



Aeotec

Doorbell 6

SKU: AEOEZW162



Quickstart

- This is a **secure Sound Switch** for **Europe**. To run this device please connect it to your mains power supply.
1. Set your Z-Wave Controller into its **Add Device** mode in order to add Chime into your Z-Wave system. Refer to the Controller's manual if you are unsure of how to perform this step.
 2. Power on Chime via the provided power adapter; its LED will be breathing white light all the time.
 3. Click Chime Action Button once, it will quickly flash white light for 30 seconds until Chime is added into the network. It will become constantly bright white light after being assigned a NodeID.
 4. If your Z-Wave Controller supports S2 encryption, enter the first 5 digits of DSK into your Controller's interface if/when requested. The DSK is printed on Chime's housing.
 5. If Adding fails, it will slowly flash white light 3 times and then become breathing white light; repeat steps 1 to 4. Contact us for further support if needed.
 6. If Adding succeeds, it will quickly flash white light 3 times and then become off. Now, Chime is a part of your Z-Wave home control system. You can configure it and its automation via your Z-Wave system; please refer to your software's user guide for precise instructions.

Note: If Action Button is clicked again during the Learn Mode, the Learn Mode will exit. At the same time, Indicator Light will extinguish immediately, and then become breathing white light.

Important safety information

Please read this manual carefully. Failure to follow the recommendations in this manual may be dangerous or may violate the law. The manufacturer, importer, distributor and seller shall not be liable for any loss or damage resulting from failure to comply with the instructions in this manual or any other material. Use this equipment only for its intended purpose. Follow the disposal instructions. Do not dispose of electronic equipment or batteries in a fire or near open heat sources.

What is Z-Wave?

Z-Wave is the international wireless protocol for communication in the Smart Home. This device is suited for use in the region mentioned in the Quickstart section.

Z-Wave ensures a reliable communication by reconfirming every message (**two-way communication**) and every mains powered node can act as a repeater for other nodes (**meshed network**) in case the receiver is not in direct wireless range of the transmitter.

This device and every other certified Z-Wave device can be **used together with any other certified Z-Wave device regardless of brand and origin** as long as both are suited for the same frequency range.

If a device supports **secure communication** it will communicate with other devices secure as long as this device provides the same or a higher level of security. Otherwise it will automatically turn into a lower level of security to maintain backward compatibility.

For more information about Z-Wave technology, devices, white papers etc. please refer to www.z-wave.info.



Product Description

Siren 6 is an S2 safety device. They can be used not only as a Siren, but also as a Doorbell with one or more wireless buttons. In addition, up to 30 different tones can be set in the Siren 6.

Prepare for Installation / Reset

Please read the user manual before installing the product.

In order to include (add) a Z-Wave device to a network it **must be in factory default state**. Please make sure to reset the device into factory default. You can do this by performing an Exclusion operation as described below in the manual. Every Z-Wave controller is able to perform this operation however it is recommended to use the primary controller of the previous network to make sure the very device is excluded properly from this network.

Reset to factory default

This device also allows to be reset without any involvement of a Z-Wave controller. This procedure should only be used when the primary controller is inoperable.

To complete the reset process manually, press and hold the Action Button for at least 20s. The LED indicator will quickly flash white light 3 times and then become breathing white light, which indicates the reset operation is successful.

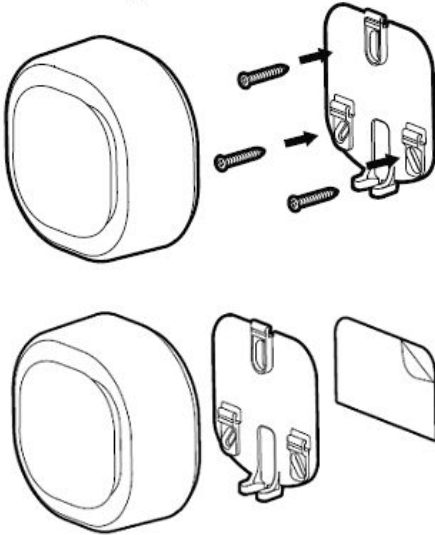
Safety Warning for Mains Powered Devices

ATTENTION: only authorized technicians under consideration of the country-specific installation guidelines/norms may do works with mains power. Prior to the assembly of the product, the voltage network has to be switched off and ensured against re-switching.

Installation

Install Mounting plate in the location of your choice.

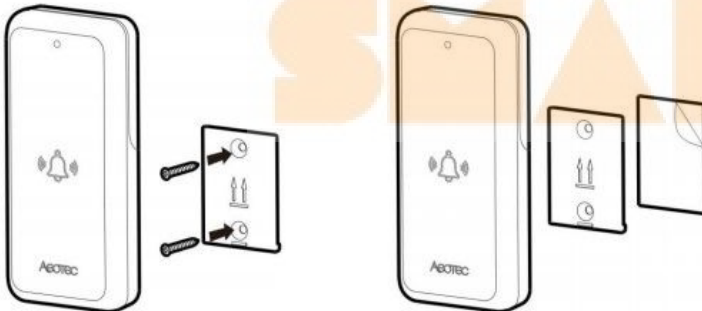
1. Affix Doorbell 6 Wall Mount Plate in any desired location near an outlet.
 - a. Use 3x 20mm screws or double-sided tape.



- b. Lock the Doorbell 6 into place where the mount is installed.

How to install Button Avoid exposing Button to direct sunlight where possible to avoid UV damage and reduced battery performance.

1. Select an installation location for Button. Do not yet install it.
2. Power on Button. a. Remove the 2 screws from Button's rear to open its battery cover and install the provided CR2450 battery with the positive (+) on top. b. Replace the battery cover and the 2 screws.
3. Test the wireless connection by pressing Ring Button to trigger a doorbell alert. Select an alternative installation location for Chime if the connection is poor.
4. Install Button. a. Affix the mounting plate to the selected surface; affix it using either 2 x 20mm screws or double-sided tape. b. Lock your Button onto the mounting plate.



Inclusion/Exclusion

On factory default the device does not belong to any Z-Wave network. The device needs to be **added to an existing wireless network** to communicate with the devices of this network. This process is called **Inclusion**.

Devices can also be removed from a network. This process is called **Exclusion**. Both processes are initiated by the primary controller of the Z-Wave network. This controller is turned into exclusion respective inclusion mode. Inclusion and Exclusion is then performed doing a special manual action right on the device.

Inclusion

1. Install the device according to the instructions.
2. Press the button on the back once.

Exclusion

1. Press the button on the back of the device 6 times quickly.

Product Usage

How to pair Button

There are two way to trigger pairing Button:

- Manually quick click Chime Action Button. Can be done both in and out of the network.
- With Configuration Set. Can only be done in the network. Refer to Configuration Parameter 49/50/51 for details.

Below is mainly about manually quick click Chime Action Button to trigger pairing Button.

- 1. Different click times will trigger different Pairing Button Mode. Please action as shown below.**

- Click Action Button 3 times quickly will trigger Pairing #1 Button Mode.
- Click Action Button 4 times quickly will trigger Pairing #2 Button Mode.
- Click Action Button 5 times quickly will trigger Pairing #3 Button Mode.

2. Observe Chime Indicator Light to make sure which Button is waiting for pairing.

- When Pairing #1 Button Mode is triggered, Chime Indicator Light will bright 1 time ON 0.5s OFF 1s, and then become constantly bright white light, indicating that Pairing #1 Button Mode has already triggered. Pairing time is up to 10 seconds. In this time period, user MUST manually click Ring Button 3 times quickly. Otherwise it cannot be paired successfully.
- When Pairing #2 Button Mode is triggered, Chime Indicator Light will bright 2 times ON 0.5s OFF 1s, and then become constantly bright white light, indicating that Pairing #2 Button Mode has already triggered. Pairing time is up to 10 seconds. In this time period, user MUST manually click Ring Button 3 times quickly. Otherwise it cannot be paired successfully.
- When Pairing #3 Button Mode is triggered, Chime Indicator Light will bright 3 times ON 0.5s OFF 1s, and then become constantly bright white light, indicating that Pairing #3 Button Mode has already triggered. Pairing time is up to 10 seconds. In this time period, user MUST manually click Ring Button 3 times quickly. Otherwise it cannot be paired successfully.

3. Determine pairing results.

- If pairing Button succeeds, Chime Indicator Light will quickly flash white light 3 times and play the corresponding tone of paired Button, and then become breathing white light (when Chime is out of the Z-Wave network) or off (when Chime is in the Z-Wave network)
- If pairing Button fails, Chime Indicator Light will slowly flash white light 3 times and then become breathing white light (when Chime is out of the Z-Wave network) or off (when Chime is in the Z-Wave network).

Note:

- Only one Button can be paired at one time.
- Each successful pairing will overwrite the previous paired Button which has the same Button Number.
- This manually quick click Action Button operation can only be used to trigger pairing, not unpairing.
- If you want to exit Pairing Button Mode, what you need to do is that click the Action Button once.

How to unpair Button

There is only one way to trigger unpairing Button:

- With Configuration Set. Can only be done in the network. Refer to Configuration Parameter 48 for details.

Test Doorbell 6 sound manually.

You will be able to manually test your Doorbell 6 unpaired or paired to a Z-Wave network, to determine if its sound is working, perform the button action listed below:

- Press and hold Action Button down for 2-5 seconds

Safety: Test only when wearing necessary ear protection. Doorbell 6's speaker emits tones up to 105dB that can cause hearing damage.

Quick trouble shooting

Here are a few hints for network installation if things dont work as expected.

1. Make sure a device is in factory reset state before including. In doubt exclude before include.
2. If inclusion still fails, check if both devices use the same frequency.
3. Remove all dead devices from associations. Otherwise you will see severe delays.
4. Never use sleeping battery devices without a central controller.
5. Dont poll FLIRS devices.
6. Make sure to have enough mains powered device to benefit from the meshing

Association - one device controls an other device

Z-Wave devices control other Z-Wave devices. The relationship between one device controlling another device is called association. In order to control a different device, the controlling device needs to maintain a list of devices that will receive controlling commands. These lists are called association groups and they are always related to certain events (e.g. button pressed, sensor triggers, ...). In case the event happens all devices stored in the respective association group will receive the same wireless command wireless command, typically a 'Basic Set' Command.

Association Groups:

| Group Number | Maximum Nodes | Description |
|--------------|---------------|---|
| 1 | 5 | Lifeline group. |
| 2 | 5 | When Endpoint 1 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 3 | 5 | When Endpoint 2 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 4 | 5 | When Endpoint 3 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 5 | 5 | When Endpoint 4 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 6 | 5 | When Endpoint 5 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 7 | 5 | When Endpoint 6 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 8 | 5 | When Endpoint 7 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |
| 9 | 5 | When Endpoint 8 starts playing tone or stops playing tone, Nodes associated are controlled and will receive a Basic Set CC. |

Configuration Parameters

Z-Wave products are supposed to work out of the box after inclusion, however certain configuration can adapt the function better to user needs or unlock further enhanced features.

IMPORTANT: Controllers may only allow configuring signed values. In order to set values in the range 128 ... 255 the value sent in the application shall be the desired value minus 256. For example: To set a parameter to 200 it may be needed to set a value of 200 minus 256 = minus 56. In case of a two byte value the same logic applies: Values greater than 32768 may needed to be given as negative values too.

Parameter 1: Configure the Light Effect and Tone Play Mode for Endpoint 1(Browse).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 16777216

| Setting | Description |
|-----------------------|---|
| 16777216 - 2147418112 | Configure the Light Effect and Tone Play Mode for Endpoint 1(Browse). |

Parameter 2: Configure the Light Effect and Tone Effect for Endpoint 2(Tampering).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 16777217

| Setting | Description |
|-----------------------|---|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 2(Tampering). |

Parameter 3: Configure the Light Effect and Tone Effect for Endpoint 3(Doorbell 1).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 33554433

| Setting | Description |
|-----------------------|--|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 3(Doorbell 1). |

Parameter 4: Configure the Light Effect and Tone Effect for Endpoint 4(Doorbell 2).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 33554433

| Setting | Description |
|-----------------------|--|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 4(Doorbell 2). |

Parameter 5: Configure the Light Effect and Tone Effect for Endpoint 5(Doorbell 3).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 33554433

| Setting | Description |
|-----------------------|--|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 5(Doorbell 3). |

Parameter 6: Configure the Light Effect and Tone Effect for Endpoint 6(Environment).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 67108864

| Setting | Description |
|-----------------------|---|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 6(Environment). |

Parameter 7: Configure the Light Effect and Tone Effect for Endpoint 7(Security).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 67108864

| Setting | Description |
|-----------------------|--|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 7(Security). |

Parameter 8: Configure the Light Effect and Tone Effect for Endpoint 8(Emergency).

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 67108864

| Setting | Description |
|-----------------------|---|
| 16777216 - 2147483647 | Configure the Light Effect and Tone Effect for Endpoint 8(Emergency). |

Parameter 16: Configure #1 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 1259934723

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 17: Configure #2 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 842137603

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 18: Configure #3 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 2162947

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 19: Configure #4 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 553648131

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 20: Configure #5 Light Effect.

Please refer to the Product Manual for more details.

Size: 1 Byte, Default Value: 10

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 21: Configure #6 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 2560

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 22: Configure #7 Light Effect.

Please refer to the Product Manual for more details.

Size: 4 Byte, Default Value: 553648129

| Setting | Description |
|----------------|---|
| 0 - 2147483647 | The Light Effect is displayed cyclically, and the maximum display duration is equal to the total duration of the tone playback. In other words, the Light Effect will be displayed in a loop until stop playing tone. |

Parameter 32: Configure how to send Basic Set to nodes in Group 2.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 1 starts playing tone, send Basic Set 0xFF. When Endpoint 1 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 1 starts playing tone, send Basic Set 0x00. When Endpoint 1 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 1 starts playing tone, send Basic Set 0xFF. When Endpoint 1 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 1 starts playing tone, send Basic Set 0x00. When Endpoint 1 stops playing tone, send Basic Set 0xFF. |

Parameter 33: Configure how to send Basic Set to nodes in Group 3.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 2 starts playing tone, send Basic Set 0xFF. When Endpoint 2 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 2 starts playing tone, send Basic Set 0x00. When Endpoint 2 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 2 starts playing tone, send Basic Set 0xFF. When Endpoint 2 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 2 starts playing tone, send Basic Set 0x00. When Endpoint 2 stops playing tone, send Basic Set 0xFF. |

Parameter 34: Configure how to send Basic Set to nodes in Group 4.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 3 starts playing tone, send Basic Set 0xFF. When Endpoint 3 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 3 starts playing tone, send Basic Set 0x00. When Endpoint 3 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 3 starts playing tone, send Basic Set 0xFF. When Endpoint 3 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 3 starts playing tone, send Basic Set 0x00. When Endpoint 3 stops playing tone, send Basic Set 0xFF. |

Parameter 35: Configure how to send Basic Set to nodes in Group 5.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 4 starts playing tone, send Basic Set 0xFF. When Endpoint 4 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 4 starts playing tone, send Basic Set 0x00. When Endpoint 4 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 4 starts playing tone, send Basic Set 0xFF. When Endpoint 4 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 4 starts playing tone, send Basic Set 0x00. When Endpoint 4 stops playing tone, send Basic Set 0xFF. |

Parameter 36: Configure how to send Basic Set to nodes in Group 6.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 5 starts playing tone, send Basic Set 0xFF. When Endpoint 5 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 5 starts playing tone, send Basic Set 0x00. When Endpoint 5 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 5 starts playing tone, send Basic Set 0xFF. When Endpoint 5 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 5 starts playing tone, send Basic Set 0x00. When Endpoint 5 stops playing tone, send Basic Set 0xFF. |

Parameter 37: Configure how to send Basic Set to nodes in Group 7.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 6 starts playing tone, send Basic Set 0xFF. When Endpoint 6 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 6 starts playing tone, send Basic Set 0x00. When Endpoint 6 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 6 starts playing tone, send Basic Set 0xFF. When Endpoint 6 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 6 starts playing tone, send Basic Set 0x00. When Endpoint 6 stops playing tone, send Basic Set 0xFF. |

Parameter 38: Configure how to send Basic Set to nodes in Group 8.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 7 starts playing tone, send Basic Set 0xFF. When Endpoint 7 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 7 starts playing tone, send Basic Set 0x00. When Endpoint 7 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 7 starts playing tone, send Basic Set 0xFF. When Endpoint 7 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 7 starts playing tone, send Basic Set 0x00. When Endpoint 7 stops playing tone, send Basic Set 0xFF. |

Parameter 39: Configure how to send Basic Set to nodes in Group 9.

Size: 1 Byte, Default Value: 3

| Setting | Description |
|---------|--|
| 0 | Dont send Basic Set. |
| 1 | When Endpoint 8 starts playing tone, send Basic Set 0xFF. When Endpoint 8 stops playing tone, dont send Basic Set. |
| 2 | When Endpoint 8 starts playing tone, send Basic Set 0x00. When Endpoint 8 stops playing tone, dont send Basic Set. |
| 3 | When Endpoint 8 starts playing tone, send Basic Set 0xFF. When Endpoint 8 stops playing tone, send Basic Set 0x00. |
| 4 | When Endpoint 8 starts playing tone, send Basic Set 0x00. When Endpoint 8 stops playing tone, send Basic Set 0xFF. |

Parameter 48: Tigger Unpairing Button Mode (Write Only)

(1) Can trigger unpairing multiple Buttons at one time.(2) User does not need to do anything to Button.(3) Indicator Light will quickly flash white light 3 times when Unpairing Button Mode finishes.

Size: 1 Byte, Default Value: 0

| Setting | Description |
|---------|---|
| 1 | Tigger Unpairing #1 Button Mode. |
| 2 | Tigger Unpairing #2 Button Mode. |
| 3 | Tigger Unpairing #2 and #1 Button Mode. |
| 4 | Tigger Unpairing #3 Button Mode. |
| 5 | Tigger Unpairing #3 and #1 Button Mode. |
| 6 | Tigger Unpairing #3 and #2 Button Mode. |
| 7 | Tigger Unpairing #3, #2 and #1 Button Mode. |

Parameter 49: Tigger Pairing Button Mode (Write Only)

(1) Can NOT trigger pairing multiple Buttons at one time.(2) Pairing time is up to 10 seconds. In this time period, user MUST manually click Ring Button 3 times quickly. Otherwise it cannot be paired successfully.(3) Each successful pairing will overwrite the previous paired Button which has the same Button Number.

Size: 1 Byte, Default Value: 0

| Setting | Description |
|---------|--------------------------------|
| 0 | Exit Pairing Button Mode. |
| 1 | Tigger Pairing #1 Button Mode. |
| 2 | Tigger Pairing #2 Button Mode. |
| 4 | Tigger Pairing #3 Button Mode. |

Parameter 50: Report which Pairing Button Mode is triggered (Read Only)

Once Pairing Button Mode is triggered, node will automatically send this configuration report via Lifeline to inform which Button is waiting for being paired.

Size: 1 Byte, Default Value: 0

| Setting | Description |
|---------|--|
| 0 | There is no Pairing Button Mode being triggered. |
| 1 | Pairing #1 Button Mode is triggered. |
| 2 | Pairing #2 Button Mode is triggered. |
| 4 | Pairing #3 Button Mode is triggered. |

Parameter 51: Report which Buttons had been paired (Read Only)

Once Unpairing or Pairing Button Mode finishes, node will automatically send this configuration report via Lifeline to inform which Buttons had been paired. This parameter does not restore to the default value when Chime is removed from the network or reset the factory settings.

Size: 1 Byte, Default Value: 0

| Setting | Description |
|---------|---------------------------------------|
| 0 | There is no paired Button. |
| 1 | #1 Button had been paired. |
| 2 | #2 Button had been paired. |
| 3 | #2 and #1 Button had been paired. |
| 4 | #3 Button had been paired. |
| 5 | #3 and #1 Button had been paired. |
| 6 | #3 and #2 Button had been paired. |
| 7 | #3, #2 and #1 Button had been paired. |

Parameter 52: Get the information of #1 Button (Read Only)

This parameter does not restore to the default value when Chime is removed from the network or reset the factory settings.

Size: 4 Byte, Default Value: 0

| Setting | Description |
|----------------|---|
| 0 | #1 Button is unpaired. |
| 1 - 2147483647 | Information about #1 Button, including battery voltage (unit is mV) and software version. |

Parameter 53: Get the information of #2 Button (Read Only)

This parameter does not restore to the default value when Chime is removed from the network or reset the factory settings.

Size: 4 Byte, Default Value: 0

| Setting | Description |
|---------------|---|
| 0 | #2 Button is unpaired. |
| 1 - 134217727 | Information about #2 Button, including battery voltage (unit is mV) and software version. |

Parameter 54: Get the information of #3 Button (Read Only)

This parameter does not restore to the default value when Chime is removed from the network or reset the factory settings.

Size: 4 Byte, Default Value: 0

| Setting | Description |
|----------------|---|
| 0 | #3 Button is unpaired. |
| 1 - 2147483647 | Information about #3 Button, including battery voltage (unit is mV) and software version. |

Parameter 96: Enable or Disable the ability that click the Action Button to stop a playing tone.

Size: 1 Byte, Default Value: 0

| Setting | Description |
|---------|-------------|
| 0 | Disable |
| 1 | Enable |

Parameter 255: Factory Reset or Initialization (Write Only)

Parameter 51/52/53/54 will not restore the configuration settings to the default when Factory Reset or Initialization is performed.

Size: 4 Byte, Default Value: 0

| Setting | Description |
|------------|---|
| 0 | Initialization: Initialize all configuration parameters to default values. |
| 1431655765 | Factory Reset: Restore the product to factory settings and remove from the network. |

Technical Data

| | |
|------------------------------|------------------------------------|
| Dimensions | 70x70x40 mm |
| Weight | 139 gr |
| Hardware Platform | ZM5101 |
| EAN | 1220000015982 |
| IP Class | IP 20 |
| Voltage | 5 V |
| Battery Type | 1 * CR2032 |
| Device Type | Sound Switch |
| Network Operation | Always On Slave |
| Z-Wave Version | 6.71.03 |
| Certification ID | ZC10-19046416 |
| Z-Wave Product Id | 0x0371.0x0003.0x00A2 |
| Color | White |
| Outdoor Use | ok |
| Firmware Updatable | Updatable by Consumer by RF |
| Supported Notification Types | Home SecurityPower ManagementSiren |
| Sensors | Vibration/Shock (Binary) |
| Frequency | Europe - 868,4 Mhz |
| Maximum transmission power | 5 mW |

Supported Command Classes

- Association Grp Info
- Association V2
- Basic
- Configuration
- Device Reset Locally
- Firmware Update Md V4
- Manufacturer Specific V2
- Multi Channel Association V3
- Multi Channel V4
- Notification V8
- Powerlevel
- Security
- Security 2
- Sound Switch
- Supervision
- Transport Service V2
- Version V2
- Zwaveplus Info V2

Controlled Command Classes

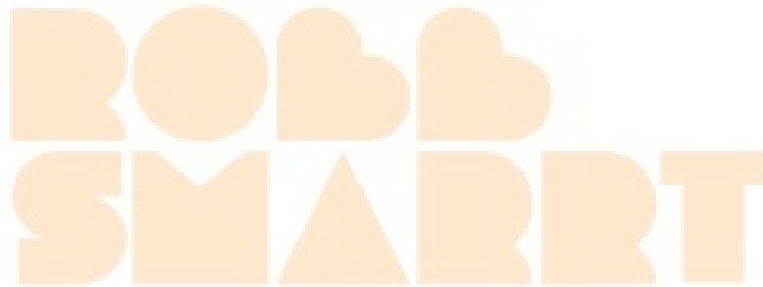
- Basic

Explanation of Z-Wave specific terms

- **Controller** — is a Z-Wave device with capabilities to manage the network. Controllers are typically Gateways, Remote Controls or battery operated wall controllers.
- **Slave** — is a Z-Wave device without capabilities to manage the network. Slaves can be sensors, actuators and even remote controls.

- **Primary Controller** — is the central organizer of the network. It must be a controller. There can be only one primary controller in a Z-Wave network.
- **Inclusion** — is the process of adding new Z-Wave devices into a network.
- **Exclusion** — is the process of removing Z-Wave devices from the network.
- **Association** — is a control relationship between a controlling device and a controlled device.
- **Wakeup Notification** — is a special wireless message issued by a Z-Wave device to announces that is able to communicate.
- **Node Information Frame** — is a special wireless message issued by a Z-Wave device to announce its capabilities and functions.

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The logo for Robb Smart features the word "ROBB" in a large, rounded, orange font above the word "SMART" in a similar, slightly more angular orange font. The letters are bold and have a soft, glowing effect around them.