

Connect Mesh Wall Switch Version 2.0

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732.28.428

HDE 27.07.21

1. Change history

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Version	Date	Changes
1.0	06/2020	Initial Documentation
2.0	05/2021	Added New functions

Table of contents

1. Change history 2

2. Connect Mesh Wall Switch 4

2.1. General information 4

2.2. Setup 6

2.3. Switching a group on/off 6

2.4. Dimming 6

2.5. Update Mode 6

2.6. Reset 7

2.7. Status LED 7

3. Standalone Mode 8

3.1. Standalone Mode – Wall Switch as Provisioner 8

3.1.1. Wall Switch Standalone Mode with Monochrome Lights 8

3.1.2. Wall Switch Standalone Mode with Multi-White Lights 9

3.1.3. Wall Switch Standalone Mode with RGB Lights 10

3.2. Standalone Mode with Remote Control as Provisioner 11

3.2.1. Remote Control Standalone Mode functions Wall Switch 11

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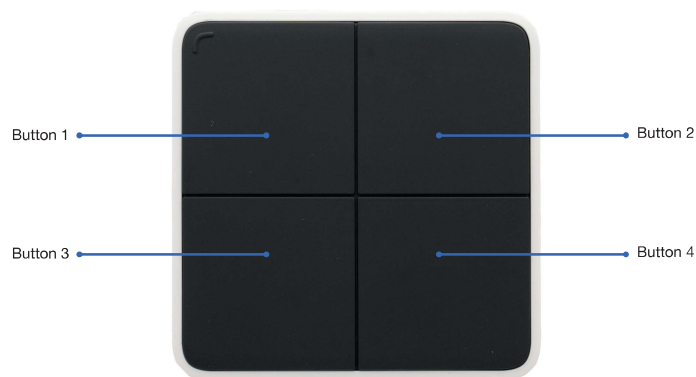
2. Connect Mesh Wall Switch

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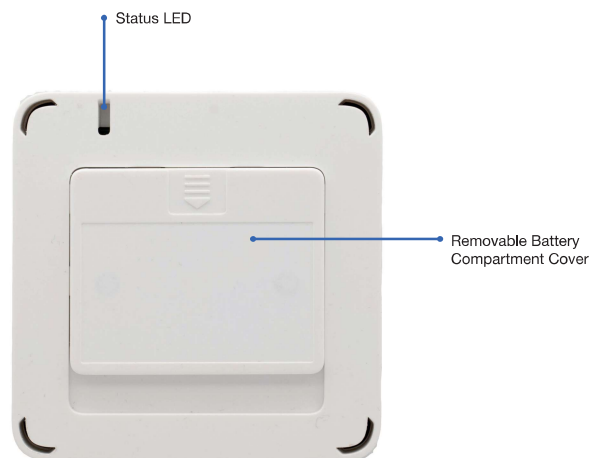
2.1. General information

The Connect Mesh Wall Switch is a battery-powered device that integrates into your Bluetooth® Mesh network and acts as a simple remote control. You can connect your network groups and scenes to the four physical buttons on the Switch. After setting up in Connect Mesh App, you no longer need the App to control the lights. The Switch can be mounted on the wall or used as a mobile control unit.

With Bluetooth® Mesh, several Bluetooth® devices are combined to a meshed network. This means that each device (node) in the network is connected to one or more devices and can communicate. Devices that belong to a network work even if they are not in direct range of one another. It just has to be ensured that a member of the network is within range to forward the data packages.



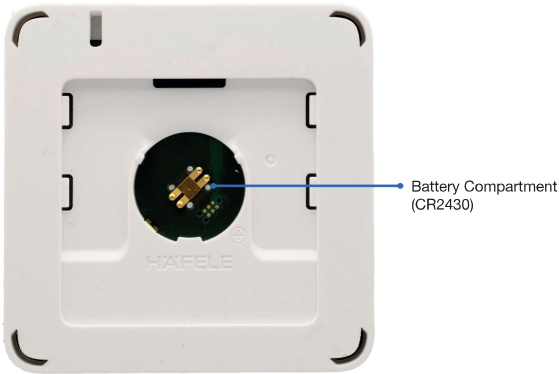
[Image 1]



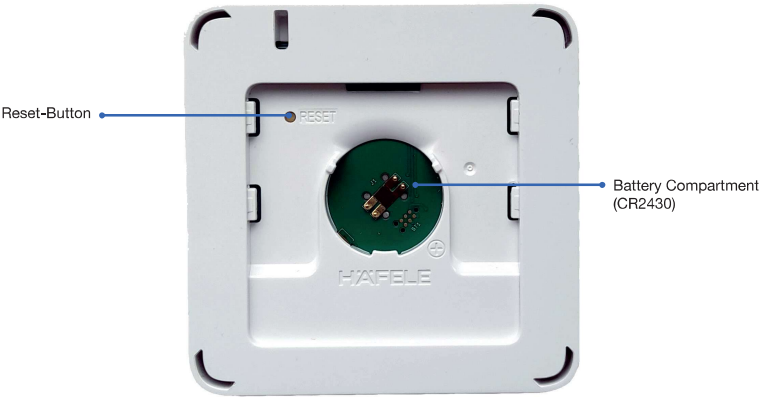
[Image 2]

732.28.428

HDE 27.07.21



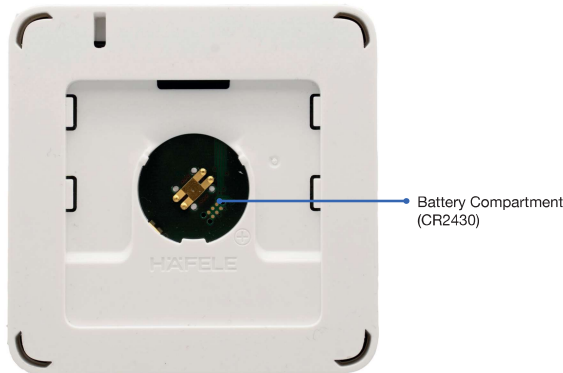
[Image 3] Wall switch Hardware Version 1 (Without Reset Button)



[Image 4] Wall switch Hardware Version 2 (With Reset Button)

2.2. Setup

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[Image 5]

Open the battery compartment on the backside of the wall switch and insert the button cell (CR2430). You may need to press one of the four buttons first to wake up the wall switch. Only then will you receive status information via the status LED (see chapter 3.7 for more information).

2.3. Switching a group on/off

Connect Mesh Wall Switch can be provisioned in the Connect Mesh App. After provisioning, you can start configuring the four physical buttons within the Wall Switch's settings. Possible configuration in Wall switch are "Toggle On/Off", "Turn Group On", "Turn Group OFF", Scenes A,B,C or user-defined scene. We recommend to use "Turn Group On" and "Turn Group OFF". For further details, please refer to Connect Mesh App Operational Manual.

2.4. Dimming

To dim the light, press and hold the button connected to the group. The brightness increases until you release the switch or the maximum brightness is reached. Repeat the long press again to reduce the brightness in the same way.

2.5. Update Mode

In case the firmware is outdated, the user will be notified in the Connect Mesh App. Then the user can start and perform the firmware update of the Mesh device. (more information in the specific *Häfele Connect Mesh App*).

Option 1: Update via App

If the Mesh device is provisioned and the update can be done by:

1. Click on Mesh device and click on edit icon and scroll down to the bottom of the page. You can find the "Update Device icon".
2. Click on this icon to update the Firmware.

Option 2: Manual Update via Power On/Off (Version 1 only)

1. Insert the battery to start the device and the LED will start blinking.
2. Remove the battery and insert it again.
Repeat this 4 times of consistent intervals of 2 seconds each .
3. The first group LED will start blinking faster to signify the device in Update Mode and can be updated using the Häfele Connect Mesh App.
4. Press "Menu" icon, click on "Settings" and click on "Extended Settings" and then click on "Search device in Update Modus". The mesh device will be displayed. Select Mesh device to start the Firmware Update.

Option 3: Manual Update via Reset Button (Version 2 only)

1. Press and hold the Reset Button on the Mesh device and at the same time, connect the Mesh Device into Power supply. This will bring the Mesh device in OTA- Update mode.
2. Press "Menu" icon, click on "Settings" and click on "Extended Settings" and then click on "Search device in Update Modus".
3. The Mesh device will be displayed. Select Mesh device to start the Firmware Update.

732.28.428

HDE 27.07.21

2.6. Reset

Option 1: Reset via App

If the Mesh device is provisioned, the reset can be done by:

- 1. Click on Mesh device and click on edit icon and scroll down to the bottom of the page.
- 2. You can find the "Delete Device" icon.
- 3. Click on this icon and select "Reset" option to reset the mesh device.

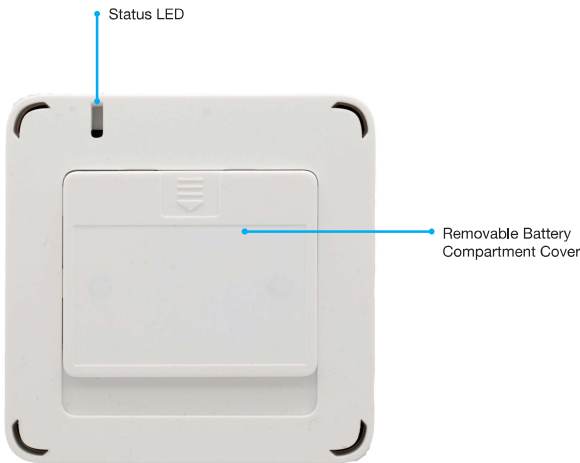
Option 2: Manual Reset by Power On/Off (Version 1 only)

- 1. Remove the battery and insert it again, while continuously pressing a button. Repeat this 8 times at consistent intervals of 2 seconds.
- 2. The Mesh device will be reset and ready for Provisioning again.

Option 3: Manual Reset by Reset Button (Version 2 only)

- 1. Press the Reset button for at least 8 seconds and release it.
- 2. The Mesh device will be reset and ready for Provisioning again in the Häfele Connect Mesh App.

2.7. Status LED



[Image 6]

The status LED is located on the back of the device.

Status LED Behaviour	Meaning
Off	The Connect Mesh Wall Switch is either in normal operation mode or its power is off. Waiting for 10 seconds and pressing a button will blink the status LED once. In case this does not happen, the battery is empty.
Blinking	The Connect Mesh Wall Switch is in provisioning mode and is ready to be added to an existing Connect Mesh network.
Fast Blinking	The Connect Mesh Wall Switch is in OTA update mode and is ready to be updated. It will remain in OTA update mode for 60 seconds or until the power is interrupted. Note: Led will blink faster than unprovisioned state.
Double Blinking (Attention Modus)	The Mesh App doesn't let the Battery-driven Mesh devices to activate the energy-saving mode (Sleep-mode) and it helps to transmit the data

3. Standalone Mode

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3.1. Standalone Mode – Wall Switch as Provisioner

To configure a network without the App, you can use the Wall Switch as the provisioner (controller). By this you can provision mesh boxes with monochrome, multi-white lights or RGB lights.

Attention: Only one wall switch can be used to control the network. In case more wall switches are required, please use the Remote Control Standalone Mode or use the Connect Mesh App.

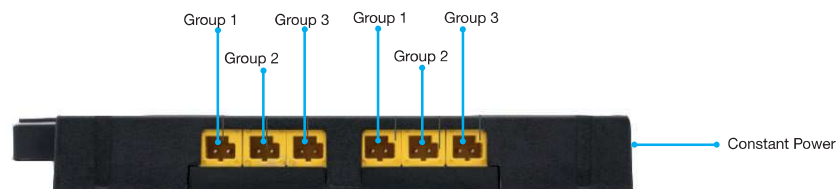
3.1.1. Wall Switch Standalone Mode with Monochrome Lights

To start, the wall switch needs to contain a firmware version of at least 4.4.6 (otherwise please update the Firmware) and needs to be reset (status led blinks).

1. Start the search for mesh boxes by pressing the two upper buttons for 4 seconds. The led will start blinking (slowly).
2. Find and configure Mesh Box: When the led starts to blink fast, a mesh device is found and will get configured.
3. To stop searching for other mesh boxes, press any button of the switch. To start searching again, continue with step 1.

The buttons of the switch will control the mesh box in the following way:

- Upper left button: Controls port 1 and 4 (on/off, dimming)
- Upper right button: Controls port 2 and 5 (on/off, dimming)
- Lower left button: Controls port 3 and 6 (on/off, dimming)
- Lower right button: Controls all ports (on/off, dimming)



[image 7]

732.28.428

HDE 27.07.21

3.1.2. Wall Switch Standalone Mode with Multi-White Lights

To start, the wall switch needs to contain a firmware version of at least 4.4.6 (otherwise please update) and needs to be reset (status led blinks).

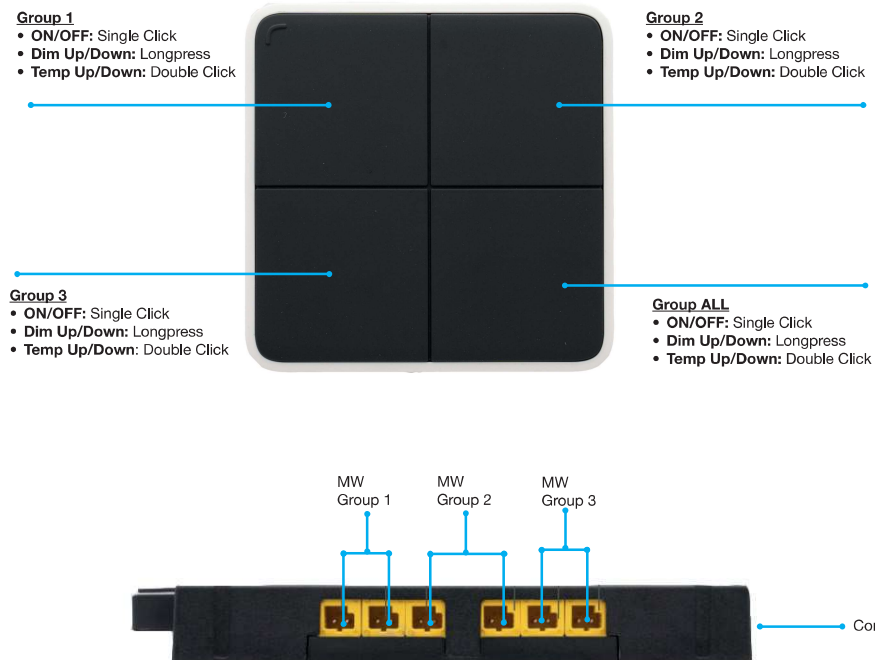
1. Start the search for mesh boxes by pressing the upper left and lower left buttons for 4 seconds. The led will start blinking (slowly).
2. Find and configure Mesh Box: When the led starts to blink fast, a mesh device is found and will get configured.
3. To stop searching for other mesh boxes, press any button of the switch. To start searching again, continue with step 1.

The buttons of the switch will control the mesh box in the following way:

- Upper left button: MW Light connected to port 1 and 2
- Upper right button: MW Light connected to port 3 and 4
- Lower left button: MW Light connected to port 5 and 6
- Lower right button: All lights connected

Controls are:

- Single tap: On/Off
- Long press: Dim up/down
- Tap and long press: Temperature up/down



[image 8]

3.1.3. Wall Switch Standalone Mode with RGB Lights

To start, the wall switch needs to contain a firmware version of at least 4.4.6 (otherwise please update) and needs to be reset (status led blinks).

1. Start the search for mesh boxes by pressing the upper left and lower right buttons for 4 seconds. The led will start blinking (slowly).
2. Find and configure Mesh Box: When the led starts to blink fast, a mesh device is found and will get configured.
3. To stop searching for other mesh boxes, press any button of the switch. To start searching again, continue with step 1.

The buttons of the switch will control the mesh box in the following way:

- Control RGB Light 1, connected to port 1, 2 and 3: Controlled by left upper and lower buttons
- Control RGB Light 2, connected to port 4, 5 and 6: Controlled by right upper and lower buttons

Upper button:

- Single tap: On/Off
- Long press: Dim up/down
- Tap and long press: Saturation up/down

Lower button:

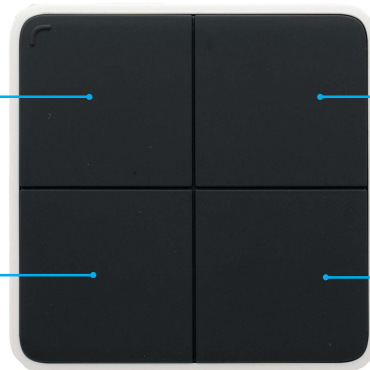
- Long press: Change Color

Group 1 (RGB)
 • ON/OFF: Single Click
 • Dim Up/Down: Longpress
 • Sat Up/Down: Double Click

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Group 2 (RGB)
 • Col Up/Down: Longpress

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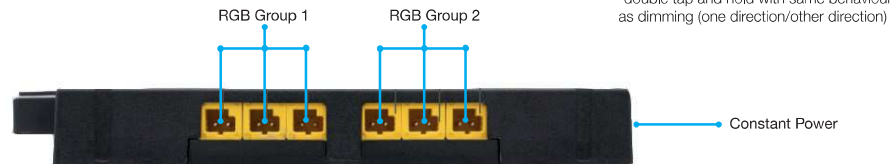


Group 1 (RGB)
 • ON/OFF: Single Click
 • Dim Up/Down: Longpress
 • Sat Up/Down: Double Click

—

Group 2 (RGB)
 • Col Up/Down: Longpress

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[image 9]

3.2. Standalone Mode with Remote Control as Provisioner

When using the Remote Control as Provisioner for the Standalone Mode, the Wall Switch can be added as a provisioned device.

3.2.1. Remote Control Standalone Mode functions Wall Switch

The Wall Switch will be added when the Remote Control is searching for new devices in the Standalone Mode. This happens when the Remote Control is searching for Mesh Boxes to be provisioned (with Monochrome-, Multi-White- or RGB-Lights), as described in Remote Control Operational manual. Provisioning the Wall Switch, see section 3.2, using the Standalone Mode of the Remote Control will provision the Wall Switch with the following described functions:
The Wall Switch behaves as group 7 on the Remote Control.



[image 10]

Button	Group or Scene	Action
Upper Left	Group 7 (All Lights) On/Off	Toggle On/Off (click) Dimm (long press)
Upper Right	Scene A (of all lights)	Trigger Scene (click) Dimm Group (long press)
Lower Left	Scene B (of all lights)	Trigger Scene (click) Dimm Group (long press)
Lower Right	Scene C (of all lights)	Trigger Scene (click) Dimm Group (long press)

732.28.428

HDE 27.07.21