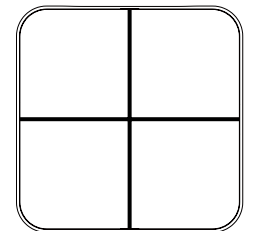




# MOTE



## FT130-A

### ① MOTE.

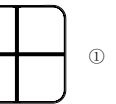
Oomi MOTE is an intelligent Z-Wave® remote controller that mounted on a wall. It has 4 touch buttons that you can easily control the Z-Wave devices in your home network via touching, long pressing or sliding the button areas.

Its surface has a RGB LED to indicate the button actions also accompanied by touch beep and vibration.

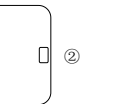
The MOTE is also a security Z-Wave device and supports Over The Air (OTA) feature for the products firmware upgrade.

### ② Familiarize yourself with your MOTE.

1. MOTE
2. Back-Mount plate
3. Double-Sided tape
4. Micro USB cable



①



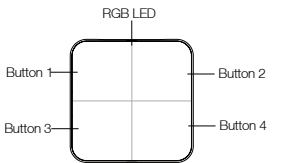
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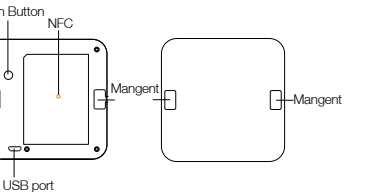
③



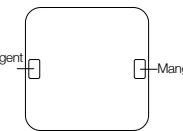
④



Main unit (Front)



Main unit (Back)



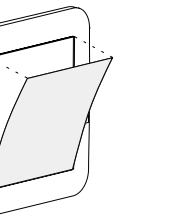
Back-Mount plate

Note: When the MOTE is placed on somewhere, keep the glass button surface upward direction and no other physical surface or desktop contact with the glass button surface to avoid false triggering and battery consumption.

### ③ Quick start.

#### Installing your MOTE.

1. Selecting a place or wall in your home to affix your MOTE's Back Mount plate.
2. Using the Double-sided tap, wipe the two surfaces clean of any oil or dust with a damp towel. When the surface has completely dried, peel one side of the tape back and attach it to the corresponding section on the rear side of the Back Mounting Plate.



#### Adding your MOTE to your Z-Wave network.

With your mounting plates prepared to hold each component of your MOTE, it's time to add it to your Z-Wave network.

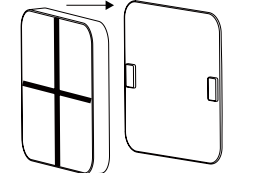
1. Let your Z-Wave primary controller/gateway enter into pairing/inclusion mode.
2. Take your MOTE near to your primary controller.

3. Press the Action Button once on your MOTE, the LED will blink with green color.  
If your MOTE has been successfully added to your Z-Wave network, its green LED will be solid for 2 seconds and then off. If the adding was unsuccessful and the red LED will be solid for 2 seconds and then off, repeat the above steps.
4. network, its green LED will be solid for 2 seconds and then off. If the adding was unsuccessful and the red LED will be solid for 2 seconds and then off, repeat the above steps.

With your MOTE now working as a part of your smart home, you'll be able to configure it from your home control software or phone application. Please refer to your software's user guide for precise instructions on configuring the MOTE to your needs.

#### Attach your MOTE to its Back Mounting plate.

With your MOTE added to the Z-Wave network. It's now time to insert the main unit into the corresponding Back Mount plate. Put the main unit in the top-left direction on the Back Mounting, and then push the MOTE into the Back Mounting Plate, the MOTE will be attracted by the magnets on the Back Mount plate, as the figure below shows.



### ④ Advanced.

#### Send a wake up notification.

In order to send your MOTE new configuration commands from your Z-Wave controller or gateway, it will need to be woken up. Remove your MOTE unit from its Back Mounting Plate, press and hold the Action Button for 3 seconds(the buzzer chirp once and the orange LED will be ON) on the back of the MOTE unit and then release it. This will trigger and send a wake up notification command to your controller/gateway, then your MOTE will wake up for 10 minutes and the orange LED will fast blink while it is awake (if the MOTE does not receive the Wake Up No More Info from the primary Controller).

#### Removing your MOTE from a Z-Wave network.

Your MOTE can be removed from your Z-Wave network at any time. You'll need to use your Z-Wave network's main controller/gateway. To do this, please refer to the part of their respective manuals that tell you how to remove devices from your network.

1. Put your primary controller into device removal mode.
2. Unlock your MOTE from the Back Mount plate and take the MOTE unit near to your primary controller.
3. Press the Action Button on your MOTE.
4. If your MOTE is successfully removed from the Z-Wave network, the LED will become a colourful gradient for a few seconds and then turn off. If the removing was unsuccessful, the red LED will be solid for 2 seconds and then turn off, repeat the above steps.

### ⑤ Advanced functions.

#### Security or Non-security feature of your MOTE in Z-wave network.

##### Including MOTE as a non-secure device:

If you want your MOTE as a non-security device in your Z-wave network, you just need to press the Action Button once on MOTE when you use a controller/gateway to add/include it. The green LED will be on for 2 seconds and then the orange LED will fast blink for 10 minutes (if the MOTE does not receive the Wake Up No More Info command from primary Controller) to indicate the inclusion is successful.

##### Including MOTE as a secure device:

In order to take full advantage of all functionality the MOTE, you may want your MOTE is a security device that uses secure/encrypted message to communicate in Z-wave network, so a security enabled controller/gateway is needed for the MOTE to be used as a security device. You need to press the MOTE's Action Button 2 times within 1 second when your security controller/gateway starts the network inclusion. The blue LED will be on for 2 seconds and then the orange LED will fast blink for 10 minutes (if the MOTE does not receive the Wake Up No More Info command from primary Controller) to indicate the inclusion is successful.

#### Advanced Parameter Configurations.

Not all gateways will allow you to further configure your Z-Wave devices, but in the case that your gateway does allow it, the MOTE

has some available parameter configurations that will allow you to configure it further to your liking.

##### Touch beep

This will enable or disable the sound effects when you press or touch the sensing area. By default, this is enabled.

##### Parameter 1 [1 byte]

0: Disable

1: Enable

Note: You can also enable or disable the sound effects via pressing and holding the Action Button for 12 seconds (the buzzer chirp once and the red LED will fast blink) and then release.

##### Touch vibration

This will enable or disable the vibration effects when you press or touch the sensing area. By default, this is enabled.

##### Parameter 2 [1 byte]

0: Disable

1: Enable

Note: You can also enable or disable the vibration effects via pressing and holding the Action Button for 17 seconds (the buzzer chirp once and the red LED will be solid) and then release.

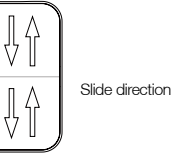
#### Association table of the control buttons.

The MOTE supports 9 association groups, all control buttons can activate the configured scenes via sending the Central Scene Notifications to primary controller/gateway (In association group 1). Every control button also can send the control commands to control the devices in the other association groups, see the table below:

Association Group	Control Button	Control commands	Description
1 (Lifeline)	Button 1 to 4	Central Scene Notification	Central Scene control via Button 1 to 4
2	Button 1	Basic Set	On/Off control via Button 1
3	Button 1	Multilevel Switch Set	Dimmer control via Button 1
4	Button 2	Basic Set	On/Off control via Button 2
5	Button 2	Multilevel Switch Set	Dimmer control via Button 2
6	Button 3	Basic Set	On/Off control via Button 3
7	Button 3	Multilevel Switch Set	Dimmer control via Button 3
8	Button 4	Basic Set	On/Off control via Button 4
9	Button 4	Multilevel Switch Set	Dimmer control via Button 4

#### Dimmer control via sliding the button area.

The MOTE also supports sliding control, when the parameter 4 is set to 3, you can slide up or down on the button area to control the dimmer device.



Slide direction

#### Your MOTE's battery.

Your MOTE has a internal rechargeable lithium battery that will allow you to charge it when it is in low battery. The charger's output should be a micro USB terminal with the specification of output DC 5V/1A. When the MOTE is in charge state, the orange LED will be on. If the orange LED is off and the green LED remains on, then it indicates that the battery charge is complete.

Note: When the MOTE is in low battery, you will see the orange LED will blink when you touch the control buttons. Otherwise, if the blue LED blinks when touching the buttons, which means the battery is in normal level.

#### NFC function of your MOTE.

Your MOTE has inbuilt a NFC module. In order to take full advantage of the NFC feature, the Oomi's Touch panel is needed. When you take the Touch panel near to the NFC point of MOTE, you will see

light purple LED dims on and then off, at the same time, the product information is read out from MOTE via NFC communication and then displayed on the Touch panel's screen.

If your MOTE is powered on by battery or USB adapter, it will send out a Node information frame to start the inclusion/exclusion when the Touch panel touches your MOTE. The Touch panel's screen will pop up a notification message to let you know whether the inclusion/exclusion is successful or not. If the MOTE is included into your Touch panel, you will see the MOTE icon on the Touch panel.

#### Resetting your MOTE.

If at some stage, your primary controller is missing or inoperable, you may wish to reset all of your MOTE's settings to their factory defaults. To do this, follow the steps below:

1. Press and hold the Action button (20 seconds).
2. The LED should blink between green, purple, then red which will flash rapidly until a green LED becomes solid for 2 seconds to indicate a successful factory reset.
3. Let go of the Action Button.

#### ⑥ Technical Specifications

Model number: FT130-A.

Power supply: Rechargeable lithium battery, 3.7 V, 640mAh.

Battery charger input: Micro USB port, DC 5V±0.5V, max 1A.

Operating temperature: 0°C to 40°C.

Relative humidity: 8% to 80%.

NFC operating distance: Maximum 30mm.

Operating distance: Up to 394 feet/120 metres outdoors.

#### ⑦ Warranty.

If you are in need of any technical support during or subsequent to your products' warranty, please get in touch with our support team via <http://aeotec.com/support>. The Company you bought this product from has also guaranteed to assist you with any of your support needs, and you can also contact them for accordingly.

This guarantee made by the company who you purchased the product from includes the transfer of Aeon Labs' full warranty to that Company. They've guaranteed that they'll be able to assist you, the Customer, with all technical support and repair needs on our behalf.

Aeon Labs warrants to the original purchaser of Products, that is the Company who you have purchased from, that for the Warranty Period (as defined below), the Products will be free from material defects in materials and workmanship. The foregoing warranty is subject to the proper installation, operation and maintenance of the Products in accordance with installation instructions and the operating manual supplied. Warranty claims must be made to the Company who you have purchased from in writing within thirty (30) days of the manifestation of a problem.

Aeon Labs' sole obligation under the foregoing warranty is, at Aeon Labs' option, to repair, replace or correct any such defect that was present at the time of delivery, or to remove the Products and to refund the purchase price to Company.

The Warranty Period begins on the date the Products is delivered and continues for 12 months. Any repairs under this warranty must be conducted by an authorized Aeon Labs service representative and under Aeon Labs' RMA policy. Any repairs conducted by unauthorized persons shall void this warranty.

Excluded from the warranty are problems due to accidents, acts of God, civil or military authority, civil disturbance, war, strikes, fires, other catastrophes, misuse, misapplication, storage damage, negligence, electrical power problems, or modification to the Products or its components.

Aeon Labs does not authorize any person or party to assume or create for it any other obligation or liability in connection with the Products except as set forth herein. Aeon Labs will pass on to Company all manufacturers' Material warranties to the extent that they are transferable, but will not independently warrant any Material. Company will assist Customer with all warranty, repair, return and technical support needs, Company must prepay shipping and transportation charges for returned Products, and insure the shipment or accept the risk of loss or damage during such shipment and transportation. Aeon Labs will ship the repaired or replacement products to Company freight prepaid. Customer and Company shall indemnify, defend, and hold Aeon Labs and Aeon Labs' affiliates, shareholders, directors, officers, employees, contractors, agents and other representatives harmless from all demands, claims, actions, causes of action, proceedings, suits, assessments, losses, damages, liabilities, settlements, judgments, fines, penalties, interest, costs and

expenses (including fees and disbursements of counsel) of every kind (i) based upon personal injury or death or injury to property to the extent any of the foregoing is proximately caused either by a defective product (including strict liability in tort) or by the negligent or willful acts or omissions of Customer or its officers, employees, subcontractors or agents, and/or (ii) arising from or relating to any actual or alleged infringement or misappropriation of any patent, trademark, mask work, copyright, trade secret or any actual or alleged violation of any other intellectual property rights arising from or in connection with the products, except to the extent that such infringement exists as a result of Aeon Labs' manufacturing processes.

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#### FCC NOTICE (for USA)

NOTE: THE GRANTEE IS NOT RESPONSIBLE FOR ANY CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

NOTE: 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 UNDESIRABLE OPERATION.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful 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 or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This is a passive NFC function, in the standby state normally, when another active NFC device is approached, the NFC function will be activated, the NFC chip will wake up circuit, current was increased from uA to mA, active NFC can read the built-in information (such as product name, model, trademark, software and hardware version, etc.), and establish a Z-wave protocol connection (note: the data and information to send is made mainly by the Z-wave protocol), when the connection is established, the NFC chip will return to the standby state

#### Warning

Do not dispose of electrical appliances as unsorted municipal waste, use separate collection facilities. Contact your local government for information regarding the collection systems available.

#### Certifications (regional):



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