SOMMER

Codemaster$^+$

Manual

Contents

Contents

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 the management of 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 or the Codemaster⁺ Android app is installed.

The local address of the Codemaster⁺ is accessed via the browser, thus opening the interface for transmitter management. If the app is used, the interface is automatically called up after installation of the Codemaster⁺.

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.

Legal information

Links

SOMMER website

www.sommer.eu

Installation and Operating Manuals

www.som4.me/man

SOMMERsuite

www.som4.me/sommersuite

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!

Legal information

Declaration of Conformity (EU)

Item No.: S11342-00001 / 868.95 MHz

EU Declaration of Conformity

SOMMER Antriebs- und Funktechnik GmbH

Hans-Böckler-Straße 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, 04.09.2018 $C \epsilon$

i.V.

Jochen Lude
Responsible for documents

Product information

Functional description

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

There is no need to programme 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.

Compatibility

A list of compatible products can be viewed online at:

www.sommer.eu

Product information

Connection modes

In principle, there are two ways to establish a connection between the Codemaster⁺ and an end device, see Chapter **"Mode overview" on page 10**:

1. Standard mode

The user logs in to the WiFi provided by the Codemaster⁺ using a smartphone/tablet or PC. The network name (CodemasterPlus+MAC address) and network key (key icon) are printed on the back of the Codermaster⁺. The user interface can then be accessed via the browser (http://codemasterplus.lokal) or the Android app of the end device.

- Make sure that the Codemaster⁺ is not already connected to a hotspot.

- For standard mode, no adjustment of the smartphone/tablet settings is necessary .

- If there are connection problems in standard mode, it is possible to switch to hotspot mode.

Product information

2. Hotspot mode

The Codemaster⁺ logs in to the mobile hotspot of the smartphone/tablet/PC.

- Hotspot mode is available for all Android versions and Windows 10 .

- For hotspot mode, the settings for the mobile hotspot of the smartphone/tablet/PC
  must be adjusted under Android and Windows as described starting on **Page 20**.
  The necessary information is printed on the back of the Codemaster⁺.

- The smartphone/tablet or PC can still be used as a mobile hotspot for other applications.
  *– It is important to note here that for each end device, the new Codemaster⁺ login data
  are needed to log in to the mobile hotspot.*

- The user interface can then be accessed via the browser (codemasterplus.mshome.net)
  or the Android app of the end device.

Mode overview

Standard mode	Hotspot mode
Browser (all end devices)	Browser (Windows 10)
Android app (up to and including Android Version 8)	Android app (all versions)
Apple iOS	

Technical information

Technical data

Power supply input

Rated voltage	100–240 V
Rated frequency	50–60 Hz

Power supply output

Rated voltage	5 V
Rated current	1 A

Codemaster⁺ input

Rated voltage	DC 5 V
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
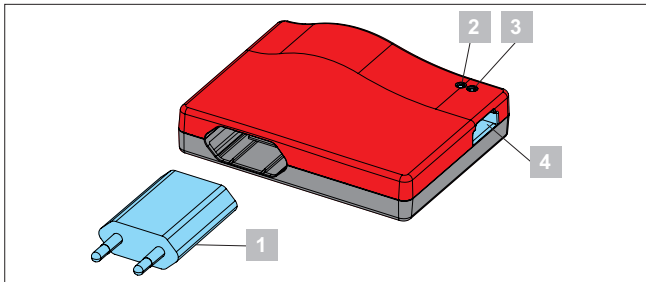
1	Power supply unit
2	Status LED
3	WiFi LED
4	Memo slot

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
Blinks red	🟥	Attempt to connect hotspot mode

Scope of delivery
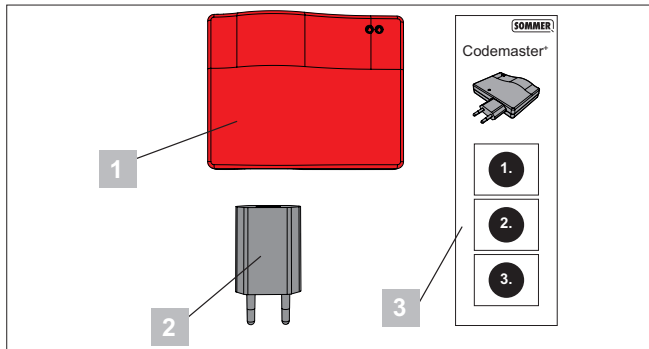
1	Codemaster+
2	Power supply unit
3	Brief instructions

Preparing the Codemaster⁺ for operation
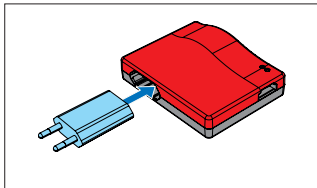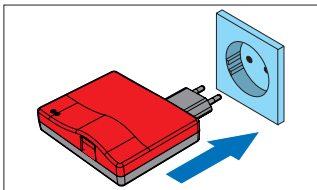

1. Connect Codemaster⁺ and power supply unit.

➡ *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.
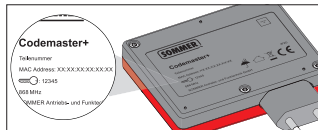
2. Switch on voltage supply.

⇒ Check whether WiFi LED lights up red

Standard mode

Establishing connection with the Codemaster⁺
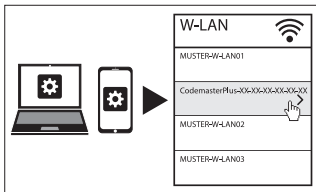
1. Open the network options menu of the end device.

   ⇒ 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

2. Select the WiFi network.
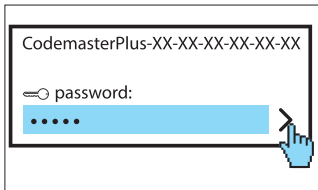
3. Enter the password you have note down; see **Page 15**.

   ⇒ WiFi LED switches from red to green

Standard mode

Accessing the user interface via the browser

A http://codemasterplus.lokal

B 192.168.2.1

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

⇒ Option A:
Enter **http://codemasterplus.lokal** 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.

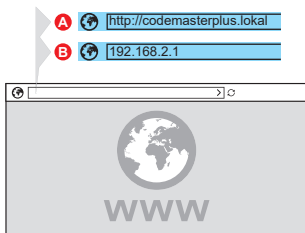► Instructions for transmitter management; see **Page 27**.

Accessing the user interface via the app (up to Android Version 8)

Codemaster+

1. Open the Codemaster⁺ app on the tablet or smartphone.

App Download

https://play.google.com/store/apps/details?id=sommer.codemasterplus

Standard mode

Welcome to Codemaster+!
How would you like to connect?

STANDARD MODE

HOTSPOT MODE

START

2. Select **"Standard mode"** and tap **"Start"**.

Connect to the power supply

Turn on the device by connecting it to the power supply. If the device was already powered up, unplug it first!

3. Follow the instructions on the screen.

Connect to your device via WiFi

START WIFI SCAN

Connect to your device via WiFi

START WIFI SCAN

○ **Codemaster-00-21-E2-00-1C-63**

4. Tap **"START WIFI SCAN"**.

5. Select desired Codemaster⁺ Wifi.

Hotspot mode

Establishing connection via the APP (for Android devices)

➡️ *NOTE*

Precondition: Codemaster⁺ app has been downloaded from the Google Play Store and installed.

Codemaster+

1. Open the Codemaster⁺ app on the tablet or smartphone.

App Download

https://play.google.com/store/apps/details?id=sommer.codemasterplus
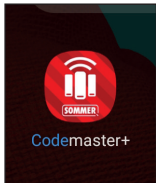
Welcome to Codemaster+!

Please make sure that your Codemaster+ has the latest firmware installed. If necessary, update your Codemaster+'s firmware with SOMMERsuite on a Windows PC.

START

2. Tap **"Start"** to continue.

Hotspot mode

Hotspot name (SSID):
CodemasterPlus + last 4 characters of the
MAC address

Hotspot password:
Last 4 characters of the MAC address +
printed key

Example:

SSID: **CodemasterPlus1B40**
Password: **1B4026080**
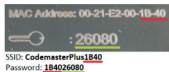
OPEN HOTSPOT SETTINGS

3. Tap **"OPEN HOTSPOT SETTINGS"**
   to set up the hotspot on the device
   as shown in the illustration.

   ⇒ The Codemaster⁺ app closes and
   the device switches to the settings
   screen.

   ⇒ The data required for configuration
   can be read off on the back of the
   Codemaster⁺.

⇒ It is important to pay attention to the
correct spelling (upper case/lower
case) when setting up the hotspot.

⇒ The device requests confirmation
that you wish to switch off the WiFi.

Hotspot mode

Example:
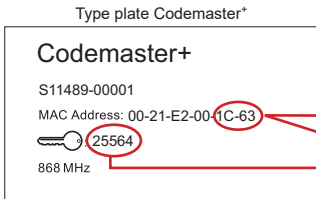
Hotspot settings
of smartphone/tablet

Type plate Codemaster⁺

Codemaster+

S11489-00001

MAC Address: 00-21-E2-00-1C-63

25564

868 MHz

Configure Mobile Hotspot

Network name

CodemasterPlus 1C63

◯ Hide my device

Security

WPA2 PSK ▼

Password

1C63 25564

Enter password of at least 8 characters.

◯ Show advanced options

Cancel   Save
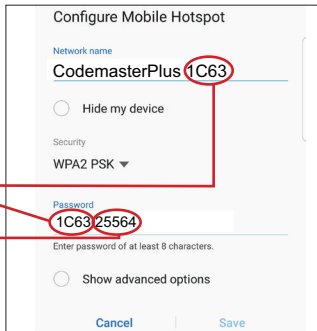
4. Save configuration.

5. Return to the Codemaster⁺ app.

Hotspot mode

Connect to the power supply

Turn on the device by connecting it to the power supply. If the device was already powered up, unplug it first!

Verify LED color

Does the upper LED turn steady green? This can take up to 20 seconds.
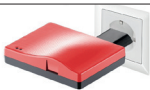
YES   **NO**

6. Follow the instructions on the screen to complete installation.

⇒ If the LED does not blink green after 20 seconds as described, return to the hotspot settings and enter the correct password; see **Page 22**.

TIP

► Instructions for transmitter management; see **Page 27**.

Hotspot mode

Establishing connection to a Windows hotspot

The following section describes the existing standard settings for Windows 10.
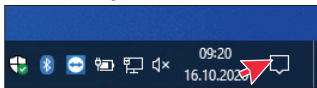
1. Open the Infocenter
   (see illustration – mouse pointer)

   ⇒ The screen below opens

2. Right-click Mobile hotspot.

   ⇒ The Characteristics window opens

3. Click
   "Go to Settings".

   ⇒ The Settings window of the mobile
      hotspot opens

Hotspot mode

Mobiler Hotspot

Startseite

stellung suchen

werk und Internet

Status

WLAN

Ethernet

DFÜ

VPN

Flugzeugmodus

Mobiler Hotspot

Share my Internet connection with other devices
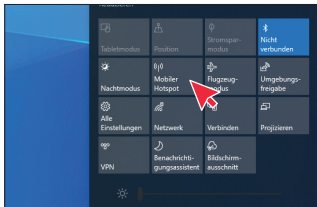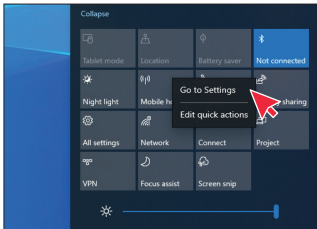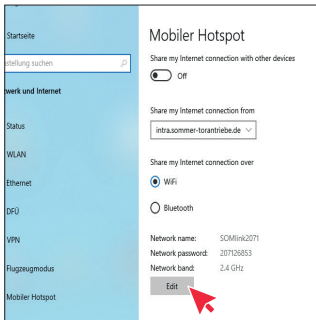○ Off

Share my Internet connection from
intra.sommer-torantriebe.de ∨

Share my Internet connection over
● WiFi
○ Bluetooth

Network name: SOMlink2071
Network password: 207126853
Network band: 2.4 GHz

Edit

4. Click the **"Edit"** button to change
   the settings of the mobile hotspot.

Type plate Codemaster⁺

Codemaster+

S11489-00001

MAC Address: 00-21-E2-00-1C-63

25564

868 MHz

Edit network info

Change the network name and password that other people use for your shared connection.

Network name
CodemasterPlus 1C63

Network password (at least 8 characters)
1C63 25564

Network band
2.4 GHz ∨

Save   Cancel
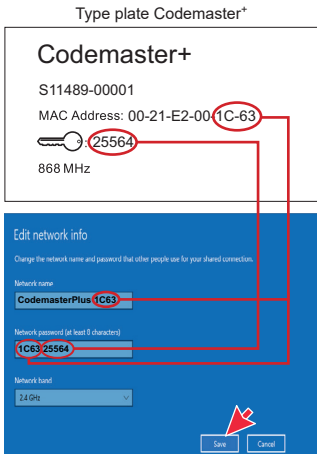
5. Enter the following settings for the
   mobile hotspot.

- Network name:
  (Example: see illustration)

- Network password:
  (Example: see illustration)

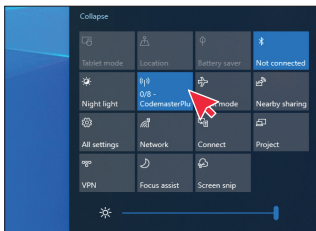- Network band:
  (always 2.4 GHz)

⇒ Check and save your entries

6. Activate the mobile hotspot in the Infocenter – left-click the button **"Mobile hotspot"**.

   ⇒ On activation, the button is highlighted in blue, and the previously assigned hotspot name is displayed

Accessing the user interface via the browser
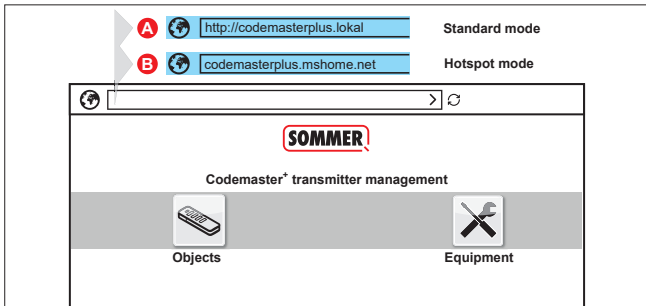

1. Open the browser on the end device and access the Codemaster⁺ user interface .

   ⇒ Enter **codemasterplus.mshome.net** 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.

► Instructions for transmitter management; see **Page 27**.
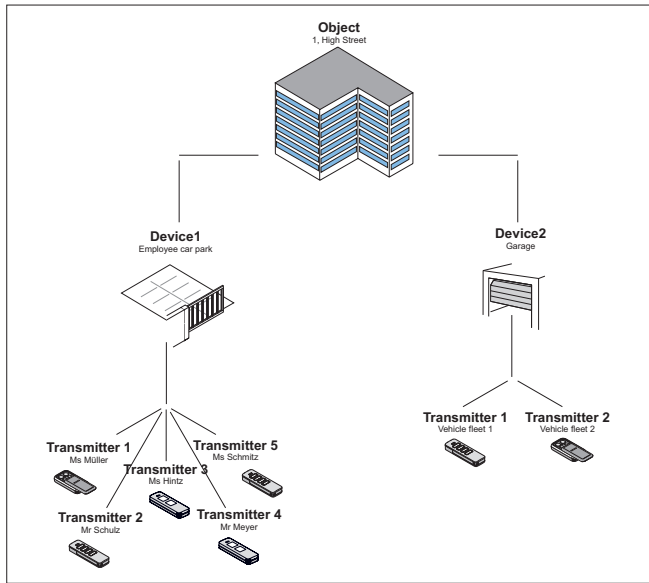
Transmitter management

Home page

A 🌐 http://codemasterplus.lokal	**Standard mode**
B 🌐 codemasterplus.mshome.net	**Hotspot mode**

🌐 [   ] 〉 ⟳

SOMMER

Codemaster⁺ transmitter management

Objects   Equipment

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

Object
1, High Street

Device1
Employee car park

Device2
Garage

Transmitter 1
Ms Müller

Transmitter 2
Mr Schulz

Transmitter 3
Ms Hintz

Transmitter 4
Mr Meyer

Transmitter 5
Ms Schmitz

Transmitter 1
Vehicle fleet 1

Transmitter 2
Vehicle fleet 2

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**.
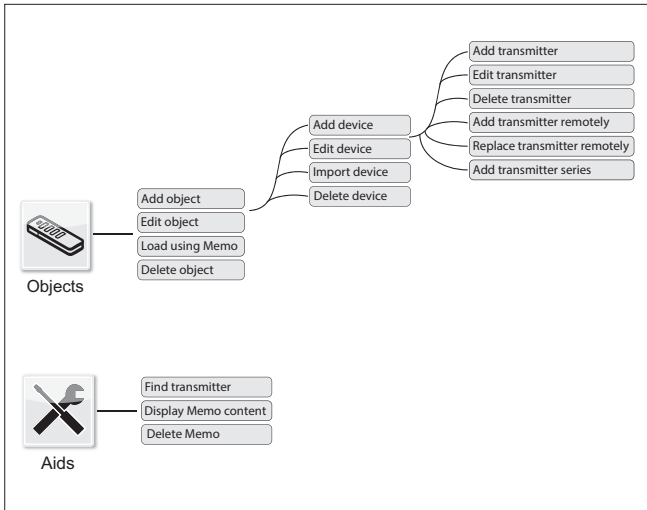
Technical hotline:

☎ **+49 (0) 900 1800-150**

(€ 0.14/minute from landline telephones in Germany, mobile prices may vary)

Transmitter management

Program structure

Objects
- Add object
  - Edit object
    - Add device
      - Add transmitter
      - Edit transmitter
      - Delete transmitter
      - Add transmitter remotely
      - Replace transmitter remotely
      - Add transmitter series
    - Edit device
    - Import device
    - Delete device
- Load using Memo
- Delete object

Aids
- Find transmitter
- Display Memo content
- Delete Memo

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 Code-master⁺ 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 36**.

► 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 transmitters 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 transmitters 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

Remote add transmitter

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 transmitters 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.

   ⇒ 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.

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.

Remote add transmitter to another device

→ **_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 transmitters 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.

Remote replace transmitter

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 in order to **"replace a transmitter remotely"**.

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).

Transmitter management

A transmitter can be added remotely to 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.

Add transmitter series

→ *NOTE*

► A Memo is required in order to add a transmitter series. **Plug the** Memo into the Codemaster⁺; see **Page 36**.

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 36**.

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.
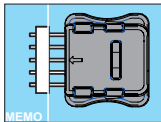
5. Save data to the Memo.

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⁺
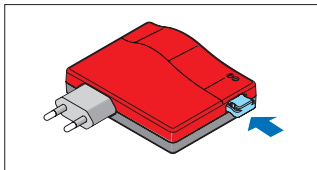
SOMMERsuite

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.

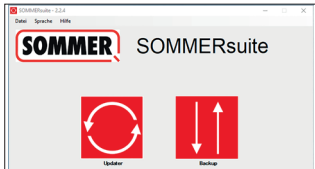- Internet connection.

Installation

som4.me/sommersuite

1. Click the link and download SOMMERsuite.

2. Install SOMMERsuite.
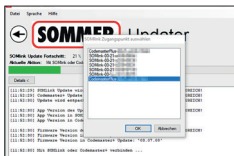
SOMMERsuite

Updater

1. Start SOMMERsuite.

2. Select the **"Updater"** button.

ℹ️ Internet connection must be established!

3. Click **"Start Update"**.

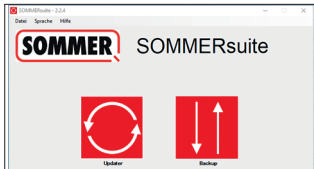4. Select the device on which the update is to be installed.
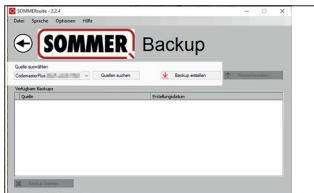

5. Where applicable, enter password and confirm with **"OK"**.

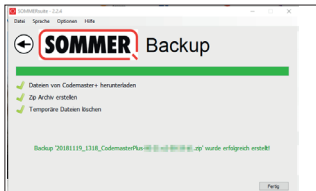⇒ The update process runs automatically.

SOMMERsuite

Create backup

6. Select the **"Backup"** button.

7. Select the device for which data backup is to be performed.
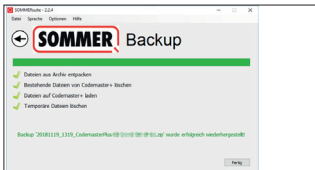
8. Click **"Create backup"**.

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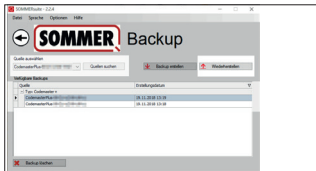
⇒ Data set appears in the list

SOMMERsuite

Restore backup

⇒ Data are transferred to the device.

9. Select the **"Backup"** button.

10. Select the device for which data recovery is to be performed.

11. Select the desired data set from the list.

12. Click **"Restore"**.

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