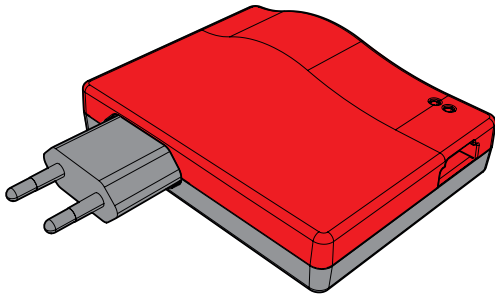




Codemaster+



Manual

Contents

Notes	4
Notes on the correct use of the Codemaster+	4
Legal information	5
Intended use	5
Links	5
Declaration of Conformity (EU)	6
FCC / IC Statement (USA / Canada)	7
Product information	8
Functional description	8
Compatibility	9
Technical information	10
Technical data	10
Interfaces and LEDs	11
Flashing codes	12
Scope of delivery	13
Initial operation	14
Preparing the Codemaster+ for operation	14
Establishing WiFi connection	15
Accessing the user interface	16
Transmitter management	17
Home page	17
Definitions:	17
Operating the user interface	19
Program structure	20
Load using Memo	21
Import device	21
Add transmitter	21
Edit transmitter	22
Delete transmitter	22

Contents

Add transmitter remotely	23
Add a further command remotely	23
Add transmitter to further device remotely	24
Replace transmitter remotely	25
Add transmitter series	26
Plugging the Memo into the Codemaster+	26
SOMMERSuite	27
Description	27
Requirements	27
Installation	27
Updater	28
Create backup	29

Notes

Notes on the correct use of the Codemaster+



NOTE

- Use only in dry rooms
- Clean only with a dry cloth
- Dispose of the unit in accordance with local regulations



Legal information

Intended use

The Codemaster+ is designed for transmitter management with SOMloq 2-compatible radio transmitters and receivers from SOMMER Antriebs- und Funktechnik GmbH. A WiFi connection is established between the Codemaster+ and an end device on which any up-to-date Internet browser is installed. The local address of the Codemaster+ is accessed via the browser, thus opening the interface for transmission management. Communication between the Codemaster+ and the radio transmitters takes place via a radio connection. Transmitter management is carried out within the user interface. An additional memory module (Memo) is required for the transmission of specific configurations created on the Codemaster+.

Improper use

Any use above and beyond that listed in the section “Intended use” is deemed to be improper.

Opening the housing and modifications to the hardware are also deemed to be improper use.

Links

SOMMER website

www.sommer.eu

Installation and Operating Manuals

www.som4.me/man

SOMMERSuite

www.som4.me/sommersuite

Legal information

Declaration of Conformity (EU)

Item No.: S11342-00001 / 868.95MHz

EU Declaration of Conformity

SOMMER Antriebs- und Funktechnik GmbH
Hans-Böckler-Straße 21 - 27
73230 Kirchheim / Teck
Germany

declares that, if used as intended, the product described below complies with the fundamental essential requirements of Directive 2014/53/EU (Radio Equipment Directive) and that the standards listed below have been applied.

Applied standards (where applicable):	Date:
• EN 62368-1	2016-05
• EN 62479:2010	2011-09
• EN 300 220-1	2017-05
• EN 300 220-2	2017-05
• EN 301 489-1	
• EN 301 489-3	2013-12
• EN 300 328	2017-02

Product	Item Number	Frequency
Codemaster+	S11489-00001	868.95 MHz

The company SOMMER Antriebs – und Funktechnik GmbH bears sole responsibility for issuing the Declaration of Conformity.

The undersigned is responsible for compilation of the technical documents.

Kirchheim, 4
September 2018




i.v. Jochen Lude
Responsible for documents

Legal information

FCC / IC Statement (USA / Canada)

Item No.: S11489-00001 / 922.5 MHz

This device complies with FCC rules part 15. The operation of this device is subject to the following conditions:

- 1) This device may not cause harmful interference, and
- 2) This device must accept any interference received, including interference that may cause undesired operation!

Product information

Functional description

Codemaster+ allows central organisation and management of objects with a large number of handheld transmitters.

There is no need to program or delete handheld transmitters on site.

The device is equipped with a radio module, an internal WiFi module and a web server with a user interface which can be accessed directly from the end device. This means that an Internet connection is not required.

As all data are processed and saved in the Codemaster+ and the additional memory, there is no data transmission to external servers.

Objects managed with the Codemaster+ are locked against conventional programming of transmitters, so that the operator of the unit retains complete control.

Product information

Compatibility

A list of compatible products can be viewed online at:

www.sommer.eu



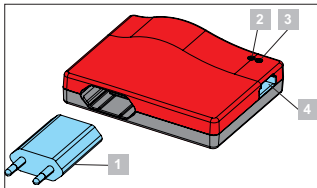
Technical information

Technical data

Power supply input	
Rated voltage	100 - 240 V
Rated frequency	50 / 60Hz
Power supply output	
Rated voltage	5 V
Rated current	1 A
Codemaster+ input	
Rated voltage	5 V / DC
Rated current	1 A
Further data	
Dimensions (without power supply unit)	102 x 80 x 28 mm
WiFi standard	2.4 GHz

Technical information






Interfaces and LEDs



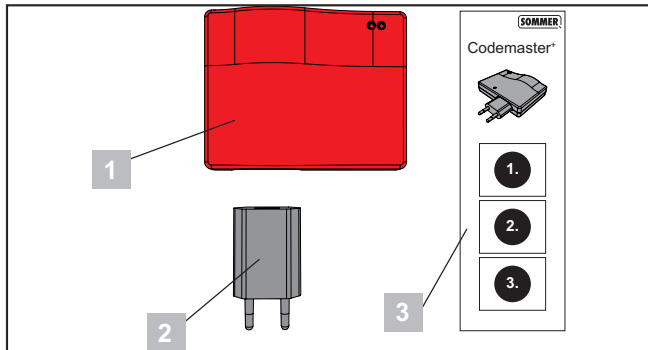
1	Power supply unit
2	Status LED
3	WiFi LED
4	Memo slot

Technical information

Flashing codes

Status LED	Meaning
Lights up red 	No Memo connected
Lights up green 	Memo connected and ready for data storage
WiFi LED	Meaning
Lights up green 	Connected to WiFi
Blinks green 	Device communicating via WiFi
Lights up red 	No WiFi connection

Scope of delivery



1

Codemaster+

2

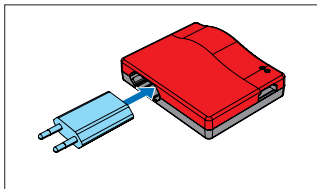
Power supply unit

3

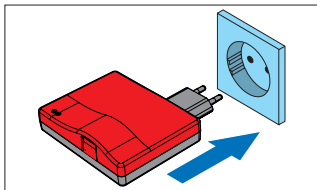
Brief instructions

Initial operation

Preparing the Codemaster+ for operation



1. Connect Codemaster+ and power supply unit.



2. Switch on voltage supply.
⇒ Check whether WiFi LED lights up red



TIP

So that you have the data to hand for later entry, make a note of the MAC address and the WiFi password printed on the back of the device before plugging the Codemaster+ in.

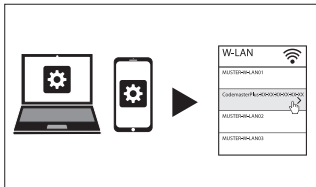
Codemaster+

Telefonnummer
MAC Address: XX-XX-XX-XX-XX-XX
WiFi Passwort: 12345
868 MHz
SOMMER Antriebe und Funktionen

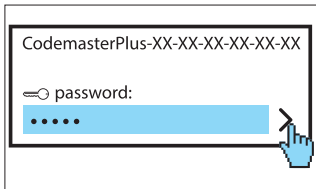


Initial operation

Establishing WiFi connection



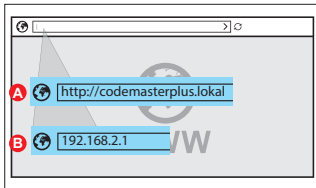
3. Open the network options menu of the end device.
 - ⇒ The WiFi network of the Codemaster+ is displayed in the list. The network name comprises the word CodemasterPlus and the MAC address of the device
4. Select the WiFi network.



5. Enter the password you have noted down and confirm, see **page 14**
 - ⇒ WiFi LED switches from red to green

Initial operation

Accessing the user interface



6. Open the browser on the end device and access the Codemaster+ user interface.

- ⇒ **Option A:**
Enter **http://codemasterplus.local** in the address line and confirm
- ⇒ **Option B:**
Enter **192.168.2.1** in the address line and confirm

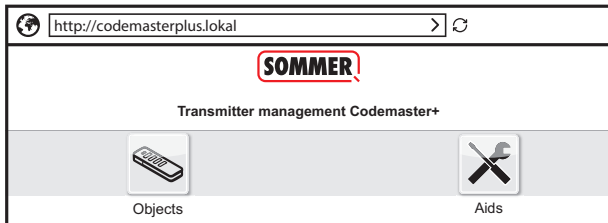


TIP

If you create a bookmark in the browser, you will be able to access the user interface more quickly in future.

Transmitter management

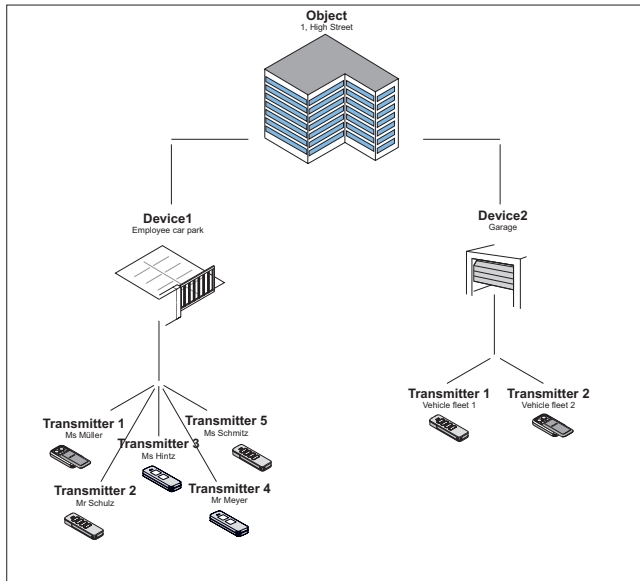
Home page



Definitions:

Object	A unit managed via the Codemaster+ and which may contain several devices (operators or receivers)
Device	An operator or receiver which is assigned to an object and managed via the Codemaster+
Transmitter	A radio transmitter which transmits commands to a device and is managed via the Codemaster+

Transmitter management



Transmitter management

Operating the user interface

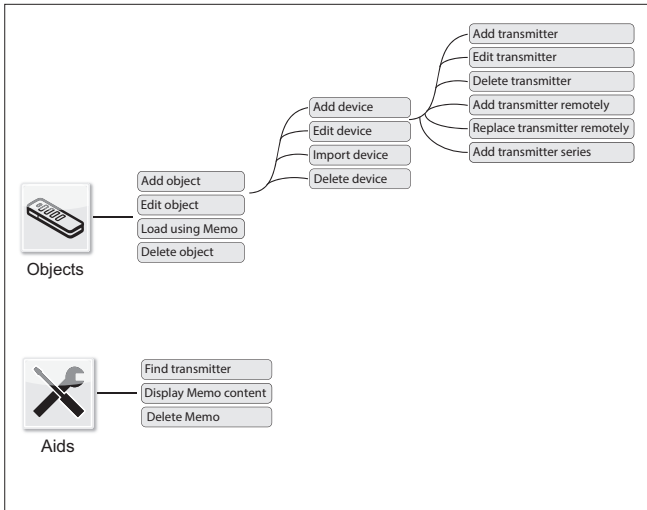
Operation of the user interface is intuitive and self-explanatory. The various program sequences for configuration and management of the transmitters can be carried out simply by following the instructions and specifications of the program. The individual steps, for example for creating a new object, are therefore not described here step-by-step. Only points and terminology that may not be self-explanatory or familiar to every user are explained on the following pages.

If you encounter any problems when using the Codemaster+, please contact your specialist dealer or the technical hotline of SOMMER Antriebs- und Funktechnik GmbH.

“ Techn. hotline:
0900 1800 150 (0.14 euros/minute from land line telephones in Germany, mobile prices may vary)

Transmitter management

Program structure



Transmitter management

Load using Memo

Opens the device assigned to the Memo connected to the Codemaster+ with one click.

Import device

Devices not previously managed via Codemaster+ can be imported subsequently so that they can be managed via Codemaster+ in future.

Add transmitter



NOTE



- ▶ A Memo is required in order to add a transmitter. Plug the Memo into the Codemaster+, see page 26
- ▶ To add a transmitter, an object must be created and a device added

Add a transmitter to a device.

1. Open object.
2. Open device.
3. Plug the Memo into the Codemaster+.
4. Select **Add transmitter**.

⇒ The further procedure depends on the desired configuration of the transmitter and can be carried out step by step following the options offered in the user interface.

Transmitter management

Edit transmitter

Edits an already programmed transmitter by, for example, programming an additional button or using a further radio channel, etc.

1. Open object.
2. Open device.
3. Highlight the desired transmitter .
4. Select [Edit transmitter](#).

⇒ The further procedure depends on the desired configuration of the transmitter and can be carried out step by step following the options offered in the user interface

Delete transmitter

Deletes a specific transmitter from a device

1. Open object.
2. Open device.
3. Highlight the desired transmitter .
4. Select [Delete transmitter](#).

Transmitter management

Add transmitter remotely

Adds a further transmitter to a device without you having to be on site at the object.

1. Open object.
2. Open device.
3. Select **Add transmitter remotely**.
 - ⇒ The further procedure depends on the desired configuration of the transmitter and can be carried out step by step following the options offered in the user interface.
4. Select **Transfer data to transmitter**.
 - ⇒ If no further command is to be added remotely
5. Send transmitter to the operator of the device.

6. Press any button on the transmitter on site (within the reception range of the device).
 - ⇒ New transmitter is programmed on the desired device

Add a further command remotely



NOTE

A maximum of 4 commands per transmitter can be added remotely.

Assign an additional transmitter button to a channel.

1. Highlight device .
2. Select **Add further command remotely**.

Transmitter management

⇒ The further procedure depends on the desired configuration of the transmitter and can be carried out step by step following the options offered in the user interface

3. Select [Transfer data to transmitter](#).

⇒ If no further command is to be added remotely.

If the transmitter is to be added remotely to more than one device, the option [Add transmitter to further device remotely](#) can be selected.

Add transmitter to further device remotely



NOTE

A maximum of 4 commands per transmitter can be added remotely.

1. Select [Add transmitter to further device remotely](#).

2. Open object.

3. Open device.

⇒ The further procedure depends on the desired configuration of the transmitter and can be carried out step by step following the options offered in the user interface

4. Select [Transfer data to transmitter](#).

⇒ If no further command is to be added remotely.

Transmitter management

Replace transmitter remotely

Replaces a programmed transmitter on a device because, for example, the previous owner did not return it to building management on moving out.

As when “adding a transmitter remotely,” it is not necessary to be on site at the object.

1. Open object.
2. Open device.
3. Highlight the desired transmitter .
4. Select [Replace transmitter remotely](#).
5. Highlight devices on which the transmitter is to be replaced remotely (if the transmitter is assigned to several devices).



NOTE

A transmitter can be replaced remotely in a maximum of 4 devices.

6. Select [Transfer data to transmitter](#).
 - ⇒ If the transmitter is not to be replaced remotely in any further device
7. Send transmitter to the operator of the device.
8. Press any button on the transmitter on site (within the reception range of the device).
 - ⇒ New transmitter is programmed on the desired device
 - ⇒ Old transmitter is deleted from the device

Transmitter management

Add transmitter series



NOTE



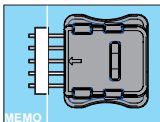
A Memo is required in order to add a transmitter series.
Plug the Memo into the Codemaster+, see page 26

To add several transmitters to a device without having to carry out configuration for each transmitter separately.

1. Open object.
2. Open device.
3. Plug the Memo into the Codemaster+ page 26.
4. Select **Add transmitter series**.

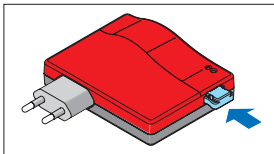
⇒ The further procedure depends on the desired configuration of the transmitters and can be carried out step by step following the options offered in the user interface

5. Save data to the Memo.
6. Unplug the Memo.



7. Plug the Memo into the device.
 8. Put the device into operation.
- ⇒ Transmitters are ready for use

Plugging the Memo into the Codemaster+



SOMMERsuite

Description

The SOMMERsuite is a software program for the management of the SOMMER products SOMlink and Codemaster+.

The following options are available for both devices:

Updater

- Checks whether a firmware update is available for the product
- Downloads updates to the computer
- Transfers updates to the respective product

Backup



NOTE



The operator of the Codemaster+ is responsible for creating data backup. We recommend that you create backup copies of the data at regular intervals.

- Create backup function:

Creates a backup copy of the object data stored on the Codemaster+ and saves it to the computer.

- Restore backup function:

Restores previously created data backups on the Codemaster+.

Requirements

The following criteria must be fulfilled in order to install and use SOMMERsuite:

- WiFi-compatible end device with MS Windows 7 or higher
- Internet connection

Installation

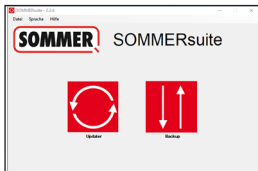
som4.me/sommersuite

1. Click the link and download SOMMERsuite.
2. Install SOMMERsuite.

SOMMERsuite

Updater

1. Start SOMMERsuite.

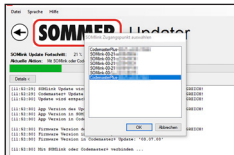


2. Select the "Updater" button.

i Internet connection must be established!



3. Click "Start Update."



4. Select the device on which the update is to be installed.



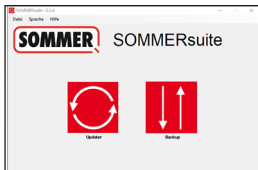
5. Where applicable, enter password and confirm with "OK."



⇒ The update process runs automatically

SOMMERsuite

Create backup



1. Select the "Backup" button.



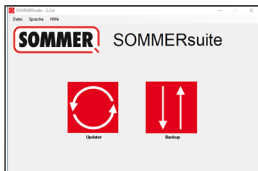
2. Select the device for which data backup is to be performed.
3. Click "Create backup."



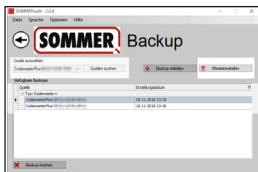
- ⇒ The backup process runs automatically
- ⇒ Data set appears in the list

SOMMERsuite

Restore backup



1. Select the "Backup" button.



2. Select the device for which data recovery is to be performed.
3. Select the desired data set from the list.
4. Click "Restore."



⇒ Data are transferred to the device.

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