



HOME AUTOMATION
The heart of a smarter home.

**Quick Start Guide for
steps on how to create
an automation or scene.**



You can automate your system to do many things. This guide will walk you through automating a Z-Wave® water main controller to turn the main water supply off when the flood sensor senses water.

WATER SENSOR TRIGGERS WATER MAIN CONTROLLER TO TURN OFF WATER SUPPLY

STEP 1

After logging into the site, select *Settings* from the hamburger menu on the top left. Select *Automation (Scenes)* from the drop down menu in the *Settings Selector* menu.

The screenshot shows the 'Settings Selector' menu. The 'Automations (Scenes)' option is selected in the dropdown menu and circled in green. Below it is a 'Save' button. The rest of the menu is partially visible, showing 'Select Scene to Configure:' with '4 Water - shut valve' selected, 'Scene Name' as 'Water - shut valve', 'Enable App Button' checked, 'Scene Trigger' as 'Always On', 'Scene Trigger Type' as 'Sensor Open', 'Activate Sensor' as '3 Water', and 'Scene Result 1' as 'Water Valve'.

STEP 2

Select the next available scene, "X Scene" and name your automaton. Be sure to select a name that is intuitive (i.e. water shut-off)

STEP 3

Select *Always On*, for When Should Scene Work, *Sensor Open* as Scene Trigger Type and the *Water Sensor* in the Activate Sensor drop down menu.

The screenshot shows the 'Scene Trigger' configuration section. 'Always On' is selected for 'When Should Scene Work' and 'Sensor Open' is selected for 'Scene Trigger Type', both circled in green. '3 Water' is selected for 'Activate Sensor'. Below this, 'Scene Result 1' is configured with 'Water Valve' as the device, 'Off' as the light level, 'None' as the delay, and 'None' as the timer. 'Scene Result 2' is configured with 'Alarm System' as the device and 'Start Siren' as the action type.

STEP 4

In Scene Result 1, select the water main controller as the Z-Wave device you want to automate. Select **off** as the Light Level. Do not utilize the delay or timer options.