

WaterCop Control Valve Integration Release Notes

Content

Preface...1 Introduction...1 Installing the water valve...2 Pairing and configuring the water valve in the apps...2 Pairing the water valve in Fusion...5 Configuring scenes and rules with the water valve...8 Contact information...11

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Preface

For information on Z-Wave and ClareHome, see <u>Installing Z-Wave with</u> <u>ClareHome</u>.

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 \bigcirc .

×	Ż Add/Edit Devices ₽
ſ°	Climate
: 0 :	Lighting
♪	Music
0	Security
	•

3. Tap Water.

<	Choose a Category
-3:	Access
o	CCTV
l°	Climate
0	Lighting
♪	Music
8	Security
1	Sensors (Z-Wave)
۲	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.

<	Edit Device
	Device Name
	Water Valve
	Device Area
	Rec Room
	Add an Area
	Type
	Status
	Device is online

6. Tap outside of the area drop-down.

The device automatically saves.

Note: For scene, schedule, notification, and automation configuration, see <u>*ClareHome App Guide*</u> (DOC ID 1750)</u>.

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 6.

🏶 Setup 📼 Devices 😥 Services 🕻	🖺 Scenes 🕎 Rules 🔛 Troubleshooting	\frown	- 8
		G O O I 🕻 🚳 🤇	9
Filter:		<u> </u>	
Control Type	Name	Areas	Stat
Access	Sensor Input (CLIQ) (device)		N
📺 Entertainment IP Devices	DirecTV	Game Room	N≡
8 Climate	Game Room Samsung	Game Room	N
🖆 Entertainment IP Devices	Game Room Samsung		Nv
4			•

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

C Z-Wave/ClareVue Lighting Wizard			\otimes
Add Devices	Configure Devices	Summary	^
You	are now adding devices to the pr	oject	
I want to add a			
Z-Wave Device		Vitual Keypad	
Added Devices		virtual respon	
status Legend: O - Online O - O	the 2-wave network as well as virtual keypads	Unpair a Device	

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.

Z-Wave/ClareVue Lighting Wizard				
Add Devices	Configure Devices	Summary		
You	are now adding devices to the pro	oject		
I want to add a				
The Z-Wave Device is in - Kitchen- I want to name it Kitchen Water Valv	e Cancel Add IE	Virtual Keypad		
Added Devices 😧				
The table below displays devices added to Status Legend: O - Online O - Or	the Z-Wave network as well as virtual keypads ffline O - Failed	Unpair a Device		

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

Add an Area	×
I want to call this new Area	_
Area Name	
	Add Area

4. Click Add It!.

The Z-Wave adding mode dialog displays.

Z-Wave lighting device	
Status: In adding mode. Press the pair button on your Z-Wave device now.	
	Cancel

5. 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.

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

Z-Wave/ClareVue Lighting Wizard					(
Add Devices	Configu	Ire Devices		Su	mmary
You	are now addin	g devices to the pr	roject		
I want to add a					
Added Devices Q					
Status Legend: 🛇 - Online 🕴 - Or	ffline 🖸 - Failed				Unpair a Device
Name	Туре	Area	Node ID	Device Status	Actions
Kitchen Water Valve	Water Valve	- Kitchen - 🔻	7	٢	Delete
Kitchen Flood Sensor	Sensor	- Kitchen - 🔻	5	۲	Delete
					Next

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

Z-Wave/ClareVue Lighting Wizard					
Add Devices Configure E		Devices	Summary		
Summary					
Last Z-Wave backup on: 2016	Last Z-Wave backup on: 2016-01-18 01:16:25 Backup Z-Wave Configuration				
All Devices	Associations	Configured Pro	perties	Кеура	ds
Name	•	Туре	Area	Status	Actions
Kitchen Water Valve		Water Valve	Kitchen	•	Edit
Kitchen Flood Sensor		Sensor	Kitchen	٢	Edit

8. Click the **Close Window** icon \bigotimes 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:

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

Scene_2 🗙		
Scene Info		H 🕛 🖬 🗖
Scene Name:	Close Water Valve and Send Alert	Add Action

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

Scene_2 🔀		
Scene Info		8 🕑 🖬 🗖
Scene Name:	Close Water Valve and Send Alert	Add Action
Invokes S	witch - "turnOff" on "Kitchen Water Valve". Delay Before Execute (sec): 0.00	0
Service:	Kitchen Water Valve	
Control Point:	Kitchen Water Valve (Valve)	Ψ.
Operation:	Turn Off ()	T

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

₩ *Scene_2 🛛		
Scene Info		8 🕑 🖬 🗖
Scene Name: Close Water Valve and Send Alert		Add Action
Invokes Switch - "turnOff" on "Kitchen Water Valve".	Delay Before Execute (sec): 0.00	🖨 💠 🤤
Send Push Notification	Delay Before Execute (sec): 0.00	1
Message: Water Sensed - Leak Alert!		

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 \square .

₩ *Scene_2 🗙		- 0
Scene Info		
Scene Name:	Close Water Valve and Send Alert	+ Add Action
🗆 Invokes Sv	witch - "turnOff" on "Kitchen Water Valve". Delay Before Execute (sec): 0.00	0
Service:	Kitchen Water Valve	
Control Point:	Kitchen Water Valve (Valve)	Ŧ
Operation:	Turn Off ()	Ŧ

2. The Rule Info tab displays.

If desired, change the rule name.

🕑 *Rule_3 🔀	- 8
Rule Info	8
Name: Flood Sensor - Flood Alert	Enabled

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

Event Part		
Event Type:	Device Property Change Event	T
Device:	- Fibaro Flood Sensor Fibaro - Flood Sensor, Water Sensor	
Function:	On/Off State	
Property:	State	T
Constraint:	=	T
Value:	Detected	Ŧ

- 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

Action Part		
Action Type: Scene		v
Action	Close Water Valve and Send Alert	▼ <u>Edit</u>
Interrupt behavior:	Continue with next command	

5. Click the **Save** button \blacksquare , 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	1:	WaterCop	Water	Valve	properties
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		•
Device	Event Type	Functions
Water Valve	Status	Not supported
	Valve	Toggle
		Turn Off
		Turn On

Contact information

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