X-10®

CK11A

ACTIVEHOME
HOME AUTOMATION SYSTEM

OWNER'S MANUAL

READ THIS FIRST!

SAFETY CONSIDERATIONS

Remember to exercise good common sense when using your ActiveHome home automation system - especially when scheduling unattended devices. There can be some unexpected consequences if not used with care. For example, an empty coffee pot can be remotely turned on. If that should happen, your coffee pot could be damaged from overheating. If an electric heater is turned on by remote control while clothing is draped over it, a fire could result. DO NOT USE the system for the control of high power heating appliances such as portable heaters.

Caution: To reduce the risk of electric shock, do not disassemble any part of the Home Automation System. No user-serviceable parts are inside. If you spill liquid on a unit, disconnect the unit from the AC outlet to prevent possible fire or shock hazard and consult authorized service personnel.

Powerline operated equipment or accessories connected to any of these units should bear the UL listing or CSA certification mark and should not have been modified in any way that might defeat their safety features.

Warning: To prevent electric shock hazard, do not expose any part of the Home Automation System to rain or moisture.

FCC CAUTION

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 UNDESIRED OPERATION.

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control devices in accordance with the specifications in Sub-Parts B and C of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.

- Relocate the interface with respect to the radio/TV.

- Move the interface away from the radio/TV.

- Plug the interface into an outlet on a different electrical circuit from the radio/TV experiencing the interference.

- If necessary, consult your local Dealer for additional suggestions.

NOTE: Modifications to any of the components in this kit will void the user's authority to operate this equipment.

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INTRODUCTION

Congratulations on your purchase of the ActiveHome PC based home automation system!

Make your lights and appliances go to work for you…

ActiveHome brings added security, convenience and energy savings to your home by managing your lights and appliances with personalized Macros defined by you. ActiveHome's easy-to-use software and hardware can automate almost any light or appliance in your home. And it's easy to install. Within minutes, ActiveHome can make your lights and appliances go to work for you!

Here are just some of the things you can do with your ActiveHome Home Automation System…

- Make your house look "lived-in" by having certain lights or appliances "learn" your normal living pattern

- Program your lights to come on at dusk (not at a preset time) — so you don't have to come home to a dark house.

- Control individual (or groups) of lights or appliances by remote control from any room in the home.

- Create personalized groups of commands ("Macros") for certain times of the day, like when you wake-up or go to bed.

Use this manual to become familiar with ActiveHome…

This manual will briefly explain how your ActiveHome system works and how to set it up. Next, it will teach you how to control a simple lamp from your PC. Finally, once you've mastered the basics, the manual will show you different automation Macros you can setup using your ActiveHome software.

GETTING STARTED

Because we know that you are eager to get started, we've kept this introduction as short as possible, but it contains very valuable information, so you should read through it very carefully.

CONTROLLERS AND MODULES

The first thing you need to understand is that there are two different devices you need to control your house; Controllers and Modules. Any light or appliance that you want to control is plugged into a Module and that Module is then plugged into a standard AC outlet.

Modules receive commands from Controllers. Examples include the Lamp Module that came with this kit. The Transceiver Module also in this kit is another example (although it also doubles as a controller as described later).

Controllers are also plugged into standard wall outlets and send commands to Modules over your existing electrical wiring in your house without affecting your electricity in any way.

The Transceiver Module that came with this kit works as a controller when it is used with a remote control such as the ones included with this kit. When the Transceiver Module receives a command from a remote it sends digital signals over your existing house wiring to a Module which receives the signals and executes the command.

The remotes use radio frequency (RF) signals to send commands to the Transceiver module. RF signals can go right through walls, so you can use the remotes to control lights or appliances from anywhere in the home.

With your ActiveHome Home Automation Interface and software, your PC becomes a very intelligent Controller for all of your home automation tasks.

The ActiveHome Interface connects to your computer's serial port and then plugs into a wall outlet. The ActiveHome software tells the Interface what to do. The Interface then sends digital signals over your existing house wiring to a Module which receives the signals and executes the command sent by the PC.

HOUSE CODES AND UNIT CODES

Each Module has a specific address made up of a House Code (red dial on the face of the Module) and a Unit Code (black dial on the face of the Module).

UNIT CODE DIAL

HOUSE CODE DIAL

The Controller first sends an address and then a command on the AC power lines. Only the Module with a matching address will execute the command. If more than one Module has the same address, both Modules will execute the command.

Addresses are set on the Module by turning the two dials on the front of the Module to the desired letter and number (using a small screwdriver or a coin). The House Code is selected from the letters A through P, and the Unit Code is selected from the numbers 1 through 16.
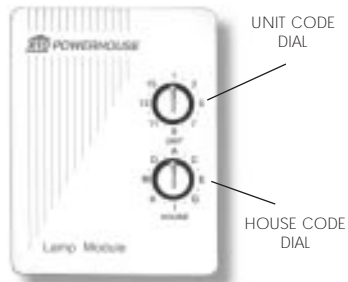
INSTALLING THE COMPONENTS

TRANSCEIVER MODULE

The Transceiver Module receives radio frequency (RF) commands from remotes to operate a lamp or appliance plugged into it. The Transceiver Module also passes on commands over your house wiring to control other X-10 modules. Note that unlike the Lamp Module you cannot dim and brighten a lamp connected to the Transceiver Module.

You should locate the Transceiver Module centrally in the home for maximum range when controlled by a remote.

1. Set the House Code to 'A' and the Unit Code slide switch to 1-8.

2. Plug a lamp or appliance into the Transceiver Module.

3. Plug the Transceiver Module into a convenient AC outlet. Fully extend the antenna.

Note: The slide switch sets the Unit Code for the Transceiver Module's built-in receptacle when controlled from a remote or a controller such as the Computer Interface. Set to 1-8 for Unit Code 1, or 9-16 for Unit Code 9.

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LAMP MODULE

The Lamp Module may be used to control any incandescent lamp rated up to 300W. It is not suitable for other types of lamp such as fluorescent or energy saving lamps, or lamps which include a dimmer control.

Caution: Do not connect an appliance such as a coffee pot or heater to the Lamp Module. It may damage the module and the appliance and could cause a fire hazard.

1. Set the House Code to 'A' and the Unit Code to '2'.

2. Plug a lamp into the Lamp Module.

3. Plug the Lamp Module into a convenient AC outlet.

KEYCHAIN REMOTE

Use the Keychain Remote to control the Transceiver Module to turn lights on and off. You can control up to two lights and appliances. The Keychain Remote is very convenient for switching on entrance lights from your car when you return home in the evening.

After setting up the Keychain Remote as described below, you will be able to use the left key to control the Transceiver Module and the right key to control the Lamp Module.

1. Slide off the battery cover and use a small screwdriver to set the codewheel to 'A'.

2. Move the slide switch to position 1-2.

3. Install two AAA batteries and refit the battery cover.

6-IN-1 SUPERREMOTE

The 6-in-1 SuperRemote allows you to control practically everything electrical in your home. It combines IR technology that lets you control all your TV, VCR, Cable and Satellite equipment with X-10 RF technology that lets you control lamps and appliances anywhere in your home.

To find out more about configuring the SuperRemote to work with your audio/video equipment, see the section titled "Setting Up your SuperRemote".

1. Push the tab and lift off the battery cover.

2. Fit two AAA batteries, taking care to match the + and - marks in the battery compartment.

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COMPUTER INTERFACE

The Computer Interface connects to the serial port of your PC. When you run the ActiveHome software, timer events, macros and other functions are downloaded to the interface through the serial cable.

Batteries in the interface keep its clock running if the power fails, so when the power is restored any timed events are resumed automatically.

Install the interface as follows:

1. Connect one end of the interface cable to your computer.

2. Plug the other end of the cable into the Computer Interface.

3. Plug the Computer Interface into a convenient AC outlet

Continued…

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4. Plug your computer into the Computer Interface.

5. Slide off the battery cover and fit 2 AAA batteries in the battery compartment.

SETTING UP YOUR SUPERREMOTE

BUTTON DESCRIPTIONS

INDICATOR LIGHT
The indicator light flashes when the remote is operating.

POWER
Works in the same way as your original remote.

SET UP
Used for programming the remote.

X-10
Lets you control X-10 modules to operate lamps and appliances around your home.

AUX1, AUX2, TV, VCR, CBL, SAT
Used to select the device to control. SAT includes DSS systems.

0-9
Used as your original remote and to enter device codes.

LAST
Selects the last channel viewed on your TV, VCR, Cable Box or Satellite Receiver.

CHANNEL
Works like your original remote. Also used to switch X-10 modules on and off.

MUTE
Works the same as your original remote.

VOLUME
Works like your original remote. Also used to brighten and dim lamps connected to X-10 Modules.

TIMER
Used to set the Sleep Timer to automatically switch off the TV or X-10 modules after a preset time.

DISP
Used to access on-screen information or CD programming.

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PLAY, REW, FF, STOP
Work the same as on your original remote.

SELECT
Used for menu selections on DSS satellite systems

GUIDE
Displays the main menu on DSS satellite systems

REC
Record button. Works the same as your original remote. You must press the REC button twice to begin recording.

PAUSE
Works the same as your original remote.

SETTING UP FOR TV, VCR, CABLE BOX AND SATELLITE RECEIVER

1. Turn on the device you wish to control (TV, VCR, cable box, satellite receiver etc.).

2. Press and hold SETUP until the LED indicator lights steadily. Release the SETUP button.
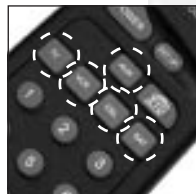
3. Press and release the mode button that matches the device you want to control. The LED blinks once. Use AUX for audio equipment.
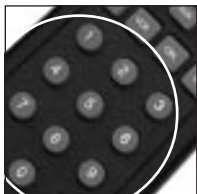
4. Enter the 3 digit Code from the Library Code Tables. The LED turns off after the last digit entered.

5. Point the remote at your device and press the POWER button. Your device should turn off.
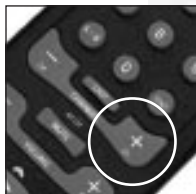
6. Turn your device on and press CHANNEL +. If the device responds, setup is complete.

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Notes:

For audio equipment *(CD, stereo etc.)* use the AUX button.

If your TV/VCR/Cable Box/Satellite Receiver does not respond, *try the other codes for your brand. If it still doesn't respond, try the Code Search method on page 28.*

If the LED blinked rapidly when you entered the code, *you may have entered an invalid code. Recheck the code in the code list and try again.*

If some buttons do not operate your device, *try one of the other codes for your brand.*

TV CODES

ABEX	185
ADC	016
ADM	056
ADMIRAL	014,186
ADVENTURA	187
AIKO	029
ALLERON	059
AMTRON	051
AKAI	015
AMSTRAD	202
ANAM NATIONAL	016,051,055,205, 206,207
AOC	017,018,020,022,188 189,208
AUDIOVOX	051
BELCOR	017
BELL & HOWELL	014,062,096
BRADFORD	051
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CANDLE	017,021,022,187
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CELEBRITY	015
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CITIZEN	017,021,022,029,051 055,084,118,184,187 190
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CLASSIC	055
COLORTYME	017,022,023,213
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CRAIG	051,055
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DAEWOO	017,018,022,029,030 031,055,098,139,140 184
DAYTRON	017,022,184
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ELECTROBAND	015,189
ELECTROHOME	016,017,022,034,035
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GOLDSTAR	017,018,022,025,069
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HARVARD	051
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JBL	075
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JC PENNY	013,017,018,021,022
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	077,084,100,118,141
	184,185,194,214
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JVC	024,025,026,067,073
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KAYPANI	188
KEC	055
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KLOSS NOVABEAM	081,082,187,196

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LOGIK	096
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MARANTZ	017,022,075,091
MATSUI	075
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MEMOREX	014,022,062,095,096
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PIONEER	017,022,103,104,105
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TANDY 015,024
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COLOUR VOICE 025,026
COMTRONICS 027,028
CONTEC 029
EASTERN 030
GARRARD 024
GC ELECTRONICS 022
GEMINI 031,032
GENERAL INSTRUMENT 016
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HYTEX 015
JASCO 024
JERROLD 014,016,018,020,031
.... 036,037,062,063
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MEMOREX 039
MOVIE TIME 015,040
NSC 015,040
OAK 015,029,042
PANASONIC 013,061,064
PARAGON 039
PHILIPS 024,025,026,032,038
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TUSA 031
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UNITED ARTISTS 015
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UNIDEN	082,120
VIDEO CIPHER II	083

AUDIO CODES

ADC	013
ADCOM	014,067
AIWA	015,016
AKAI	068,090
AUDIO ALCHEMY	017
AUDIO TECHNICA	018
BSR	017
CALIFORNIA AUDIO LABS	069
CAPETRONIC	022,

CARRERA	017
CARVER	019,020,021
CASIO	070
CURTIS MATHES	070
DENON	023,024
EMERSON	014,025,026
FISHER	020,027,028,029,030,071
GE	078
GENEXXA	025,026,031,072
GOLDSTAR	032,073
HARMON KARDON	033
HITACHI	031
INKEL	034
JC PENNEY	043,070
JVC	035
KENWOOD	027,036,037,038,080,081
KRELL	019
KYOCERA	013
LUXMAN	039,040,082,083,091
LXI	025,070
MAGNAVOX	019,084
MARANTZ	019,041,042,085
MCS	043,070
MGA	044
MISSION	019
MITSUBISHI	044,045
NAD	074,092
NAKAMICHI	046,047
NEC	043
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NSM	019
ONKYO	048,049,075
OPTIMUS	017,020,021,025,031
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SANYO	020,058,071,088,095
SCOTT	014,025,026
SEARS	025,037,042,070
SHARP	037,042
SHERWOOD	034,042,051,059
SHURE	043
SONY	060,061
STS	013
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SYMPHONIC	062
TEAC	029,042,052,062,063,064
TECHNICS	069,086,089
THETA DIGITAL	084
TOSHIBA	074
VECTOR RESEARCH	017,032
VICTOR	035
YAMAHA	018,065,066,077

USING AUX TO CONTROL A SECOND TV, VCR, CABLE BOX OR SATELLITE RECEIVER

Although the AUX button is normally used to control an audio component such as a CD or stereo system, it can also be configured to control a second TV, VCR, cable box or satellite receiver instead.

1. Turn on the equipment you wish to control.

2. Press and hold SETUP until the LED indicator lights steadily. Release Setup button.

3. Press the AUX button, then press the mode button that matches the equipment you wish to control (TV, VCR, CBL, SAT).

4. Press and release the mode button that matches the A/V equipment you want to control. The LED blinks once.
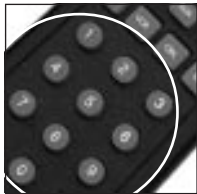
5. Enter the 3 digit Code from the Library Code Tables. The LED turns off after the last digit entered.

6. Point the remote at your audio component and press the POWER button. Your audio component should turn off.
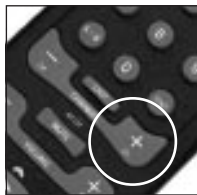
7. Turn your audio component on and press CHANNEL +. If it responds, setup is complete.

Notes:

If your audio/video component does not respond, try the other codes for your brand. If it still doesn't respond, try the Code Search method on page 28.

If the LED blinked rapidly when you entered the code, you may have entered an invalid code. Recheck the code in the code list and try again.

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SEARCHING FOR CODES

1. Turn on the device you wish to control.

2. Press and hold SETUP until the LED indicator lights steadily. Release Setup button.
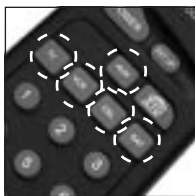
3. Press the mode button that matches the equipment you wish to control The LED blinks once.
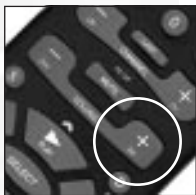
4. Press CHANNEL + repeatedly* until the device to be controlled changes channel.
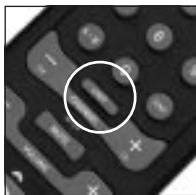
If you go past the code accidentally, just press LAST repeatedly until the channel changes again.
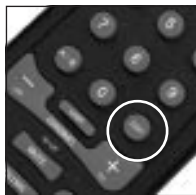
5. Press and release the ENTER button to complete the setup.

***Note:** You may have to press CHANNEL+ many times (50+). If the device does not have a Channel Up function, use the PLAY button (VCR only) or the POWER button.*

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IDENTIFYING CODES FOUND USING THE SEARCH PROCEDURE

1. Press and hold the SETUP until the LED indicator lights steadily. Release Setup button.
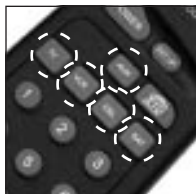
2. Press the mode button that matches the equipment you wish to identify The LED blinks once.

3. Press and release SETUP. The LED blinks once.
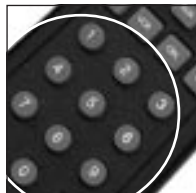
4. To find the first digit, press each number button from 0 to 9 until the LED blinks. The number you pressed is the first digit of the code.
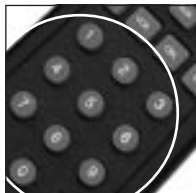
5. Press each number button from 0 to 9 again as above to find the second digit.
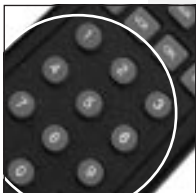
6. Press each number button in turn to find the third digit. When the third digit has been found, the LED will go out.

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SETTING THE SLEEP TIMER

The Sleep Timer automatically turns off the TV after the time you set (1 to 99 minutes).
Follow the instructions below to set the Sleep Timer:
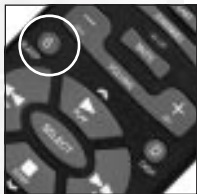
1. Press and hold TIMER until the LED indicator lights steadily. Release TIMER button.
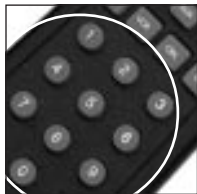
2. Use the number buttons to enter the sleep time required (1 to 99 minutes).
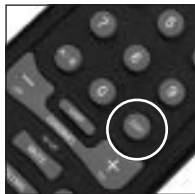
3. Press ENTER to confirm the setting.

Note: Take care to leave the remote pointing at the TV to ensure it turns off the TV at the time you set.

CONTROLLING X-10 MODULES

If you have already installed the Transceiver Module, you can control it and other X-10 modules as follows:

1. Press and release the X-10 button.
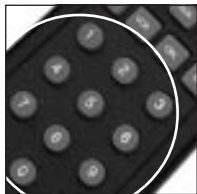
2. Use the number buttons to enter the Unit Code number of the chosen module.(You do not need to enter '0' first for a single digit number.)
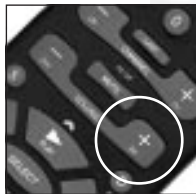
3. Press the appropriate button for the function you require:

On:	CHANNEL +
Off:	CHANNEL –
Bright:	VOLUME +
Dim:	VOLUME –
All Lamps On:	POWER
All Modules Off:	MUTE

Note: You cannot dim or brighten an Appliance Module. If the module was off and you press its unit code followed by Bright or Dim (VOLUME+ or VOLUME-) this will simply turn the module on.

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TO SET THE **X-10 SLEEP TIMER**

The X-10 Sleep Timer switches off the chosen modules after the preset time.

1. Press and release the X-10 button.

2. Press and hold TIMER until the LED indicator lights steadily. Release TIMER button.
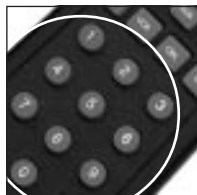
3. Use the number buttons to enter the module Unit Code for the module to be turned off.

4. Press the desired function button (e.g. CHANNEL - to turn the module off after the preset time).
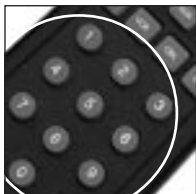
5. Using the number buttons enter the sleep time required (1 to 99 mins).
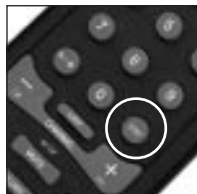
6. Press ENTER to confirm the setting.

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CHANGING THE **X-10 HOUSE CODE:**

The SuperRemote defaults to House Code A, and in most cases you will not need to change this unless you are experiencing interference from a neighboring X-10 system.

1. Press and release the X-10 button.

2. Press and hold SETUP until the LED indicator lights steadily. Release Setup button.
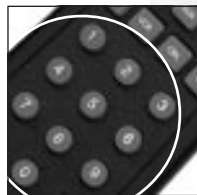
3. Use the number buttons to enter the number equivalent to the chosen House Code (1=A, 2=B ..16=P).
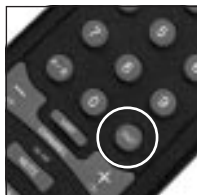
4. Press the ENTER button to confirm the House Code. The LED turns off.

Note: The House Code you choose must match the House Code on the Transceiver Module and the ActiveHome software you are using it with.

CONTROLLING AN IR MINI CONTROLLER

If you already own an IR Mini Controller, you will need to change the X-10 Home Automation code in the remote to use it. The code for standard X-10 Home Automation is 013. The code to control the IR mini controller is 014. To change the code:

1. Press and hold SETUP until the LED indicator lights steadily. Release the SETUP button.

2. Press and release the X-10 button.
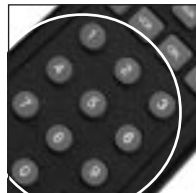
3. Enter the 014 to control an IR Mini Controller, 013 for standard X-10 control. The LED turns off after the last digit entered.

Note: In most cases, you will not need to use the IR mini controller to receive commands from the remote - the Transceiver Module does this for you and has the added advantage of working through walls. You can't control the IR mini controller and the Transceiver Module at the same time.

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ACTIVEHOME SOFTWARE

The ActiveHome software lets you:

- Create a graphical representation of your Modules on your computer screen and then allows you to control your lights and appliances from your computer.

- Create schedules of timed events that automatically run your home 24 hours a day, 7 days a week.

- Define "Macros" that control groups of Modules. For example, a "Coming Home" Macro might turn on the porch light, the living room light, and the stereo. A "Goodnight" Macro might turn off all internal lights, turn off the stereo, but leave the outside security lights on.

- Define schedules that make your home look lived-in when you're away, by turning lights, stereos and other appliances on and off at the times you set.

- Create printed reports showing different aspects of your home automation system such as what Modules are installed in your home, and what timed events have been set.

INSTALLING ACTIVEHOME SOFTWARE

Please read through these installation steps completely before you start to install your ActiveHome software.

1. Make sure your PC is turned on, and you are at the Windows desktop.
2. Insert your ActiveHome CD into your CD-ROM drive.
3. Click on the Start button on your Windows 95 desktop.
4. Select Run.
5. Click the Browse button and find your CD ROM drive.
6. Click on the Setup icon
7. Follow the Installer instructions to install your ActiveHome software.

Congratulations! Your software has been successfully installed. If you double click on the ActiveHome icon you will start the ActiveHome software. A setup pictorial will be displayed the first time you run the software to remind you how to connect up your Computer Interface if you haven't already done so.

USING ACTIVEHOME TO CONTROL MODULES

The first time you run ActiveHome it will load a file called MYHOUSE.x10. MYHOUSE will show a graphical representation of a Transceiver Module and a Lamp Module as well as a sample Macro (more on Macros later). The Transceiver Module has been named "My Appliance" and the Lamp Module is named "My Lamp Module."

"My Appliance" is set to address A1 (Housecode A, Unit Code 1 located on the bottom center of the "on screen" module). This corresponds to the setting of the actual Transceiver Module that you installed earlier.

You can try out your Transceiver Module now:

1. Check that you have installed the Transceiver Module, and that the switch on the appliance connected to it is on.

2. Click on the switch of "My Appliance". It takes a second or two to respond.

The "My Lamp Module" on-screen module is set to Housecode A and Unit Code 2, the same as the actual Lamp Module that you installed earlier.

To try out your Lamp Module:

1. Check that you have installed the Lamp Module, and that the switch on the lamp connected to it is on.

2. Click on the switch of "My Lamp Module". It takes a second or two to respond.

3. Click on the slider of "My Lamp Module" and hold down the mouse button while dragging it to about half way down. When you let go of the button, the lamp dims to around half brightness. (It may take 1 or 2 seconds to do this).

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SCHEDULES AND MACROS

You can schedule each of your Modules to turn on or off any time by clicking on the large black areas of your "on screen" modules. If you have trouble scheduling modules, check the on-line help for details on how to schedule events (turning Modules on or off).

You can also define your own automated Macros for the lights and appliances in your home! Below are some suggested "Macros" that you can create with the Lamp Module and Appliance Module you installed so far.

SAMPLE MACROS FOR YOU TO TRY
Included with your ActiveHome software are two Demo Macros. These Macros, "Demo Macro 1" and "Demo Macro 2", show up as "on screen" modules also.

Click on the Macro Generator tool bar button (right most button on the tool bar). This will take you to the Macro Generator screen.

Listed on the right side of the screen are all of the modules that have already been defined in the ActiveHome software. On the left side of the screen are the "Macros" that have been defined. Macros are required to have a House Code/Unit Code address (like modules) along with an On/Off condition to activate the sequence of events called out in the Macro.
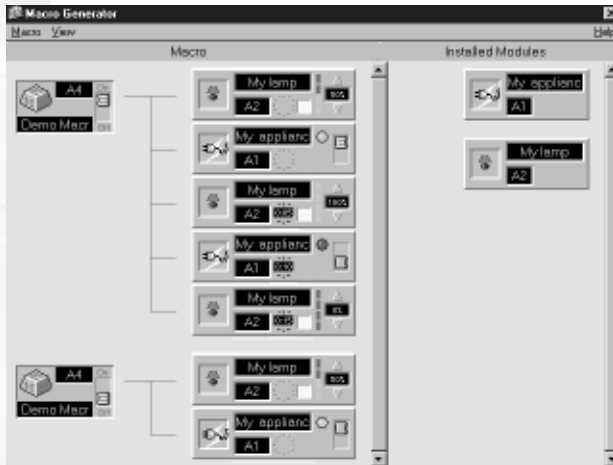
"Demo Macro 1," with a Housecode/Unit Code address of A3-On, on the left side of the screen, has five modules "linked" together. If you look closely, you will see that there are really only two different modules, "My Lamp Module" and "My Appliance" module. Each of the five modules are doing something slightly different. The top module turns on My Lamp Module at 50% brightness whenever the Interface detects an A3-On address (the address of the Demo Macro) being sent over your house wiring. The next module turns on your "My Appliance" module at the same time as "My Lamp Module" turns on at 50% brightness.

The middle module brightens your "My Lamp Module" to full brilliance (100%), but this

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happens five minutes AFTER the address of the Demo Macro is detected by the Interface. Notice the clock face on the linked modules. The middle module clock face is showing clock hands. This is an indication that a time delay has been set. To look at a delay time or to set a time delay, double click on the clock.

The next linked module is your "My Appliance" module and it is set to turn off ten minutes after address A3-On is detected. The last module is your "My Lamp Module" again, this time it is turning off fifteen minutes after A3-On is detected.

In summary, what Macro A3-On does is:

- Turn on "My Lamp Module" immediately at 50% brightness
- Turn on "My Appliance" module immediately
- Brighten the same "My Lamp Module" to 100% brightness after 5 minutes
- Turn off the same "My Appliance" module after 10 minutes
- Turn off the same "My Lamp Module" after 15 minutes

You can try running this Macro by selecting Macro from the menu bar and then Exit and Download. Then, click the button on the Macro module named Demo Macro 1. This Macro will take 15 minutes to complete because of the delay times we used.

Note: *If your computer has Rapid Resume, Wake Up on Ring, Instant On, On Now, or*

something similar, you should enable this feature to take full advantage of ActiveHome's capabilities. Refer to the on-line Help for more details.

A second Demo Macro, with a Housecode/Unit Code address of A3-Off, shown on the left side of the Macro Generator screen, has two modules "linked" together. Macro A3-Off is shown to demonstrate that you can have both an On and an Off Macro, which can be totally unrelated, for each House Code/Unit code address. Because a Macro initiates a sequence of events (which could be turning devices on or off), we can have the turn ON command for a given address to initiate a Macro and the turn OFF command for that same address to initiate a completely different Macro.

CREATING YOUR OWN MACRO

Let's see if we can put what we learned from the Demo Macro to actual use in your home...

Let's define a Wake-Up in the morning Macro. What do you want to do when you wake up in the morning? Let's assume you want to turn on the lamp next to your bed. You also want to turn on the coffee pot in the kitchen so you have fresh coffee for breakfast. When you get out of the bathroom you can turn off the lamp and head to the kitchen for that cup of coffee. Don't forget, you need to turn off the coffee pot before you leave for work.

OK, how do we set all this up? First take the physical Lamp Module (address A2) that we

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used previously, to your bedroom and connect your bedside lamp to it. Be sure to turn the lamp on. Take the Transceiver Module (address A1) to your kitchen and connect your coffee pot to it (remember to turn it on).

Now let's rename the on screen "My Lamp Module" by clicking on the name field, press backspace, then type Bedside Lamp and push enter. Also change the name of your "My Appliance" module to Coffee Pot.

Next, go to the Macro Generator screen (click the right most button on the tool bar) and click Macro on the menu bar. A pull down menu will appear, click on Fast Macro. A new Fast Macro will be created for you named "Macro 1" with an address of A4-On. The ActiveHome software always defaults to the next available Housecode/Unit Code address when creating a new module or Macro. The software will also provide the next on/off switch state for that address. To change the on/off state, click on the on/off field.

To define your Macro:

1. Change the name of the Macro to WAKE UP.

2. Move your cursor over to the right side of the screen, with the left mouse button click on the "Bedside Lamp" module and drag it to the left side of the screen and drop it on top of the WAKE UP Macro. A copy of the "Bedside Lamp" will automatically link to the Wake UP Macro. "Bedside Lamp" is already turned on for you, so we do not need to do anything else with it.

3. Drag and drop a copy of "Coffee Pot" over to the WAKE UP Macro. Coffee Pot will

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now be linked to your WAKE UP Macro. "Coffee Pot" is already turned on for you, so we do not need to do anything else with this either.

4. Drag and drop the Bedside Lamp module to the left side of the screen again, notice that this time the Time Delay Screen is automatically shown, click and drag the pointer to 5 minutes, click on OK.

5. This time set the brightness to Dim the lamp to zero.

6. Finish by dragging over the Coffee Pot to the left side of the screen again, this time set the time delay to one hour and click its switch to set it to turn off.

Select Macro on the menu bar, then click on Exit and Download. The Macro you just created will then be initialized and downloaded to the Interface. You will be returned to the ActiveHome main screen. Notice that you now have a new "on screen" Macro module named WAKE UP.

Next, you need to schedule your Macro to execute at a specific time by clicking in the "Control Time" window (big black rectangle) of the Macro module, which takes you to the Timer Settings screen where you can program the execution times for your Macro.

The top bar on the Timer Settings screen is where you set the execution time. Drag the
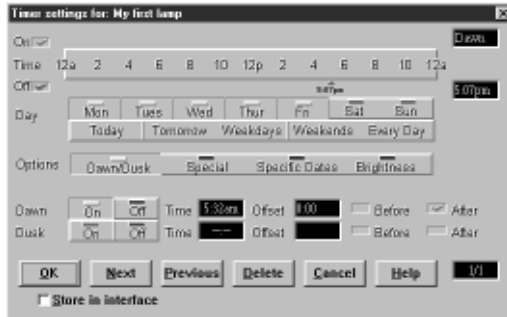
green cursor, on the top, to set the desired time, or type the time into the box in the top right hand corner (in this format, 12:00AM or 08:30PM). Note, you can't set OFF times for Macros, because you are setting the time that the Macro will execute not what it is supposed to do.

Next, click on the day or days that you want the Macro to execute. You can select Today, Tomorrow, Weekdays, Weekends, Every day. Or just click on the particular day or days you want. You can set the Macro to happen at Dusk or Dawn instead of at a specific time.

You can also select Specific Dates. Doing so will increase the size of the window to show you a range of dates. Select the range of dates that you want these timed events to occur between.

For example, you might only want them to occur while you are on vacation, say between

July 1 and July 15. Just drag the left (green) cursor under the months to the date you want the events to start (July 1). Then drag the right (red) cursor to the date when you want the timed events to finish (July 15). Or you can type 7/1 into the box at the right and to the top of the months, and type 7/15 into the box to the right and below the months.

Congratulations, you just automated your home!

DUSK AND DAWN SCHEDULED EVENTS

By using ActiveHome you will never have to come home to a dark house again. You can do this by scheduling your lamp to turn on at a specific time. Save on your utility bills by scheduling the lamp to come on at Dusk rather than a specific time each day. On the schedule screen, select ON at DUSK and your light will come on at dusk every day.

To get this feature to work correctly for your home, you must identify your location and time zone on the Geographic Location screen. Select Configuration from the Menu bar, then Geographic Location. Select the nearest city to your home from the list. Then select your time zone and click on Daylight Savings Time if you are currently on Daylight Savings time. Now your lamp will turn on at a different time each day as ActiveHome tracks the actual "dusk" time for your location.

Another example of a handy Macro could be a **Going to bed** Macro. Connect your

bedside lamp to your Lamp Module and your electric blanket to the Transceiver Module. Schedule your Macro to execute just before bedtime each day. More than one schedule can be defined for your Macro. For example, Monday through Friday you might go to bed at 10:00 PM, so you would schedule your Macro to execute at 10:00 PM on WEEKDAYS. On weekends you might normally go to bed at 11:00pm, so select NEXT on the Timer Settings screen and set 11:00 PM and WEEKEND on the second schedule. Now your bedroom light will be turned on and your bed will be nice and warm when you get there. Your Macro can then turn down the light after a few minutes and off even later along with the electric blanket.

These are just a few of the many possibilities with ActiveHome.

OTHER INFORMATION

One of the first things you should do before automating your home, is to read through the on-line help section "Concepts and Terms." You can find this section by clicking on "Help" in the main menu bar of ActiveHome and then "Contents" from the pull down menu that appears. From the table of contents you can then select "Concepts and Terms."

Be sure to read all of the information in this section before continuing. This will help you take full advantage of the many capabilities of ActiveHome.

SAMPLE FILE

After reading through "Concepts and Terms," spend some time looking at the ActiveHome sample file. To open the sample file, click on FILE on the main menu bar and then select OPEN. Click on SAMPLE.x10, then click OK.

The ActiveHome sample file will give you an opportunity to study a typical file and explore the various ActiveHome functions before modifying your MYHOUSE file. There are various rooms labeled at the bottom, click on each room to see what's installed in each one. You will see graphical representations of lamps and appliances (dimmers and switches). Look at the various Macros, they can give you more ideas for your own Macros.

ORGANIZING THE ACTIVEHOME DESKTOP

At the bottom of your ActiveHome desktop are "tabs" representing the various rooms in your home. These tabs organize your ActiveHome desktop by room. For example, if you have a physical Module located in your bedroom put the "on screen" module in the bedroom "tab." You can move the "on screen" module to any of the rooms described at the bottom of the screen by simply "dragging" it to the appropriate tab. To view a different room, click on it's tab or use the TAB key on your keyboard (SHIFT+TAB to go backwards).

The rightmost tab is labeled "Trash Can." To delete a module, not a Macro, simply drag the unwanted module to the trash can or select a module and then press the delete key on

your keyboard. Modules can be recovered from the trash can anytime before you exit the program, by simply dragging them out of the Trash Can.

HELP AT YOUR FINGERTIPS

ActiveHome for Windows includes detailed on-line help for almost every aspect of its operation. In fact, much of the information contained in this Readme file is included in the Getting Started section of the on-line help. If you ever have questions about how to do something in ActiveHome, you can reference the on-line help via any of the following steps:

1. Press the "F1" key

2. Select "Help" from the main menu bar

3. Click the "Help" button (if one is displayed)

CONFIGURING THE SERIAL PORT

The ActiveHome software has a default setting of COM2. If you connected your interface to a different serial port, you will need to change the port setting in the ActiveHome

software.

To change the port setting, run the ActiveHome software program and select "Tools" in the menu bar, then click on "Test Communications" and change the port setting. If you do not know what COM port you connected the Interface to, click the "Test" button after selecting one of the COM choices. The ActiveHome software will then test the COM port that you selected, looking for the ActiveHome Interface. The status line will indicate when the software has found the installed Interface. When the correct COM port assignment has been determined, exit the "Test Communications" menu by clicking "OK."

EXPANDING YOUR SYSTEM

The modules illustrated below represent just a few of the wide range of X-10 compatible modules you can choose from to expand your Home Automation system. They are available from electrical outlets, department stores and mail order catalogs.

X-10 Home Automation products also integrate with X-10 security systems, so you can use the security remotes that come with them to control macros and flash lights when the security system is tripped.

Check out our Web Site at: **HTTP://WWW.X10.COM** for more information on these and many other X-10 products.
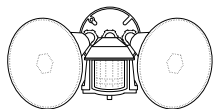
*The **Dual Floodlight Motion Detector PR511** turns on at dusk and/or when it detects movement, and sends X-10 signals to control other modules, or trigger ActiveHome macros.*
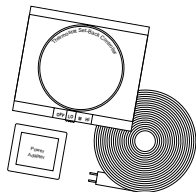
*The **Thermostat Setback Controller TH2807** below your thermostat to reduce the room temperature at night or at the times you set to save energy. No wiring!*
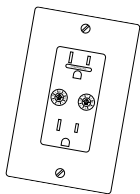
*Replace existing AC wall outlets with the **Receptacle Module SR227**. Has one 15A/1800W controlled outlet and one outlet which is always 'on'.*
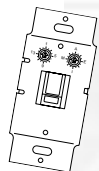
*Replace your existing wall switches with the **Wall Switch Module WS467**. Installs like a regular dimmer. On/Off and Bright/Dim functions. Other models available for 3-way and fluorescent lighting.*

*Use a controller to trigger the **Remote Chime Module SC546** to call dad up for dinner, or warn people you're about to turn on the sprinklers.*
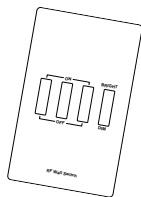
*Fit a **Wireless Wall Switch RW724** anywhere you need an extra switch - with no wires. Sends commands to the Transceiver Module just like a remote.*


*Use the isolated contacts on the **Universal Module UM506** to control pool pumps, sprinklers, drapes and other low voltage equipment.*
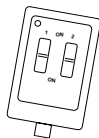
*Switch entrance or garage lights on from your car with the convenient **Keychain Remote KC674**.*

*The **PowerFlash Module PF284** connects to dry contact or low voltage alarm terminals on your burglar alarm system and flashes X-10 controlled lights when it is triggered.*
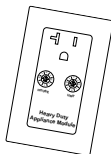
*Plug in a **Heavy Duty Module HD245** to control 220V appliances such as air conditioners and water heaters.*

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TROUBLESHOOTING

The Transceiver Module doesn't respond to the remote:

• Check the House Code of the Transceiver Module is set to 'A'. If you have changed the House Code on the remote (see p. 26), check that it matches the House Code on the module.

• Press the ON/OFF button on the front of the module to confirm it operates the equipment connected to it.

The Transceiver Module works, but other modules don't respond:

• Check that the module has the same House Code as the Transceiver Module.

• Try plugging the module into a different outlet.

The Remote won't control your A/V equipment, or doesn't work at all:

• Use manual controls or the original remote control to confirm the equipment is working properly.

• Be sure you pressed the device key for the device you want to control.

• Replace the Remote's batteries.

The Computer Interface won't control a module:

• Check that the House Code set in the ActiveHome software is the same as the Module you are trying to control.

• Try the module in a different outlet.