



*ADD THIS DOCUMENT TO YOUR Omni II OWNER'S MANUAL*

### Description

The Omni II Version 2.15 firmware adds the following new features:

- Program command to blink UPB devices
- Program command set the light level of a lighting unit for a specified time
- Program command to allow temperatures to be adjusted up or down by a specified number of degrees
- Ability to display a message without the beeping or without beeping or flashing the LED
- Program command to beep consoles and touchscreens
- Program command to enable or disable the beeper on a console or touchscreen
- Ability to enable or disable console beeper locally at the console
- Support for the Centralite StarLite lighting system

The Omni II Version 2.14 firmware adds the following new features:

- Support for Z-Wave technology
- OmniTouch and programming support for the HAI Hi-Fi Digital Whole Home Audio Distribution System

\*The Omni II Version 2.13 firmware adds the following new features:

- CP-01 Control Panel Standard - Features for False Alarm Reduction
- Bypassed zones now trigger programs
- Cameras that are programmatically displayed on OmniTouch with video touchscreens now timeout after 10 minutes
- Cameras that are displayed on OmniTouch with video touchscreens now timeout when an entry delay starts

\*The Omni II Version 2.12 firmware adds the following new features:

- Modified OmniTouch list box for control units

\*The Omni II Version 2.11 firmware adds the following new features:

- Support for OmniTouch with Video touchscreens
- Support for executing a macro when a camera button is pressed on an OmniTouch with Video
- Support for displaying video from a camera on selected OmniTouch with Video when a system event occurs
- Improved All On / All Off functionality when using HLC

\*See [www.homeauto.com](http://www.homeauto.com) for comprehensive list of firmware updates and descriptions.

## **UPB Blink Command**

Using HAI PC Access Software, you can create programs to blink any UPB device. If you are using HLC, you can not blink an HLC room (i.e. the 1<sup>st</sup> or 9<sup>th</sup> unit in an HLC house code); you can however blink all of the devices within the HLC room, individually.

When setting up the blink program, you will be asked to select one of four blink rates (0.25sec, 0.5sec, 1sec, or 2sec). When the program is executed, the unit will begin blinking either indefinitely or for a specified period of time. If timed, the unit will return to its previous state once the timer has expired.

Note: If a unit is currently timed (On for time, Dimmed for time, Brightened for time, or Off for time), when the blink program is executed, the unit will begin blinking and the previous timer is disabled.

This programming feature will simplify programming when attempting to have a unit blink for a certain event such as an alarm. For example:

When ANY ALARM: Hallway Light BLINK (1.00sec) FOR 5 MINUTES

## **Timed Level Command**

Using HAI PC Access Software, you can create programs to set the light level for a specified time. For example, when the Front Door opens and it is dark outside, you can have the Foyer Light illuminate at 50% for 5 minutes with a single program line.

WHEN Front Door NOT READY &IF DARK: Foyer Light TO 50% FOR 5 MINUTES

At the end of the timer duration, the light will return to its previous state. For example if the light level of the Foyer Light was at 25% prior to the Front Door opening, the light level will return to 25% five minutes after the door opens.

## **Raise or Lower Temperature Command**

Using HAI PC Access Software, you can create programs to raise or lower temperatures by a specified number of degrees (between 1-45 degrees Fahrenheit or 0.5 – 25.0 degrees Celsius). When using this command, specify either raise or lower the heat or cool temperature setpoint and number of degrees.

This feature will allow you to raise or lower the temperature from its current (comfortable) setting when you change the security mode (e.g. you leave the house) and have it return to that temperature when you return home.

WHEN AWAY: Downstairs RAISE COOL SETPOINT 5

WHEN OFF: Downstairs LOWER COOL SETPOINT 5

## **Display Message without Beeping / Without Beeping or Flashing the LED**

Using HAI PC Access Software, when creating programs to display a message on a console or touchscreen, you can specify if the message will be displayed “With Beep” (the console will beep 5 times), “No Beep” (the console will not beep, but the LED will flash), or “No Beep or LED” (the message will be displayed on the console but the console will not beep or flash the LED).

When a message is displayed and “No Beep” is selected, the LED on the console will continue to flash until you acknowledge it by pressing “\*” key. Furthermore, on a touchscreen, the message will be displayed in the center of the screen until you acknowledge it by pressing the “OK” button.

When a message is displayed and “No Beep or LED” is selected, the message will simply be displayed on the status line of the console or touchscreen; no audible or visual indication is given.

SUNSET M--T---: SHOW Trash Night NO BEEP OR LED

## Beep Command

Using HAI PC Access Software, you can create programs to beep a console (or touchscreen) or all consoles (or touchscreens).

You can program the console(s) to beep once per second indefinitely, to turn off a previous “beeper on” command, or a single beep 1-5 times.

WHEN Pool Door NOT READY: ALL CONSOLES BEEP 5

## Enable or Disable Beeper Programmatically

Using HAI PC Access Software, you can create programs to either enable or disable the console or touchscreen beeper; individually or all devices. When the beeper is disabled, no audible beeps are emitted from the device, except for alarm conditions. All other beeps (i.e. entry and perimeter chimes, audible exit delay, entry pre-alarm, error beeps, confirmation beeps, trouble beeps, etc.) will not be emitted from the respective console or touchscreen.

This may be used to disable the beeper in a bedroom at night.

WHEN NIGHT: CONSOLE 5 DISABLE BEEPS

WHEN OFF: CONSOLE 5 ENABLE BEEPS

## Enable or Disable Console Beeper Locally at the Console

From the top-level display or from the main menu, press the “0” key on the console keypad.

CONSOLE BEEP :  
0=OFF 1=ON

Press 0 to disable the beeper at the respective console. Press 1 to enable the beeper at the respective console.

Note: It is not possible to enable or disable the beeper locally at a touchscreen. To enable or disable the touchscreen beeper, you must create a program to do so or use commands from either PC Access or Snap-Link.

## Support for CentraLite StarLite Lighting System

StarLite uses wireless, radio frequency technology and your home’s existing electrical wiring for its central lighting control system. Omni II can control all 48 possible StarLite lighting loads.

CentraLite lighting scenes are used to control groups of lights which are preset to turn on to various levels of dimming.

**When set to CentraLite, the Omni II controller can:**

- Send commands (on, off, and level) to individual loads and relays
- Receive status (on and off) from individual loads and relays
- Execute scene commands (on and off) to control lighting scenes
- Receive commands when buttons are pressed on a CentraLite keypad

## StarLite Unit / Event Buttons Programs

This Event Button is activated when a button is pressed on a StarLite keypad.

From the Edit Program Command menu, press the 1 (CTRL) key to select the "When Command" for a control unit event.

```
UNIT:
ENTER UNIT          ↓
```

The unit may be selected by entering the unit number followed by the '#' key or by using the arrow keys to scroll through a list of unit names. Select the desired unit. Next, you are prompted to specify the event that activates the program:

```
WHEN Porch Light:
0=OFF 1=ON 2=SWITCH
```

Press the 2 (SWITCH) key.

```
SWITCH:
0=OFF 1=ON 2-11=SW1-SW10
```

Press "2-9" (see the Corresponding Switch Table) to select when that button is pressed on a keypad.

Press the '#' key to enter your selection.

**Corresponding Switch Table**

Switch	Omni II	StarLite Keypad
1	2	1
2	3	2
3	4	3