

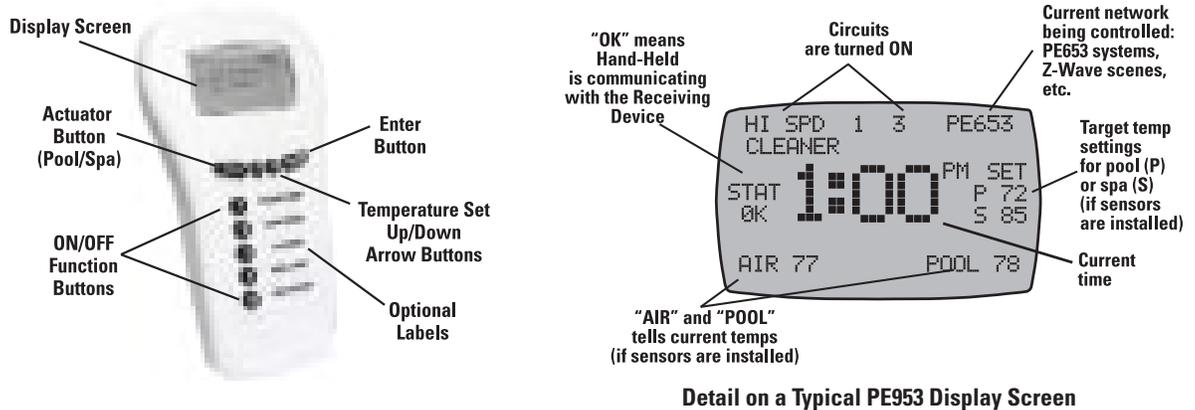


Section 4:

Programming the PE953 Hand-Held Controller

Overview

The Hand-Held Controller (PE953) is the focal point of user convenience. It's water-resistant, shock-resistant, and is easy to program for handy remote control of the functions at a specific pool-spa installation, as well as a range of Z-Wave home control devices. A variety of self-stick labels are provided to identify the equipment you program into the five control buttons.



Creating a Network Connection between the Hand-Held Controller and the PE653 Receiving Device

When you've finished physical installation and wiring and have enabled power to the Receiving Device, you need to "include" the Hand-Held Controller with the PE653 Receiving Device to create a network connection. This is a two step process: first, delete any programming that might exist in the Hand-Held Controller and Receiving Device, then synchronize the two devices with each other.

NOTE: If you pause in any programming procedure for 30 seconds, the screen automatically returns to a default screen. To continue programming, start over.

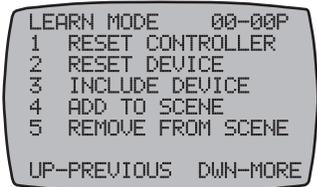
Deleting Any Existing Programming

This procedure deletes any existing network and configuration programming within the Hand-Held Controller and PE653 Receiving Device units so they are ready to be set up for the present installation. DO THIS ONLY ONCE — WHEN SETTING UP THE NETWORK — OR ANY PROGRAMMING YOU HAVE DONE WILL BE DELETED.

NOTE: If the word FAILURE instead of SUCCESSFUL appears at the bottom of the screen during any of the following steps, repeat the programming procedure. If the delete still fails, try replacing the batteries in the Hand-Held. If the problem persists, contact Intermatic Customer Service.

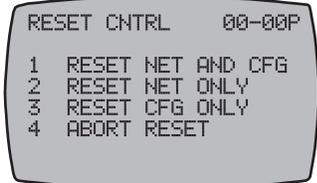
To Reset the PE953 Hand-Held Controller

1. Press and release any button on the Hand-Held Controller to wake it from sleep. (The unit goes to sleep to conserve battery life when it has been idle for 60 seconds.)
2. Press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.

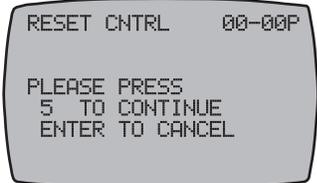


NOTE: If you pause in programming for more than 30 seconds, the screen automatically returns to the previous screen.

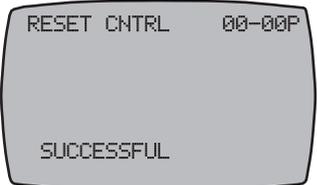
3. Press and release the <1> function button to select **RESET CONTROLLER**. The screen displays four options, as shown.



4. Press and release the <1> function button to select **RESET NET AND CFG**. This will delete any existing network connections as well as any programming entered using the Hand-Held Controller. The screen requests confirmation, as shown.



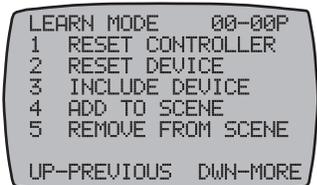
5. Press and release the <5> function button to select **CONTINUE**. If the action is successful, the screen displays the words PLEASE WAIT followed by SUCCESSFUL, as shown.



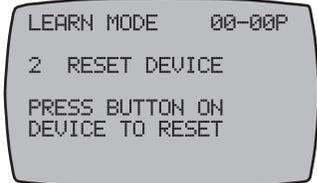
Any pre-existing network or configuration programming in the Hand-Held Controller is now deleted.

To Reset the PE653 Receiving Device

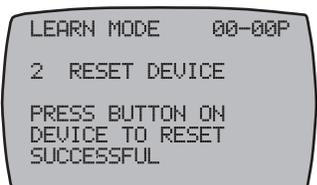
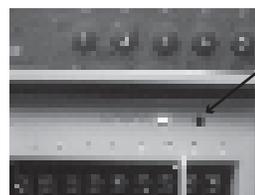
1. Press and release any button on the Hand-Held Controller to wake it from sleep. (The unit goes to sleep to conserve battery life when it has been idle for 60 seconds.)
2. Press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode, as shown at the right.



3. Press and release the <2> function button to select **RESET DEVICE**. The screen displays instructions.



4. Using a pen or pencil, press the **INCLUDE** button — to the right of the red light — as shown.



If the action is successful, the screen displays the word **SUCCESSFUL**, as shown, then returns to the **LEARN MODE** screen.

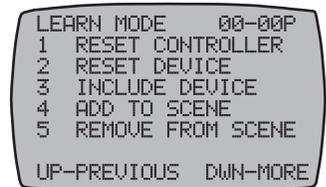
Any existing network or configuration programming in the PE653 Receiving Device is now deleted. The entire system is now at factory reset state and the components are ready to be linked together within a new electronic network.

Linking the Hand-Held Controller to the PE653 Receiving Device

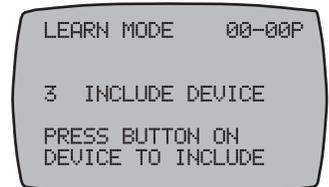
This procedure creates a network connection between the Hand-Held Controller and the PE653 Receiving Device by including the PE653 into the PE953 controller., making it possible to complete the rest of the setup procedure and operate the system.

NOTE: If the word **FAILURE** appears at the bottom of the screen during any of the following steps instead of **SUCCESSFUL**, repeat the programming procedure, or try replacing the batteries in the Hand-Held Controller. If the problem persists, contact Intermatic Customer Service.

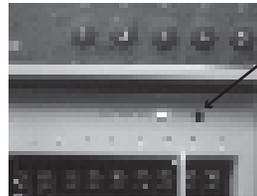
1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. When all programming is deleted, the Hand-Held automatically displays the **LEARN MODE** screen, as shown. *If the screen is not displaying **LEARN MODE**, press and hold the **<P/S>** and **<ENTER>** buttons at the same time to put the device into programming mode. You are in programming mode when the **LEARN MODE** screen is displayed, as shown at the right.*



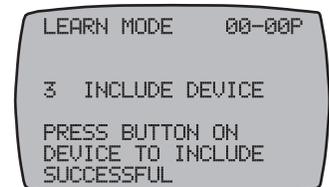
2. Press and release the **<3>** function button to select **INCLUDE DEVICE**. The screen refreshes with instructions to **PRESS BUTTON ON DEVICE TO INCLUDE**, as shown.



3. Using a pen or pencil, press the **INCLUDE** button — to the right of the red light — as shown.



If the action is successful, the screen displays the word **SUCCESSFUL**, as shown, then returns to the programming screen (**LEARN MODE**).



NOTE: If the PE653 has not successfully been included and you are seeing only the word **FAILURE** at the bottom of the screen, repeat the two procedures [Deleting Any Existing Programming](#) and [Linking the Hand-Held Controller to the PE653 Receiving Device](#). If the problem persists, contact Intermatic Customer Service.

Configuring for a 1-Speed or 2-Speed Pump

The default setup is for a single-speed pump, which you turn ON and OFF using button 1 on the Hand-Held Controller.

If the pool/spa installation uses a two-speed pump, you need to program the Hand-Held Controller to be able to switch between speeds. Once configured, the Hand-Held Controller controls these pumps as follows:

- Button <1> selects High speed.
 - Button <2> selects Low speed.
1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
 2. Press the **DOWN** arrow button until you see the PE653 OPTION screen, as shown.
 3. Press and release the <1> function button to select **PUMP**. The screen refreshes, as shown.
 4. Press the **UP** or **DOWN** arrow button to change from 1SPD to 2SPD, then press the <ENTER> button. The screen adds the word **SUCCESSFUL**, then returns to the programming screen.
 5. Press the <ENTER> button again to return to the Main screen.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

```
PE653 OPTION  00-00P
1  PUMP      1 SPD
2  CALIBRATE TEMPS
3  CLEANER   OFF
4  POOL/SPA  POOL
5  FIREMAN SW  OFF
UP-PREVIOUS  DWN-MORE
```

```
PE653 OPTION  00-00P
1  PUMP      1SPD
```

Calibrating Pool, Spa and Air Temperature Settings

If there is a discrepancy between temperatures shown on the Hand-Held Control and independent thermometers used to measure temperatures of pool, the spa and the air, you can calibrate the Hand-Held's settings to match the independent thermometers.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the **DOWN** arrow as necessary to view the PE653 OPTION screen, as shown.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

```
PE653 OPTION  00-00P
1  PUMP      1 SPD
2  CALIBRATE TEMPS
3  CLEANER   OFF
4  POOL/SPA  POOL
5  FIREMAN SW  OFF
UP-PREVIOUS  DWN-MORE
```

- Press and release the <2> function button to select **CALIBRATE TEMPS**. The screen refreshes, as shown.

```

CALIBRATE TEMP 00-00P
1 CALIB POOL 0
2 CALIB AIR 0

UP-PREVIOUS DWN-MORE

```

- Using POOL as an example, press the <1> function button to calibrate the POOL temperature setting. The screen displays only the POOL setting, as shown.

The AIR temperature calibration is done the same way by pressing the <2> function button for AIR and continuing below.

```

CALIBRATE TEMP 00-00P
1 CALIB POOL 0

```

- Press the **UP** or **DOWN** arrow button to add or subtract degrees from the temp that will be displayed for POOL (or SPA) temperature on the Hand-Held screen.

NOTE: You can set the temperature offset by $\pm 20^{\circ}\text{F}$.

- Press the <ENTER> button to save your changes. The screen adds the word **SUCCESSFUL**, then returns to Step 5.
- Press the <ENTER> button again as necessary to return to the Main screen.

Configuring for a Booster (Cleaner) Pump

If the pool/spa installation includes a booster (cleaner) pump, you need to program the Hand-Held Controller to identify the pump and/or pump speed that must be active for the pump to operate.

- If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```

LEARN MODE 00-00P
1 RESET CONTROLLER
2 RESET DEVICE
3 INCLUDE DEVICE
4 ADD TO SCENE
5 REMOVE FROM SCENE

UP-PREVIOUS DWN-MORE

```

- Press the **DOWN** arrow button until you see the PE653 OPTION screen, as shown.

```

PE653 OPTION 00-00P
1 PUMP 1 SPD
2 CALIBRATE TEMPS
3 CLEANER OFF
4 POOL/SPA POOL
5 FIREMAN SW OFF

UP-PREVIOUS DWN-MORE

```

- Press and release the <3> function button to select **CLEANER**. The screen refreshes, as shown.

- Press the **UP** or **DOWN** arrow button to change from OFF to CIR1 (circuit or button 1), then press the <ENTER> button. The screen adds the word **SUCCESSFUL**, then returns to the programming screen.

```

PE653 OPTION 00-00P
3 CLEANER OFF

```

NOTE: If a variable speed pump has been installed, you may select one of the four variable speed pump speeds for this function.

- Press the <ENTER> button again to return to the Main screen.

Configuring the System to Control a Pool, a Spa or Both

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the **DOWN** arrow button until you see the PE653 OPTION screen, as shown.
3. Press and release the <4> function button to select **POOL/SPA**. The screen refreshes, as shown.
4. Press the **UP** or **DOWN** arrow button to select either POOL or SPA or BOTH, then press the <ENTER> button. The screen displays the word SUCCESSFUL, then returns to the PE653 OPTION screen.
5. Press the <ENTER> button again to return to the TIME OF DAY screen.

```
LEARN MODE 00-00P
1 RESET CONTROLLER
2 RESET DEVICE
3 INCLUDE DEVICE
4 ADD TO SCENE
5 REMOVE FROM SCENE
UP-PREVIOUS DWN-MORE
```

```
PE653 OPTION 00-00P
1 PUMP 1 SPD
2 CALIBRATE TEMPS
3 CLEANER OFF
4 POOL/SPA POOL
5 FIREMAN SW OFF
UP-PREVIOUS DWN-MORE
```

```
PE653 OPTION 00-00P
4. POOL/SPA POOL
```

Configuring the Fireman Switch Time Interval

The Fireman Switch Time Interval is defined as the additional time the pump will run after the heater circuit (circuit 5) is turned off to make sure the heater is cooled down before it shuts off.

NOTE: Refer to heater manufacturer recommendations for a specific time.

Set this interval using the Hand-Held Controller.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the **DOWN** arrow button until you see the PE653 OPTION screen, as shown.
3. Press and release the <5> function button to select **FIREMAN SW**. The screen refreshes, as shown.
4. Press the **UP** or **DOWN** arrow buttons to change from OFF to set the number of minutes you want for the interval (up to 15 minutes max), then press the <ENTER> button. The screen displays the word SUCCESSFUL, then returns to the PE653 OPTION screen.
5. Press the <ENTER> button again to return to the TIME OF DAY screen.

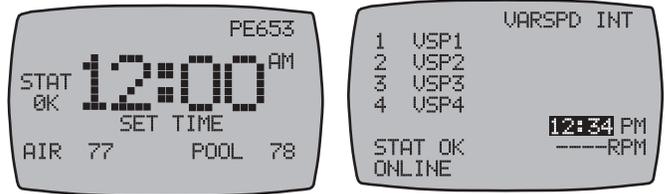
```
LEARN MODE 00-00P
1 RESET CONTROLLER
2 RESET DEVICE
3 INCLUDE DEVICE
4 ADD TO SCENE
5 REMOVE FROM SCENE
UP-PREVIOUS DWN-MORE
```

```
PE653 OPTION 00-00P
1 PUMP 1 SPD
2 CALIBRATE TEMPS
3 CLEANER OFF
4 POOL/SPA POOL
5 FIREMAN SW 1 MIN
UP-PREVIOUS DWN-MORE
```

```
PE653 OPTION 00-00P
5 FIREMAN SW OFF
```

Setting the Time of Day

This procedure sets the clock displayed on the Hand-Held's screen. You can set the time from either the PE653 or VARSPD INT variable pump screens (as shown).



1. Press and hold the <P/S> button. The PE653 screen adds the words SET TIME beneath the time display, while the VARSPD INT screen highlights the time (as shown).

2. Press the UP or DOWN arrow buttons to scroll to the correct time.

NOTE: If you hold the button down for 5 seconds, the display will scroll quickly.

3. When you reach the correct time, press the <ENTER> button to save the setting.

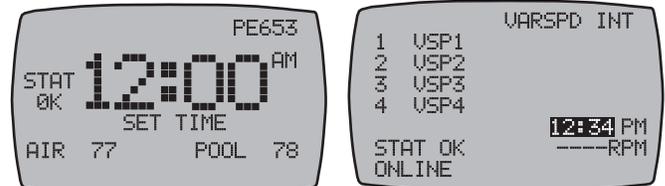
Setting Up Schedules

Schedules are timer-based events that can be set to turn ON/OFF a PE6534 circuit or a variable-speed pump speed at a specified time.

You can set up to three schedules for each PE653 circuit and variable-speed pump speed.

- For the PE653 circuits, begin with the PE653 main screen.
 - For variable-speed pump speeds, begin with the VARSPD INT screen.
1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep.
 2. If necessary, press the <ENTER> button to display either the PE653 or VARSPD INT screen.

3. Press and hold the <P/S> button. The PE653 screen adds the words SET TIME beneath the time display, while the VARSPD INT screen highlights the time (as shown). Release the <P/S> button.



4. Press and release the <P/S> button again. The screen displays the schedules.

5. Press and release the <P/S> button again to cycle through the available circuits or variable-speed pump speeds.

6. Press the <1> function button to select the ON time for the first event.

7. Press the UP or DOWN arrow button to scroll and set the time.

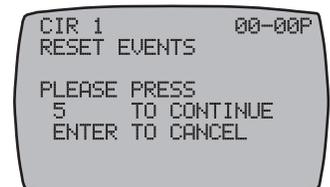
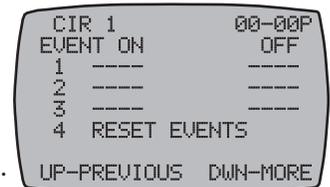
8. Press the <1> function button again to advance to setting the OFF time for the first event.

NOTE: If you want to reset a time, you can press the <1> function button again to toggle between ON and OFF.

9. Again, press the UP or DOWN arrow button to set the time.

10. Press the <2> function button to select the ON time for the second event, and repeat Steps 7 through 9 to set the times.

The event will now activate (ON) or deactivate (OFF) according to the times you have set.



- Press the <P/S> function button to advance to the next circuit.

NOTE: To delete and reset all the events for one circuit you have scheduled for the current circuit (or VSP Speed) being configured, press the <4> function button. The screen displays reset instructions. You have two options:

- Press the <5> function button to continue with the reset.
- Press the <ENTER> button to cancel the reset.

Configuring the Freeze Temperature (optional)

If the system has an optional Intermatic Freeze Sensor (178PA28A), you can set the temperature where the heater turns on to protect the pool.

- If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.

```
LEARN MODE 00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

- Press the **DOWN** arrow as necessary to view the FREEZE OPTION screen, as shown.

NOTE: If a variable speed pump is installed, this screen will also display the VSP SPEED, as shown in this example.

```
FREEZE OPTION 00-00P
1  TEMP      DISABLED
2  PE653 CIRS NONE
3  VSP SPEED NONE
UP-PREVIOUS  DWN-MORE
```

- Press and release the <1> function button to select **TEMP**. The screen refreshes, as shown.
- Press the **UP** or **DOWN** arrow button to change from DISABLED to the temperature you want (the valid selectable range is from 34°F to 44°F), then press the <ENTER> button. The screen displays the word SUCCESSFUL, then returns to FREEZE OPTION screen.
- Next, press and release the <2> function button to select the circuit(s) you want to turn on when the freeze temperature is reached. The screen refreshes, as shown.
- Press the appropriate button(s) for the circuit on the Hand-Held Controller, then press the <ENTER> button.

```
FREEZE OPTION 00-00P
1  TEMP      DISABLED
```

```
FREEZE OPTION 00-00P
SELECT PE653 CIRS
TO ACTIVATE BY
PRESSING BUTTONS
1 THROUGH 5
SELECTED: 1
```

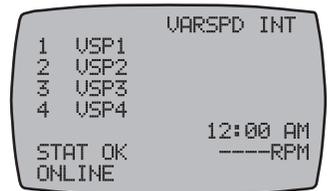
- If you have a single-speed pump, press and release the <1> function button.
- If you have a two-speed pump, press and release the <1> function button to circulate water and prevent freezing with the high speed, or the <2> function button to circulate with the low-speed.
- If you have a variable speed pump, return to Step 3 and select the <3> function button to pick the VSP speed (if any) you want to activate.

NOTE: Other options available will depend on how the system is configured (e.g., fireman enabled or not, booster enabled or not, etc).

- Press the <ENTER> button again to return to the Main screen.

Configuring for a Variable Speed Pump (optional)

If a variable-speed pump has been installed for the filter and cleaner pump functions, the Hand-Held Controller can be toggled between the PE653 screen and this variable speed control screen (VARSPD INT) by pressing and releasing the <ENTER> button.

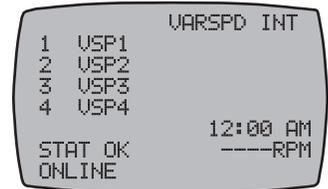


This screen controls the variable speed pump, and can be configured to display the functionalities you have selected for various pump speeds (for example, slowest speed for the cleaner, next faster speed for a booster pump, etc.).

Buttons <1> through <4> on the Hand-Held Controller choose between the 4 speeds, allowing you to toggle them from ON to OFF and vice-versa.

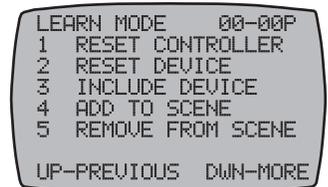
You can change the four variable speed pump speed settings from the factory default values by following these steps on the Hand-Held Controller. Once configured, Buttons <1> through <4> will switch between the variable speeds according to your settings.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep.
2. Press the <ENTER> button to display the variable speed screen VARSPD INT as shown.



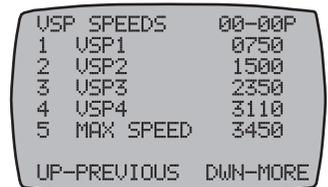
3. Press and hold the <P/S> button first, then press and hold the <ENTER> button within 2 seconds. The LEARN MODE screen is displayed.

NOTE: If you don't press and hold the <ENTER> button within 2 seconds then the displayed time may highlight, and the LEARN MODE screen will NOT display. Release both the <P/S> and the <ENTER> buttons, then press <ENTER> to un-highlight the displayed time. Repeat this procedure from the beginning until the LEARN MODE screen is displayed.

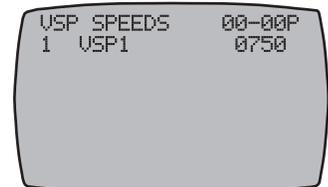


4. Press the **DOWN** arrow button until you see the VSP SPEEDS screen, as shown.

NOTE: The MAX SPEED setting is the highest speed the pump can safely operate without damaging the plumbing system.



5. Press and release the <1> function button to set the speed for that button. The screen displays that speed.
6. Press the **UP** or **DOWN** arrow button to raise or lower the speed setting.
7. Repeat Steps 5 and 6 to set speeds for button <2> through <5>.
8. Press the <ENTER> button again to return to the VARSPD INT screen.



Testing Z-Wave Reception

At the heart of the Multi-Wave system is Z-Wave wireless technology. Test reception by walking around the yard with the Hand-Held Controller and look on the screen to see if there are any areas where STAT OK changes to STAT (which means the Hand-Held and the Receiving Device are no longer communicating).

The STAT OK refreshes approximately once every 6 seconds, so you must stay in each location being tested for at least that long (and even 2 to 3 times longer in fringe areas, where the signal is becoming too weak to be considered a GOOD signal strength).

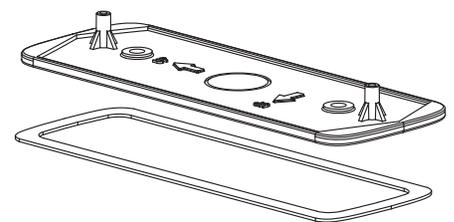
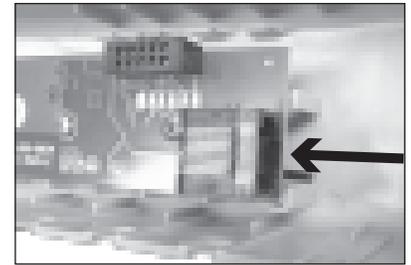
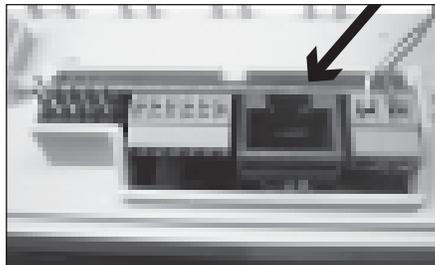
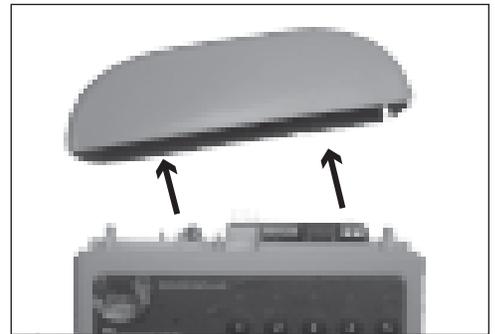
Signal reception between Hand-Held Controllers and the Receiving Device is affected by distance (about 100 feet,) direct line of sight, and by physical obstacles (like brick, wire lath in walls, or steel structures).

If you identify any locations in the area of operation where communications problems occur, typically when a structure blocks the line of sight between the Hand-Held Controller and the Receiving Device, use a length of Cat 5 ethernet cable, suitable for outdoor use and/or for burying in the ground to relocate the antenna to a new location where the reception is stronger.

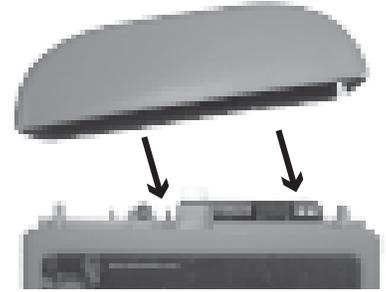
Moving the Antenna to a Better Location

The removable top of the PE653 enclosure contains the system's antenna.

1. Remove the two screws used to attach the antenna cover to the PE653 and remove the antenna enclosure by pulling it straight away from the main body of the PE653 Receiving Device.
2. Relocate the antenna assembly to a location where it is in direct line of sight from the area of operation — the area where the home owner will be using the Hand-Held Controller.
3. Connect the antenna to the PE653 Receiving Device using a length of CAT 5 ethernet cable suitable for outdoor use and/or burying in the ground.
4. Attach the mounting plate — on top of its waterproofing gasket — to the wall or post where you plan to relocate the antenna.



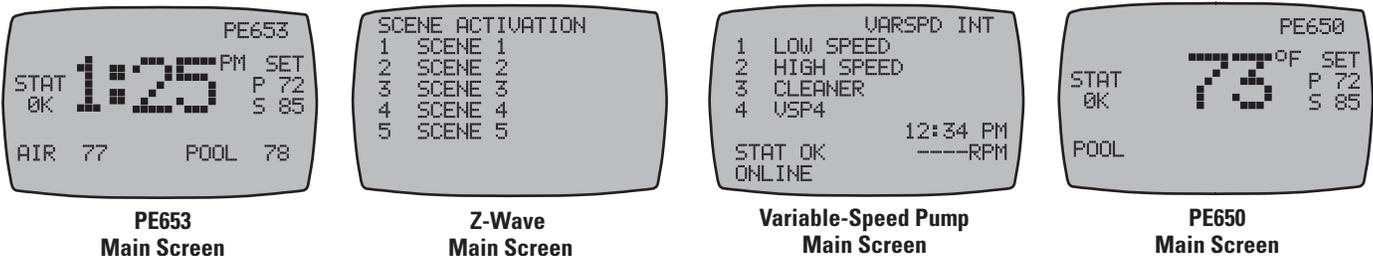
5. Cut out a knock-out for the wire to pass through the cap, then screw the antenna cap to the bracket, using the screws supplied with the remote kit.
6. Cut out a knock-out for the wire to pass through the dummy cap, then screw the dummy cap to the top of the PE653 Receiving Device, using the original screws.



Labeling the Hand-Held Controller

Intermatic provides a sheet of peel-and-stick labels to use in identifying the five buttons on the Hand-Held Controller. When installation is complete and the system has been programmed, apply the appropriate stickers to guide the owner in using the system. *For additional stickers, contact Intermatic Inc., at 815-675-7000.*

Depending on which components have been installed in the system, you have several choices for which screen you want to use as the default primary screen (displayed when the Hand-Held Controller awakes from sleep). This decision may determine which labels you might want to apply to the Hand-Held Controller.



Labeling for the PE653 Screen

If you set the PE653 screen as the primary screen, the five buttons on the Hand-Held Controller are usually configured as follows:

- Button <1> = Filter Pump
- Button <2> = Filter Pump low speed for two-speed systems, or available for generic assignment
- Button <3> = Cleaner Pump, or available for generic assignment
- Button <4> = Pool/Spa control actuators, or available for generic assignment
- Button <5> = Heater, or available for generic assignment

Labeling for the Z-Wave Screen

Label the five buttons according to the names of the five scenes.

Labeling for the Variable-Speed Pump Screen

Label the five buttons according to which speeds you have assigned to specific functions, as identified on the screen.

Labeling for the PE650 Screen

Label the five buttons according to the functions assigned to the circuits in use at the installation.

Section 5:

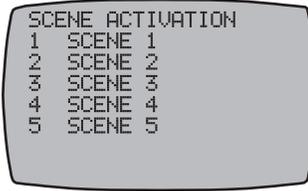
Everyday Use of the Hand-Held Controller

The complete everyday functionality of the pool/spa system you have installed can be conveniently controlled using the Hand-Held Controller.

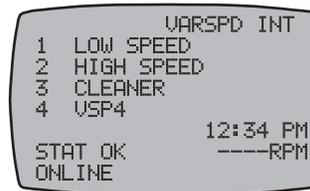
Depending on which components have been installed in the system, there may be several screens available as the primary screen when controlling the system:



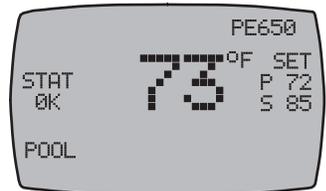
**PE653
Main Screen**



**Z-Wave
Main Screen**



**Variable-Speed Pump
Main Screen**

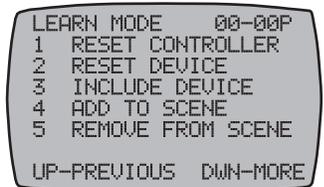


**PE650
Main Screen**

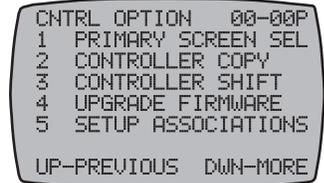
Press the **<ENTER>** button to choose the screen as the primary screen, with the functionality you want to control most frequently, and then proceed with the instructions provided below.

You can choose any one of these screens to be the default primary screen displayed when you wake up the Hand-Held Controller.

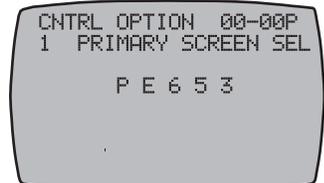
1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the **<P/S>** and **<ENTER>** buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*



2. Press the **DOWN** arrow button until you see the CONTROL OPTION screen, as shown.



3. Press and release the **<1>** function button to select **PRIMARY SCREEN SEL**. The screen refreshes, as shown.



4. Press the **UP** or **DOWN** arrow button as necessary to select PE653, VSP (variable speed pump), ZWAVE, or PE650.
5. Press the **<ENTER>** button to save your choice.

The next time you wake the Hand-Held Controller from sleep, it will awaken to the screen you have selected. Press the **<ENTER>** button as necessary to toggle to other main screens.

Controlling the PE653 Receiving Device

To control settings configured with the PE653 Receiving Device

1. Press and release any button on the Hand-Held Controller to wake it from sleep. (The unit goes to sleep to conserve battery life when it has been idle for 60 seconds.)
2. Press the <ENTER> button until you see the PE653 screen, as shown.



Operating Programmed Functions

Depending on how you have wired the system, the five function buttons on the Hand-Held Controller operates the five circuits in the PE653 Receiving Device.

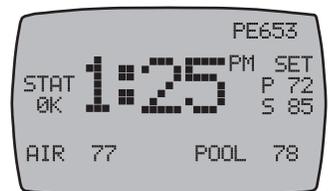
When you press any of these buttons, the appropriate circuit toggles ON or OFF. In addition, when the circuit is ON, the Hand-Held Controller's display shows the circuit number along the top of the screen.

Changing between Pool and Spa

The Valve Actuator (*PE24VA*) that you have installed in the system directs water either to the pool or the spa. To use the Hand-Held Controller to control this valve:

1. Press and release any button on the Hand-Held Controller to wake it from sleep. The screen display should look generally like the example on the right.

If not, press the <ENTER> button until you see this screen.



NOTE: The lower-right area of Hand-Held Controller Screen displays the current mode for the system — in this example it is *POOL*. The screen will indicate:

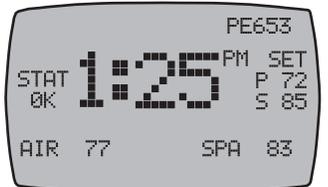
POOL if the valve actuator is in pool mode

SPA if in spa mode

The number following the word *POOL* or *SPA* is the current water temperature for the water in whichever mode is being displayed.

3. Press and release the <P/S> button. The system toggles between *POOL* and *SPA* mode.
4. In the example at the right, the mode is now changed to *SPA*, and the temperature shown is the water temperature of the *SPA*.

NOTE: The large numeric display shown on the Hand-Held Controller Screen shows the current time of day.



Setting Pool and Spa Temperatures

When a heater is installed, the Hand-Held Controller controls the independent water temperatures of both the pool and spa.

- You can view the target temperature on the right side of the Hand-Held Controller Screen under the word SET.
 - P = target set pool water temperature
 - S = target set spa water temperature
- Press and release the **<P/S>** button if necessary to change the system between Pool and Spa mode. Depending on which mode is selected, the word POOL (lower left) or SPA (lower right) appears on the screen.
- Make sure you are in the mode for which you want to change the target set temperature before continuing to step 3 below.
- Press the **<UP>** or **<DOWN>** arrow buttons to raise or lower the setting to the desired temperature. You can hold the button down and the value will automatically change.
- Release the arrow button when the setting reaches the temperature you want.



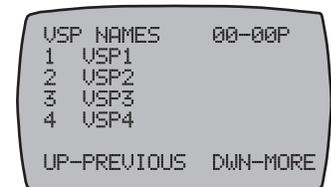
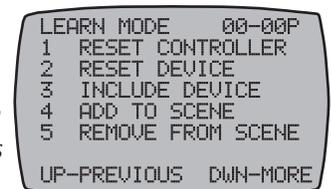
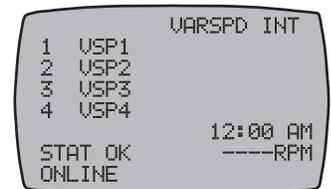
Controlling a Variable-Speed Pump

If the system has a variable-speed pump, you must control the specific speeds on the pump from the VARSPD INT screen.

Naming the Speeds

To prevent confusion for the owner, you should enter names for the specific speeds that you have assigned to specific functions. For example, the cleaner pump speed, the booster pump speed, etc.

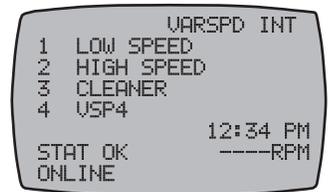
- If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the **<P/S>** and **<ENTER>** buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
- Press the **DOWN** arrow button as necessary to display the VSP NAMES screen, as shown.
- Press the button for the speed you want to name. The screen shifts to show just that speed name, and highlights the first letter of the name.
- Use the **UP** or **DOWN** arrow buttons to scroll through the list of available characters to use in the Scene name. The valid character set for names is: A-Z, 1-9, and SPACE.



5. When you have selected the right letter or number, press the <P/S> button to move right to the next character.
6. Repeat Steps 6 and 7 until you have completed the renaming.
7. Press the <ENTER> button to save the name and return to Step 4 above. Repeat the procedure to name the other speeds.
8. Press the <ENTER> button when you are finished to return to the VARSPD INT screen.

Changing Pump Speeds

1. Press and release any button on the Hand-Held Controller to wake it from sleep.
2. Press the <ENTER> button until you see the VARSPD INT screen, as shown.
3. Press the button corresponding to the speed you want to run the pump at.

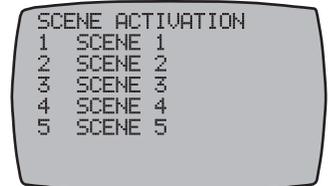


Controlling Z-Wave Devices

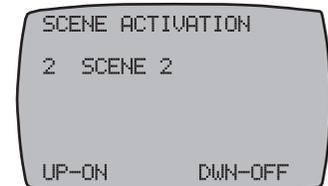
Once you have included Z-Wave devices in the network and have added them to various Scenes, you can control them using the Hand-Held Controller.

Note: If controlling Z-Wave devices is your primary use for the controller, you might want to apply labels that define the scenes controlled by the five buttons.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep.
2. If the SCENE ACTIVATION screen (shown at the right) is not displayed, press the <ENTER> button until you see the Z-Wave SCENE ACTIVATION screen, as shown.



3. Press button for the scene you want to activate. The screen displays the scene name.
4. Depending on what you want to do:
 - Press the UP button to turn the scene ON.
 - Press the DOWN button to turn the scene OFF.



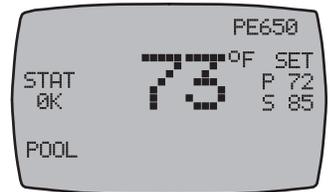
The screen will add the word WORKING followed by SUCCESSFUL when it completes your command, and will then return to the SCENE ACTIVATION screen.

5. Press the <ENTER> button if you wish to return to the PE653 screen.

Controlling PE650 Functions

Depending on how the site has been installed with the PE650 Receiving Device, there may be up to five circuits being controlled. The five function buttons on the PE653 Hand-Held Controller will control the five circuits in the PE650 Receiving Device.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep.
2. If the PE650 screen (shown at the right) is not displayed, press the <ENTER> button until you see the PE650 screen, as shown.



3. Press the function button for the circuit you want to turn ON or OFF.
 - Buttons <1>, <2>, and <3> control circuits 1, 2, and 3 on the Three-Circuit Clock Mechanism (P1353ME) that is installed on the left side of the Receiving Device.
 - Buttons <4> and <5> control Relay 1 and Relay 2 on the Valve/Pump Switch Control (P4243ME) that is installed on the right side of the Receiving Device.

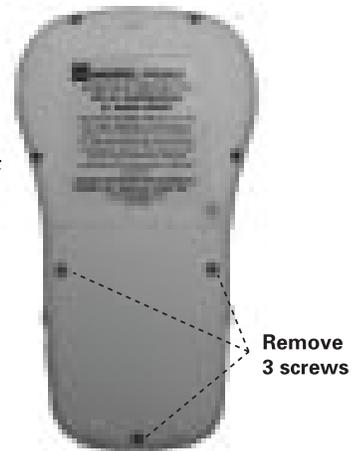
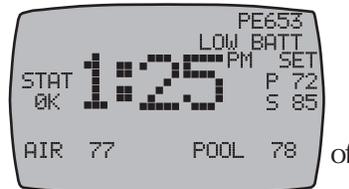
The Hand-Held Controller's display shows the circuit number along the top of the screen.

Changing Batteries in the Hand-Held Controller

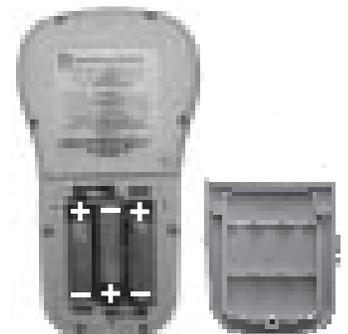
The Hand-Held Controller requires three (3) AA batteries. Battery life is approximately one year in typical use. When the batteries are weak, the screen displays a LOW BATT message shown.

To change the batteries:

1. Use a small Phillips screwdriver to remove the three screws on the back of the unit, as indicated.



2. Place three new batteries in the unit, making sure to observe "+" and "-" polarity.
3. **Be sure to re-install the gasket correctly to maintain the water-tight seal.**



Manually Turning Equipment On and Off

At the Receiving Device

For service purposes, the five circuits and / or the pool/spa actuators can be operated manually at the PE653 Receiving Device.

Simply press any of the circuit buttons on the PE653 Receiving Device to toggle between ON and OFF.

Any manual OFF/ON circuit activation performed at the PE653 Receiving Device will be reflected on the screen of the Hand-Held Controller.

Section 6:

Advanced Features

The PE953 controller is able to listen to Z-Wave commands while the controller is awake. (For example: requesting the controller to report Version or Manufacturer Specific information.)

To wake up the controller, press any key.

Configuring Two or More Hand-Held Controllers

Many installations will find it convenient to use two Hand-Held Controllers. Once you have linked and programmed one Hand-Held to the Receiving Device, it's easy to add additional units.

NOTES: *The first Hand-Held you link to the Receiving Device is considered the PRIMARY control and all other Hand-Held units are SECONDARY.*

- Only the PRIMARY Controller can be used to add or remove devices from a network in the Intermatic Multi-Wave system.
- SECONDARY controllers cannot add or remove devices from the network in the Intermatic Multi-Wave system — they can only control devices on the network.

You can tell the status of a Hand-Held from the VER (version) code at the top right corner of the display on the programming screens: the letter "P" = PRIMARY; the letter "S" = SECONDARY.

The PRIMARY control must be used to "introduce" or include any additional (SECONDARY) Hand-Held units to the system.

If the PRIMARY Hand-Held must be replaced (due to loss, damage, etc.), you must reprogram from scratch to create a new PRIMARY unit, then reprogram any additional Hand-Helds as SECONDARY controls.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the **DOWN** arrow button to view the CNTRL OPTION screen as shown
3. Press the <2> button to select CONTROLLER COPY.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

```
CNTRL OPTION  00-00P
1  PRIMARY SCREEN SEL
2  CONTROLLER COPY
3  CONTROLLER SHIFT
4  UPGRADE FIRMWARE
5  SETUP ASSOCIATIONS
UP-PREVIOUS  DWN-MORE
```

4. On the Primary Hand-Held used to set up and configure the network, press and release the <3> button to select SEND NET AND CONFG.

```
CNTRL COPY 00-00P
1 SEND NETWORK ONLY
2 RECV NETWORK ONLY
3 SEND NET AND CONFG
4 RECV NET AND CONFG
5 SEND NODE INFO
UP-PREVIOUS DWN-MORE
```

5. On the new Hand-Held you are adding to the network, follow Steps 1-3, then press and release the <4> button to select RECV NET AND CONFG.

The words INCLUDING DEVICE will appear at the bottom of the primary controller's screen. The screen will briefly display the words SENDING NET INFO, then SENDING SCENE INFO, then SENDING CFG INFO during the transfer of info to the secondary device. After a few seconds the controller will return to the CNTRL COPY screen.

The words WAITING FOR INCLUDE will appear at the bottom of the secondary controller's screen. Upon completion of the info transfer the word SUCCESSFUL will then appear. After a few seconds the controller will return to the Main screen.

6. On the new Hand-Held (secondary) controller, press and hold the <P/S> and then the <ENTER> buttons to return to the LEARN MODE screen. You will notice the screen display will have the following differences:

- The letter "S" will show at the top right corner of the screen following the version number, indicating that it is a secondary control.
- Selections 2 and 3 are now blank. These options are not available on a secondary controller.

```
LEARN MODE 00-00S
1 RESET CONTROLLER
4 ADD TO SCENE
5 REMOVE FROM SCENE
UP-PREVIOUS DWN-MORE
```

7. Press the down arrow button to display the CNTRL OPTION screen. Notice that items 2, 3 and 5 have been changed to show the options that a secondary remote can perform.
8. Press the <ENTER> button on both controls as necessary to return to the Main screen.

```
CNTRL OPTION 00-00S
1 PRIMARY SCREEN SEL
2 RECV NET ONLY
3 RECV NET AND CONFG
4 UPGRADE FIRMWARE
5 SEND NODE INFO
UP-PREVIOUS DWN-MORE
```

NOTE: Any time you add something new to the network, you must repeat this procedure to copy the new item to all secondary Hand-Held Controllers. Otherwise, the secondary units will not know about the new item(s).

Changing a Secondary Remote Control into a Primary Control

There are several situations where you might want to create a primary remote control out of a secondary control. For example, an installer might set up similar customer systems using a master Hand-Held Controller (already programmed), and then want to transfer primary status to the customer's remote. The procedure is known as "shifting."

"Controller Shift" swaps the roles of the two Hand Held units involved. The Primary Controller will become a Secondary Controller and the Secondary will become the Primary Controller.

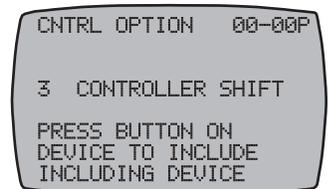
NOTE: *There can only be one Primary Controller in the network at a time.*

1. If necessary, press and release any button on both Hand-Held Controllers to wake them from sleep.

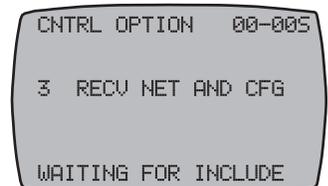
If the screens on both Hand-Held Controllers are not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time on each to put the devices both into programming mode. You are in programming mode when the LEARN MODE screen is displayed.

2. Press the **DOWN** arrow button on each Hand-Held Controller to view the CNTRL OPTION screen.

3. On the PRIMARY Hand-Held, press and release the <3> button to select CONTROLLER SHIFT. Once the button is pressed on the controller, it displays PRESS BUTTON ON DEVICE TO INCLUDE INCLUDING DEVICE.



4. On the SECONDARY Hand-Held (the one you are shifting to PRIMARY status), press and release the <3> button to select RECEIVE NET AND CFG.



Both Hand-Helds will restart, and when finished, the screen displays will have several differences:

- The words INCLUDING DEVICE will appear at the bottom of the primary controller's screen. The screen will briefly display the words SENDING NET INFO, then SENDING SCENE INFO, then SENDING CFG INFO during the transfer of info to the secondary device. After a few seconds the controller will return to the CNTRL COPY screen.
- The words WAITING FOR INCLUDE will appear at the bottom of the secondary controller's screen. Upon completion of the info transfer the word SUCCESSFUL will then appear. After a few seconds the controller will return to the Main screen.

Various screens on the two remotes displays only the menu options capable of their primary or secondary status.

5. Press the <ENTER> button on both controls as necessary to return to the Main screen.

Including the PE953 Controller into a non-Multi-Wave (other manufacturer's) network.

The PE953 is a Z-Wave compliant device that may be included into networks created by other manufacturer's Z-Wave compliant controllers.

To include the PE953 into another manufacturer's controller network:

1. Activate the 3rd party controller's Controller Replication function to transmit network information to the PE953 according to that controller manufacturer's instructions.
2. Press the down button on the PE953 to display the CNTRL OPTION screen. If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode.
3. Press the <2> button on the PE953 to display the CNTRL COPY screen.
4. Press the <2> button to receive network information on the PE953. The PE953 will display the words WAITING FOR INCLUDE.

Upon completion, the PE953 will display SUCCESSFUL and will automatically reboot. The PE953 will now function as a secondary remote controller in the 3rd party's network.

To exclude the PE953 from another manufacturer's 3rd party network, follow the instructions *To Reset the PE953 Hand-Held Controller* found on page 42.

NOTE: *Secondary remote controllers can be removed from any network without any negative effects to the existing network by performing a controller reset on the secondary remote controller.*

Section 7:

Programming for Use with Z-Wave Home Control Devices

Models PE653 5-Circuit Digital Control and PE953 Remote Controller are compatible with Z-Wave enabled networks. Z-Wave enabled devices displaying the Z-Wave logo can be used with the PE653 and PE953 regardless of the manufacturer. Each Z-Wave enabled device is designed to act as a repeater, re-transmitting the RF signal around obstacles and radio dead spots when possible to ensure that messages are received by the intended destination device.

If you would like to add Z-Wave home control devices to your network, you need to include the devices into the network, and then assign them to Scenes for their day-to-day operation.

Deleting Any Existing Programming

Perform this procedure with each Z-Wave device you plan to include into the network to make sure that any existing programming within these devices is deleted.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```

LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
  
```

2. Press and release the <2> function button to select **RESET DEVICE**. The screen refreshes with instructions to PRESS BUTTON ON DEVICE TO RESET, as shown.

```

LEARN MODE  00-00P
2  RESET DEVICE
PRESS BUTTON ON
DEVICE TO RESET
  
```

3. Press the button on the Z-Wave home control device you want to remove from the network (refer to the manufacturer's instructions).

If the action is successful, the screen displays the word SUCCESSFUL, as shown, then returns to the programming screen.

```

LEARN MODE  00-00P
2  RESET DEVICE
PRESS BUTTON ON
DEVICE TO RESET
SUCCESSFUL
  
```

NOTE: *If you are seeing the word FAILURE at the bottom of the screen, carefully repeat the procedure. If the problem persists, contact Intermatic Customer Service. For assistance with any non-Intermatic devices, you may need to contact that manufacturer's customer support department.*

4. Repeat this procedure for all other Z-Wave home control devices that are to be part of the network.
5. Press the <ENTER> button if you wish to return to the Main screen.

Including Z-Wave Devices into the Network

This procedure includes Z-Wave devices into a network controlled by the PE953 Hand-Held Controller. The PE953 is pre-configured to operate with the PE653 Receiving Device. The PE953 can also operate as a stand alone Z-Wave remote controller. Z-Wave devices from other manufacturers may be part of the same network as the PE953 and PE653, and depending on supported features, can act as repeaters.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```

LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
  
```

2. Press and release the <3> function button to select **INCLUDE DEVICE**. The screen refreshes with instructions to PRESS BUTTON ON DEVICE TO INCLUDE, as shown.

```

LEARN MODE  00-00P

3  INCLUDE DEVICE

PRESS BUTTON ON
DEVICE TO INCLUDE
  
```

3. Press the button on the Z-Wave device for including the device in a network (refer to the manufacturer's instructions).

If the action is successful, the screen displays the word SUCCESSFUL, as shown, then returns to the programming screen.

NOTE: *If the two devices are not successfully linked and you are seeing the word FAILURE at the bottom of the screen, carefully repeat the procedure. If the problem persists, contact Intermatic Customer Service.*

```

LEARN MODE  00-00P

3  INCLUDE DEVICE

PRESS BUTTON ON
DEVICE TO INCLUDE
SUCCESSFUL
  
```

4. Repeat this procedure for all other Z-Wave home control devices that are to be part of the network.
5. Press the <ENTER> button if you wish to return to the Main screen.

Including the PE653 Receiver onto a non-Multi-Wave remote controller

The PE653 is a Z-Wave compliant device that may be included into networks created by other manufacturer's Z-Wave compliant controllers.

To include the PE653 into another manufacturer's controller:

1. 1. Activate the controller's INCLUDE function according to that manufacturer's instructions.
2. 2. Press and release the INCLUDE button on the PE653.

If the include was successful, the red flashing LED on the PE653 will change to steady ON. (The steady ON LED will flash rapidly whenever another device is communicating with it.)

To exclude the PE653 from another manufacturer's controller:

1. Activate the controller's EXCLUDE function according to that manufacturer's instructions.
2. Press and release the INCLUDE button on the PE653.

If the exclude was successful, the red flashing LED on the PE653 will change from steady ON to slowly flashing ON and OFF.

Adding Z-Wave Devices to Scenes for Everyday Control

Z-Wave devices must be added to Scenes for the Hand-Held Controller to be able to control them. Scenes are groups of Z-Wave devices that all act together. For example, you may group all outdoor lighting or all upstairs lighting into a single scene, so that the push of one button will turn everything on or off. The Hand-Held Controller can control up to five scenes.

NOTE: If a Z-Wave controlled light is on a dimmer switch, you can preset the dimmer level when adding the light to a scene.

Before you can add a device to a scene, it must first be included in the network.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. If the screen is not displaying *LEARN MODE*, press and hold the **<P/S>** and **<ENTER>** buttons at the same time to put the device into programming mode. You are in programming mode when the *LEARN MODE* screen is displayed, as shown at the right.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

2. Press the **<4>** button to add a device (already included as part of the network) to the scene. The screen displays *PRESS 1-5 TO CHOOSE A SCENE TO ADD THE DEVICE TO*, as shown:

```
LEARN MODE  00-00P
4  ADD TO SCENE
PRESS 1-5 TO CHOOSE
A SCENE TO ADD THE
DEVICE TO
```

3. Press one of the buttons (**<1>** through **<5>**) for the scene you want the device added to. The screen displays *PRESS BUTTON ON DEVICE TO INCLUDE*, as shown (Scene 4 is used as an example).

```
LEARN MODE  00-00P
4  ADD TO SCENE
PRESS BUTTON ON
DEVICE TO INCLUDE
```

4. Press the button on the Z-Wave device for including the device in a scene (refer to the manufacturer's instructions). The screen displays instructions: *SET DEVICE LEVEL THEN PRESS XX (the scene number you have selected) TO SAVE DEVICE TO SCENE*.

```
LEARN MODE  00-00P
4  ADD TO SCENE
SET DEVICE LEVEL
THEN PRESS 4 TO
SAVE DEVICE TO SCENE
```

5. Set the device level for the item being controlled. There are circumstances where you may want to turn some lights off and others ON when the scene is activated, so set accordingly.

NOTE: If the device you want to control is a dimmer switch, preset the dimmer level to the desired brightness at this time.

6. Press the scene control button (button **<4>**, for scene 4, in this example) as instructed. The screen displays *SUCCESSFUL*. The device is now included in the scene, as you have set it.
7. Repeat Steps 4 through 6 for other devices you want to add to the scene, or Steps 2 through 6 to create other scenes as necessary.
8. Press the **<ENTER>** button if you wish to return to the Main screen.

Renaming a Scene

As supplied, the PE953 screen displays the names of the five scenes as SCENE 1, SCENE 2, etc. You can rename the scenes so they better describe their actual function, making the system easier to use.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```
LEARN MODE 00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

2. Press the <ENTER> button as necessary to display the Z-Wave user screen, as shown at the right.

```
SCENE ACTIVATION
1  SCENE 1
2  SCENE 2
3  SCENE 3
4  SCENE 4
5  SCENE 5
```

3. Press the **DOWN** button as necessary to reach the Z-Wave Options screen, as shown:

```
Z-WAVE OPTIONS 00-00P
1  SCENE 1
2  SCENE 2
3  SCENE 3
4  SCENE 4
5  SCENE 5
UP-PREVIOUS  DWN-MORE
```

4. Press the number button for the scene you want to rename. The screen shifts to show just that scene name, and highlights the first letter of the name.
5. Use the **UP** or **DOWN** arrow buttons to scroll through the list of available characters to use in the Scene name. The valid character set for names is: A-Z, 1-9, and SPACE.
6. When you have selected the right letter or number, press the <P/S> button to move right to the next character.
7. Repeat Steps 6 and 7 until you have completed the renaming.
8. Press the <ENTER> button to save the name and return to the Z-Wave OPTIONS screen as shown above. Press the <ENTER> button as necessary to return to the Main screen.

```
Z-WAVE OPTIONS 00-00P
2  █ SCENE 2
```

Removing Z-Wave Devices from Scenes

If a Z-Wave device is removed from a network for any reason whatsoever, you should go through this procedure to maximize prompt system response. Otherwise, system network configuration will be corrupted and communications between the system devices may be degraded and/or lost since the network will still retain information about the removed device(s).

NOTE: If you're reassigning the device to a different scene, first remove it from its existing scene, then include it into the new scene.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

2. Press the <5> button to remove a device to the scene. The screen displays PRESS 1-5 TO CHOOSE THE SCENE TO DELETE THE DEVICE FROM, as shown:

```
LEARN MODE  00-00P
5  REMOVE FROM SCENE
PRESS 1-5 TO CHOOSE
THE SCENE TO DELETE
THE DEVICE FROM
```

Press one of the buttons (<1> through <5>) for the scene you want the device removed from. The screen displays PRESS BUTTON ON DEVICE TO BE REMOVED, as shown:

3. Press the button on the Z-Wave device for removing the device from a scene (refer to the manufacturer's instructions). The screen displays WORKING followed by SUCCESSFUL. The device is now removed from the scene.
4. Press the <ENTER> button if you wish to return to the Main screen.

```
LEARN MODE  00-00P
5  REMOVE FROM SCENE
PRESS BUTTON ON
DEVICE TO BE REMOVED
```

Removing Z-Wave Devices from a Network

If a Z-Wave device from one network is being added to another or is simply being removed from a network it is currently a part of, it should be removed from the first network (by being "reset") before adding it to the second. Otherwise, system network configuration will be corrupted and communications between the system devices may be degraded and/or lost since the network will still retain information about the removed device(s).

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. The Hand-Held automatically displays the LEARN MODE screen, as shown. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the <2> button to reset the device. The screen displays PRESS BUTTON ON DEVICE TO RESET, as shown:

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

```
LEARN MODE  00-00P
2  RESET DEVICE
PRESS BUTTON ON
DEVICE TO RESET
```

3. Press the button on the Z-Wave device for resetting the device (refer to the manufacturer's instructions). The screen displays WORKING followed by SUCCESSFUL. The device is now removed from the network.
4. Press the <ENTER> button if you wish to return to the Main screen.

Setting Up Z-Wave Associations with Capable Devices

An "Association" is a feature supported by certain Z-Wave devices where Z-Wave device other than the PE953 controller can be used to control other Z-Wave devices in the network (e.g., a Z-Wave switch that controls other Z-Wave devices).

Within a PE653/953 network, setting up an association with one of these Z-Wave devices makes it possible to control Circuit 1 (the filter pump) of the PE653 in an ON/OFF basis along with lighting or other features being controlled by another Z-Wave device, independent of the Hand-Held Controller.

NOTE: Before you can create an Association, the capable Z-Wave device must first be included in the network.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

2. Press the **DOWN** button once to display the CNTRL OPTION screen, as shown:

```
CNTRL OPTION  00-00P
1  PRIMARY SCREEN SEL
2  CONTROLLER COPY
3  CONTROLLER SHIFT
4  UPGRADE FIRMWARE
5  SETUP ASSOCIATIONS
UP-PREVIOUS  DWN-MORE
```

3. Press button <5> to select SETUP ASSOCIATIONS. The screen displays two choices, as shown:

```
ASSOCIATION  00-00P
1  ADD DEVICE
2  REMOVE DEVICE
UP-PREVIOUS  DWN-MORE
```

4. Press button <1> to select ADD DEVICE. The screen adds the words: PRESS BUTTON ON THE DEVICE CONTROLLING THE ASSOCIATION as shown. This is the association-capable Z-Wave device you want to use to control the other devices you plan to add to the association.

```
ASSOCIATION  00-00P
1  ADD DEVICE

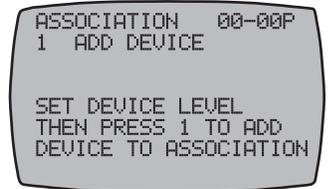
PRESS BUTTON ON
DEVICE CONTROLLING
THE ASSOCIATION
```

5. Press the button on the device (the same button used for including the device into a network. Refer to the manufacturer's instructions.) that will control the association. The screen displays: PRESS THE BUTTON ON THE DEVICE TO ADD TO THE ASSOCIATION.

```
ASSOCIATION  00-00P
1  ADD DEVICE

SET DEVICE LEVEL
THEN PRESS 1 TO ADD
DEVICE TO ASSOCIATION
```

6. Now press the button on a device that will be controlled as part of the association. The screen displays SET DEVICE LEVEL THEN PRESS 1 TO ADD THE DEVICE TO THE ASSOCIATION.
7. Set the device to what you want "ON" to be for the item being controlled. There are circumstances where you may want to turn some lights off and others ON when the scene is activated, so set accordingly.



NOTE: *If controlling a light on a dimmer switch, preset the dimmer level to the desired brightness at this time.*

8. Press button <1> as instructed. The screen adds the word SUCCESSFUL. The device is now included in the association. An association now exists between the association-capable device and devices in the association (including the PE653 if it is included in the association.)

NOTE: *Only circuit 1 of the PE653 can be controlled via association. Repeat as necessary to add other devices to the association.*

9. Press the <ENTER> button if you wish to return to the Main screen.
10. You can now control all the devices in the association with the association-capable controller. You don't need the hand held.

Removing Z-Wave Devices from an Association

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. *If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.*
2. Press the **DOWN** button as needed to reach the CNTRL OPTION screen, as shown:
3. Press button <5> to select SETUP ASSOCIATIONS. The screen displays two choices, as shown:
4. Press button <2> to select REMOVE DEVICE. the screen displays: PRESS THE BUTTON ON THE DEVICE CONTROLLING THE ASSOCIATION.
5. Press the button on the device (the same button used for including the device into a network. Refer to the manufacturer's instructions.) The screen adds the words: PRESS THE BUTTON ON THE DEVICE TO BE REMOVED FROM THE ASSOCIATION.
6. Press the button on the Z-Wave device (the same button used for including the device into a network. Refer to the manufacturer's instructions) to be removed from the association. The screen adds the word SUCCESSFUL. The device is now removed from the association.
7. Repeat as necessary to remove other devices from the association.
8. Press the <ENTER> button if you wish to return to the Main screen.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

```
CNTRL OPTION  00-00P
1  PRIMARY SCREEN SEL
2  CONTROLLER COPY
3  CONTROLLER SHIFT
4  UPGRADE FIRMWARE
5  SETUP ASSOCIATIONS
UP-PREVIOUS  DWN-MORE
```

```
ASSOCIATION  00-00P
1  ADD DEVICE
2  REMOVE DEVICE
UP-PREVIOUS  DWN-MORE
```

```
ASSOCIATION  00-00P
2  REMOVE DEVICE
PRESS BUTTON ON
DEVICE CONTROLLING
THE ASSOCIATION
```

```
ASSOCIATION  00-00P
2  REMOVE DEVICE
PRESS BUTTON ON
DEVICE TO BE REMOVED
FROM THE ASSOCIATION
```

Section 8:

Using the PE953 with the PE650 Receiving Device

It's possible to control a PE650 network with the newer, more advanced PE953 Hand-Held Controller Control.

Linking the PE953 Hand-Held Controller with the PE650 Receiving Device

This procedure creates a network between the Hand-Held Controller and the PE650 Receiving Device, making it possible to complete the rest of the setup procedure and operate the system.

NOTE: If the word FAILURE instead of SUCCESSFUL appears at the bottom of the screen during any of the following steps, repeat the programming procedure, then try replacing the batteries in the Hand-Held. If the problem persists, contact Intermatic Customer Service.

1. If necessary, press and release any button on the Hand-Held Controller to wake it from sleep. If the screen is not displaying LEARN MODE, press and hold the <P/S> and <ENTER> buttons at the same time to put the device into programming mode. You are in programming mode when the LEARN MODE screen is displayed, as shown at the right.

```
LEARN MODE  00-00P
1  RESET CONTROLLER
2  RESET DEVICE
3  INCLUDE DEVICE
4  ADD TO SCENE
5  REMOVE FROM SCENE
UP-PREVIOUS  DWN-MORE
```

2. Press and release the <3> function button to select **INCLUDE DEVICE**. The screen refreshes with instructions to PRESS BUTTON ON DEVICE TO INCLUDE, as shown.
3. Press the black button on the base of the antenna of the PE650.

```
LEARN MODE  00-00P
3  INCLUDE DEVICE
PRESS BUTTON ON
DEVICE TO INCLUDE
```

If the action is successful, the screen displays the word SUCCESSFUL, as shown, then returns to the LEARN MODE screen.

NOTE: If the two devices are not successfully linked and you are seeing the word FAILURE at the bottom of the screen, carefully repeat the procedure. If the problem persists, contact Intermatic Customer Service.

```
LEARN MODE  00-00P
3  INCLUDE DEVICE
PRESS BUTTON ON
DEVICE TO INCLUDE
SUCCESSFUL
```

4. Press the <ENTER> button if you wish to return to the Main screen.

The circuits wired in the PE650 network (up to five) can now be controlled ON/OFF with the five function buttons on the PE953 Hand-Held Controller.