PULSEWORX™

KPC-6 Button Controller
Manual Configuration Guide

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UPB™
UNIVERSAL POWERLINE BUS

Selecting a New Network ID

The Network ID is a unique code that all of the devices in your UPB system possess so that they can successfully communicate with one another. If a neighboring UPB system has the exact same Network ID as your system then the two systems will interact and interfere with one another. UPStart Software can be used to set the Network ID of your system to any of 250 unique values. You can however, manually switch all of your devices to a new Network ID. This manual procedure requires the use of at least one KPC 6-ButtonController and is outlined below.

Using an KPC 6-ButtonController to Select the Network ID

If you have at least one KPC 6-ButtonController in your system then you can use the procedure outlined in Table 1 below to switch your system to a new Network ID.

Step	Operation	Result
1	Press and hold the 'ON' and 'OFF' pushbuttons on a KPC 6-Button Controller to enter it into Setup Mode.	The KPC 6-Button Controller will enter Setup Mode and all of its pushbuttons will begin blinking on and off.
2	Press and hold the 'A' and 'B' pushbuttons on the KPC 6-ButtonController to start it learning a new Network ID.	The 'A' and 'B' pushbuttons will continue blinking on and off while all other pushbuttons will turn off.
3	Wait for the KPC 6-Button Controller to finish learning a new Network ID.	All pushbuttons will turn off.

Table 1: Network ID Selecting Procedure Using a KPC 6-ButtonController

Teaching a Network ID to Other Devices

The Network ID is a unique code that all of the devices in your UPB system possess. In order to properly communicate with one another all devices in your system have to be set to the same Network ID. UPStart Software can be used to set the Network ID of your system's devices to any of 250 unique values. In the absence of a laptop and the UPStart Software, you can manually teach the Network ID of one device to one or more other devices. This comes in handy when a new device is added to the system and you want to configure it so it will communicate with the rest of the system. This manual teaching procedure requires the use of at least one KPC 6-Button Controller and is outlined below.

Using an KPC 6-ButtonController to Teach its Network ID

If you have at least one KPC 6-Button Controller in your system then you can use the procedure outlined in Table 2 below to teach its Network ID to one or more other devices in your system.

Step	Operation	Result
1	Press and hold the 'ON' and 'OFF' pushbuttons on a KPC 6-Button Controller to enter it into Setup Mode.	The KPC 6-Button Controller will enter Setup Mode and all of its pushbuttons will begin blinking on and off.
2	Put all other devices that you want to teach into the Setup Mode. Note: consult each device's documentation for instructions on how to put them into Setup Mode.	All other devices will indicate they are in Setup Mode as per their documentation.
3	Press and hold the 'C' and 'D' pushbuttons on the KPC 6-Button Controller to start it teaching its new Network ID.	The 'C' and 'D' pushbuttons will continue blinking on and off while all other pushbuttons will turn off.
4	Wait for the KPC 6-Button Controller to finish teaching its new Network ID to the rest of the system.	All devices will indicate that they are now out of the Setup Mode as per their documentation.

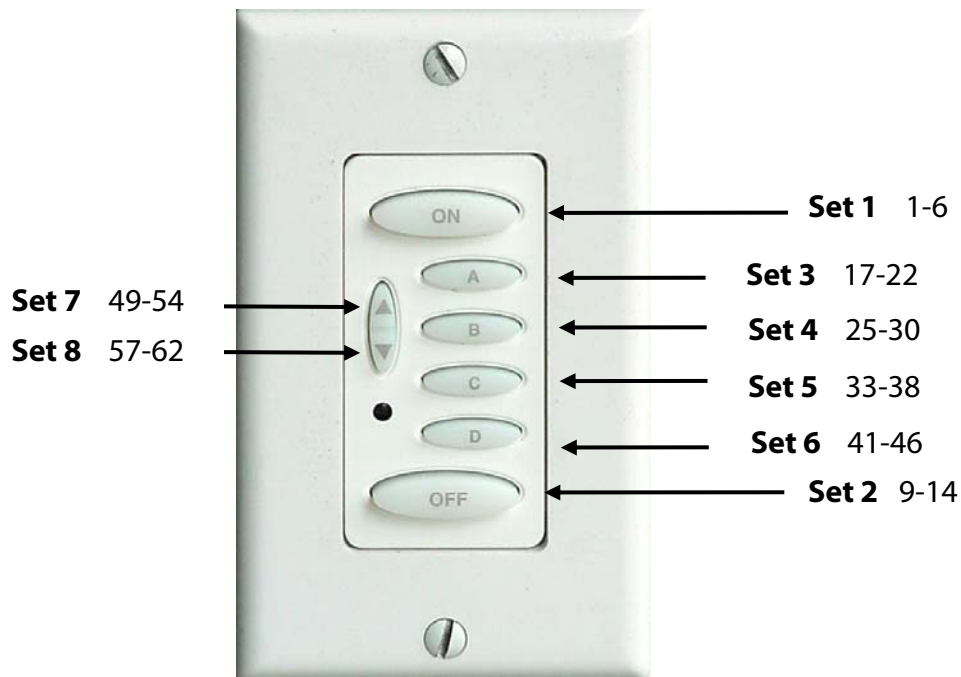**Table 2: Network ID Teaching Procedure Using a KPC 6-Button Controller**

Setting a Link Set

All KPC 6-Button Controllers come from the factory able to control a single set of 6 Links known as 'Link Set 1. Each pushbutton can control a separate Link (or group of devices). In cases where you have a second KPC 6-Button Controller that you don't want controlling the same set of Links you must somehow assign it a new set of Links to control. UPStart software can be used to configure which Link each pushbutton will control. You can manually select one of 8 Sets that your KPC 6-Button Controller will control. This manual link setting procedure is outlined in Table 3 below.

Step	Operation	Result
1	Press and hold the 'ON' and 'OFF' pushbuttons on your KPC 6-Button Controller to enter it into Setup Mode.	The KPC 6-Button Controller will enter Setup Mode and all of its pushbuttons will begin blinking on and off.
2	Triple-tap the pushbutton that corresponds to the Link Set that you want your KPC 6-Button Controller to control (see figure 1).	All pushbuttons will turn off when it is finished programming the new link set.

Table 3: Setting a Link Set on a KPC 6-Button Controller

Figure 1

Set 1 1-6
Set 3 17-22
Set 4 25-30
Set 5 33-38
Set 6 41-46
Set 2 9-14
Set 7 49-54
Set 8 57-62

Adjusting Scene Lighting Levels

By default, a single-tap of any of the KPC 6-Button Controller's pushbutton will cause it to active a pre-stored scene (light levels and fade rates) in all of the devices linked to that pushbutton. At some point you may change your mind about the pre-stored light levels that get activated by the pushbutton. You can manually adjust these levels and store them inside of your devices. This manual scene adjusting procedure is outlined in Table 4 below.

Step	Operation	Result
1	Tap the desired KPC 6-Button Controller's pushbutton **1** time quickly.	The KPC 6-Button Controller's pushbutton will turn on and any devices already linked to that pushbutton will go to their configured levels (or states).
2	Adjust the light levels (or states) on all of the devices that you want activated by this pushbutton.	All those devices will be set to the desired scene levels (or states).
3	Tap the desired KPC 6-Button Controller's pushbutton **5** times quickly.	The KPC 6-Button Controller's pushbutton will begin to blink on and off and the devices that you want activated will BLINK and store their current light levels (or states).

Table 4: Adjusting Scene Lighting Levels

Linking Other Devices to a Pushbutton

Once your system's Network ID is set and your KPC 6-Button Controller's Control Zone is set it is time to link one or more devices to the Controller's pushbuttons. Linking is the process of copying the Link that is assigned to a pushbutton into one or more devices that the pushbutton is supposed to control. You can manually copy a Link from a KPC 6-Button Controller into one or more other devices. This manual Linking procedure is outlined in Table 5 below.

Step	Operation	Result
1	Tap the desired KPC 6-Button Controller's pushbutton **1** time quickly.	The KPC 6-Button Controller's pushbutton will turn on and any devices already linked to that pushbutton will go to their configured levels (or states).
2	Put any other devices that you want controlled by the pushbutton into the Setup Mode. Note: consult each device's documentation for instructions on how to put them into Setup Mode.	All those devices will indicate they are in Setup Mode as per their documentation.
3	Optional Step: If you want the pushbutton to activate a scene then adjust the light levels (or states) on all of the devices that you want controlled.	All those devices will be set to the desired scene levels (or states).
4	Tap the desired KPC 6-Button Controller's pushbutton **5** times quickly.	The KPC 6-Button Controller's pushbutton will begin to blink on and off and the devices that you want controlled will learn their current light levels (or states) and indicate they have exited the Setup Mode as per their documentation.

Table 5: Manual Pushbutton Linking Procedure

This procedure can be repeated for any pushbutton on your KPC 6-Button Controller, other than the UP/DOWN pushbuttons.

Unlinking Devices from a Pushbutton

In the case where you have a device linked to a KPC 6-Button Controller's pushbutton and you decide later that you no longer want it controlled by that pushbutton then you have to somehow unlink that device from that pushbutton. Unlinking is the process of removing a specified Link from a device. You can manually remove a Link in a KPC 6-Button Controller from one or more other devices. This manual Unlinking procedure is outlined in Table 6 below.

Step	Operation	Result
1	Tap the desired KPC 6-Button Controller's pushbutton **1** time quickly.	The KPC 6-Button Controller's pushbutton will turn on and any devices already linked to that pushbutton will go to their configured levels (or states).
2	Put any device that you no longer want controlled by the pushbutton into the Setup Mode. Note: consult each device's documentation for instructions on how to put them into Setup Mode.	All those devices will indicate they are in Setup Mode as per their documentation.
3	Tap the desired KPC 6-Button Controller's pushbutton **10** times quickly.	The KPC 6-Button Controller's pushbutton will begin to blink on and off and the devices that you want unlinked will indicate they have exited the Setup Mode per their documentation.

Table 6: Manual Pushbutton Unlinking Procedure