



ClareVue Lighting 5 Button Keypad Integration Notes

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Preface

For information on Z-Wave and ClareHome, see [Installing Z-Wave with ClareHome](#).

Notes

- When installing Z-Wave devices, ensure that there is nothing inhibiting their signal. Z-Wave relies on radio signals. Metal or thick walls may limit their signal strength.
- We recommend having 2 or more repeating Z-Wave devices.

Introduction

The ClareVue Lighting 5 Button Keypad (CL-5KP) integrates with ClareHome via the Z-Wave network. Installers only need to pair (add) the keypad into ClareHome, and then customize the keypads buttons.

By integrating the ClareVue 5 Button Keypad into the ClareHome control system, your customers can control the associated lights or scenes from their Android or iOS devices.

Installing the 5 button keypad

Only qualified installation technicians should install ClareVue lighting devices. Follow the installation and programming instructions that came with your ClareVue lighting devices. After installing the keypad, pair it to the ClareHome project.

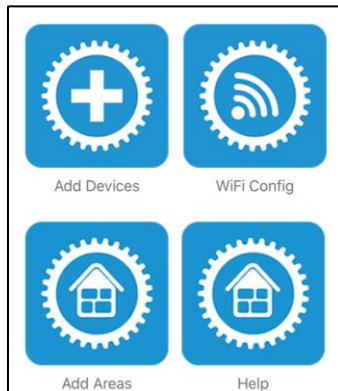
Note: The keypad is configurable using the ClareHome app, the Clare Controls Install Assist app, and Fusion.

Pairing and configuring the keypad in the apps

After installing the keypad, pair and configure it.

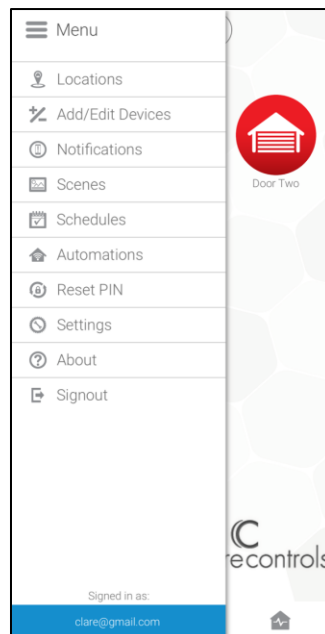
To pair the keypad using ClareHome and Install Assist:


1. Access the Clare Controls Install Assist app, and then tap **Add Devices**.

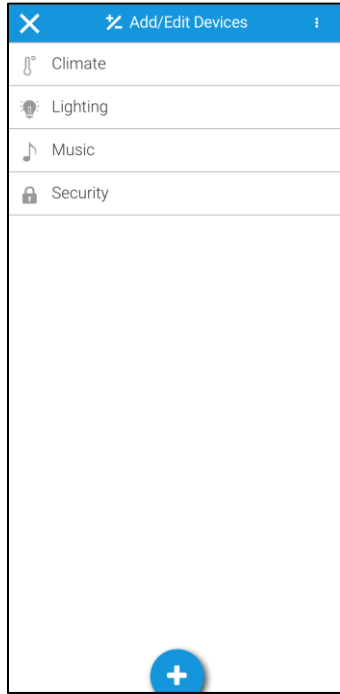


– or –

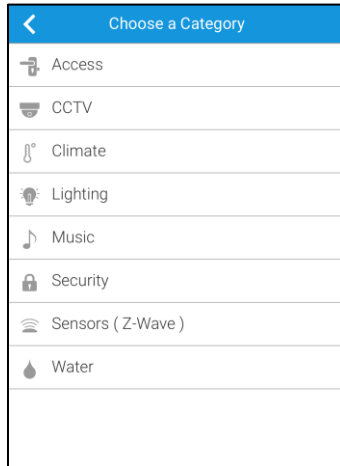
Access the ClareHome Mega Menu, and then tap **Add/Edit Devices**.



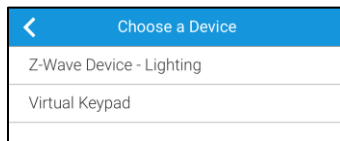
2. At the bottom of the screen, tap the plus icon .



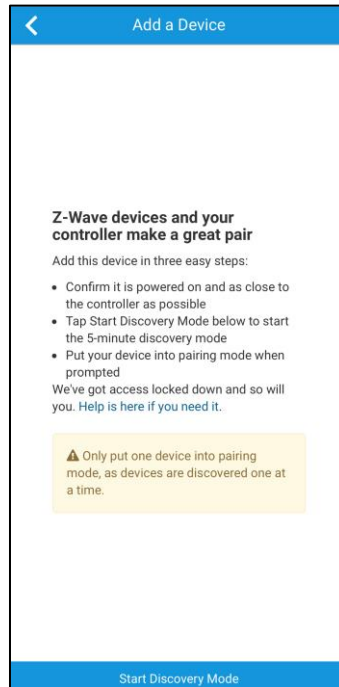
3. Tap **Lighting**.



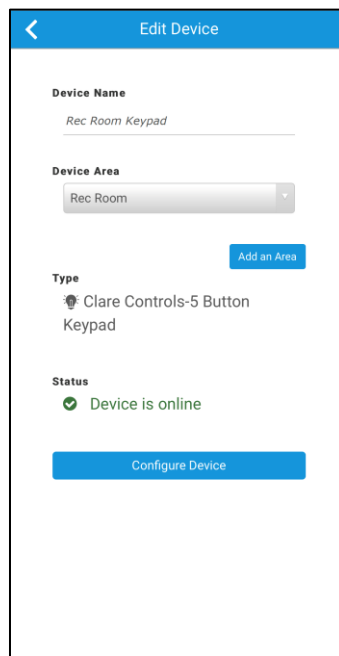
4. Tap **Z-Wave Device - Lighting**.



5. Tap **Start Discovery Mode**, and then pair the device as per the manufacturer's instructions.



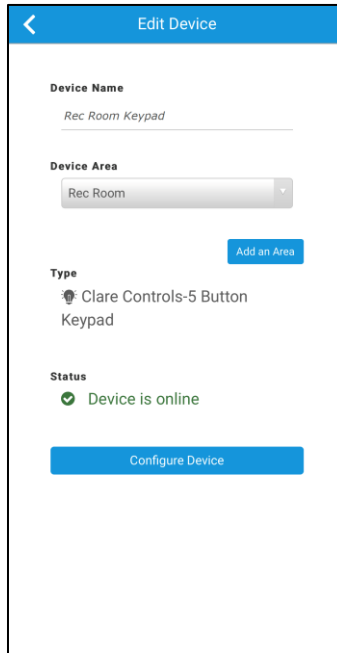
6. Enter a name for the keypad, and then select an area.



7. Tap outside of the area drop-down, and then configure the keypad buttons.

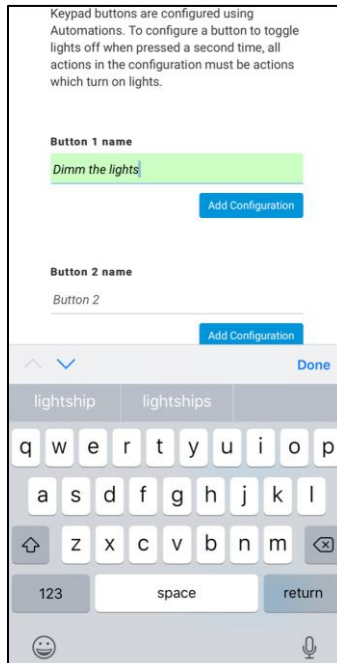
To configure the keypad in the apps:

1. Tap **Configure Device**.



The screenshot shows the 'Edit Device' configuration screen. At the top, there is a blue header with a back arrow and the text 'Edit Device'. Below the header, the 'Device Name' field contains 'Rec Room Keypad'. The 'Device Area' is set to 'Rec Room' with a dropdown arrow and an 'Add an Area' button. The 'Type' is 'Clare Controls-5 Button Keypad'. The 'Status' is 'Device is online' with a green checkmark. At the bottom, there is a blue 'Configure Device' button.

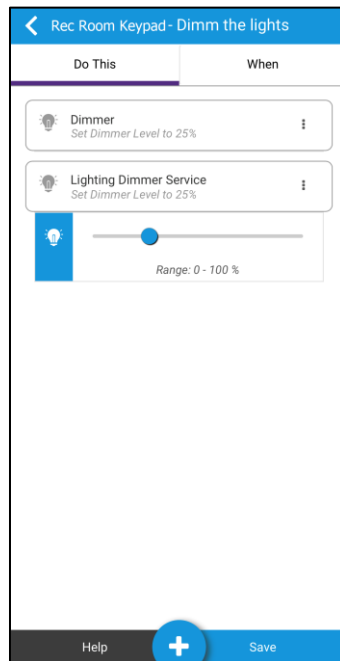
2. Enter a name for the first button, tap outside of the text box, and then tap **Add Configuration**.



The screenshot shows the keypad configuration screen. At the top, there is a text box with the following text: 'Keypad buttons are configured using Automations. To configure a button to toggle lights off when pressed a second time, all actions in the configuration must be actions which turn on lights.' Below this, there are two 'Button name' fields. The first field contains 'Dimm the lights' and has an 'Add Configuration' button next to it. The second field contains 'Button 2' and also has an 'Add Configuration' button next to it. A keyboard is overlaid on the bottom half of the screen, showing the text 'lightship' in the search bar and the 'Done' button.

3. Select the desired devices and actions to for the first button.

In the example below, two dimmers are set to 25 percent.




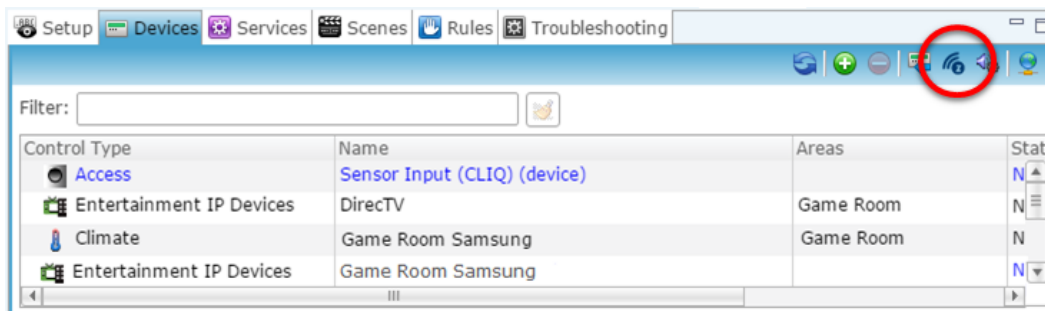
4. Tap **Save**.
5. Repeat steps 1 through 4 for each button.

Pairing and configuring the keypad in Fusion

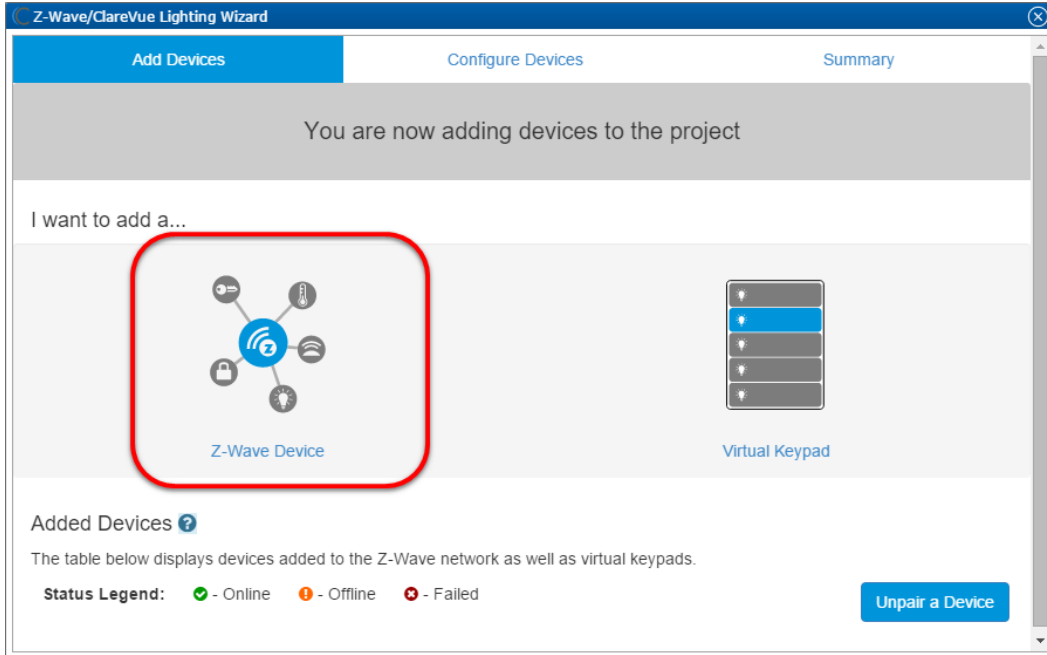
After installing the keypad, pair and configure it.

To pair the keypad with Fusion:

1. Access your project, and then click the **Z-Wave Wizard** icon .

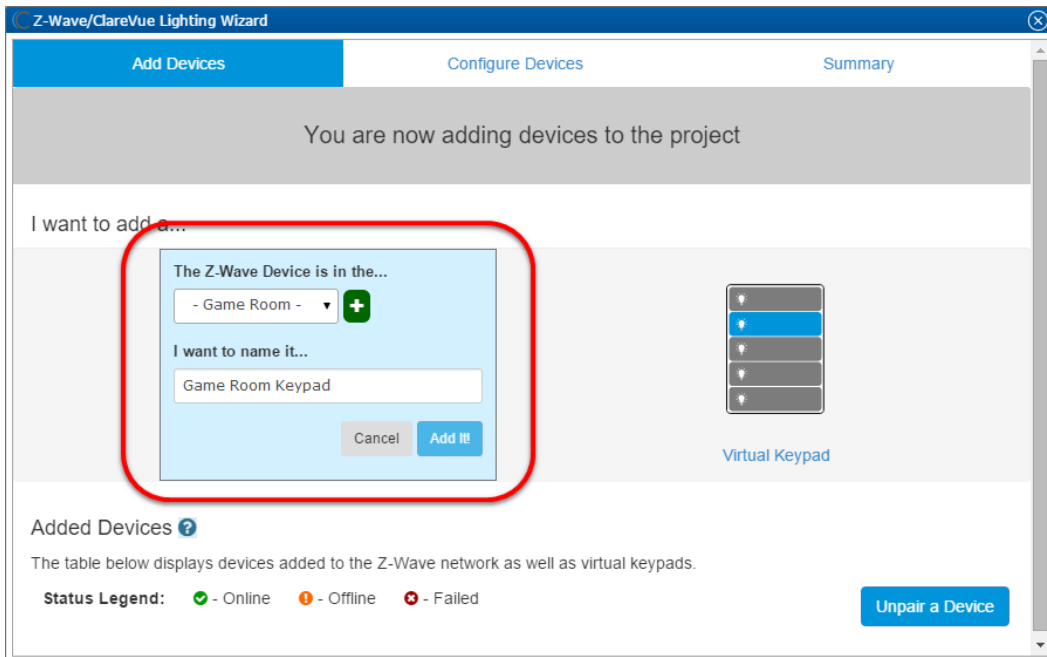



2. The Clare Controls Z-Wave Wizard displays. Click on **Z-Wave Devices**.

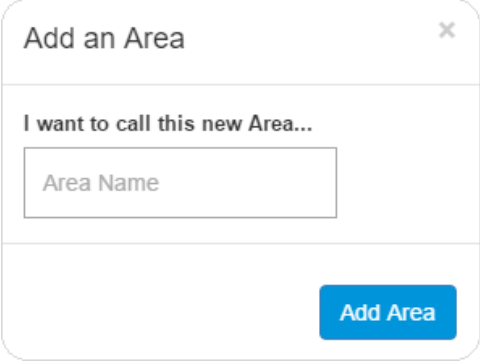


3. Select the keypad's location, and then enter a name for the device.

Note: We recommend naming the device after its location to avoid confusion. For example, Game Room Keypad.



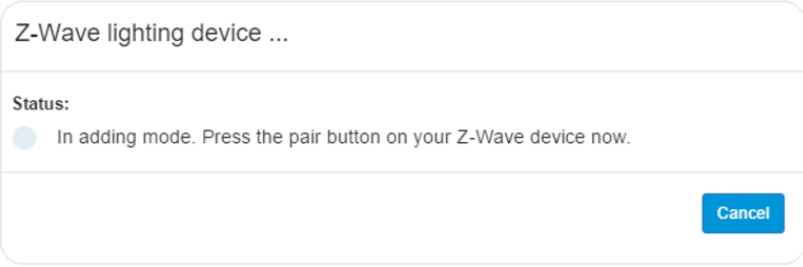
Note: If you want to add an area, click the green plus icon , enter a name for the area, and then click **Add Area**.



The dialog box is titled "Add an Area" and has a close button (X) in the top right corner. Below the title bar, the text "I want to call this new Area..." is displayed. Underneath this text is a text input field with the placeholder text "Area Name". At the bottom right of the dialog box is a blue button labeled "Add Area".

4. Click **Add It!**.

A Z-Wave adding mode dialog displays.



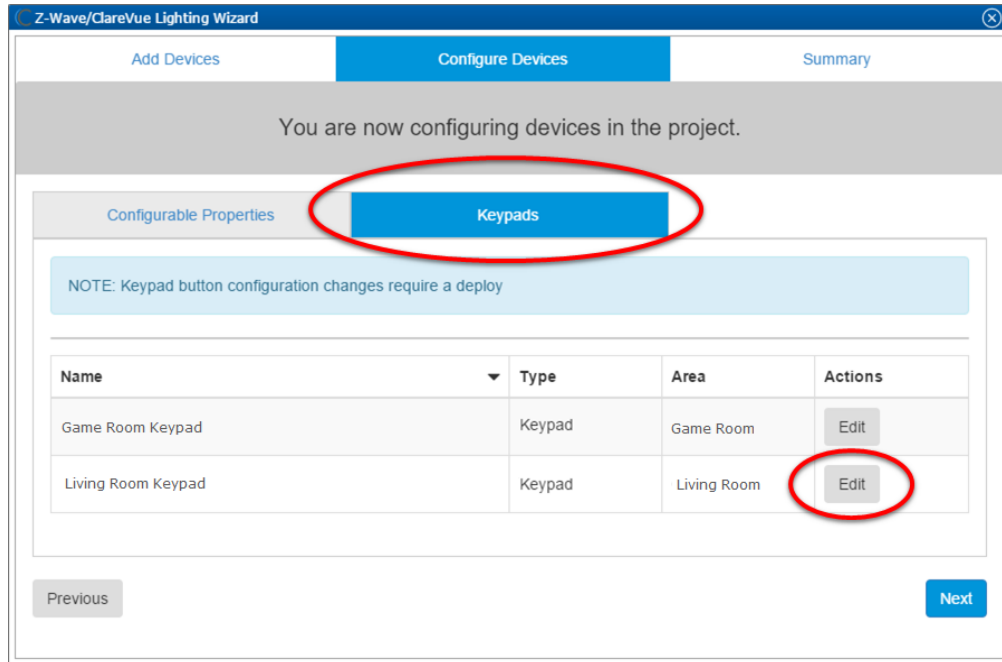
The dialog box is titled "Z-Wave lighting device ...". Below the title bar, the text "Status:" is displayed. Underneath this text is a status indicator consisting of a light blue circle followed by the text "In adding mode. Press the pair button on your Z-Wave device now." At the bottom right of the dialog box is a blue button labeled "Cancel".

5. Press the main on/off button on the device.

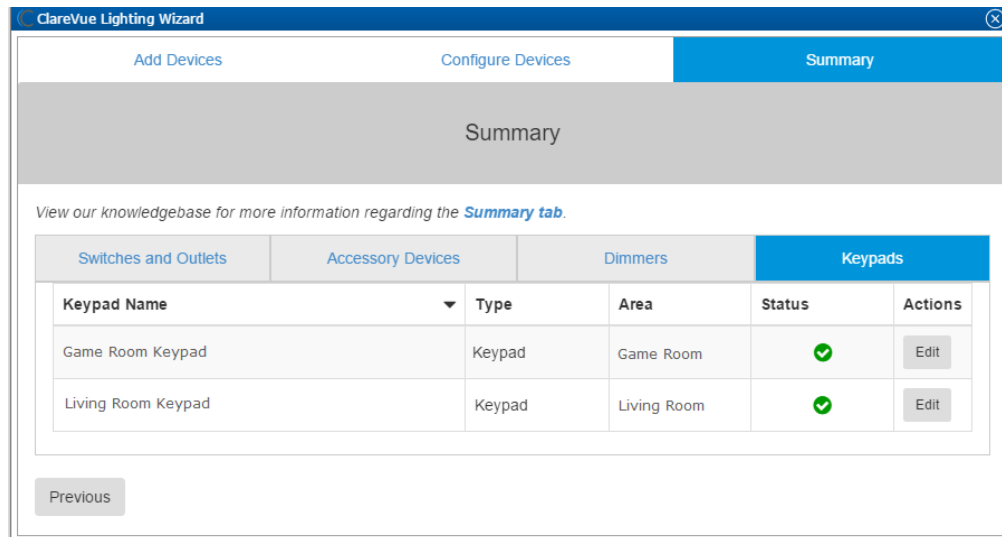
Notes


- Once paired, the light stops blinking.
- The Z-Wave lighting device dialog goes away when the device has been paired.

- The keypad appears in the added devices list.
See “Configuring a keypad” on page 10.



- After configuring the keypad, click **Next** to view the **Summary** tab.
- Click the **Keypads** sub-tab to verify that the keypad saved successfully.
Note: You can edit the keypad from this sub-tab.



- Click the **Close Window** icon  in the top-right of the wizard to exit and return to the project’s **Devices** tab.
Make sure to deploy the project.

Configuring a keypad using Fusion

The keypad has three modes with two feedback options. The mode selected dictates the behavior of the LED indicator on the keypad buttons and on the User Interface of the keypad. Lighting scene and momentary scene share one LED behavior, and toggle has its own.

Types of Keypad

There are 3 keypad types; toggle, lighting scene, and momentary scene.

Toggle: The devices toggle on and off. Once a toggle button is pressed, that button's LED remains on until the button is tapped again. The LED is the state of the button, not the devices attached to the button. Once the button is pressed a second time, the LED extinguishes.

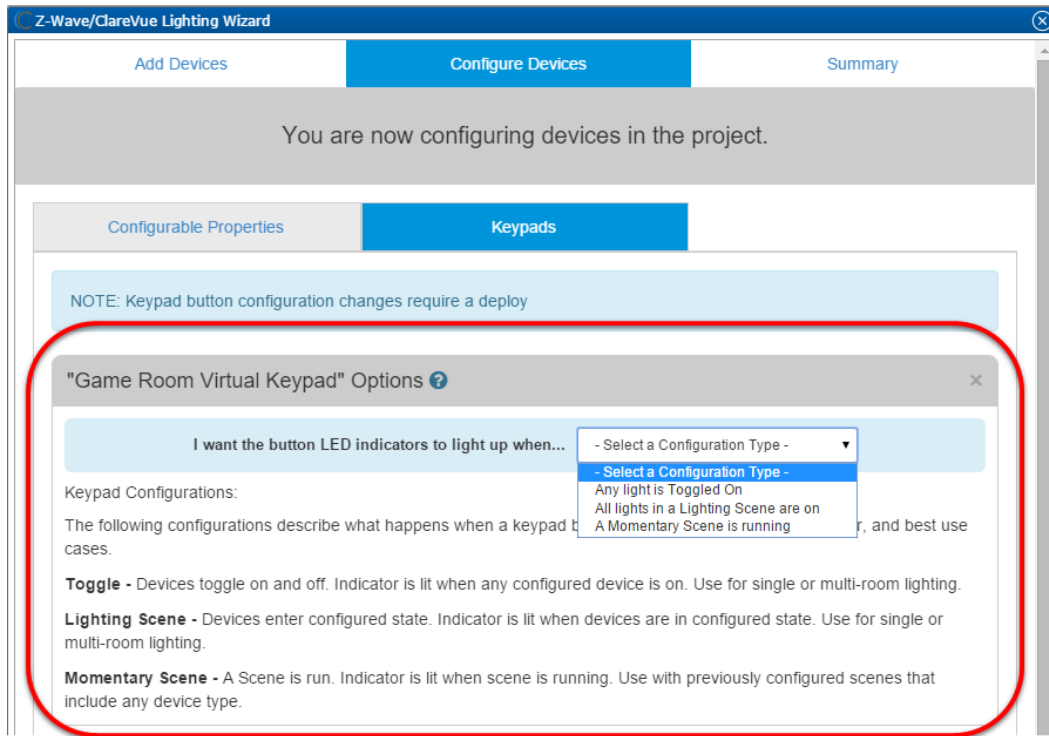
Lighting scene: The lighting devices enter a preset (this is set in the ClareVue Lighting Wizard) state. A lighting scene button's LEDs turns on for a brief time as the scene is initiated and extinguishes. This is the same for a momentary scene keypad.

A Momentary Scene is running: Scene keypads allow you to attach scenes to buttons on the keypad. This type of keypad allows devices other than lighting to be used with your keypads. A lighting scene button's LEDs turns on for a brief time as the scene is initiated and extinguishes. This is the same for a momentary scene keypad.

To configure a Toggled on or Lighting Scene keypad:

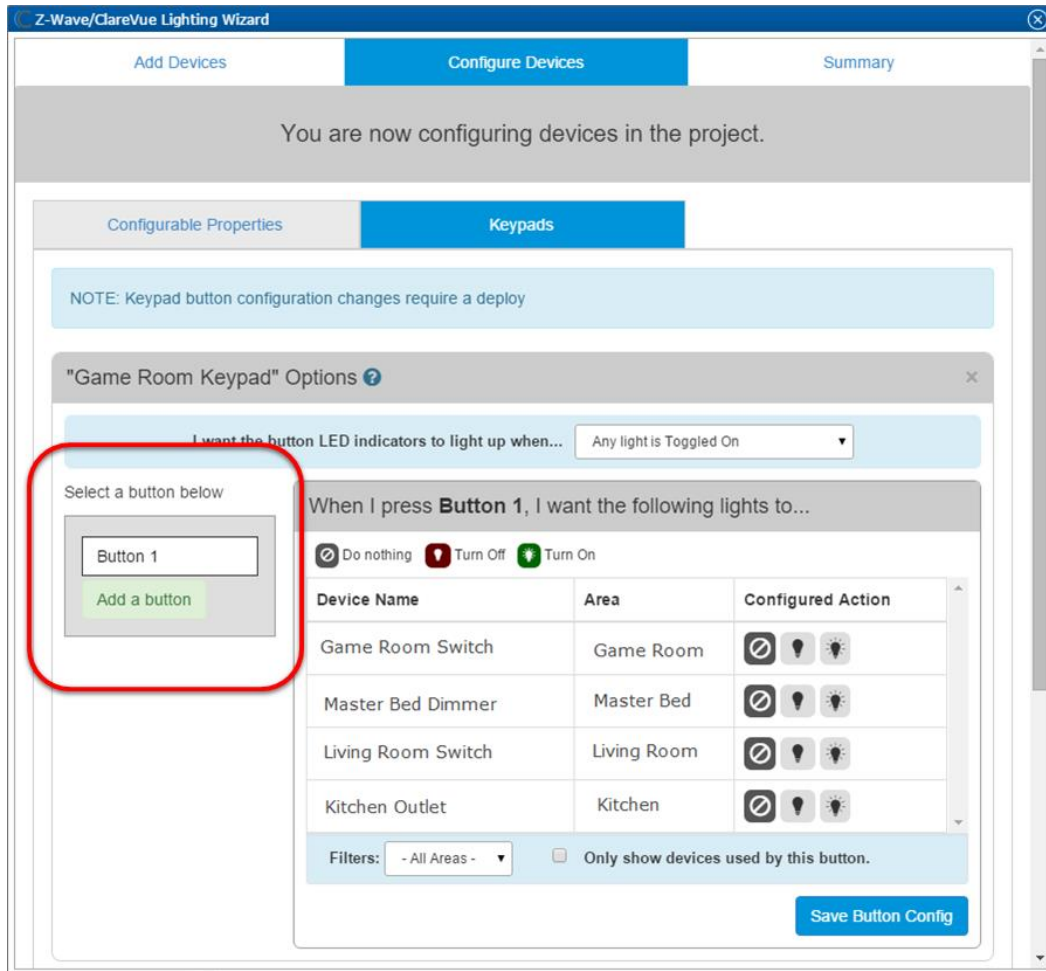
1. Click the **Edit** button next to the keypad.

2. Click Select the desired LED feedback behavior mode (Toggled On or In a Lighting Scene) from the drop-down.



Caution: If you start to configure the keypad buttons, and then switch the type of keypad you are using, all of the button configuration is erased. You must reconfigure all buttons on the keypad.

- After selecting the keypad type, click the button on the keypad. Select the text box to enter a name for the button.
All devices the button can control are visible.



- Click the desired Configured Action button for each device you want associated with the keypad button.

Icon Meaning



The device will not be affected by the button.



The device will be turned off when the button is pressed.



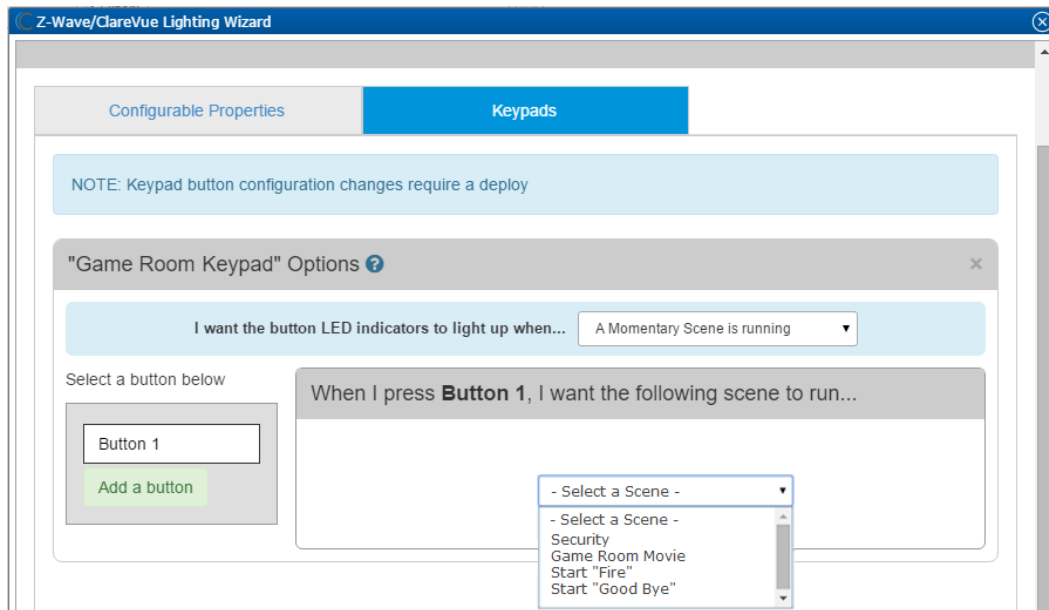
The device will be turned on, or set to its dimming level, when the button is pressed.

5. Click **Save Button Config** after configuring each individual button.
Note: If button configuration is not saved after each button, the buttons will not retain their set configuration.
6. Repeat steps 3 through 5 for each button, and then click **Next** to view the **Summary** tab.

To configure a Momentary Scene keypad:

1. Find the keypad that you wish to configure, and then click **Edit** in the Actions column.

The keypad mode selection drop-down appears.



Note: Scenes must be created before attaching them to keypad buttons.

2. Select **In a Momentary Scene** from the keypad mode drop-down.
3. Click a button on the keypad to configure.
4. Select a scene from the **Select a Scene** drop-down.

Note: Once a scene is selected, the selection is automatically saved.

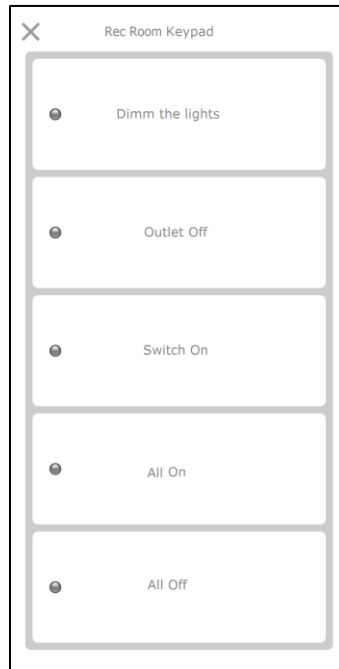
5. Repeat steps 3 and 4 for each keypad button.
6. Click **Next**.

The **Summary** tab displays.

Using the keypad in the ClareHome app

Once deployed, the user can add the device to their space, and then tap the lighting icon in the ClareHome app to display and operate the devices or scenes associated with each keypad button, as shown below.

Figure 1: 5 Button keypad display



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