYBOARD (CONT'D)



Numbers and Symbols
On the "Standard" keyboard shown on the previous page, tap the "**?123**" key and switch to the "Numbers and Symbols" keyboard shown below.



Tap to save when finished typing

Backspace
(Moves cursor one column to the left, deleting the character in that position)

ALT
Tap for additional symbols shown on next page (light turns on)

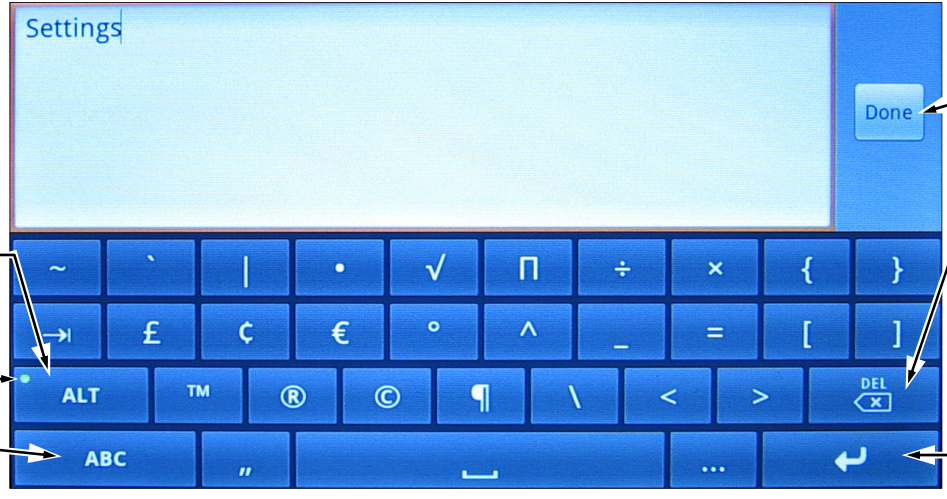
ABC
Tap to switch back to the "Standard" keyboard (shown on previous page)

Period
Press and hold to open a small window with a set of common symbols

Enter
("Return key") Tap to end a paragraph

USING THE ONSCREEN KEYBOARD (CONT'D)

Additional Symbols
On the "Numbers and Symbols" keyboard shown on the previous page, tap the unlit "**ALT**" key and switch to the "Additional Symbols" keyboard shown below (**ALT** key is lit).



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This warranty shall not apply to any equipment, or any part thereof, which has been repaired by others, improperly installed, improperly used, abused, altered, damaged, subjected to acts of God, or on which any serial numbers have been altered, defaced or removed. Seller will not be responsible for any dismantling or reinstallation charges.

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Any action for breach of warranty, including but not limited to any implied warranty of merchantability, must be brought within the six months following the end of the warranty period.

IN NO CASE SHALL NAPCO BE LIABLE TO ANYONE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, EVEN IF THE LOSS OR DAMAGE IS CAUSED BY THE SELLER'S OWN NEGLIGENCE OR FAULT.

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NAPCO RECOMMENDS THAT THE ENTIRE SYSTEM BE COMPLETELY TESTED WEEKLY.

Warning: Despite frequent testing, and due to, but not limited to, any or all of the following; criminal tampering, electrical or communications disruption, it is possible for the system to fail to perform as expected. NAPCO does not represent that the product/system may not be compromised or circumvented; or that the product or system will prevent any personal injury or property loss by burglary, robbery, fire or otherwise; nor that the product or system will in all cases provide adequate warning or protection. A properly installed and maintained alarm may only reduce risk of burglary, robbery, fire or otherwise but it is not insurance or a guarantee that these events will not occur. CONSEQUENTLY, SELLER SHALL HAVE NO LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR OTHER LOSS BASED ON A CLAIM THE PRODUCT FAILED TO GIVE WARNING. Therefore, the installer should in turn advise the consumer to take any and all precautions for his or her safety including, but not limited to, fleeing the premises and calling police or fire department, in order to mitigate the possibilities of harm and/or damage.

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Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, or differentiate in their treatment of limitations of liability for ordinary or gross negligence, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE FOLLOWING STATEMENT IS REQUIRED BY THE FCC.

This equipment generates and uses radio-frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class-B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: reorient the receiving antenna; relocate the computer with respect to the receiver; move the computer away from the receiver; plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: “How to Identify and Resolve Radio-TV Interference Problems”. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402; Stock No. 004-000-00345-4.