



**PC Transceiver  
USB 2-Way  
Home Automation System**

**MODEL CM15A**

**OWNER'S MANUAL**

(Please keep for future reference)

## INTRODUCTION

Welcome to the world of Home Automation.

You now have the power to control your whole home from your computer! With ActiveHome Pro and your X10 Modules you can create schedules for your lights and appliances, set up groups of commands for your daily life, and keep lights and appliances off when they're not in use. Use ActiveHome Pro to make your home more comfortable, and more secure.

The X10 ActiveHome Pro software, in conjunction with the Interface, lets you control lights and appliances around your home when used with X10 Modules.

**Important: Please install the X10 ActiveHome Pro software before you plug in the Interface.**

This Owner's Manual shows you how to get started with ActiveHome Pro, get the most out of its advanced features, and see what X10 Home Automation products can do. Because ActiveHome Pro is frequently updated, you might be notified that new versions are available when you run it (if you're connected to the Internet). Use this Owner's Manual as a guide to get you started, but be sure to read the new help information after you install updates, since it will always be more up to date.

### Controllers and Modules

The first thing you need to understand is that there are two different devices you need to control your home - Controllers and Modules. Any light or appliance that you want to control is plugged into a Module and that Module is then plugged into a standard AC wall outlet.

Modules receive commands from Controllers. Examples of Modules are the Lamp Module, Appliance Module, and Wall Switch Module.

The ActiveHome Pro Interface is a Controller: Controllers are also plugged into standard AC wall outlets and send commands to Modules over your existing electrical wiring in your home, without affecting your electricity in any way.

The ActiveHome Pro Interface is also a Transceiver: When it receives a command from a wireless remote control it sends digital signals over your existing house wiring to Modules that receive the signals and execute the command.

The ActiveHome Pro Interface connects to your PC's USB port and then plugs into a standard AC wall outlet. The ActiveHome Pro software tells the Interface what to do. The Interface then sends digital signals over your existing house wiring to Modules that receive the signals and execute the commands sent by the Interface.

With your ActiveHome Pro Home Automation Interface and software, your PC becomes a very intelligent Controller for all of your home automation tasks.



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## HARDWARE SETUP

**1** Unpack these items.



You should have: the interface, and a USB cable.

**2** Get the X10 Software.

**3** Disable or turn off your anti-virus software before you install the software as some anti-virus programs interfere with the installation. Remember to turn on your anti-virus program when you finish these steps.

**4** Install the Software. Go to your desktop and double click the installation program you just downloaded. The software installation process will install the driver for your CM15A Interface and the main ActiveHome Pro Application.

## Hardware Setup

- 5** Plug in the CM15A Interface (wait until the installation program asks you to connect it).



- 6** Connect the other end of the USB cable to the CM15A Interface.



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## Hardware Setup

- 7** Plug the Interface into an AC outlet near your PC.



- 8** Insert four AAA alkaline batteries in the battery compartment (for retaining the time of day if there's a power outage).



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## OPERATION

### Using ActiveHome Pro

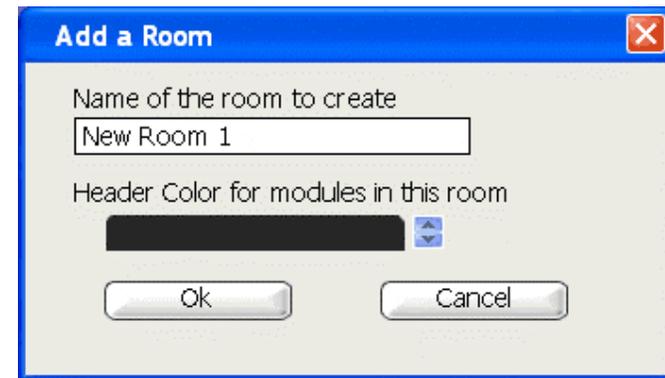
All you need to do is run your X10 ActiveHome Pro software — your software controls the Interface. Use the entry in your Windows Start Menu, or double-click the icon on your desktop to open the program. When the program opens click on help for information on how to use ActiveHome Pro.

## CREATING & EDITING ROOMS

When you create a new file, you'll automatically be taken to the room creation window.

Type the name of the room in the box, then choose a color for the modules in that room. Each room can have its own color, so it's easier to tell modules apart in the Room View.

To create additional rooms, click on the (+) button on the Rooms bar in the Tree Pane. This will open the room dialog again.



### Editing Rooms

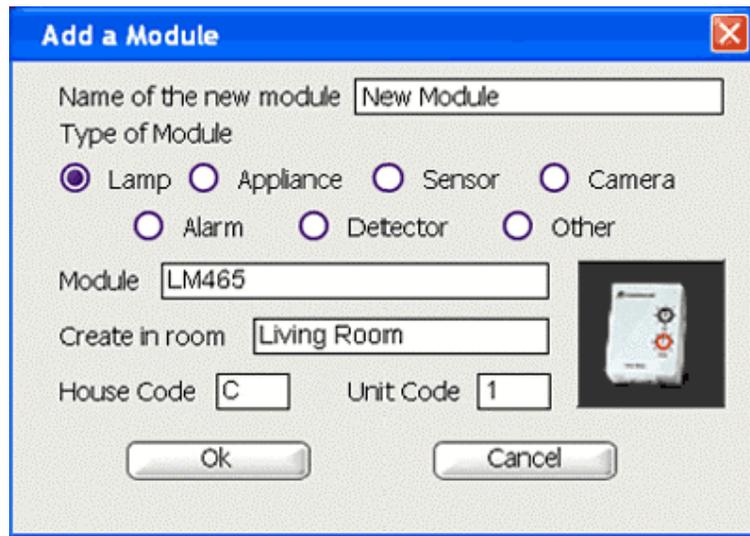
If you want to make changes to rooms you've already created, select the room you want to change and then use the Edit Menu to choose "Edit Room" or right-click on a room name and choose Edit Room. The Edit Room window looks and works just like the Add a Room window.

## ADDING MODULES

There are two ways to add modules to ActiveHome Pro: using the Add Module dialog, and using the Module Panes.

### Add Module Dialog

To open the Add Module window, select “Add Module” from the Edit Menu or choose “New Module” from the Pop-Up Menu.



Enter the name you want to use for this module. It's helpful to describe a module's location or how you normally use it. Choose the category of module to add (Lamp, Appliance, etc.) and then use the drop down menu to select the exact model number of the module you're using. Select the room you want the module to be represented in using the drop down menu.

The House and Unit Code settings will be selected for you automatically, but if you need to change them, use the drop down menus to do so. Click OK to create the module.

## Adding Modules

### Using Module Panes

If you open one of the Module Panes from the *Tree Pane*, you can drag new modules of the desired type directly into your room.



When you drop the module, all the important information is filled in automatically. If you want to change the name of the module or its address, click into the module and enter the new information.

## Adding Modules

### Module Types

In ActiveHome Pro, X10 modules are classified into four different categories:

**Lamps:** dimmable modules and those designed only for incandescent lighting control.

**Appliances:** modules with only On/Off control that are designed to be used with higher wattage loads, small motors, and more.

**Sensors:** battery-powered wireless motion sensors. You can't control sensors with ActiveHome Pro, but you can see when they have been triggered.

**Other:** Modules with special features or uses, and with functions different from lamps and appliances.

### Lamp Modules

Model	Name
Lev-6381	Leviton Wall Switch Module
Lev-6383	Leviton 3-way Wall Switch Module
LM14A	2-Way Lamp Module
LM15A	Socket Rocket
LM465	Lamp Module
SL575	Screw-in Lamp Module
WS12A	Decorator-style Wall Switch Module
WS14A	Decorator-style Companion Switch
WS467	Wall Switch Module

## Adding Modules

### Appliance Modules

Model	Name
AM14A	2-Way Appliance Module (2-pin)
AM15A	2-Way Appliance Module (3-pin)
AM486	Appliance Module (2-pin)
AM466	Appliance Module (3-pin)
HD243	220V Heavy Duty Appliance Module (15 amp)
HD245	220V Heavy Duty Appliance Module (20 amp)
Lev-6291	Leviton Fluorescent Wall Switch Module
SR227	Split Receptacle Module
RR501	2-Way Transceiver Module
TM751	Mini-Transceiver Module

### Motion Sensors

Model	Name
MS12A	HawkEye Motion Sensor
MS13A	HawkEye 2 Motion Sensor
MS14A	EagleEye Motion Sensor
MS16A	ActiveEye Motion Sensor

### Other Modules

Model	Name
PR511	Floodlight Motion Sensor
SC546A	Remote Chime Module
UM506	Universal Module

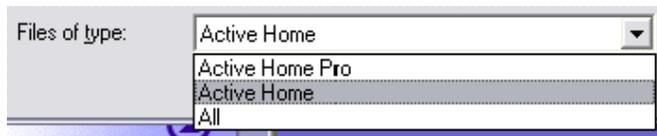
## CONFIGURATION

### Getting Data from Previous Versions

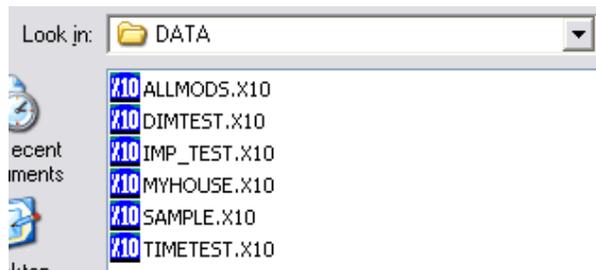
If you used the original version of ActiveHome, you can use your files in the ActiveHome Pro. There are two ways to get your existing ActiveHome data into ActiveHome Pro.

### Opening a File from the Original ActiveHome

To open your previous ActiveHome files in ActiveHome Pro, open the File Menu and choose “Open.” In the Open File window, use the drop down menu to change “Files of type” select to “ActiveHome” (from “ActiveHome Pro”).



Then, change the “Look In” selection to your ActiveHome data directory. In most cases, ActiveHome should be in Program Files, in the “Home Control” folder, and your data files inside there in the “Data” folder. When you select the right folder, your list of ActiveHome files will appear.



Select the file that you want to use, and click the “Open” button. ActiveHome Pro will convert all of your original ActiveHome data and you can start controlling your home immediately.

ActiveHome Pro cannot read room names from the original ActiveHome, so when you open your file you’ll have to change the room names. See *Creating & Editing Rooms*.

## USING ACTIVEHOME PRO

ActiveHome Pro puts everything you need to control your lights and appliances in panes that are easy to access. You can configure which pieces you want to see, so that you get exactly what you want.

### Parts of ActiveHome Pro



The main ActiveHome Pro window has five main elements:

**Room View.** The Room View is the main ActiveHome Pro window. All your lights, appliances, sensors, and Macros will appear here for you to *control* and set up.

**Menu Bar.** The menu bar provides access to all the features and configuration of the ActiveHome Pro program itself, in addition to giving you different ways to set up and use your modules.

**Tree Pane.** The *Tree Pane* is a fast way to switch between views. You also use it to open different functions in the Active Pane, including the *Macro Designer* .

**Active Pane.** The Active Pane opens different configuration options in the Room View. There are two main Active Panes: the *Timer Designer* and the *Module List* .

**Recycle Bin.** When you delete something in ActiveHome Pro, it goes to the *Recycle Bin* . When you click on the Recycle Bin, it opens its contents in the Room View, where you can then restore deleted items or remove them permanently from ActiveHome Pro.

## CONTROLLING LIGHTS & APPLIANCES

When you are in the Room View, you have direct control of the lamps, appliances, and other modules in your ActiveHome Pro configuration. These controls are in the on screen representation of the module. Modules of different types have different controls.

### Lamps and Other Dimmable Modules

A lamp has two sets of controls. Use the switch to turn it on and off, and the slider to control the level of brightness. If you brighten a lamp that's off, ActiveHome Pro will turn the module on. If you dim a lamp to 0% brightness, ActiveHome Pro will turn it off.



### Appliance Modules

Appliance modules (including the SuperSocket Wall Outlet Module) can be turned on and off using the switch.



### Macros

When you click the Run Macro button, the Macro's events will start. If the Macro is running from the computer (not stored in the ActiveHome Pro interface), you can press the button again to stop the rest of the Macro's events from occurring. For more information about Macros see *Making Macro Events*.



## CONTROLLING LIGHTS & APPLIANCES

### Special Modules

Some modules don't turn on and off, but have different functions.

To make a chime module sound, just click the speaker.



Motion sensors don't have any control buttons. Since they send commands and don't receive them, ActiveHome Pro only shows you when they are active.



### Two-Way Modules

In addition to receiving commands and turning on and off, some X10 modules can send information back to ActiveHome Pro. These Two-Way modules (model LM14A Lamp Module and AM14A and AM15A appliance modules, plus some models from other manufacturers), will have a Poll button on them. When you click Poll, ActiveHome Pro asks the module its status, and updates the screen with the new information.

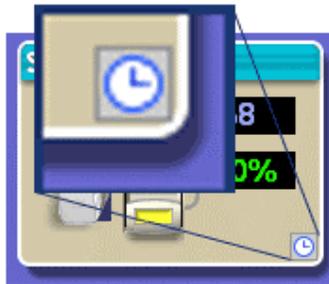


# CREATING TIMED EVENTS

Scheduling events for specific times and dates is one of the most powerful features in ActiveHome Pro. Each module or Macro in your system can have multiple timers for different times of day, days of the week, and dates during the year. You can schedule events around sunrise and sunset, and even make it so that your events don't happen at the exact same times each day.

## Opening the Timer Designer

You create timers for your modules in the Timer Designer pane. To open the Timer Designer, you can click on the clock face icon on a module in the Room View.



You can also access the Timer Designer using the Timers section of the *Tree Pane*.



## Creating a New Timer

When the Timer Designer first opens, you'll need to create a timer.

Click the New button to add a timer to the list. This will open up the timer controls, and add a new line describing the timer to the text list.

# CREATING TIMED EVENTS

## Setting Up Timers

There are a number of options in the Timer Designer, but you only have to use the ones you need.



## On and Off Times

When you first create a timer, the On Time will be set to the current time, and the off time will be set to 30 minutes later.



Use the arrows to select a new time (in 5 minute increments), or type the new time in directly. A timer doesn't have to have both an On and an Off time. You can make a timer to only turn something on by unchecking the box next to the Off Time. Likewise, you can uncheck the "On Time" box and only use the timer to turn a light off.

## Active Dates

ActiveHome Pro timers are active throughout the year by default, but you can set your timers to operate only between certain dates. Use the arrows to scroll through dates, or type the month and day in directly.



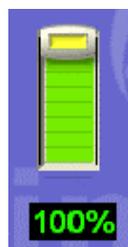
You may want to have certain settings only during the summer, for example, or perhaps only on during the two weeks you're on vacation. When you set a date, ActiveHome Pro still checks against the days of the week (see below), so it's possible to have something only active on Sundays in November.

### Days of the Week

You don't use your house the same way every day of the week, and ActiveHome Pro is designed to reflect that. It's easy to set timers that are only active on certain days, or only on Weekends.



Use the checkboxes to select individual days of the week, or click on one of the buttons to pick one of the preset selections. If you click "Today" or "Tomorrow" the date (see above) will also be changed.



### Brightness Level

If you are setting a timer for a module that can be dimmed, then you'll also have the option to choose its brightness. This slider works just like the slider in the *Room View*.

### Special Options

When you create a timer, you have three options for how it runs:



**Security** tells ActiveHome Pro to randomly adjust the timer so that it runs up to 30 minutes before or 30 minutes after the scheduled time. Use this setting to make your automatic lights look more natural when you're away from home, so that they deter criminals.

**Store in Interface** will make ActiveHome Pro save the timer's schedule in the ActiveHome Pro Interface memory, so that it runs even when your computer is turned off. This option is selected by default.

**Repeat** indicates to ActiveHome Pro that the command for this timer should be sent multiple times when it runs. Use this option if you know that sometimes X10 command signals don't get through to your models.

### Dusk and Dawn

ActiveHome Pro contains information about the rising and setting of the sun all over the world. You can use that information to set lights that automatically adjust to later sunset times in the summer, and shorter days in the winter.

In order to use Dusk and Dawn settings you should set your city or latitude and longitude information in the Configuration menu.



You can choose to use both Dusk and Dawn settings, or just one, but you can only have one On command active at a time. When you use a Dusk or Dawn setting, you don't have to use the exact time; you can enter a time into the box, and then choose to have your timer happen before or after Dusk or Dawn.

The two "Make Active..." buttons are a quick way to have a module only on during the day or night. A light that's active during the day will turn on at Dawn and turn off at Dusk. One that's active at night will do the opposite.

When you use Dusk and Dawn times and store your timers in the ActiveHome Pro interface, you can end up using a lot of space. If you don't have too many modules, it won't be a problem. If you use a lot of timers or have a lot of modules in your home, it may be helpful to group your Dusk and Dawn activities in a *Macro*, and then schedule the Macro at the appropriate time.

### Timer List

When you're in the Timer Designer, all of the timers for that module are listed in the text box at the top of the pane.



The list describes each timer, and when it occurs. If you don't want a timer to be active, just uncheck the check box in front of it. To delete a timer, highlight it and click the Delete button.

### Saving Timers

When you adjust the setting for your timers, the changes are saved automatically. You can tell which modules have timers saved by looking at the clock icon on the module: a green clock faces indicates that module has timer settings; a white clock face means that module has no timers scheduled.



### Timer Summary View

The Timer Summary View is a way to look at all of your scheduled timers, either room by room, or all rooms at once. To open the Timer Summary, click on the Timers bar in the Tree Pane, when you have no module selected. This will open the summary for the current room. If you have the summary open and click the Rooms bar in the Tree Pane, you'll open a summary for all of your rooms, as seen below.



In the Summary View you can check or uncheck timers to turn them on or off, and delete timers as well. Use the **Room**, **Module**, **Address**, and **Start Time** buttons to change the sort order of the timer listing.

# USING MACRO EVENTS

## Using Macro Events

Macros are a useful way to group commands for your X10 modules. If you have lights and appliance that you frequently use in similar ways, you can easily turn them into a macro.

## The Macro Designer

The Macro Designer window is used to create and edit all of your macros. You can access the Macro Designer in several ways: by clicking on an existing macro in the Macros list in the Tree View, by clicking the (+) button to create a new macro, using the “Edit” button on a Macro in the Room View, and more.

There are three parts to the Macro Designer: the Macro Information bar, the Module and Command List, and the Macro timeline.

## Macro Designer

You can access and change information about your Macro in the Information Bar at the top of the Macro Designer window.



Use the Macro Name to describe what a Macro does, or how you want to use it. You can name a Macro anything you want; the name doesn't affect how it works.

# USING MACRO EVENTS

The Trigger information tells ActiveHome Pro what command you want to use to start the Macro with an X10 remote or other controller. The command always has an X10 Address, plus an On or Off. In this example, the trigger for the Macro is B13 On. You could set another Macro to be triggered by B13 Off, too.

Unlike regular modules, two Macros can share the same address, as long as one uses the On trigger and the other uses the Off trigger. The On/Off part of the trigger is separate from the actual operation of the Macro — any Macro can turn modules both on and off.

When you create a Macro, it gets put into one of the rooms in ActiveHome Pro. You can change which room it appears in using the “Macro Operates In” selection. This setting doesn't affect the commands the Macro can use. Any Macro can control any module in any room in the house.

## Triggering Macros

You can trigger a Macro is several different ways:

1. You can click on the “Run Macro” button in the Room View.
2. You can schedule a Timer to send the Macro trigger code so that the Macro runs at a particular time.
3. You can press a button on any X10 Controller, or remote control to trigger the Macro.
4. You can set an X10 motion detector to send the Macro trigger command to trigger the Macro when someone walks into a room, or near you home where you've placed the Motion Detector.

Make sure you download your Macros into the Interface. See page 37.

**Module List**

To add commands to a Macro, you drag the module you want to control from the Module List on the right into the Macro Timeline. At the top of the list are modules in the selected room. Change rooms using the drop-down list, and the modules will change.

In the room list, dimmable modules (lamps) are shown with a light blue title bar. Appliance Modules are shown in black. Each room also has a special module listed that you can use to control all of the modules in that room. It's an easy way to turn on or off all of the lights in the room at once.



Below the list of modules in the room, there is a special list of commands.

The "Delay" command is always listed. Drag a Delay into the Timeline to add time between the commands in your Macro.

This list also has shortcuts for controlling large groups of modules. The "All Modules" command. There's a command module for each house code you're currently using in ActiveHome Pro as well.



**Macro Timeline**

The Macro Timeline is where you build your Macro. To add events to the Macro, drag a module or special command into the Timeline from the Module List on the right of the screen. When you drop the module into the timeline, you can select what you want to do with that module.



Lamp modules and other dimmable modules have several options. To turn a module On, simply select "Set Absolute" and adjust the level to On (all the way to the right). Off works the same way.



You can also use the "Set to" command to set the module to a specific level of brightness.



The “Dim” and “Brighten” settings work differently. If you have a module that’s already on, use “Dim” or “Brighten” to tell it to dim or brighten by a certain amount. Use the slider to select the amount you want to the light to change.

When you drag an appliance module to the Timeline, you have fewer options — just On or Off. The other special modules (Rooms, House Code controls, see above) work the same way.



Delays are an important part of Macros. When you drag a Delay to the Timeline, you are telling the Macro to pause before doing the next step in the Macro.



To make the delay work, adjust the time in the box. Delays are especially important when you want to automate more complex activities in your home.

As you create your Macro, ActiveHome Pro automatically fills in the text description of the commands into the box below the timeline. It’s another way for you to tell what your Macro is going to do when you run it.



**Running Macros with Your Computer Off**

Below the text description in the Macro Timeline, there’s a checkbox labeled “Run while computer is OFF.” When you check this box, your Macro is stored in the ActiveHome Pro computer interface, in addition to being saved on your computer. When a Macro is stored in the Interface, you can run it on a timer, or trigger it using a remote control even when your computer is turned off.

**Making a Macro Step by Step**

You can follow this example yourself by opening the “Samples” file using the File Menu. This Macro is designed to start the coffee pot and turn on the lights in the kitchen to get ready for breakfast. When you make a macro like this, you can activate it using a remote control, or set a timer so the events happen exactly when you want them to — even before you get out of bed!

**Create the Macro**

To create a new macro, click on the (+) button on the Macros bar in the Folder pane. You can also add a macro from the Edit menu, or by right-clicking in a room and choosing “Add Macro” from the pop-up menu. When you create a new Macro, you start in a blank Macro Editor window.



**Step 1: Macro Information**

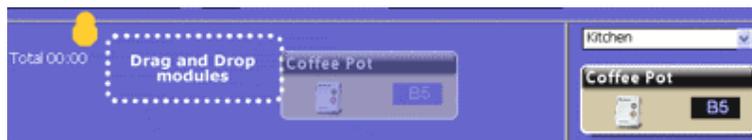
First, name your macro. Click into the Macro Name box, and type a new name. In this example, the Macro will be called “Breakfast.” At this point you can also select the Macro’s Trigger (remote command you use to start it), but ActiveHome will assign one automatically, which will usually be fine.



Next, select the room you want this macro to appear in. A macro can operate modules in more than one room, but it will appear in the Room View for only one room. Our Breakfast macro will be in the kitchen. Now we can start adding modules.

**Step 2: Add the First Command**

To add a command to a macro, drag the module you want to use from the available modules on the right hand side of the screen.



You can view modules from any or all of the rooms by using the drop down menu to select them. By dragging the Coffee Pot module to the macro, we’ll make turning it on the first event to happen.



**Step 3: Use a Delay**

When you use macros, not everything has to happen at the same time. You can use delays to spread out the events of your macro.

To make the next event happen 10 minutes after the coffee pot turns on, we’ll drag a delay into the macro, and change its time.



**Step 4: Dim and Bright**

Different kinds of modules use different types of commands in macros. If you add an appliance module, SuperSocket, or other module that can’t be dimmed, then you only have the option of turning it On or Off.



If you add a lamp module or other dimmable module to your macro, you have two different options. If you use “Set to” ActiveHome Pro will turn your module on to full brightness, then dim it to the selected level. If you use “Adjust by” ActiveHome Pro will just tell your module to dim or brighten, which only works if the module is already on.

Here we’ll set the Small Light to turn on to 70 percent.



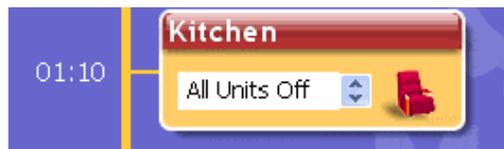
**Step 5: Extending Over Time**

One useful thing you can do with macros is use them to turn a set of lights on for you to use them, then turn them off automatically at a time when you'll be done. If we add another time delay to the macro we can wait an hour before turning everything off.



**Step 6: Room Controls**

In addition to individual modules, you can use room modules and House Code modules in your macros to make it easy to turn on or off more than one module.



In our example, we can use the Kitchen module to turn off everything at once.

**Finishing Up**

Now we have a working macro! Your macro is automatically saved. The Macro Timeline shows you all of the commands in your macro, and tells you how long it will take to complete.



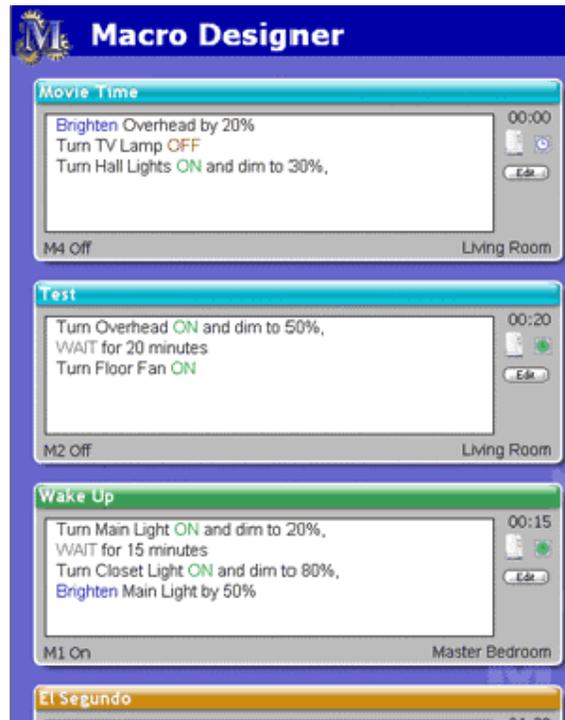
If you're done with your macro, you can go back to the room view, or make a new macro. In addition to following the visual timeline, you can read the text box at the bottom of the Editor window to see what's happening in your macros.



## USING MACRO EVENTS

### Macro Summary View

The Macro Summary view lets you easily review your Macros.



Each Macro is shown with its text description, its trigger information, the total time it runs, and what room it's in. To edit a specific Macro, click its Edit button. There are also two indicators of a Macro's status:



The module icon indicates that a Macro is being stored in the ActiveHome Pro interface memory. The clock icon is green when timers have been set for the Macro, or white when the Macro has no timers.

## STORING TIMERS AND MACROS

### Storing Events in the ActiveHome Interface

ActiveHome Pro is designed so that you can set up timed events and macros that will run when your computer is off, or if the ActiveHome Pro interface is disconnected from it. By storing your timers and macros in the ActiveHome Pro interface's memory, you can set up a schedule and have it run without needing any attention from you. You can also set up a schedule for another location, and move the interface where you need it — even if there's no computer there. The Timers and Macros will be stored in the Interface's memory while it's unplugged, even if you unplug it and don't have any batteries installed. The batteries (see page 9) are just to retain the time of day for the clock if there is a power outage.

### Marking Stored Items

When you create timers and macros, they are set to be stored in the interface automatically. You can change this option using the "Store in interface" checkbox in the *Timer Designer*, or "Run while computer is off" check box in the *Macro Designer*.

### Downloading Data

ActiveHome Pro will automatically ask you if you want to save your data to the interface when you've made changes, before you close the program. If you want to save your changes to the interface immediately, use the Tools menu and choose "Download Timers and Macros." This will tell ActiveHome Pro to save your data in the interface.

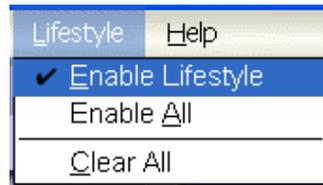
## LIFESTYLE MODE

### Lifestyle Mode

Lifestyle Mode gives you an easy way to automate all of your X10 controlled lights and appliances. ActiveHome Pro's Lifestyle Mode learns from you! Instead of programming timers and macros, Lifestyle mode watches the things you do (the commands you send to your X10 modules) and repeats them automatically.

### Turning On Lifestyle Mode

Lifestyle Mode is turned off when you first run ActiveHome Pro. To turn on the Lifestyle Mode, click Lifestyle on the Menu Bar, and then click "Enable Lifestyle."



### Using Lifestyle Mode

When you turn Lifestyle Mode on, it will automatically begin to repeat the home control activity from the last 24 hours. The things you do around the house will automatically be incorporated into the new Lifestyle schedule as you do them. For example: if you turn on lights with an X10 remote when you get up in the morning, Lifestyle will do it for you automatically the next day.

### Turning Off Lifestyle Learning for Specific Modules

If there are modules that you don't want Lifestyle to learn events for, you can tell ActiveHome Pro not to include that module in Lifestyle learning. When you turn on Lifestyle, a new icon appears on all your modules (except Motion Sensors and Macros) in ActiveHome Pro.



## MISCELLANEOUS

The House Icon tells you that Lifestyle is enabled in your home, and also is used to turn Lifestyle learning off on that specific module. If you click the blue House Icon, it will turn red, excluding that module from Lifestyle learning.

### Moving Modules Between Rooms

If you accidentally create a module in the wrong room, or want to move a module to a different room, it's easy to make a change. You can move the module in either of two ways:

Select the module you want to use, then choose "Edit Module" from the Edit Menu, or right-click and choose "Edit Module" from the pop-up menu. This opens the Edit Module window, where you can select which room the module appears in.

Make sure the Tree Pane is open, and drag the module you want to move onto the name of the room you want to move it to.

### Using the Tree Pane

The Tree Pane has four sections: Rooms, Modules, Macros, and Timers. Each one has its own function, but they are accessed in the same way.



Click the title of one of the sections to switch the main window to that view:

Rooms opens the Room View with all rooms selected.

Modules opens that Modules List in the Active Pane.

Macros opens the Macro Summary.

Timers opens the Timer Summary for the current room.

Click the double down-arrow button to expand an item in the Tree, giving you a list of the items of that type: rooms, Macros, timers, etc.



When you select an item in the list, ActiveHome Pro will switch to the appropriate view for that item. Clicking on a room name will open that room in the Room View; clicking on a Macro will open that Macro in the Macro Designer; and so on.

You can create new rooms and Macros from the tree pane. Click the (+) button next to the title to create a new item and edit it.

If you don't want to use the Tree Pane, you can turn it off using the "View" menu in the menu bar — just uncheck the "Show Folders" option.

### Using the Recycle Bin

When you delete a module from ActiveHome, it is stored in the Recycle Bin until you delete it permanently. This gives you the chance to review the things you delete, and put them back if you need to.

### Deleting Modules & Macros

There are two ways to delete modules and Macros:

Drag the module or Macro to the Recycle Bin from the Room View.

Select the module or Macro and choose "Delete Module" from the Edit Menu.

### Recycle Bin View

When you click on the Recycle Bin, ActiveHome Pro displays the modules and Macros you've deleted. In the Recycle Bin View, you can drag a deleted item to a room to remove it from the Recycle Bin, or you can right-click a module and choose "Restore" to put it back in to its original place.

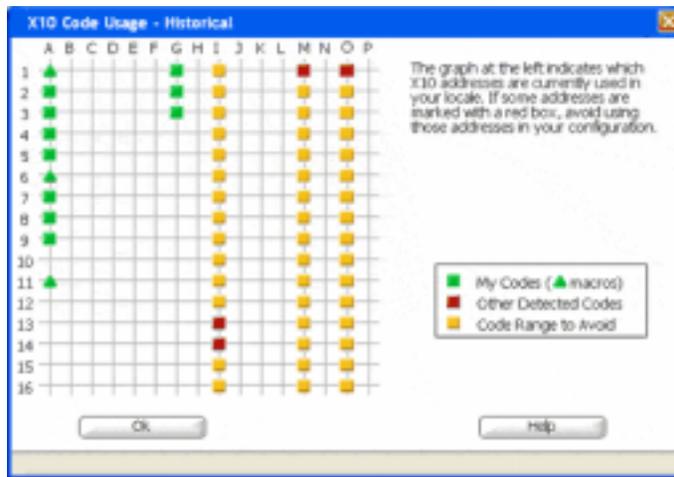
If you want to permanently remove a single item, right-click on it and choose "Delete Module" from the pop-up menu.

### Emptying the Recycle Bin

If you want to get rid of all of the items in the Recycle Bin, you can right-click the Recycle Bin and choose "Empty Recycle Bin" from the pop-up menu. You can also use the Tools Menu to perform the same action.

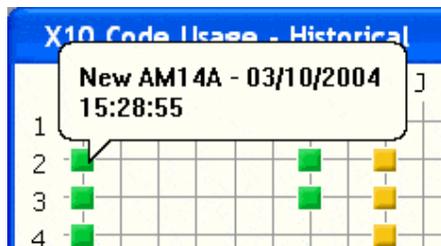
### Find Other Computers

The Find Other Computers feature shows which X10 addresses you are using, and which ones are being used by another system.

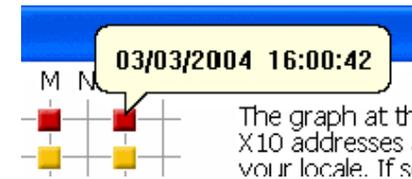


The window shows you a grid of all the X10 addresses, and marks the ones that have activity. Green marks indicate addresses used by the current ActiveHome Pro file. Red boxes show you other addresses where command activity has happened. Yellow boxes are places where there might be activity that's not part of your ActiveHome Pro setup.

If you hover your mouse over a green spot, you'll see the module name and the last time a command was sent or received for that module.



You can also hover over red boxes to see when commands were received for those addresses.



### Understanding House and Unit Codes

All X10 modules use an address system to allow you to control each module separately. An X10 address consists of two parts: the House Code and the Unit Code.

#### House Codes

A House Code is the part of the X10 address that assigns a module to a group. While ActiveHome Pro can control modules set to any House Code, other X10 remotes and controllers can only send commands to one House Code at a time. You set the House Code of a module using the letter dial on the module, with settings from A to P.

You can use House Codes in many different ways. If you have a number of modules, you might want to use one House Code per room. You could also assign House Codes based on the way you use modules. In ActiveHome Pro it can be useful to set aside a particular House Code (M, for example) to use only for *Macro Triggers*.

#### Unit Codes

The Unit Code of a module makes it possible to control it separately from other modules. When you set the number dial on a module (from 1 to 16), you should make sure you use a different number than others set to the same House Code.

# TROUBLESHOOTING

## **If you can't find your link to download the software:**

You can fill out a form to have the link sent to you again. Go to:

<http://www.x10.com/support>

and click on the link for Secure Software Download Link, under Technical Support. Enter your e-mail address and order number to be sent the download link again.

## **X10 software installation on Windows 98 asks for a disk:**

If your X10 software asks you to insert an X10 disk when you connect the Interface, follow these steps:

1. Click OK in this window.
2. In the "Insert Disk" window, click the "Browse" button to look for the driver files.
3. Go to your C: drive in the browse list and then open "Program Files," "Common Files," "X10," "DriverInstall," "Wireless Transceivers," and finally "CM15A ActiveHome Pro."
4. Click the OK button to use the driver files in that folder. Follow the instructions on your screen after that.

If asked for the Windows 98 disk, click "OK." Insert your Windows 98 CD and browse to the "Win98" folder. Click "OK."

# Troubleshooting

## **Windows 98 or Windows Me says it has found an Unknown Device:**

If you plug in the Interface and get an "Unknown Device" message, you will have to update the drivers in Windows manually:

1. Go to Device Manager by right-clicking on "My Computer" and selecting "Properties." Then click on the Device Manager tab.
2. Double click on "Universal Serial Bus Controllers" in the device list, and find the item called "Unknown Device."
3. Double-click on it and select the "Driver" tab. Select "Update Driver."
4. Select "Display a list of all the drivers in a specific location so you can select the driver you want." Press the "Next" button.
5. Select the "Show all hardware" selection at the bottom of the screen. Choose X10 as the manufacturer and then "X10 USB ActiveHome" Press the "Next" button.
6. Press "Next" to continue. Windows will install the X10 ActiveHome Pro driver.
7. At this point your PC should be copying files for the driver. You may need to insert your Windows CD.

When all these steps are done, the driver will be updated and the screen will say you're finished.

**For more help with setup please visit: <http://www.x10.com/support>**

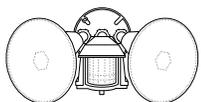
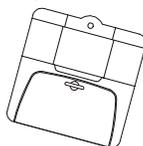
## EXPANDING YOUR SYSTEM

In addition to regular Lamp Modules and Appliance Modules, etc., the modules illustrated below represent just a few of the wide range of X10 modules you can choose from to expand your Home Automation system.

X10 Home Automation products also integrate with X10 security systems, so you can use the security remotes that come with them to control macros and flash lights when the security system is tripped.

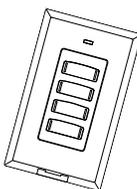
Check out our Web Site at: [www.x10.com](http://www.x10.com) for more information on these and many other X10 products.

The **HawkEye and ActiveEye Motion Sensors MS15A and MS16A** can trigger a macro when someone enters a room or approaches your home.



The **Dual Floodlight Motion Detector PR511** turns on at dusk and/or when it detects movement, and sends X10 signals to control other modules, or trigger ActiveHome Pro macros.

Fit a **Wireless Wall Switch SS13A/ SS15A** anywhere you need an extra switch - with no wires. Sends commands to the Transceiver Module just like a remote.



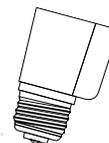
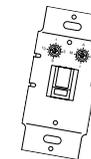
The **PowerFlash Module PF284** connects to dry contact or low voltage alarm terminals on your burglar alarm system and flashes X10 controlled lights when it is triggered.

Switch entrance or garage lights on from your car with the convenient **Keychain Remote KR21A**.



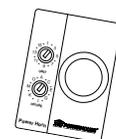
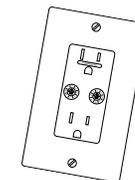
## Expanding Your System

Replace your existing wall switches with the **Wall Switch Module WS467**. Installs like a regular dimmer. On/Off and Bright/Dim functions. Other models available for 3-way and fluorescent lighting.



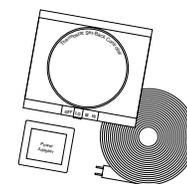
Control a ceiling light, closet light, etc. with the convenient **Screw-in Lamp Module LM15A**.

Replace existing AC wall outlets with the **Receptacle Module SR227**. Has one 15A/1800W controlled outlet and one outlet which is always on.



Use a controller to trigger the **Remote Chime Module SC546** to call Dad up for dinner, or warn people you're about to turn on the sprinklers.

Use the isolated contacts on the **Universal Module UM506** to control pool pumps, sprinklers, drapes and other low voltage equipment. Includes built in warning beeper.



The **Thermostat Setback Controller TH2807** mounts below your thermostat to reduce the room temperature at night or at the times you set to save energy. No wiring needed to your existing thermostat.

Plug in a **Heavy Duty Module HD245** to control 220V appliances such as air conditioners and water heaters.



Also compatible with FireCracker Computer Interface. See [www.x10.com](http://www.x10.com) for details.

## **FCC Caution**

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

- (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND
- (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control devices in accordance with the specifications in Sub-Parts B and C of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Relocate the equipment with respect to the radio/TV.
- Move the equipment away from the radio/TV.
- Plug the equipment into an outlet on a different electrical circuit from the radio/TV experiencing the interference.
- If necessary, consult your local dealer for additional suggestions.

**NOTE:** Modifications to this product will void the user's authority to operate this equipment.

## **X10 Wireless Technology, Inc. Limited One Year Warranty**

X10.com, a division of X10 Wireless Technology, Inc. (X10) warrants X10 products to be free from defective material and workmanship for a period of one (1) year from the original date of purchase at retail. X10 agrees to repair or replace, at its sole discretion, a defective X10 product if returned to X10 within the warranty period and with proof of purchase. If service is required under this warranty:

Call 1-800-442-5065, visit [www.x10.com](http://www.x10.com), or e-mail [support@x10.com](mailto:support@x10.com).

**For help or more information on setup, please visit:**

**<http://www.x10.com/support>**

**X10.com, a division of X10 Wireless Technology, Inc.  
3824 North 5th St., Suite C,  
North Las Vegas, NV 89032**