



WaterCop Control Valve Integration Release 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 WaterCop Control Valve provides real time control over water flow with ClareHome via the Z-Wave network. Installers only need to pair (add) the valve to the ClareHome Z-Wave network and place the unit in the desired location.

By integrating the water valve into a ClareHome control system, your customers can stop or start the flow of water into their home. Control is accessible from the customer's Android or iOS devices.

Installing the water valve

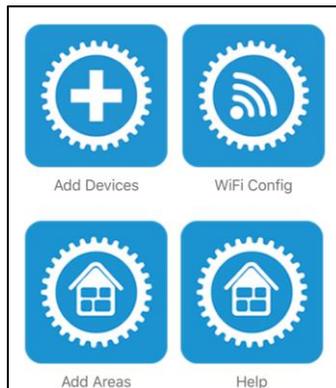
Only qualified installation technicians should install the water valve. Follow the installation instructions that came with your WaterCop equipment. We recommend that you pair the valve with the ClareHome Z-Wave controller before installation/placement.

Pairing and configuring the water valve in the apps

Before installing the water valve, pair it.

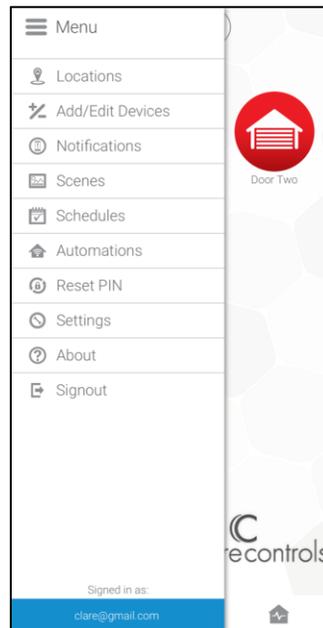
To pair the water valve using ClareHome and Install Assist:

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

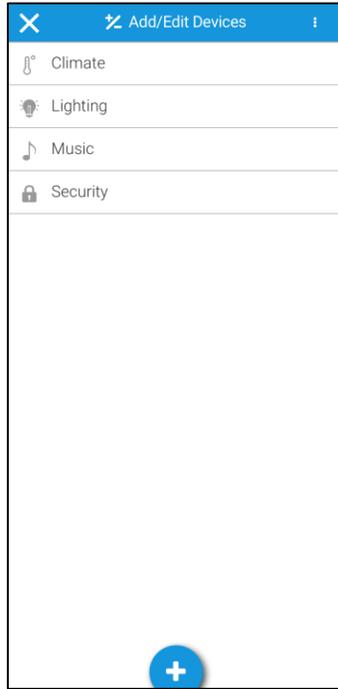


– or –

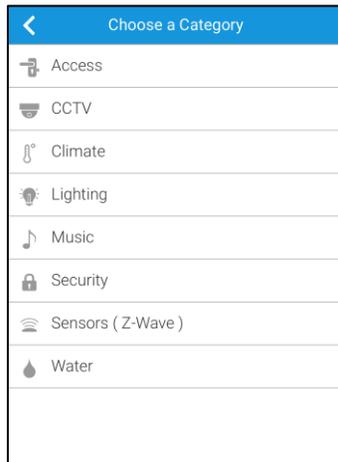
Access the ClareHome Mega Menu, and then tap **Add/Edit Devices**.



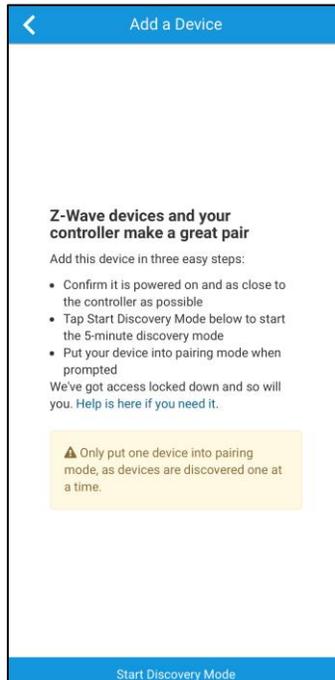
2. At the bottom of the screen, tap the plus icon .



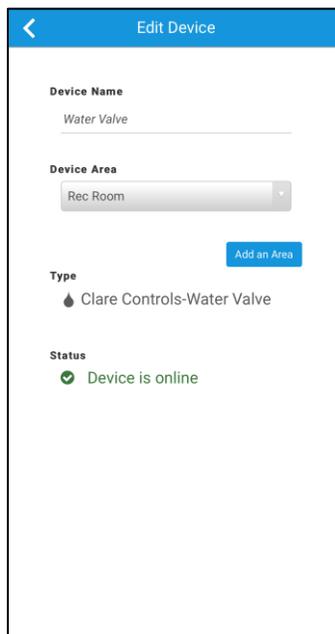
3. Tap **Water**.



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



5. Enter a name for the device, and then select an area.



6. Tap outside of the area drop-down.

The device automatically saves.

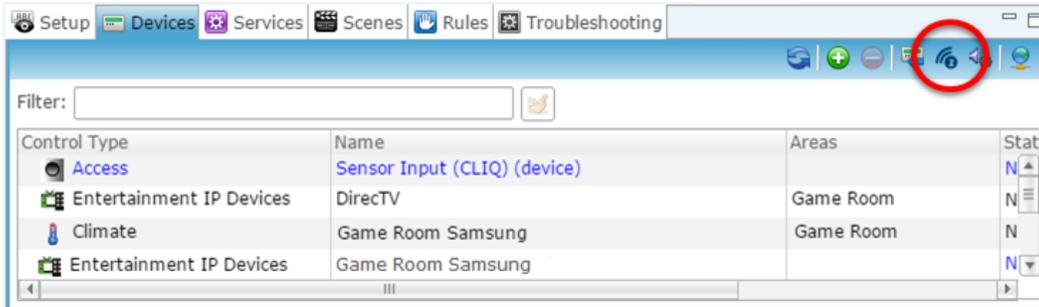
Note: For scene, schedule, notification, and automation configuration, see [ClareHome App Guide \(DOC ID 1750\)](#).

Pairing the water valve in Fusion

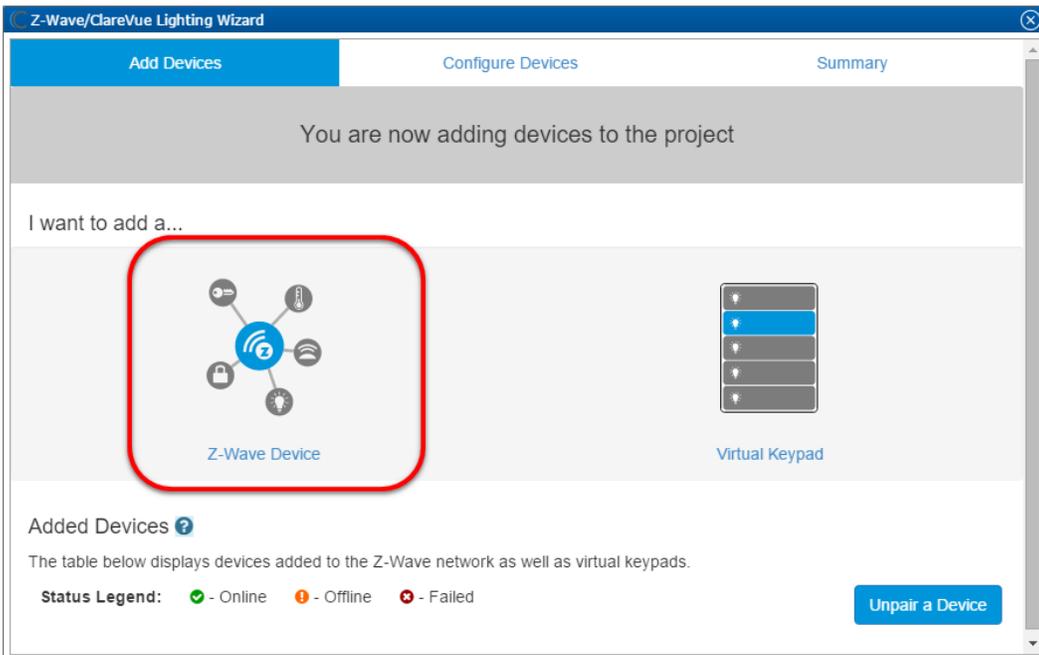
Before installing the water valve, pair it.

To pair the flood sensor with Fusion:

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



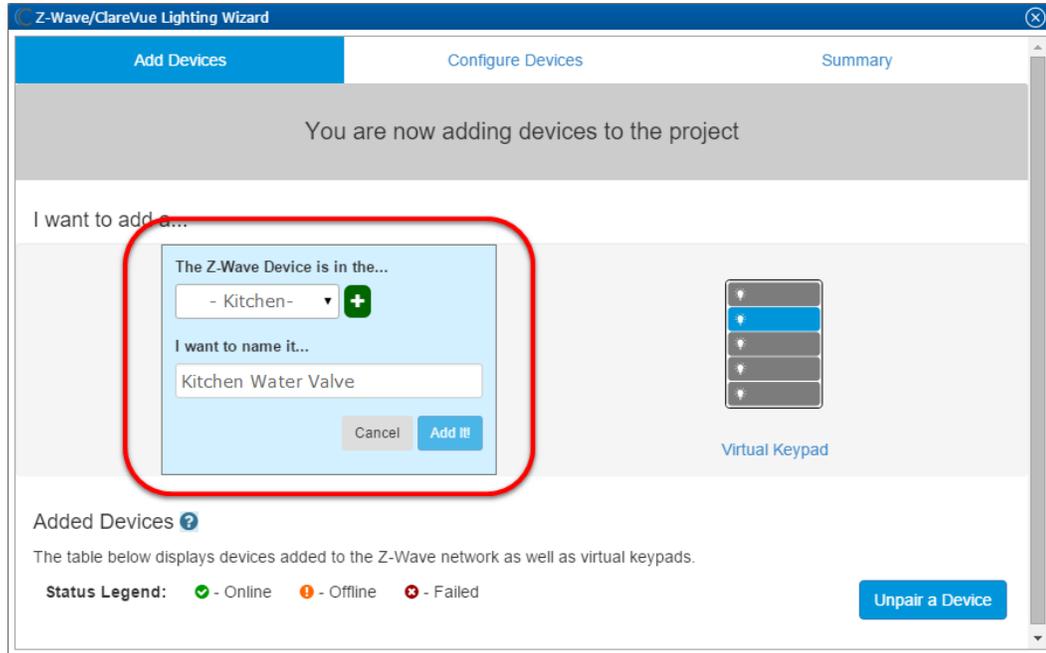
2. Click on **Z-Wave Devices**.



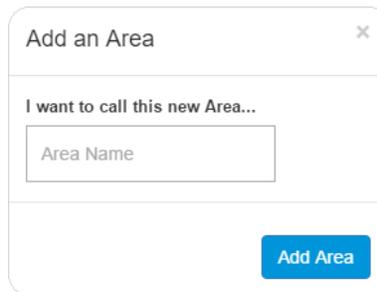
3. Select the device's location, and then enter a name for the device.

Notes

- We recommend naming the device after its location to avoid confusion. For example, Kitchen Water Valve.

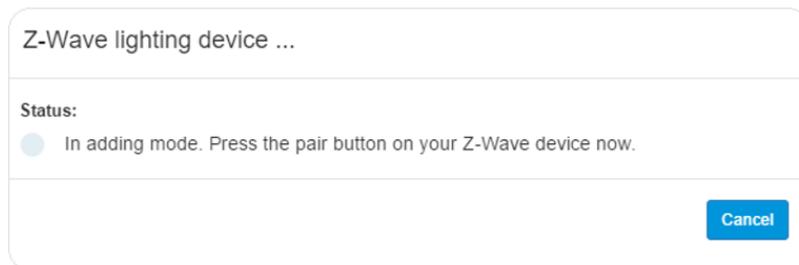


- If you want to add an area, click the green plus icon , enter a name for the area, and then click **Add Area**.



4. Click **Add It!**.

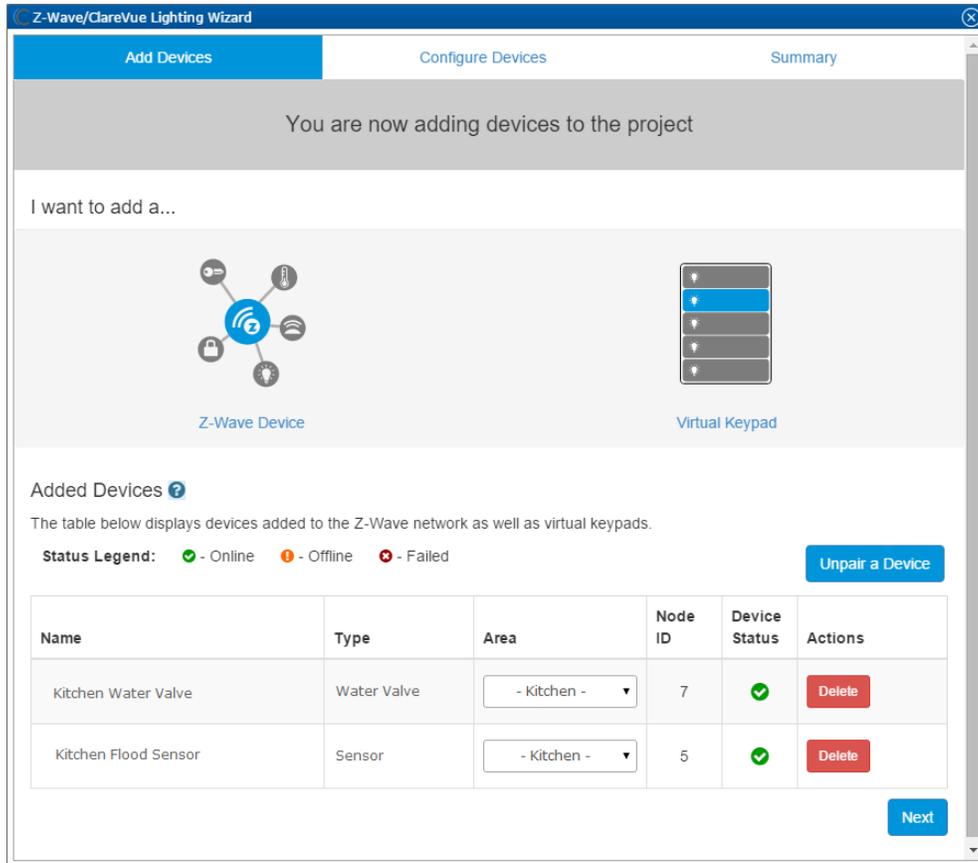
The Z-Wave adding mode dialog displays.



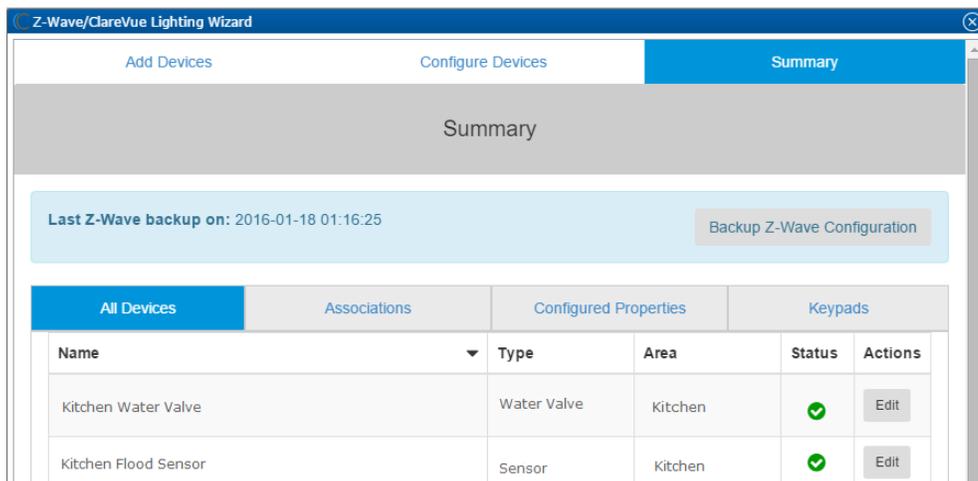
- Press the **Mode** button on the water valve. Refer to installation instructions that came with your valve.

Note: The Z-Wave lighting device dialog goes away when the device has been paired.

- The water valve appears in in the added devices list.



- Click the **Summary** tab to view all Z-Wave Wizard added devices and their status.



- Click the **Close Window** icon  in the top-right of the wizard to exit and return to the **Devices** tab.

Note: The Z-Wave devices added with the Z-Wave Wizard are automatically imported on the **Devices** tab.

Configuring scenes and rules with the water valve

Configure a scene and rule for the WaterCop Water Valve Sensor.

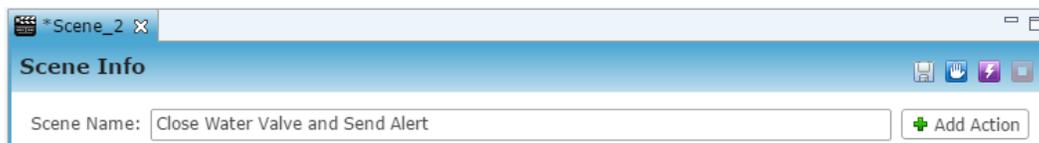
The WaterCop Water Valve has a service created when it the device is added. This service allows control of the valve open/close). To use the valve with other devices in a scene, see the examples below.

Create the Scene

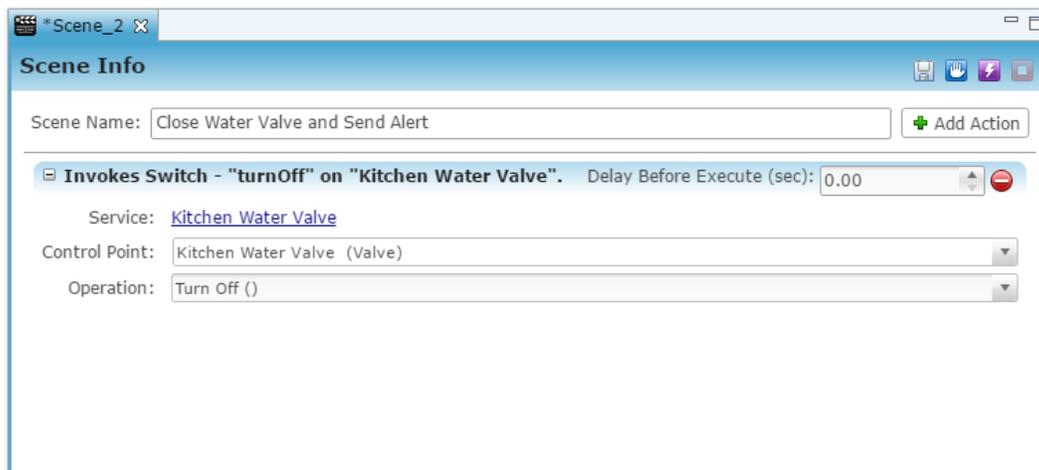
The following scene closes the WaterCop Water Sensor and sends a push notification.

To create a water valve scene in Fusion:

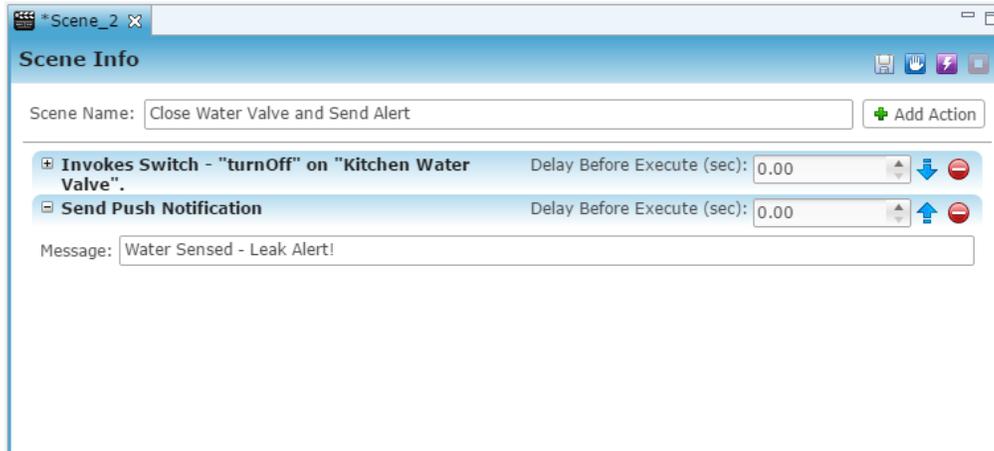
- Access your project, and then click the **Scenes** tab.
- Click the **New Rule** button .
- Enter a name for the scene, and then click **Add Action**.



- Configure the first action as below.
 - Service:** WaterCop Water Valve
 - Control Point:** Water Valve
 - Operation:** Turn Off



5. Click **Add Action**, select Send Push Notification, and then click **OK**.
6. Enter the push notification text, and then click the **Save** button .



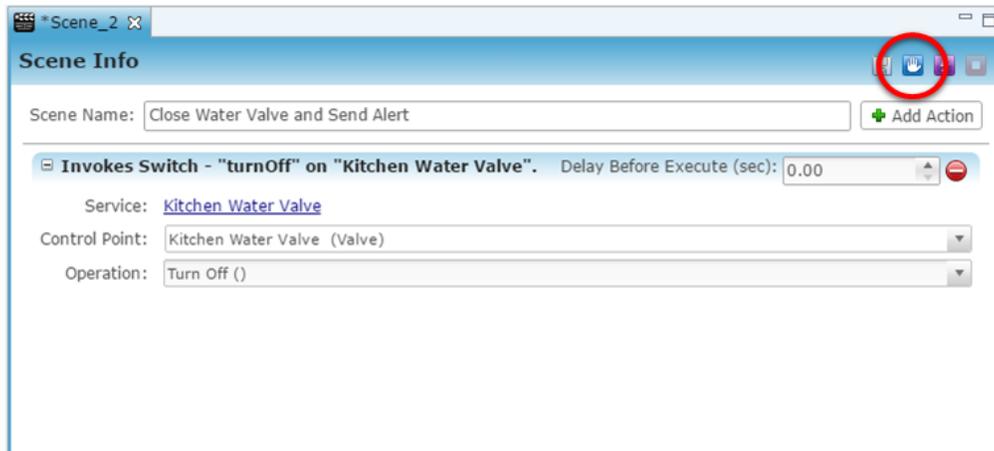
Create the Rule

The following rule calls the water valve scene created above. When the flood sensor detects water, it starts the water valve scene. The water valve closes and the homeowner is alerted with a push notification.

Note: This rule uses a WaterCop Water Valve and a Fibaro Water Sensor.

To create a water sensor and valve rule in Fusion:

1. Once the scene is created and saved, click the **New Rule** icon .



2. The **Rule Info** tab displays.
If desired, change the rule name.



3. Configure the Event Part as below.

Note: The Flood Sensor is currently the only supported device.

- **Event Type:** Device Property Change Event
- **Device:** Fibaro Flood Sensor
- **Function:** On/Off State
- **Property:** State
- **Constraint:** =
- **Value:** Detected

4. Configure the Action part as below.

- **Action Type:** Scene
 - **Action:** Close Water Valve and Send Alert
- Note:** The action is the desired scene
- **Interrupt behavior:** Continue with next command

5. Click the **Save** button , and then deploy the project.

Rule options for the WaterCop Water Valve

When creating rules for the WaterCop, consult the below to better understand the options available for the valve.

Table 1: WaterCop Water Valve properties

Device	Event Type	Functions
Water Valve	Status	Not supported
	Valve	Toggle
		Turn Off
		Turn On

Contact information

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