

INTERMATIC



**Model HA07
Master Controller**

SETUP AND USER GUIDE



Congratulations!

You have purchased an versatile system for controlling lights and appliances in your home. The HomeSettings Wireless Control system lets you run your house more efficiently, and provides you with safety, convenience, and flexibility.

At the heart of the HomeSettings system is Z-Wave™ wireless technology that delivers:



This product is compatible with other Z-Wave™ enabled products

- **Dependability.** Each module in a Z-Wave network communicates with every “listening” module, routing your commands to their destination by the most reliable pathway. When Z-Wave modules are installed throughout the house, signals are automatically routed around obstacles or dead spots, strengthening the network as modules are added.
- **Compatibility.** Because the HA07 Master Controller is a Z-Wave™ certified controller, it is compatible with any HomeSettings network, other Z-Wave networks, and all HomeSettings modules or other devices displaying the Z-Wave logo, regardless of manufacturer.
- **Low cost.** The HomeSettings system requires no special wiring. Most system components plug in or replace existing switches and outlets.

- **Easy to use.** Setting up the system is simple. You just assign modules or groups of modules to buttons on your remotes. You can then press a button from anywhere in your house.
- **Manual override.** Lets you manually use the switches it controls like an ordinary switch if you want to bypass wireless control by the HA07.

The HA07 Master Controller also includes the following features:

- **12 Channels**—each channel can control up to 16 devices to create scenes or timed events.
- **Astronomic Feature**—allows your time settings to match the daily changes in sunrise and/or sunset. Set it once and never have to set it again for these types of time changes.
- **Daylight Saving Time**—automatically adjusts your system for daylight saving time, if you choose.
- **Programming flexibility**—timing options can be every day of the week, Mon- Fri, Sat-Sun, or individual days.
- **ALL ON/ALL OFF Feature**—turn all modules ON or OFF with the push of one button.
- If desired, more than one controller can be used for the same system
- Wall mountable or place on a tabletop

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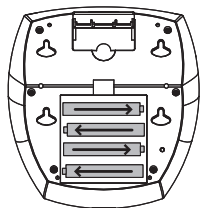
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Installing the batteries

1. Open the battery compartment door located on the back of the remote control:
 - a. Press down on the battery compartment tab.
 - b. Pull the door outward.
2. Insert 4 size "AA" alkaline batteries (not included).

NOTE: Be sure the batteries are pointing in the direction shown in the battery compartment.



3. Replace the battery compartment door:
 - a. Insert the 2 tabs at the bottom of the door.
 - b. Press the door in until the door clicks shut.

How to use this booklet

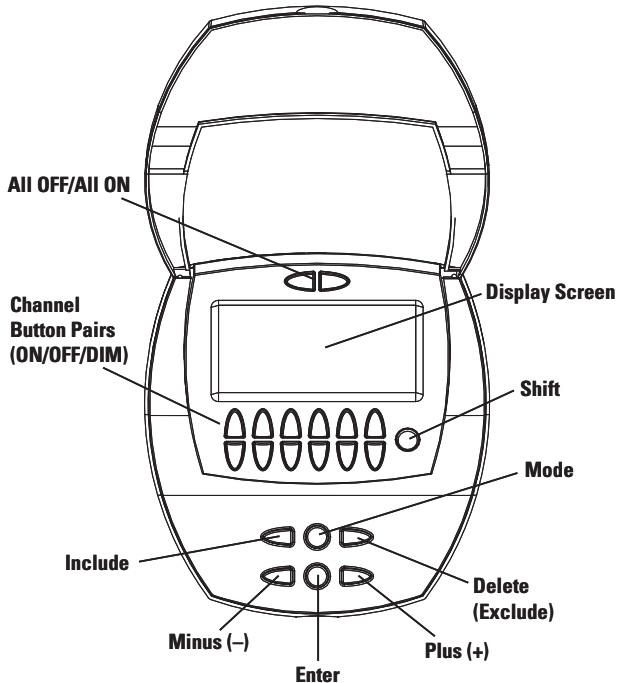
Before you begin setting up your HA07, read this booklet to get an overview of the process.

Some of the steps require you to *press and release* a specific button. Others require you to *press and hold* a button while performing another task. We suggest that you highlight these instructions so when you come to them, you'll feel confident.

Remember: If you go step-by-step, you'll do just fine.

Hardware overview

Before you begin setting up and using your HA07 Master Controller, open the cover and familiarize yourself with its display and buttons.



Setting up your network

Before you begin...

Creating your network means to assign or “include” individual HomeSettings modules to the HA07 Master Controller. Modules must be assigned to the master controller before any programming or remote control functions can be accomplished.

Before setting up your network or programming the buttons on the HA07 Master Controller, make sure you do the following:

- Plug in or hard wire the individual HomeSettings modules in the permanent location where you will be using them.
- Plug devices (for example, lamps) into the modules during network setup and the programming of control buttons.
- Make sure these devices (lamps) are turned ON.

For best results, do not move or relocate modules after they have been included into the network.

If you wish to re-locate or move a module from a particular location, first delete it from the network, then include it back to the network after you have re-located it.

NOTE: HA06, HA14 and HA20 Dimmer Switches have a 40-Watt minimum lamp requirement.

NOTE: Compact fluorescent bulbs should not be used with dimming modules such as HA03, HA05, HA06, HA14, and HA20.

Let the software guide you

The software was designed to make it easy to set up your HomeSettings system in a single session.

These step-by-step instructions follow the on-screen software as it guides you in basic home automation with your HomeSettings system:

- Linking modules to your HA07 controller
- Creating “scenes” or groups of modules controlled by a specific pair of ON/OFF buttons on your HA07 controller
- Setting system time and date
- Setting for the zone in the US where you live
- Setting exact sunrise and sunset times (optional)
- Setting an ON timer “event” that turns a specific scene(s) on at sunset
- Setting an OFF “event” that turns these same scenes OFF at 11:00 pm

Instructions for optional operations, letting you make use of the full capabilities of the HA07 master controller, is provided at www.homesettings.com.

Later on, if you want to come back and change an item of programming you’ve set during the following session, you can go directly to the specific function and follow only those directions.

Preparing the modules

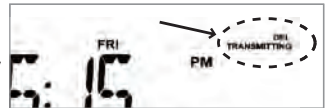
To make sure your network operates at its best, this preparation will first “delete” the modules from your network through a process called EXCLUSION. Then, the preparation will “add” the modules

to your home network through a process called INCLUSION.

Deleting or “Excluding”

1. Raise the cover on the HA07 Master Controller.
2. Bring the HA07 Master Controller within 6 ft. of the module.
3. Put the HA07 into EXCLUSION mode by pressing and releasing the **DELETE** button on the HA07.

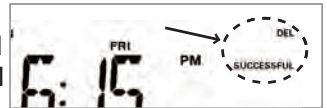
4. The word “DEL” will appear on the screen and “TRANSMITTING” will flash in the upper right corner.



NOTE: If *TRANSMITTING* stops flashing, press the **DELETE** button again.

5. Press the **PROGRAM** button (the black button) on the HomeSettings module you want to add to the network. This step will prepare the two units for a clean connection.

- If the exclusion was successful, the word “SUCCESSFUL” will show for 2 seconds.
- If “NOT SUCCESSFUL” appears, return to Step 1 and repeat.



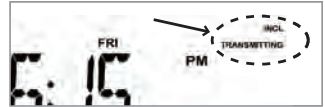
6. Proceed to the Adding or “Including” procedure on the next page.

(For non-HomeSettings modules, refer to the instructions provided by the manufacturer.)

Adding or “Including”

1. Make sure the lamp plugged into the module is switched ON, then press and release the **PROGRAM** button (the black button) on the module till the lamp comes ON. The green LED on the module will blink.

2. Put the HA07 into INCLUSION mode by pressing and releasing the **INCLUDE** button



on the HA07. This time, the word “INCL” will appear on the screen and “TRANSMITTING” will begin to flash in the upper right corner.

NOTE: If TRANSMITTING stops flashing, just press the **INCLUDE** button again.

3. Press and release the **PROGRAM** button on the module to add it to the network.

- If the inclusion was successful, the word “SUCCESSFUL” will show for 2 seconds and the light will go OFF.



- If “NOT SUCCESSFUL” appears on the screen, return to Step 1 and repeat.

4. Repeat the Deleting and Adding procedures shown on pages 11 and 12 for each module you wish to add to the network.

(For non-HomeSettings modules, refer to the instructions provided by the manufacturer.)

Removing modules from the network

As a separate procedure, you can remove or “exclude” a module from your network—something you would do if you were moving it to a new location (when moving a module, you should first exclude it, then include it at the new location) or if you simply didn’t plan to use it any more.

As long as it’s included in the network according to your original setup, the network will always be looking for it—which will have a negative effect on your network’s responsiveness.

To remove or exclude a module from your network, follow the procedure **Deleting or “Excluding”** on page 10.

NOTE: *If you exclude a module from your network, it is automatically excluded from any scene where you have associated it.*

Programming channel “scenes”

After creating your network, you’ll want to set up which **ON/DIM** and **OFF/DIM** buttons control which modules.

A “scene” is *one or more* modules that are set to specific levels and controlled by a specific pair of **ON/DIM** and **OFF/DIM** buttons on the HA07 Master Controller. For example, you could set up handy scenes that contain:

- All the lights in your living room
- The lights in the kids’ rooms upstairs that they always leave on
- All your outdoor lights

Each pair of buttons is also called a “Channel”.

Before you begin, make sure all modules you’re planning to include in the scene have a lamp or other device plugged in or connected.

Associating (or adding) modules to a scene

Use the instructions in this section to associate a module to a channel on the master controller.

1. If necessary, make sure any lamps connected to modules are switched on.
2. Press the **PROGRAM** button (the black button) on the module to make sure the LED on the device is lighted.

3. On the HA07 Master Controller, *simultaneously* press and hold both **ON/DIM** and **OFF/DIM** buttons of the channel you want to set.

After 3 seconds, the screen displays "LEARN".



NOTE: If "LEARN" stops flashing, press the **ON/DIM** and **OFF/DIM** buttons again.

4. Release the **ON/DIM** and **OFF/DIM** buttons after "LEARN" appears in the screen.

5. Press and hold the **INCLUDE** button on the Master Controller. The screen adds "INCL".



While still holding the **INCLUDE** button:

- a. Press and release the **PROGRAM** button on the module you are associating with the channel.
- b. Press and release the **PROGRAM** button set the light level you want for the module's lamp or light by pressing the **PROGRAM** button as follows:
 - If a non-dimming module—press once for ON, press again for OFF
 - If a dimming module—press and hold to turn the lamp ON and to begin dimming UP. Press again and hold to dim DOWN.

6. Now release the **INCLUDE** button on the Master Controller. Three things happen automatically:
 - The screen displays “SUCCESSFUL” for 2 seconds
 - The LED on the module flashes for 2 seconds
 - The ON/OFF or DIM level you set is saved
7. The module is now associated with the channel (the ON and OFF buttons) and at the light level you have selected.
8. Press the **ON/DIM** and **OFF/DIM** buttons to test the scene and make sure the scene works OK.



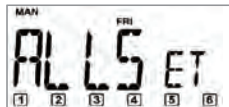
You can add a maximum of 16 modules to the same scene, or create a new scene with different or some of the same modules. To do so, repeat Steps 1-10.

Activating ALL ON / ALL OFF for non-dim modules

In their original setting, the **ALL ON** and **ALL OFF** buttons only control modules that DIM (e.g., HA03, HA05, or HA06). This is because you might connect a coffee pot or other appliance to an ON/OFF-only module, and wouldn't want it to be included every time you turn want an ALL ON or ALL OFF with your lights.

Use the following procedure only if you want one of or more these modules to be activated by the **ALL ON** and **ALL OFF** buttons.

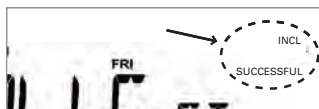
1. Press and hold both **ALL ON** and **ALL OFF** button until the screen displays the word "ALLSET".



2. Press and hold the **INCLUDE** button on the HA07 Master Controller. The screen adds "INCL".



3. Press and release the **PROGRAM** button on the non-dimming module you want to include. The light will turn OFF and the screen adds the words "INCL" and "SUCCESSFUL" FOR 2 seconds.



NOTE: If "NOT SUCCESSFUL" appears on the screen, repeat these steps until the screen displays "SUCCESSFUL".

4. Release the **INCLUDE** button.
5. Press the **ALL ON** and **ALL OFF** buttons to test the scene and make sure the scene works OK.
6. Repeat this procedure with each non-dimming module in your network you want to include in **ALL ON** and **ALL OFF**.

Setting system time and date

Overview

The HA07 Master Controller lets you activate devices or scenes (multiple devices) by timer. But first you must set the controller's time.

The complete procedure takes you through time, date, auto daylight saving time, setting the zone where you live, and setting exact sunrse/sunset times. Each time you press the **Mode** button, you save the settings you've just entered and advance to the next item.

If, in the future, you need to change a specific part of the time/date settings, you can press the **Mode** button repeatedly until the correct item is on screen, then proceed to reset.

Things you should know about time

The HA07 Master Controller is a more sophisticated timekeeper than a simple clock. It can also:

- Automatically adjust for daylight savings time.
- Automatically accommodate changes in sunrise and sunset from summer to winter—useful if you want to turn lights on and off at dawn and dusk.
- Let you set the exact times for sunrise and sunset on a given day, then accurately apply changes in throughout the year.

With the HA07 Master Controller set up correctly, you never have to make manual time adjustments.

Before you begin, raise the cover on the HA07 to provide access to the timesetting buttons.

NOTE: The procedure will “time out” if you don’t press any buttons for 10 seconds. If this happens, press the **ON** and **OFF** buttons again.

Step-by-step instructions

1. Press the **MODE** button until the screen displays “CLK” in small letters at the top of the screen—for CLOCK mode.



NOTE: Ignore whether the day of the week is correct or not. It will be automatically corrected when you set the year.

2. Press the **ENTER** button. The screen flashes the hour.
3. Press the **+** or **-** button to set the correct hour.



4. Press the **ENTER** button to accept the hour you have set. The screen flashes the minutes.



5. Press the **+** or **-** button to set the correct minutes.

6. Press **MODE** to accept the minutes you have set. The screen displays “CAL” in small letters at the top of the screen—for CALENDAR mode—and displays “MM-dd-yy” or an actual date .



7. Press the **ENTER** button. The screen flashes the month.



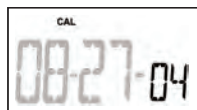
8. Press the **+** or **-** button to set the correct month.

9. Press the **ENTER** button to accept the month you have set. The screen flashes the day.



10. Press the **+** or **-** button to set the correct day.

11. Press the **ENTER** button to accept the day you have set. The screen flashes the year.



12. Press the **+** or **-** button to set the correct year.

13. Press the **MODE** button to accept the year you have set. The screen flashes back and forth between “dST” and “AUTO”.



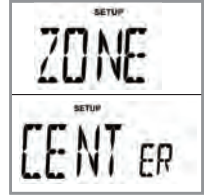
Setting for Daylight Saving Time

The HA07 Master Controller is preset to automatically adjust for daylight saving time.

- If you **DO** want to keep this setting:
 - a. Press the **ENTER** button to accept automatic DST. The screen flashes back and forth between “ZONE” and “CENTer”.
 - b. Continue with instructions for “Setting for the Zone for the location” on the next page.
- If you **DO NOT** want the Controller to automatically adjust for daylight saving time (perhaps there is no daylight saving time where you live):
 - a. If necessary, press the **MODE** button until the screen displays “SETUP” mode and flashes back and forth between “dST” and “AUTO”.
 - b. Press the + or – button to toggle the display back and forth between flashing “OFF” or flashing “AUTO”.
 - c. Make sure the display is flashing “OFF”.



- d. Press the **ENTER** button to accept the setting. The screen flashes back and forth between “ZONE” and “CENTer”.



Setting for the Zone for the location

The HA07 Master Controller can accommodate how far north or south you the device is located, adjusting for differences in sunrise and sunset. This is useful if you want to turn lights on and off at dawn and dusk.

1. If necessary, press the **ENTER** button to accept the setting. The screen flashes back and forth between “ZONE” and “CENTER”.
2. Press the + or – button to select the zone that includes the location.



Use the map below to locate your zone.



3. Press **ENTER** to accept the zone you have set. The screen displays "SETUP" mode and flashes back and forth between "SUNUp" and a time (it may be a different time than shown here).



Setting exact sunrise/sunset times (optional)

When you choose the zone for where you live, the HA07 uses an approximate time for sunrise and sunset, adjusting it automatically as the seasons change (earlier sunset in winter, etc.)

You can set the **exact** sunrise/sunset times, which are available in the newspaper or on the Internet.

- If you DO NOT want to set exact times, skip this procedure as follows:

- a. Press the **MODE** button. The screen displays "PGM".



- b. Continue with instructions for "Programming timer events" on page 24.

- If you DO want to set exact times, use the procedure below:

- a. Press the **+** or **-** button. The screen flashes the time it has been displaying.

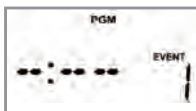


- b. Press the **+** or **-** buttons again to change the flashing time to the correct SUNRISE time for the location.

- c. Press the **ENTER** button when correct. The display flashes between SUNSET and a time.



- d. Press the **+** or **-** button. The screen flashes the time it has been displaying.
- e. Press the **+** or **-** buttons again to change the flashing time to the correct SUNSET time for the location.
- f. Press the **MODE** button. The screen displays "PGM".
- g. Continue with instructions for "Programming timer events" on the next page.



Programming timer events

An “event” is a program in the HA07 that controls one or more scenes at a set time and/or day. There are four kinds of events:

- ON at sunset or sunrise (astronomic)
- OFF at sunset or sunrise (astronomic)
- ON at a specific time
- OFF at a specific time

For ON and OFF activation, you need to create separate events for ON and for OFF.

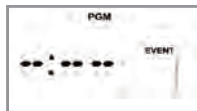
NOTE: The most common pair of ON/OFF settings is to have the timer turn lights ON at sunset everyday, then OFF at a specific time, like 11:30 p.m.

ON at Sunrise or Sunset

Before you begin

If there are any dimmer-controlled lights in the scenes you will control with this event, set them at the dimmed level where you want them.

1. If necessary, press the **MODE** button repeatedly until the top of the screen displays “PGM”.
2. Press the **ENTER** button as necessary to display blank dashes for entering a time, and with the event number blinking. This is a new event.
3. Press the **+** button. The screen changes and flashes the days of the week.



4. Continue pressing the **+** button until the screen displays SNST (sunset) or SNUP (sunup)—whichever you want. This example uses SNST.



5. Press and release the **+** button until the day or series of days you want the timer to turn ON is blinking. You can select:



- Every day
- Weekdays only
- An individual day of the week

NOTE: The Weekends setting (Sat/Sun) is not functional at this time.

6. Press the **ENTER** button to accept. The dimmer panel begins blinking.



7. OPTIONAL: If this ON event will control scenes using dimming modules and you want to protect dimming levels already set, press and release the **ALL ON** button. The screen changes from 7 dimmer bars to 4 dimmer bars.



8. Press the **ON** channel button(s) for the scenes (groups of lights) you want the event to control. Use the **SHIFT** button if necessary. The display puts a box around each scene you select and blinks that boxed number.



9. Press the **ENTER** button to accept your settings and to move to setting the "OFF" event. The screen displays the program you have just set with the event "1" blinking.



10. At this point you have several options:

- If you want to make any changes in the settings for this event, press the **+** button and return to Step 3. Work your way through the steps as necessary and make the necessary changes.
- If you want to set up another event, press the **ENTER** button. The screen Displays the next event for setting up. Proceed with instructions for setting an ON event.
- If you're finished setting up events, press the **MODE** button to exit programming and enter AUTO mode, which activates your settings.

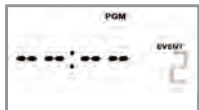


OFF at Sunrise or Sunset

Before you begin

If there are any dimmer-controlled lights in the scenes you will control with this event, set them at the dimmed level where you want them.

1. If necessary, press the **MODE** button repeatedly until the top of the screen displays "PGM".



2. Press the **ENTER** button as necessary to display blank dashes for entering a

time, and with the event number blinking. This is a new event.

- Press the **+** button. The screen changes and flashes the days of the week.
- Continue pressing the **+** button until the screen displays SNST (sunset) or SNUP (sunup), whichever you want. This example uses SNST:



- Continue pressing the **+** button until the day or series of days you want the timer to turn OFF is blinking. You can select:

- Every day
- Weekdays only
- An individual day of the week

NOTE: *The Weekends setting (Sat/Sun) is not functional at this time.*



- Press the **ENTER** button to accept. The dimmer panel begins blinking.



- Press the **ON** channel button(s) for the scenes (groups of lights) you want the event to control. Use the **SHIFT** button if necessary. The display puts a box around each scene you select and blinks that boxed number.



- Press and release the **ALL OFF** button until the dimmer box shows OFF and shows no bars.



9. Press the **ENTER** button to accept your settings. The screen displays the program you have just set with the next event number blinking.
10. At this point you have several options:
 - If you want to make any changes in the settings for this event, press the **+** button and return to Step 3. Work your way through the steps as necessary and make the necessary changes.
 - If you want to set up another event, press the **ENTER** button. The screen Displays the next event for setting up. Proceed with instructions for setting an ON event.
 - If you're finished setting up events, press the **MODE** button to exit programming and enter AUTO mode, which activates your settings.



ON at a specific time

Before you begin

If there are any dimmer-controlled lights in the scenes you will control with this event, set them at the dimmed level where you want them.

1. If necessary, press the **MODE** button repeatedly until the top of the screen displays "PGM".
2. Press the **ENTER** button as necessary to display blank dashes for entering a time, and with the event number blinking. This is a new event.



- Press the **+** button. The screen changes and flashes the days of the week.
- Continue pressing the **+** button until the day or series of days you want the timer to turn OFF is blinking. You can select:
 - Every day
 - Weekdays only
 - An individual day of the week



- Every day
- Weekdays only
- An individual day of the week

NOTE: The Weekends setting (Sat/Sun) is not functional at this time.

- Press the **ENTER** button to accept. The screen flashes the hours.



- Press the **+** or **-** button to set the hours you want ("6:00 PM" in this example).



- Press the **ENTER** button to accept the hour you have set. The screen flashes the minutes.



- Press the **+** or **-** button to set the minutes you want ("6:30 PM" in this example).



- Press the **ENTER** button to accept the minutes. The dimmer panel begins blinking.



10. OPTIONAL: If this ON event will control scenes using dimming modules and you want to protect dimming levels already set, press and release the **ALL ON** button. The screen changes from 7 dimmer bars to 4 dimmer bars.



11. Press the **ON** channel button(s) for the scenes (groups of lights) you want the event to control. Use the **SHIFT** button if necessary. The display puts a box around each scene you select and blinks that boxed number.

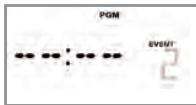


12. Press the **ENTER** button to accept your settings. The screen displays the program you have just set with the event number blinking.



13. At this point you have several options:

- If you want to make any changes in the settings for this event, press the **+** button and return to Step 3. Work your way through the steps as necessary and make the necessary changes.
- If you want to set up another event, press the **ENTER** button. The screen Displays the next event for setting up. Proceed with instructions for setting an ON event.
- If you're finished setting up events, press the **MODE** button to exit programming and enter AUTO mode, which activates your settings.

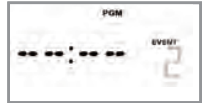


OFF at a specific time

Before you begin

If there are any dimmer-controlled lights in the scenes you will control with this event, set them at the dimmed level where you want them.

1. If necessary, press the **MODE** button repeatedly until the top of the screen displays “PGM”.



2. Press the **ENTER** button as necessary to display blank dashes for entering a time, and with the event number blinking. This is a new event.

3. Press the **+** button. The screen changes and flashes the days of the week.

4. Continue pressing the **+** button until the day or series of days you want the timer to turn OFF is blinking. You can select:
 - Every day
 - Weekdays only
 - An individual day of the week



- Every day
- Weekdays only
- An individual day of the week

NOTE: *The Weekends setting (Sat/Sun) is not functional at this time.*

5. Press the **ENTER** button to accept. The screen flashes the hours.



6. Press the **+** or **-** button to set the hours you want (“11:00 PM” in this example).



7. Press the **ENTER** button to accept the hour you have set. The screen flashes the minutes.



8. Press the **+** or **-** button to set the hours you want ("11:30 PM" in this example).



9. Press the **ENTER** button to accept the minutes. The dimmer panel begins blinking.



10. Press and release the **ALL OFF** button until the dimmer box says OFF and shows no bars.



11. OPTIONAL: If this ON event will control scenes using dimming modules and you want to protect dimming levels already set, press and release the **ALL ON** button. The screen changes from 7 dimmer bars to 4 dimmer bars.



12. Press the **ON** channel button(s) for *the same scenes you set to come ON at sunset* — only this time you're setting them to go OFF at 11:30. Use the **SHIFT** button if necessary.

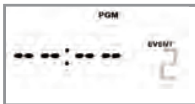
The display puts a box around each scene you select and blinks that boxed number.



13. At this point you have several options:

- If you want to make any changes in the settings for this event, press the **+** button and return to Step 3. Work your way through the steps as necessary and make the necessary changes.

- If you want to set up another event, press the **ENTER** button. The screen Displays the next event for setting up. Proceed with instructions for setting an ON event.
- If you're finished setting up events, press the **MODE** button to exit programming and enter AUTO mode, which activates your settings.



Setting up other events at a later time

Follow the instructions on the previous pages to set up the two kinds of events:

Astronomic-controlled (sunrise or sunset)—which is explained in setting an ON event on page 24.

Timer-controlled—which is explained in setting an OFF event on page 31.

Choose the parts of the routines that apply to your new event. For example, follow steps for:

- Creating an ON or OFF event
- Choosing the right days of the week
- Setting for whether you want to maintain the dim level you've set for any dimmer modules
- Choosing the channels you want the event to control

Making adjustments to events

Any time you want to make adjustments to the settings of any event you have set up, go back to the four master procedures:

Astronomic-controlled (sunrise or sunset)—explained on page 24.

Timer-controlled—explained on page 28.

1. Press the **MODE** button to display “PGM”.
2. Press the **MODE** button to cycle through the events you have created, stopping at the event you want to change.
3. Press the **MODE** button to cycle through the stages of the event, stopping at the part you want to change.
4. Make the change.
5. Press the **MODE** button to exit programming.

Everyday use of the HA07 Controller

Choosing the operating mode

Once you've completed setup, the HA07 is easy to use. Press the **MODE** button to cycle through the operation methods available. The top of the screen displays the MODE you've selected:

AUTO—means that the events you have set will run automatically, as you have set them up.

AUTORAND—or “automatic random,” means that the events you have set will run automatically *but will occur plus or minus 15 minutes from your exact times you set*. This is a security feature that gives your house a more “lived-in” look.

MAN—means that the modules in your network will only turn ON or OFF manually by using the ON and OFF buttons. Events you have set up will not run.

NOTE: *You can always press the ON and OFF buttons manually to control specific channels when the HA07 is set on AUTO or AUTORAND.*

Manual use

To turn a channel ON—Press and release the **ON** button for the assigned channel.

To turn a channel OFF—Press and release the **OFF** button for the assigned channel.

To DIM UP—press and hold the **ON** button.

To DIM DOWN—press and hold the **OFF** button.

Additional Functions

The HA07 Master Controller allows you to create two different types of copies of the primary remote controller:

- **Duplicating both Network and Channel settings** will copy all network information and scene information for each channel from the primary controller to a secondary controller
- **Duplicating the network only** will copy network information only. This gives you ability to customize the secondary controller by associating different modules to each channel.

Notes on controllers

- You cannot include or delete modules to or from the network using a secondary controller. This must be done with the primary controller
- Any time a change is made to the Primary Controller, the secondary controllers should be reprogrammed or updated using the Controller Duplication process.
- The maximum number of Z-Wave™ modules per HA07 Master Controller, including other controllers, is 192.

Replicating network and channel settings on another controller

While each network can have only one primary controller, you may want to have more than one controller for your system. To make a copy of the primary controller:

On the PRIMARY controller:

1. Press and hold the **INCLUDE** button for 5 seconds. The screen will flash the word "COPY".



2. Release the **INCLUDE** button.
3. Press and release the **ON/DIM▲** button for Channel 1. The display will add "TA" which means "Transmit All information".

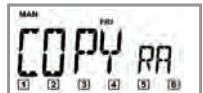


On the SECONDARY controller (if HA07):

1. Press and hold the **INCLUDE** button for 5 seconds. The screen will flash the word "COPY".



2. Release the **INCLUDE** button.
3. Press and release the **ON/DIM▲** button for Channel 1. The display will add "RA" which means "Receive All information". The controllers will automatically synchronize with each other and the word "SUCCESSFUL" will flash for 2 seconds on the display.



NOTE: If “NOT SUCCESSFUL” appears on the HA07 screen, repeat these steps until the procedure is successful.

On the SECONDARY controller (if HA09):

1. Press and hold the **INCLUDE** button for 5 seconds. The two LEDs will flash at the same time.
2. Release the **INCLUDE** button.
3. Press and release the **ON/DIM▲** button for Channel 1. The controllers will automatically synchronize with each other and the LED will show a solid green light for 2 seconds.

NOTE: If the red and green LEDs flash for two seconds, the procedure was not successful. Repeat these steps until the procedure is successful.

Duplicating the network only

This feature allows you to customize the Secondary Controller while using the same network as the Primary Controller

Follow the same procedure as *Duplicating network and channel settings on another controller*, except:

- With the Primary Controller, press the **ON/DIM▲** button for **Channel 2** instead of Channel in Step 3.
- With the Secondary Controller, press the **ON/DIM▲** button for **Channel 2** instead of Channel in Step 3.

Resetting the controller

If needed, you can reset the NETWORK and CHANNEL SETTINGS individually or both together.

NOTE: *When resetting a controller, for best results, each module within the system should be individually reset also.*

Resetting the network only

1. Press and hold the **INCLUDE** and **DELETE** buttons at the same time for 10 seconds. The screen displays "RESET".
2. Release the **INCLUDE** and **DELETE** buttons.
3. Press and hold the Channel 3 **ON/DIM▲** and **OFF/DIM▼** buttons until the screen displays "NETWRK CLEAR".

Resetting channels only

Follow the same procedure as *Resetting the network only*, except press the **Channel 2 ON/DIM▲** and **OFF/DIM▼** buttons in Step 2. The screen will display “CHAN CLEAR”.

Resetting network and channels together

This reset function will completely reset all CLOCK, PROGRAMMED EVENTS, CHANNEL, and NETWORK SETTINGS on the controller.

Follow the same procedure as *Resetting the network only*, except press **Channel 1 ON/DIM▲** and **OFF/DIM▼** buttons in Step 2. The screen will display “ALL CLEAR”.

Deleting modules from a scene

You can also delete or remove a module from a scene (from the channel where it's assigned). You need to do this if:

- You have relocated and re-included a module
- You want to change which channel controls the module.

Use the following instructions to remove or exclude a module from a channel.

1. Press the **PROGRAM** button (the black button) on the module to make sure the LED on the device is lighted.

- On the HA07 Master Controller, *simultaneously* press and hold both **ON/DIM** and **OFF/DIM** buttons of the channel you want to remove.

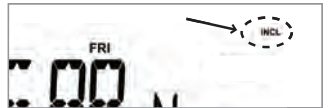
After 3 seconds, the screen displays "LEARN".



NOTE: "LEARN" will time out if you don't press any buttons for 10 seconds. If this happens, press the **ON/DIM** and **OFF/DIM** buttons again.

- Release the **ON/DIM** and **OFF/DIM** buttons after "LEARN" appears in the screen.

- Press and hold the **DELETE** button on the Master Controller. The screen adds "INCL".



- While still holding the **DELETE** button, press and release the **PROGRAM** button on the module you want to remove from the scene or channel:

- The screen displays "SUCCESSFUL" for 2 seconds
- The LED on the module flashes for 2 seconds
- The module is removed from the scene or channel.



- The module is now removed from the channel (the ON and OFF buttons).
- Press the **ON/DIM** and **OFF/DIM** buttons to test the scene and make sure the remove was successful.

Removing modules from ALL ON and ALL OFF control

Use the following procedure to exclude modules from control by your **ALL ON** and **ALL OFF** buttons:

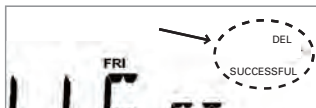
1. Press and hold both **ALL ON** and **ALL OFF** button until the screen displays the word "ALLSET".



2. Press and hold the **DELETE** button on the HA07 Master Controller. The screen adds "DEL".



3. Press and release the **PROGRAM** button on a module you want to exclude.



The LED on the module changes (to ON or OFF) and the screen adds the words "DEL" and "SUCCESSFUL" FOR 2 seconds.

NOTE: If "NOT SUCCESSFUL" appears on the screen, repeat these steps until the screen displays "SUCCESSFUL".

4. Release the **DELETE** button.
5. Repeat this procedure with each other module you want to remove from **ALL ON** and **ALL OFF** control.

Troubleshooting

The Troubleshooting issues addressed below are the most common problems encountered. For the latest listing of troubleshooting issues, go to [www.intermatic.com/\[do we have a place?\]](http://www.intermatic.com/[do we have a place?)

Issue	Possible Solution
Every time I try to INCLUDE or DELETE modules to my network, I keep getting errors (red LED flashes)	<ul style="list-style-type: none"> <li data-bbox="484 468 947 646">• The controller might be a Secondary Controller. Only a Primary Controller may be used to INCLUDE or DELETE modules into or from a network. Use the Primary Controller to INCLUDE or DELETE. <li data-bbox="484 658 947 896">• The module might be part of a different network. Reset the module by pressing and releasing DELETE on the primary controller, then push the program button on the module. Now you may INCLUDE the module using the Primary Controller. (See page 11).
After I perform a controller replication, neither controller controls anything at all.	<ul style="list-style-type: none"> <li data-bbox="484 913 947 1032">• You have copied from the wrong controller and overwritten your primary controller. You must reprogram the primary controller.

Issue	Possible Solution
I am trying to turn on a module associated to channel 1, but it will not turn on.	<ul style="list-style-type: none">• Check to be sure there is power supplied to the module.• Check to be sure that the lightbulb is not bad.• Check to be sure the switch is not OFF on the lamp.• The module might be associated as an 'ALL OFF' light level. Re-associate the module (see page 15) as an 'ALL ON' or as a dimmed light level.
My programmed events will not automatically execute.	<ul style="list-style-type: none">• After programming your events, press MODE until the LCD display indicates 'AUTO' or 'AUTORAND' mode.

FCC Statement

This device complies with part 15 of the FCC rules. Operation of this device is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference, including interference that may cause undesired 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 or device.
- 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.

NOTICE!

Changes or modifications not expressly approved by Intermatic Inc. could void the user's authority to operate the equipment.

THE term "IC" before the radio certification number only signifies that Industry Canada technical specifications were met.



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