

GUIDE

NodOn - Remote Controls

Add the device:

Start add new Z-Wave device

Wall Switch

Press 1 & 2 until pink color
Press 1 within 10 sec.

Octan Remote

Press • and + 1 sec
Press • within 10 sec.

Soft Remote

Press • and + 1 sec
Press • within 10 sec.

If the interview seems to stop, press one of the buttons on the remote and the interview should continue.

When the interview is finished, we'll need to set how the remote control should control other devices. It can be set in three different modes: Mono, Duo and Scene.

Mono: One button can be set to control up to 8 other Z-Wave device using association.

Duo: Two buttons (in pair) can be set to control up to 8 other Z-Wave device using association.

Scene: Send scene commands to the gateway. This is not implemented in TellStick, but it can be used with Lua-scripting. Read more about this later on in this guide.

Click on your device to expand it and click 'Edit device'. Go to the 'Configuration' section and click 'Advanced settings'.

To set the mode, configuration 1 and 2 has to be set.

For example, we want to control in Mono mode, so we'll set configuration 1 and 2 to Mono and then we'll save this setting.

Advanced settings »

| | |
|--------------------------|-----------------------------------|
| 1: Buttons 1&3 profile ? | <input type="text" value="Mono"/> |
| 2: Buttons 2&4 profile ? | <input type="text" value="Mono"/> |

Next we'll need to set the association. That way the remote control knows which device(s) it should control.

Go to the 'Associations' section.

Click 'Edit device associations' for Group 2. "Button 1 – mono – controlled nodes."

Group 2, max devices: 8

Button 1 - mono - controlled nodes.
Currently associated devices:

TellStick ZNet TellDus Plug

[Hide device associations](#)

Select which device(s) that should be controlled and save this setting.

Now the remote control needs to wake up in order to receive the new settings. Press one of the buttons in order to wake the remote control up.

To double check if the settings has been sent to the remote control, refresh the page on TellDus Live! and go in to the settings again.

If there are blue info icons on the settings, it has not been sent to the device. Try to press a button again, then update the page and check the settings again.

Group 2, max devices: 8

Button 1 - mono - controlled nodes.
Currently associated devices: **TellDus Plug**

TellStick ZNet TellDus Plug 

[Hide device associations](#)

This setting has not been sent to the remote control

When the setting has been sent to the remote control, the device(s) in the association group can be controlled from button 1.

You can now continue to add more devices in the association groups. Just remember that the remote control has to wake up one time before the new setting will be sent to it.

Lua

In some cases associations is not enough. Then Lua scripting might help.
Lua script is small scripts that can run locally on your TellStick adding functionality that is not available in TellDus Live!

As an example: - I want to control a 433 MHz device from the NodOn Wall Switch.
This can be solved with a Lua script.

We have a script available for the NodOn remote controls here:

<https://github.com/telldus/tellstick-lua-examples/blob/master/zwave/NodOn/RemoteControl.lua>

More information about Lua and how to access the Lua editor can be found here:

<http://live.telldus.com/help/lua>

This script receives the 'Central Scene Notifications' that can be sent out from the remote control when it's set to Scene mode. This means that the configurations 1 and 2 has to be set accoring to which buttons you want to be able to receive in the script and which buttons you want to use as association.

Click 'New Script' and give it a name.

Then replace the 'Hello world' sample code with the example code from the link above.

Change the device names to match your devices:

```
local remotecontrol = "NodOn"
```

```
local device1 = "Office"
```

```
local device2 = "Kitchen"
```

```
local device3 = "Garage"
```

```
local device4 = "Window"
```

Click 'Save and run'.

When pushing a button on your remote should now print something like this in the Console:

Console

Script asd.lua loaded

CENTRAL_SCENE_NOTIFICATION from Device: NodOn, Scene: 1, Action: 0

Turning ON device: Office