



Clipsal HomeMinder Home Automation System

Part A

HomeMinder Operation Guide

Release 1.0.0

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Preface

Congratulations on your purchase of HomeMinder. You now own a powerful and versatile home automation system that will manage your home for many years to come. We want you to get the very best out of your HomeMinder system and have provided extensive documentation and on-line help to assist you.

This guide tells you how to operate HomeMinder once your system is installed, set up and programmed – as will be the case if a supplier or consultant has done this for you.

If you are carrying out your own installation, you will need to work through the following manuals before using HomeMinder:

1. [Getting Started with HomeMinder](#)
2. [Installing HomeMinder](#)
3. [Setting Up HomeMinder](#)
4. [Programming HomeMinder](#)

Web Access

Please visit our web site to keep up to date with HomeMinder and related products.

Home Page www.clipsal.com/cis

For Online Product Registration, visit our Registration Centre

Home Page www.clipsal.com/cis/register

For Technical support and other enquiries, please email us at the following address:

Email techsupport.cis@clipsal.com.au

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Glossary

The following list explains some terms used in this guide.

Alarm Notification Group	A set of up to four telephone numbers; the first to answer will be notified if a specified alarm condition occurs. There may be up to four groups, each of which can respond to a different alarm condition.
C-Bus	A system developed by Clipsal that allows mains-powered devices to be controlled via signals carried over separate low voltage wiring.
Configure	The HomeMinder GUI uses the term Configure to mean the action of specifying how HomeMinder operates and what devices are connected to the controller.
Controller	The box that carries out the monitoring and control functions. It is set up and programmed via a HomeMinder GUI that runs on a PC, but operates independently of the PC.
Device	A device can be 'real', meaning it is connected to one of HomeMinder' input or output terminals; or it may be a <i>virtual device</i> , meaning it is internal to the software, but HomeMinder treats it as if it is a real device.
Enable/Disable	A device can be enabled or disabled. When disabled, it behaves as normal but is ignored by HomeMinder.
GUI	Graphical User Interface. The HomeMinder application that runs on a PC and is used to configure and program the controller.
I/O	Input/Output.
HomeMinder	This generally refers to the complete system, including the graphical user interface GUI that runs on a PC, plus the controller and its options.
Password	A four-digit number that allows access to operations. A Configuration Password is needed to access the System and Scenario configuration screens. An Access Password is needed to gain access to the system via a keypad or telephone. A Configuration Password can be used instead of an Access Password but not vice versa.

PIR	Passive Infra-Red. This is used for intrusion detection in security systems and responds to heat. Often combined with a microwave motion detector in the one unit.
Power Line Signalling	A method of controlling and monitoring devices via signals sent over normal power line wiring. Systems used include X-10. This is also known as PLC (Power Line Carrier).
Virtual Device	A 'device' recognised by HomeMinder, but without any external physical component. Examples are Flags, Counters and Values. Also messages and alarms, which can be turned On and Off just as if they were physical devices.
Scenario	A set of programming instructions for HomeMinder. For example, you may have scenarios for 'At Home', 'At Work', 'On Holiday' and so on. Associated with these may be other scenarios such as 'Intruder Detected', 'Air conditioner on' etc.
SIM	Single In-line Module. A plug-in module that adds to HomeMinder' capabilities.
Voice Prompt	A recorded voice message used in the 5232TI/2 Telephone Interface option for prompting for commands via a telephone and announcing alarms and device information. HomeMinder comes with a full set, but you can record your own to replace any of the standard prompts.
X-10	One of the standard systems for controlling devices over the power lines (a PLC standard).
Zone	A term, usually used in security applications, referring to an area that is to be protected or monitored. In HomeMinder, a device can be specified as a zone so that it may be enabled or disabled (rather than, or in addition to, being turned on and off) via an LCD keypad or telephone.

See page [9](#) for more information on this topic.

Chapter 1 Introducing HomeMinder

HomeMinder is a versatile home automation system that consists of at least the following parts:

Standard equipment

- A 5200CU/2 Controller that connects to the various devices in your home that you want to monitor and/or control. .
- A software application with a HomeMinder graphical user interface (GUI). This runs on a PC and allows you to specify information about the devices, and write *scenarios* (small programs) that determine all the actions that should happen.

Note that once the GUI has sent all the information to the controller, the system operates independently of the PC, which can then be disconnected.

- A 5222CB/2 C-Bus SIM (Single In-line Module) to support C-Bus operation. C-Bus adds functionality to the controller, allowing switched and dimmable lighting control. This module is factory fitted on the standard HomeMinder Controller.
- At least one 5207 Series LCD Keypad or 5208 LED Keypad, with which you can interact with the controller to turn devices on and off, arm and disarm security and choose which scenario should run.

As well as the above, you may have one or more of the following options:

Options

- A 5232TI/2 Telephone Interface, with which you can interact with the controller from a telephone. It also supports central monitoring.
- One or more 5217AB/2 General I/O Interface that provides extra input and output connections. You may have up to three of these if there is no 5232TI/2 fitted; otherwise you can have two.
- Controller Battery Backup that powers the controller for up to 24 hours if there is a mains failure.

Chapter 2

What HomeMinder Does

Because HomeMinder is so versatile, it can be made to do many things. Every installation is different, so we can't tell you just what it does in your home – that information will be provided by your installer (or if you have set up the system yourself you will already know the details).

In general terms, the sorts of things that HomeMinder does fall into the following broad categories.

Monitoring

HomeMinder can monitor the condition or value of any suitable device. This may be via a direct wire connection, or by connection to the Clipsal C-Bus Energy Management System.

- General input units such as motion detectors, reed switches, moisture probes, temperature sensors. These general inputs are connected directly to the general I/O ports on the Controller.
- The HomeMinder in real time may monitor the state of C-Bus units.
- Sensors such as Passive Infra-Red (PIR) and other types of motion detectors used for security.
- Sensors such as those for temperature, moisture, smoke etc.

Control

HomeMinder can control external devices in three ways:

- Via direct wiring from relay outputs that are normally open or normally closed.
- Over power wiring using Power Line Signalling (for suitable devices). Only recommended for a limited number of points.
- By direct attachment to the Clipsal C-Bus system, using unshielded twisted pair. The C-Bus has a higher reliability and is easy to configure than power line carrier systems and also permits large networks to be realised.

Automation

The key to the versatility of HomeMinder is its ability to be easily programmed for automatic operation. If you intend to program HomeMinder yourself you will be delighted by how readily you can construct scenarios that tell HomeMinder what to do under various conditions.

Line Insert Help for easy programming

In fact, you can program HomeMinder completely without having to learn a computer language or write any actual code. HomeMinder has an intelligent facility called *Line Insert Help* that makes programming a snap.

Operating

Once your installation is up and running, you interact with it in a number of ways:

- With a keypad
- Over a telephone
- Through a C-Bus device

The above are described in the following chapters.

You can also control HomeMinder from its Graphical User Interface (GUI) from a PC connected to the controller. However, this is normally used mainly for configuring and programming the system.

Styles used in this manual

Where the text refers to items that appear on a keypad, they are shown in a different type style **like this**.

Chapter 3

Using the LCD Keypad

The 5207 LCD Keypad is available in a vertical (5207) or horizontal (5207A) style. These are shown below.

5207



5207A



There will usually be some sort of message displayed, possibly with the time and date (depending on how your system is set up).

Specific commands

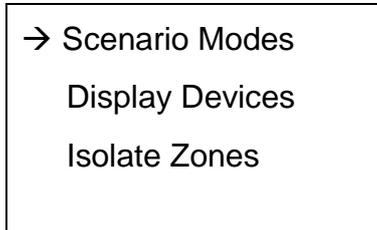
You will probably have system-specific commands available to you, usually in the form of a number (or numbers) followed by the **On** or **Off** key. For example, pressing **1 On** could turn on certain lights. As these are entirely determined by your particular configuration (in scenarios), the details will be provided by your installer.

This chapter tells you how to:

- Access the keypad menu.
- Display scenarios and select a different one to run.
- Display and control devices.
- Display and enable/disable zones.
- Change a keypad password.

Accessing the Menu

Press the **Menu** key to display the menu shown below. You may be asked to enter a password (a four-digit number) before you can see the menu. If so, press the appropriate numbers, then press the **Enter** key.



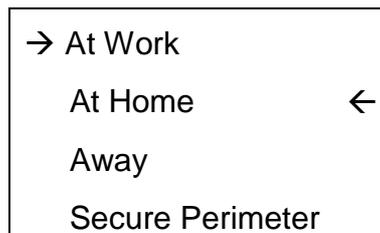
Press the Down Arrow key to move the arrow down the list, and the Up Arrow key to move it up the list. Then press the **Enter** key to select the item the arrow is next to.

Alternatively, you can press the **Display** key to see devices or the **Isolate** key to see Zones. On some versions of the 5207A, there is no Display or Isolate key. The Right Arrow and Left Arrow key respectively will perform these shortcut actions.

The following sections describe the available actions.

Changing Scenarios

Pressing **Enter** when the arrow is next to **Scenario Modes** brings up a display of the scenarios that can be controlled from the keypad. What you see here is determined by how the keypad interface is configured in HomeMinder. The following is an example:



The left hand arrow indicates the scenario that you can act on, and you move it up and down the list in the same way as described for the menu. There may be more than four scenarios available, in which case the list will scroll when you go below the bottom item.

The right hand arrow indicates the currently active scenario.

To change to a different scenario, move the left hand arrow alongside it and press the **Enter** key. After a brief pause, the right hand arrow will move alongside the new scenario, meaning it is now active. Note the previously active scenario will have been terminated, so be careful when doing this that the result is what you expect.

Displaying and Controlling Devices

Selecting **Display Devices** brings up a list of all devices that can be accessed from the keypad. Again, what you see here depends on how the keypad interface has been set up in HomeMinder.

HomeMinder supports *virtual devices*, which are internal to the software. They include items such as flags and counters, and values like date and time – among others. The list you see on the keypad may include virtual devices; in the example below, there is a date item. There is also a temperature indication, which is read only.

→ Outside Lights	Off
Gate Lock	Off
Pool temp	21.5
Date	28/Nov

If a device has been disabled, its setting or value will show as **??**.

Changing On/Off Settings

To change the setting of a device that can be On or Off, move the arrow to that device and press the **On** or **Off** key.

Changing Dates

You can only change date and time when the controller is not connected to a PC

To change a date, move the arrow to the entry, then:

1. Enter the day and press the **On** key
2. Enter the month and press the **Enter** key.

The current year is used automatically.

Changing Times

To change a time, move the arrow to the entry, then:

1. Enter the hour using the 24 hour clock and press the **On** key.
2. Enter the minute and press the **Enter** key.

The seconds will be set to zero.

Changing Values

To change a value, move the arrow to the entry, then:

1. Press the **Off** key if the value is to be negative.
2. Type in the whole numbers.
3. Optionally press the On key to indicate a decimal point and type in the decimal part. (Counters cannot have decimal parts.)
4. Press the Enter key.

Displaying and Enabling/Disabling Zones

The items you see in a zones list are actually devices, and would typically be related to security. Whereas in the Devices list you can turn a device **On** or **Off**, in the Zones list you can **Enable** or **Disable** a device. A few words about the difference may help here.

If you turn a device off, that simply changes its state. This means that a scenario may turn it on again if the appropriate conditions are met.

If you disable a device, it is no longer controllable (or readable in the case of inputs). For example, if a disabled motion sensor detects an intrusion, HomeMinder will not respond because it ignores disabled inputs.

You could use this facility to control security actions. For example, you could enable external door sensors at night to detect intruders while leaving internal motion sensors disabled so people could move around the house. During the day you would disable the external door sensors. However, routine operations such as this would be better handled via scenarios.

Choosing Isolate Zones brings up a list of zones that you can see and enable or disable from the keypad. The list depends on how HomeMinder has been configured.

The following shows an example zone listing. You select a zone by moving the pointer as in previous sections.

→	Rear secure	Enabled
	Front secure	Disabled
	Pool gate	Enabled
	Shed	Enabled

You can enable or disable a zone by moving the arrow to it and pressing **On** (Enable) or **Off** (Disable).

iLeaving the Menu

Pressing the **Menu** key takes you to the previous level (if any) or out of the menu.

Viewing Messages

The keypad can display messages generated by scenarios. These can relate to alarms or changes to device values, or any other cause as set up in HomeMinder.

Press any key to acknowledge a message. This will remove the message from the display, and reveal the next message (if there is more than one).

Changing a Password

This facility is available only if your system has been set up to allow it.

You can change any of the four-digit passwords that allow access:

1. Press the **On** key twice.
2. Enter the password to be changed.
3. Enter the new password twice.

For example, to change the password 4568 to the password 7654, you would press keys as follows:

On On 4 5 6 8 7 6 5 4 7 6 5 4

There will be no indications on the screen until you have finished. Then you may or may not see a message confirming the change (this is done via a scenario).

If the first password is invalid, or the second two do not match, there will be no change made. Again, you may or may not see a message telling you that the attempt failed.

If your system has not been set up to allow password changes from the keypad, you can still carry out the procedure but it will not have any effect (and you won't see any messages).

Chapter 4

Using the LED Keypad

The 5208 LED (Light Emitting Diode) Keypad is shown below.



All the LEDs are programmable by HomeMinder, but the usual meanings are as follows:

These are typical meanings only, your system may be different.

ARMED	Illuminates when the security system is armed.
SECURE	Illuminates when all security sensors are in the normal (not alarmed) state.
PARTIAL	Illuminates when some security sensors (such as a perimeter area) are in the normal state.
A.C. ON	Mains power is on.
TAMPER	A controller tamper switch has been tripped. It may also indicate other tamper detections such as with a PIR or tamper-wired sirens or strobes.
ZONES	An illuminated LED next to a zone number means that that zone is in the alarm state. In this instance that would indicate that the zone (or area) represented by this LED is still detecting activity or motion and is not ready for arming.

Specific commands

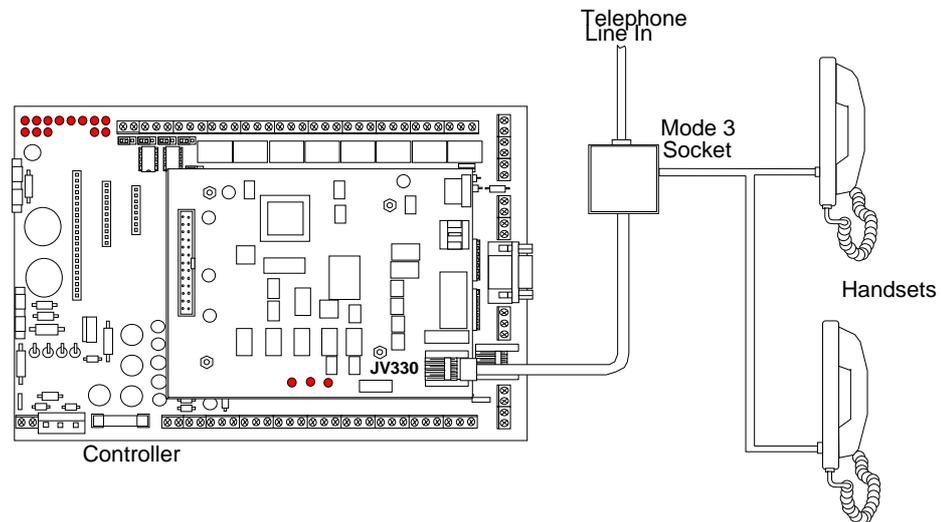
You will have system-specific commands available to you, usually in the form of a number followed by the * or # key. For example, pressing 1* could turn on certain lights. As these are entirely determined by your particular configuration (in scenarios), the details will be provided by your installer.

Often you will arm or disarm security by entering a four-digit password. Again, this depends on how your system has been set up.

Chapter 5

Telephone Operation

If you have the optional 5232TI/2 Telephone Interface installed and set up, this section tells you how to access and control your system via a telephone. The diagram below shows how HomeMinder is set up on a shared telephone line.



You will notice that the controller uses what is known as a Mode 3 connection (use Clipsal part 5230CL). This is so HomeMinder can 'grab' the line in the case of an emergency even if one of the handsets is in use or off the hook. In that way, HomeMinder could make an alarm call if an intruder was using the telephone or had taken it off the hook to prevent outside calls.

Alarm calls If your system has been configured to do so, it will make alarm notification calls to other telephones or pagers.

Reference chart You can print out and fill in the Telephone Reference chart at the end of this chapter to help in using telephone access. The necessary information will have been provided by your installer, or by you if you installed your own system.

Accessing the System

Depending on the setup, you will be able to access the system from a local phone (on the same telephone line as the controller) or a remote telephone.

Local From a local phone, simply lift the handset and press the correct access key(s). The default is the * key, but it may be set to any sequence of keys during the setup procedure.

Remote

From a remote phone, dial the number of the 5232TI/2 Interface, then press the correct access key(s) when the call is picked up. The default is the * key, but it may be set to any sequence of keys during the setup procedure.

Code and password may be needed

A setup option is the requirement to follow the access code by a password. If your system is configured in that way, you need to key in the whole sequence (access code + password) to gain access. It is likely that you would not have this requirement set for local access but you would almost certainly have it set for remote access, unless your system is set up to prompt for a password as described below.

Or you may need a password here

A voice will now say 'Welcome to HomeMinder'. Depending on how your system is configured, you may be asked for a password at this stage. If so, key in the password. Note that this is separate from any requirement to follow the access code with a password as described above.

Operation

A voice prompt will offer you four choices:

- Alarms
- Devices
- Scenarios
- Hang up

Depending on your system setup, you may have up to two more options available, although the voice prompt will not announce them:

- Change telephone numbers
- Change voice recordings

Each menu choice is now described.

Alarms

Press **1** to hear reports of alarms. A prompt will announce the first alarm (if any) and you can then press **1** to delete the alarm or **0** to maintain it. Note that deleting an alarm from the menu does not turn off the alarm device – it only removes it from the announcements.

If there are more alarms, a prompt will ask you to press any key to hear the next one. Otherwise, press any key to return to the main prompt.

Four alarms are stored

The last four alarms that have been triggered are stored in this menu. They do not necessarily reflect the current state of the alarm devices.

Devices

Press **2** to access the devices. As these are reported by device number, you need to know what each number represents – as set up in the Device Links list when the system was configured. The information would have been supplied by your installer, or recorded by you on a copy of the chart on page 17 if you set up your own system.

Up to eight devices can be monitored/controlled over the telephone.

A prompt will ask you for the device number. If you press a number for which there is no device, the prompt will be repeated.

The voice will now announce the status of the device. If you are able to change the device state (i.e. an output device), the voice will ask you to press **1** to change (On to Off or vice versa) or press **0** to leave it unchanged. A prompt will then ask for the next device number.

Press * to return to the main prompt.

Meaningful
names

Although the default voice messages say something like ‘Device 5’, you can change these via the telephone (if your system is set to allow it) as described on page 15. Alternatively you can make voice recordings on your PC (see [Setting Up HomeMinder](#) for details).

The messages could then be more explanatory. For example, instead of ‘Device 5’ you might make it ‘Porch light’.

Scenarios

Press **3** to access scenarios, up to four of which may be available via the telephone. As in devices, these are referenced by number, so you need to know which scenario relates to each number. The information would have been provided by your supplier or noted by you on a copy of the chart on page 17 if you set up your own system.

The voice will announce the number of the currently active scenario and ask you for a scenario number.

Press the number (**1 – 4**) of the scenario you want to make active. A prompt will ask you to confirm the choice by pressing the number again and will then announce the new active scenario and ask for a number.

This action will terminate any other running scenarios, so if you are setting up your own system, make sure the new scenario includes (or restarts) all other system functions.

Press * to return to the main prompt.

As for devices, you can re-record the voice messages to announce a meaningful name rather than something like 'Scenario 3'.

Change Telephone Numbers

If enabled, you will be able to change the alarm notification group telephone numbers. See [Setting Up HomeMinder](#) for information on alarm groups. Press **8** to access this facility. Voice prompts are not used; instead you will hear a tone when an input is needed, as follows.

1. At the tone, press a number between 1 and 4 to indicate which notification group you want to change.
2. At the next tone, press a number between 1 and 4 to indicate which of the four telephone numbers in that group you want to change.

A voice will announce the two numbers you have just pressed.

3. At the tone, enter the new telephone number, then pause until a voice announces it back to you.
4. At the tone, press **1** to confirm the number, or **0** to try again.
5. Repeat as needed for more numbers.

Change Voice Recordings

If enabled, you can change the recordings used for voice prompts. You need to know the number of a message you want to change. See [Voice Programming](#) in [Setting Up HomeMinder](#) for details of message numbers.

Note that recording (or re-recording) via a telephone will usually result in less space for messages as it is more difficult to accurately start and stop a recording. Be careful not to run out of message space.

Press **9** to access this facility. Prompts are by means of beeps rather than voice, to conserve space.

You will first hear a voice announcing the number of seconds of recording storage available. If a new recording is longer than the one it replaces, this value will decrease.

1. At the beep, enter the required two-digit message number.

A voice will announce the number, then the message will play back.

2. Press **0** to select a different message (back to step 1) or
3. At the beep, speak your message. Press any key to stop.

Press **2** to delete the message (back to initial announcement) or

Press **1** to record as in the next step.

You will now hear the initial announcement again, and you can enter the message number to hear it played back to you.

Press * to return to the main prompt.

Alarm Notification

When your system was set up, between one and four alarm notification groups could have been defined. Each of these in turn may have up to four telephone numbers to call in the case of an alarm (tried sequentially until one is answered and acknowledged or the programmed number of tries is exhausted).

The configuration would have determined which group was used for each of four types of alarm. This information should have been provided by your installer (or recorded by you if you did your own installation).

If an alarm is activated, the relevant notification group calls the telephone number(s) and makes a voice announcement when the call is answered. The announcement is:

“This is an automatic notification call”

Following the above is one of:

“Intrusion alarm.”

“Smoke Alarm”

“Duress Alarm”

“System Alarm”

It is possible that multiple alarms may be announced, depending on configuration and alarm conditions.

After the alarm announcement, you will hear:

“Press 1 to acknowledge message or simply hang up.”

If you press **1**, you will hear:

“Alarm acknowledged. Press star to access HomeMinder.”

You can then press * to hear the usual voice prompts for accessing the system as described under [Operation](#) on page [13](#).

Telephone Reference Chart

Device	Description
1	
2	
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Scenario	Description
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