

EN TRANSLATION OF THE ORIGINAL INSTALLATION AND OPERATING MANUAL

# Codemaster S2

Download the current manual:



## Information on the product:

**Year of manufacture: from 2022**

**Item Numbers: S13571-  
S13572-**

## Information on the Installation and Operating Manual

Version of the installation and operating manual:  
Codemaster-S2\_S13684-00001\_322022-0-DRE\_Rev-A\_EN

## Warranty

The warranty complies with statutory requirements. The contact person for warranties is the qualified dealer. The warranty is only valid in the country in which the device was purchased. There is no warranty for consumables such as batteries, accumulators and safety products or light bulbs. This also applies for wear parts.

## Contact data

If you require after-sales service, spare parts or accessories, please contact your specialist retailer, your installer or contact:


## SOMMER Antriebs- und Funktechnik GmbH

Hans-Böckler-Str. 27  
D-73230 Kirchheim/Teck

[www.sommer.eu](http://www.sommer.eu)  
[info@sommer.eu](mailto:info@sommer.eu)

## Service

If you require service, please contact us on our service hotline (fee required) or see our web site:

 **+49 (0) 900-1800150**

(0.14 euros/minute from land line telephones in Germany, mobile prices may vary)

[www.sommer.eu/de/kundendienst.html](http://www.sommer.eu/de/kundendienst.html)

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All brands mentioned in this manual are the property of their respective manufacturer and hereby recognised as such.

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# 1. General information

## 1.1 Notes on the correct use of the product



### NOTE

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

## 1.2 Information on disposal



### INFORMATION



- ▶ This device is labelled in accordance with European Directive 2012/19/EU on used electrical and electronic devices (WEEE – waste electrical and electronic equipment).
- ▶ This Directive provides the framework for the EU-wide return and recycling of used equipment.
- ▶ Operator components that have been taken out of service as well as old accumulators and batteries must not be disposed of with household waste. Components which are no longer in use, old accumulators and batteries must be disposed of properly. You must observe the local and national regulations here. Contact your specialist retailer to find out more about current disposal channels.

This device and its batteries are recyclable

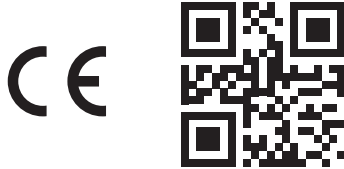


Points de collecte sur [www.quefairedemesdechets.fr](http://www.quefairedemesdechets.fr)  
Privilégiez la réparation ou le don de votre appareil !

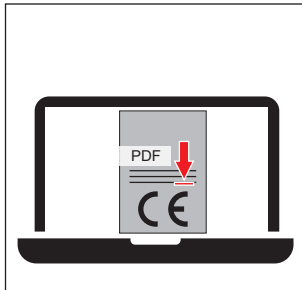
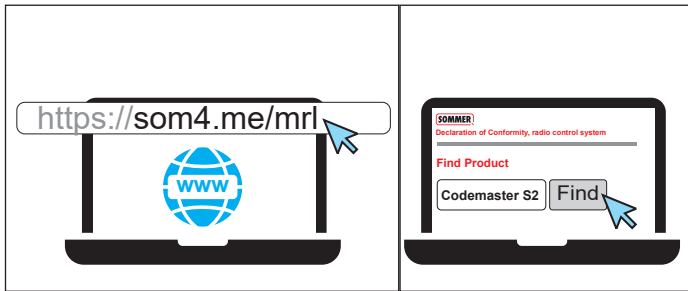
## 2. Declarations of Conformity

### 2.2 Simplified CE Declaration of Conformity

SOMMER Antriebs- und Funktechnik GmbH hereby declares that the radio system of type **Codemaster S2** complies with Directive 2014/53/EU. The full text of the EU Declaration of Conformity can be found at the following internet address:



[som4.me/mrl](https://som4.me/mrl)



### 2.1 UKCA Declaration of Conformity

**SOMMER Antriebs- und Funktechnik GmbH**  
 Hans - Böckler - Straße 27  
 73230 Kirchheim unter Teck  
 Germany

hereby declares that the products designated below, when used as intended, comply with the essential requirements of the Radio Equipment Regulations 2017 and that, in addition, the standards listed below have been applied.


DIN VDE 0620-1 (where applicable)	2016-01
EN 62368-1:2016-05 + AC:2015	2016-05
EN 62479:2011	2011-09
ETSI EN 300 220-2 V3.2.1	2018-06
ETSI EN 300 328 V2.2.2	2019-07
ETSI EN 301 489-1 V2.2.3	2019-11
ETSI EN 301 489-3 V2.1.1	2019-03

Product	Article No.
Codemaster S2	S13571-

The product was imported into the United Kingdom by  
**SOMMER Doco**  
 Unit B3 Elvington Industrial Estate  
 Elvington  
 York  
 YO41 4AR

**UK  
CA**

Kirchheim unter  
 Teck  
 05.09.2022

i.V.   
 Jochen Lude  
 Responsible for documents

## 3. Information on the product

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### 3.1 Intended use

The Codemaster S2 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 S2 and an end device on which any up-to-date Internet browser or the Codemaster S2 Android app is installed. The local address of the Codemaster S2 is accessed via the browser, thus opening the interface for transmission management. If the app is used, the interface is automatically called up after installation of the Codemaster. Communication between the Codemaster S2 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 S2.

### 3.2 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.

### 3.3 Useful links

SOMMER website

[www.sommer.eu](http://www.sommer.eu)

Installation and Operating Manuals

[www.som4.me/man](http://www.som4.me/man)

SOMMERsuite

[www.som4.me/sommersuite](http://www.som4.me/sommersuite)

### 3.4 Functional description

Codemaster S2 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 S2 and the additional memory, there is no data transmission to external servers.

Objects managed with the Codemaster S2 are locked against conventional programming of transmitters, so that the operator of the unit retains complete control.

# 3. Information on the product

## 3.5 Compatibility

A list of compatible products can be viewed online at:



[som4.me/Codemasterservice](https://som4.me/Codemasterservice)

## 3.6 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

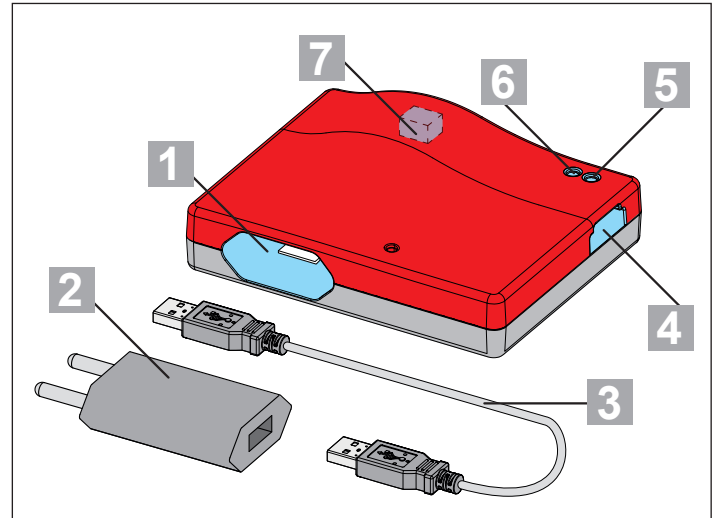
### Codemaster S2 input

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
SOMloq2 radio frequency	868.95 MHz (S13571) 868.3 MHz (S13572)

## 3.7 Components



1	USB A plug
2	Power supply unit
3	USB A cable
4	Memo slot
5	WiFi LED
6	Status LED
7	USB A socket*

\* Only for internal purposes at the factory

## 3.8 Flashing codes

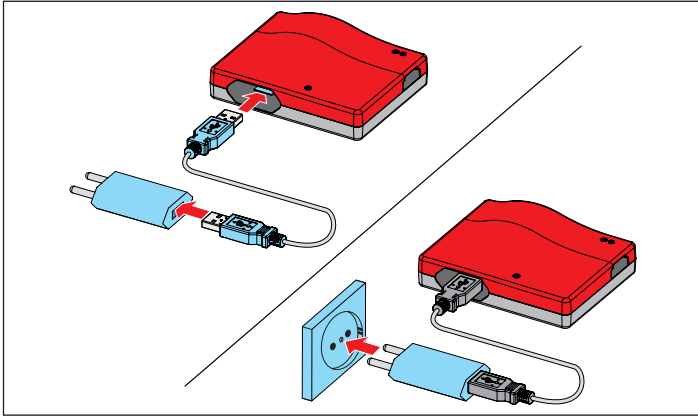
Status LED	Meaning
Lights up red	No Memo connected
Lights up green	Memo connected and ready for data storage
WiFi LED	Meaning
Off	Codemaster S2 starting up
Lights up green	Connected to WiFi
Blinks green	Device communicating via WiFi
Lights up red	No WiFi connection

## 4. Initial operation

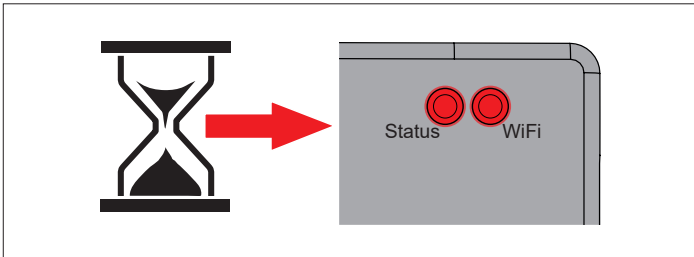
### 4.1 Establishing operational readiness

#### TIP

So that you have the data to hand for later entry, make a note of the SSID and the WiFi password printed on the back of the device before plugging the Codemaster S2 in.



1. Connect Codemaster S2 and power supply unit.
2. Switch on voltage supply.

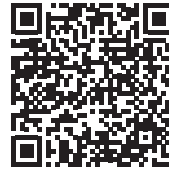


⇒ After approx. 20 seconds, both the WiFi LED and the status LED light up red

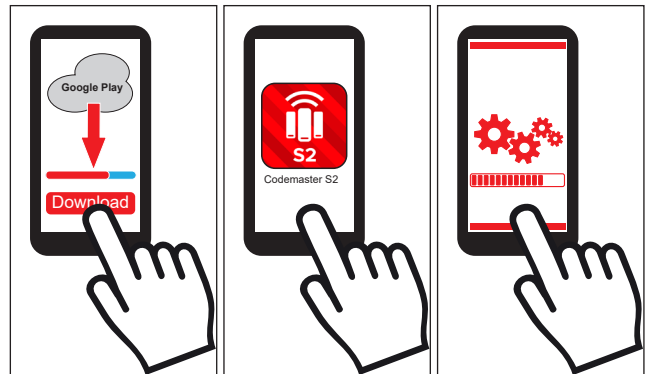
#### NOTE

In order to establish a connection between the Codemaster S2 and an end device, it is necessary to select **one** of the options described below.

### 4.2 Establishing WiFi connection via Android app



<https://play.google.com/store/apps/details?id=sommer.codemasters2>



1. Download the Codemaster S2 app from the Google PlayStore and install it.
2. Open the app.
3. Follow the instructions to establish the connection.



- ⇒ The Codemaster user interface opens  
✓ Codemaster S2 is ready for operation



## 4. Initial operation

### 4.3 Establishing WiFi connection via QR code

**NOTE**

End devices with Android and iOS can be used to establish a connection using this method.



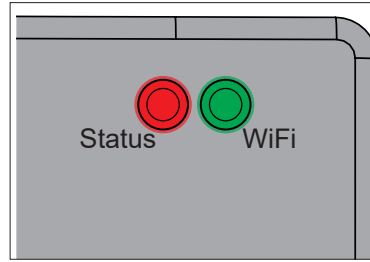
1. With the end device, scan the QR code on the back of the Codemaster S2.



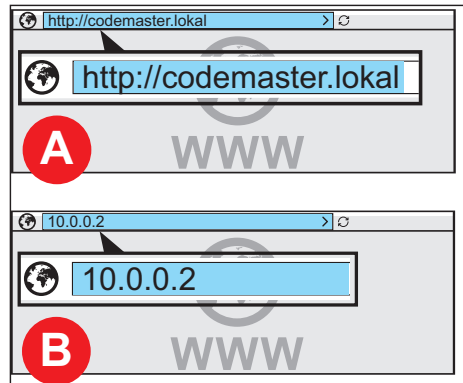
2. Confirm that the device is to connect to the Codemaster S2.

⇒ **Important for Android devices:**

As this is a local connection, it may be necessary to confirm at this point that the connection is to be established although the WiFi provided by the Codemaster S2 has no internet connection.



⇒ WiFi LED switches from red to green.



3. Open browser and access <http://codemaster.lokal> or IP **10.0.0.2**.



⇒ The Codemaster user interface opens.

✓ Codemaster S2 is ready for operation.

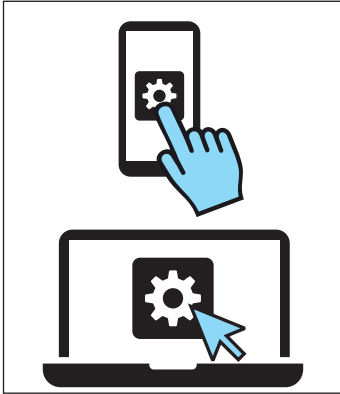
# 4. Initial operation

## 4.4 Establishing WiFi connection via the network settings of the end device



**TIP**

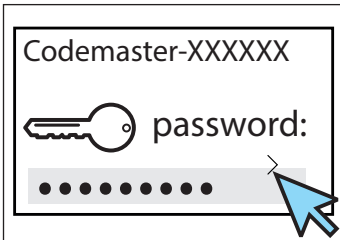
All end devices, irrespective of their operating system, can be used to establish a connection using this method.



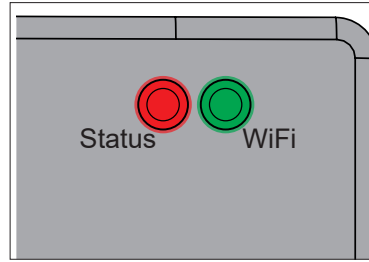
1. Open the network settings of the end device.  
⇒ The name of the Codemaster S2 network appears in the list of available WiFi networks. It matches the SSID printed on the type plate (Codemaster-XXXXXX).



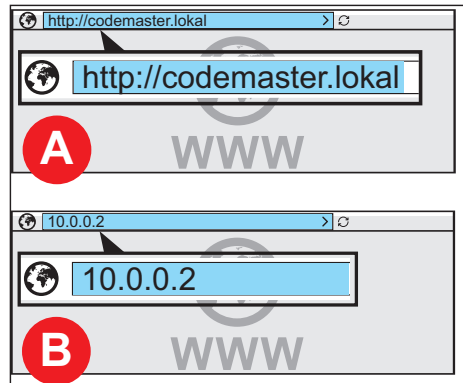
2. Select the Codemaster S2 network.



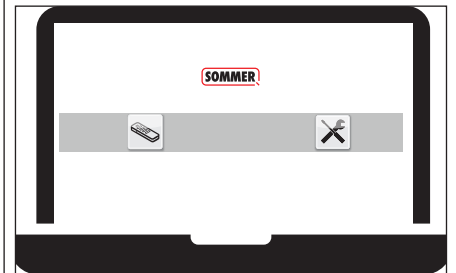
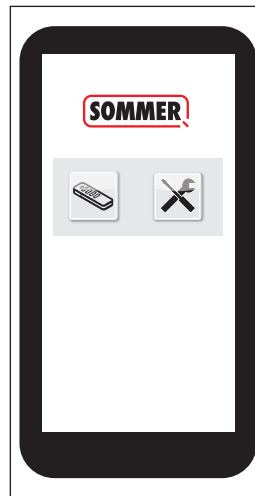
3. Enter the password and confirm.



⇒ WiFi LED switches from red to green.



4. Open browser and access **http://codemaster.lokal** or IP **10.0.0.2**.

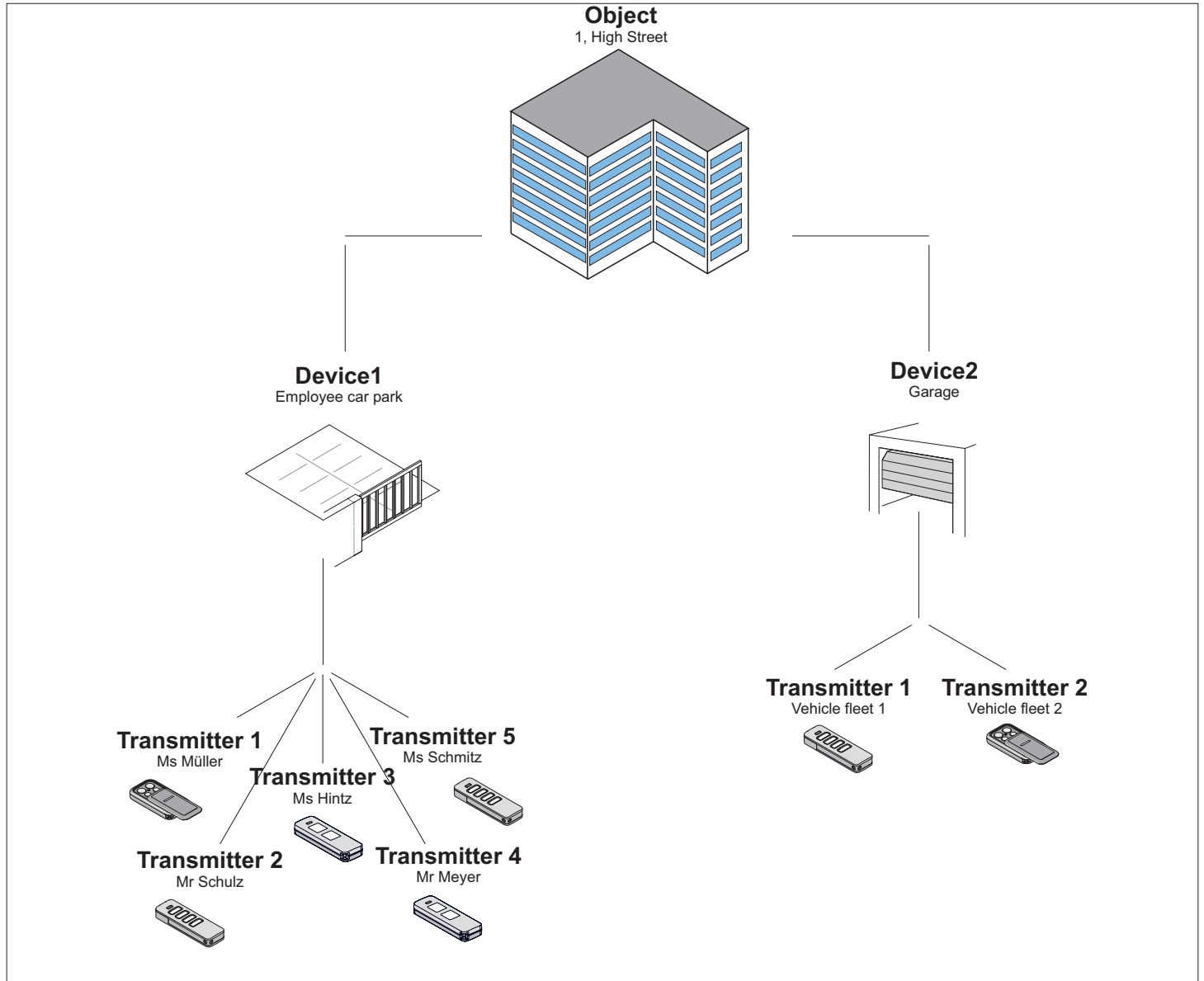


⇒ The Codemaster user interface opens.  
✓ Codemaster S2 is ready for operation.

# 5. Transmitter management

## 5.1 Definitions

<b>Object</b>	A unit managed via the Codemaster S2 and which may contain several devices (operators or receivers)
<b>Device</b>	An operator or receiver which is assigned to an object and managed via the Codemaster S2
<b>Transmitter</b>	A radio transmitter which transmits commands to a device and is managed via the Codemaster S2



## 5.2 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 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 S2, 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)

# 5. Transmitter management

## 5.3 Brief instructions for new owners

This section briefly gives a brief introduction to transmitter management, covering the most common applications. The section that follows offers a more detailed explanation of the entire menu.

### Creating first object



#### Objects

1. Tap Objects
1. Tap "Add object".
2. Enter object data in the mask.
3. Tap "Save".
  - ✓ Object has been successfully added.

### Creating first device

1. Tap "Add device".
2. Enter device data in the mask.
3. Tap "Save".
  - ✓ Device has been successfully added.

### Adding a transmitter series

1. Plug the Memo into the Codemaster S2.
2. Tap "Add transmitter series".
3. Enter the desired transmitter configuration.
  - ⇒ Follow the instructions on the screen.
4. Tap "Next".
5. Tap "Save data to Memo".
  - ⇒ A message confirming that saving was successful appears.
6. Tap "OK".
7. Send data to receiver, see **"5.8 Sending data to receiver" on page 16**
  - ✓ The transmitters are now ready for operation in the system.
  - ✓ The system can be put into operation.

### Adding transmitters remotely

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


If the transmitter is to be added remotely to more than one device, the option "Add transmitter to further device remotely" can be selected.

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

1. Tap "Add transmitter remotely".
2. Enter the desired transmitter configuration.
  - ⇒ Follow the instructions on the screen.
3. Tap "Next".
4. Send transmitter to the operator of the device.
5. Move the transmitter to a position within the radio range of the receiver to which it is to be added and press any button on the transmitter.
  - ⇒ The transmitter is programmed on the receiver.
  - ✓ Transmitter was added remotely.

### Remote replace transmitter

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

1. Tap  on the transmitter which is to be added remotely.
2. Follow the instructions on the screen.
3. Send new transmitter to the operator of the device.
4. Move the new transmitter to a position within the radio range of the receiver on which it is to be replaced and press any button on the transmitter.
  - ⇒ The new transmitter is programmed on the receiver
  - ⇒ Old transmitter is deleted from the receiver
  - ✓ Transmitter was replaced remotely.

## 5. Transmitter management



### INFORMATION

► Program structure from Version 2.4.1.222651

### 5.4 Objects



Objects

Add object      Load based on Memo

Edit object      Delete object

Search object

Object 1  
Street  
Postal code, City

Object 2  
Street  
Postal code, City

Object 3  
Street  
Postal code, City

#### Add object

1. Tap "Add object".
2. Enter object data in the mask.
3. Tap "Save".  
✓ Object has been successfully added.

#### Edit object

1. Select the desired object (mark the checkbox).  
⇒ The item "Edit object" is now selectable.
2. Tap "Edit object".
3. Edit object data in the mask.
4. Tap "Save".  
✓ Object data have been successfully edited.

#### Load based on Memo

Opens the device assigned to the Memo connected to the CodemasterS2 with one click.

1. Tap "Load based on Memo".  
⇒ A mask with the data saved on the Memo opens.

2. Carry out the desired editing steps (see corresponding descriptions).

#### Delete object

1. Select the desired object (mark the checkbox).  
⇒ The item "Delete object" is now selectable.
2. Tap "Delete object".
3. Confirm deletion.  
✓ Object is deleted.

#### Select object

Search object

Object 1  
Street  
Postal code, city

Object 2

Tap an object directly to select it (do not mark the checkbox).

⇒ Object mask opens.

### 5.5 Devices

Add device      Import device

Edit device      Delete device

Search device

Device      Underground garage  
Device type      GTA  
Memo-No.      12345

Device      Outer gate  
Device type      DTA  
Memo-No.      654321

#### Add device

1. Tap "Add device".
2. Enter device data in the mask.
3. Tap "Save".  
✓ Device has been successfully added.

## 5. Transmitter management

### Edit device

1. Select the desired object (mark the checkbox).  
⇒ The item "Edit device" is now selectable.
2. Tap "Edit device".
3. Edit mask with device data.
4. Tap "Save".  
✓ Device data have been successfully edited

### Import device

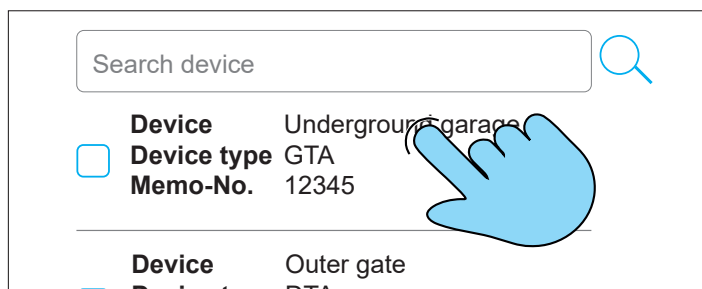
Devices not previously managed via Codemaster S2 can be imported subsequently so that they can be managed via Codemaster S2 in future.

1. Unplug the Memo from the device to be imported and connect it to the Codemaster S2.
2. Tap "Import device".  
⇒ Device type is detected.
3. Fill in the mask.
4. Tap "Save".  
✓ Device has been imported.

### Delete device

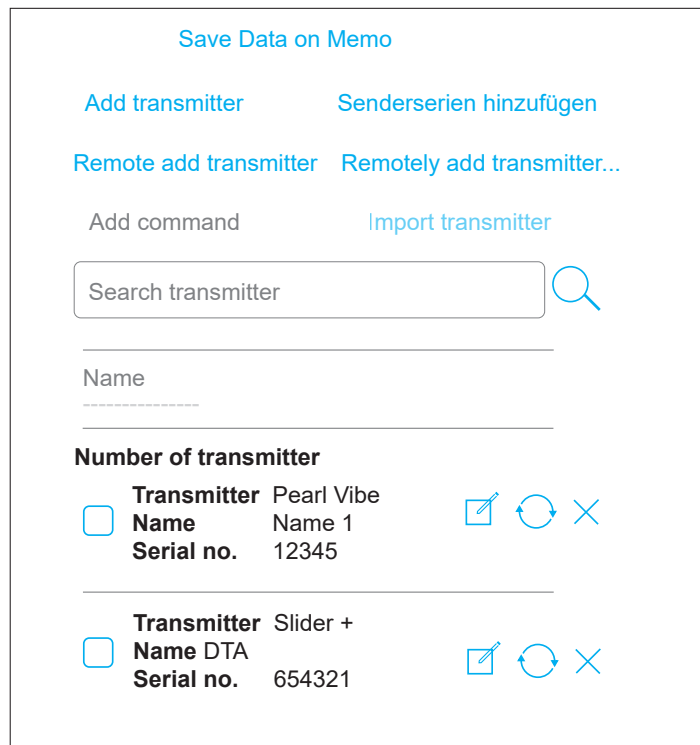
1. Select the desired device (mark the checkbox).  
⇒ The item "Delete device" is now selectable.
2. Tap "Delete device".
3. Confirm deletion.  
✓ Device is deleted

### Select device



- Tap a device directly to select it (do not mark the checkbox)  
⇒ Device mask opens

## 5.6 Transmitters



### Import transmitter

This option is only available with a device to which no transmitter has been added.

Description:

Already programmed transmitters can be imported to a new device from another device. This is helpful, for example, if you add a gate or door to an installed system and want to use the already existing transmitters.

1. Plug the Memo for the new device into the Codemaster S2.
2. Tap "Import transmitter".
3. Select the object and device from which the transmitters are to be imported.
4. Select the transmitter to be imported.
5. Tap "Import transmitter".
6. Enter the desired transmitter configuration and tap "Next".  
⇒ If you are importing transmitters of different types, configuration must be carried out for each transmitter type.
7. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
8. Tap "OK".

## 5. Transmitter management

9. Send data to receiver, see **“5.8 Sending data to receiver” on page 16**

✓ The settings made on the Codemaster S2 are now available in the system.

### Add transmitter

1. Plug the Memo into the Codemaster S2.
2. Tap "Add transmitter".
3. Follow the instructions on the screen.
4. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
5. Tap "OK".
6. Send data to receiver, see **“5.8 Sending data to receiver” on page 16**  
✓ The settings made on the Codemaster S2 are now available in the system.

### Remote add transmitter

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

If the transmitter is to be added remotely to more than one device, the option "Add transmitter to further device remotely" can be selected.


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

1. Tap "Add transmitter remotely".
2. Enter the desired transmitter configuration.  
⇒ Follow the instructions on the screen.
3. Tap "Next".
4. Send transmitter to the operator of the device.
5. Move the transmitter to a position within the radio range of the receiver to which it is to be added and press any button on the transmitter.  
⇒ The transmitter is programmed on the receiver.  
✓ Transmitter was added remotely.

### Add command

If further transmitter commands are needed in a device, they can be added with this function, e.g. to programme command 3 and 4 in addition.


Restriction: Only transmitters of the same type can be selected at any one time.

1. Plug the Memo of the device into the Codemaster S2.
2. Select the desired  transmitter (mark the checkbox).  
⇒ The item "Add command" is now selectable.
3. Tap "Add command".
4. Enter the desired transmitter configuration.  
⇒ Follow the instructions on the screen.  
⇒ The option "Add command manually" is also available. It can be used if the transmitter is not physically present.
5. Tap "Next".
6. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
7. Tap "OK".
8. Send data to receiver, see **“5.8 Sending data to receiver” on page 16**  
✓ The settings made on the Codemaster S2 are now available in the system.

### Edit transmitter

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


The corresponding Memo is required in order to add or edit a command.

1. Where applicable, plug the Memo into the Codemaster S2.
2. Tap  on the transmitter which is to be edited.
3. Enter the desired transmitter configuration.  
⇒ Follow the instructions on the screen.
4. Tap "Next".
5. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
6. Tap "OK".
7. Send data to receiver, see **“5.8 Sending data to receiver” on page 16**  
✓ The settings made on the Codemaster S2 are now available in the system.

## 5. Transmitter management


### Remote replace transmitter

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

1. Tap  on the transmitter which is to be added remotely.
2. Follow the instructions on the screen.
3. Send new transmitter to the operator of the device.
4. Move the new transmitter to a position within the radio range of the receiver on which it is to be replaced and press any button on the transmitter.  
⇒ The new transmitter is programmed on the receiver  
⇒ Old transmitter is deleted from the receiver  
✓ Transmitter was replaced remotely.

### Delete transmitter

Deletes a specific transmitter from a device.

1. Plug the Memo of the device into the Codemaster S2.
2. Tap  on the transmitter which is to be deleted.
3. Confirm deletion  
✓ Transmitter was successfully deleted

### Adding a transmitter series

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

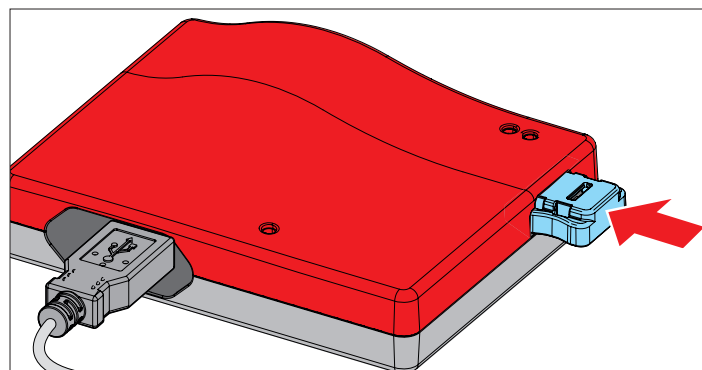
1. Plug the Memo into the Codemaster S2.
2. Tap "Add transmitter series".
3. Enter the desired transmitter configuration.  
⇒ Follow the instructions on the screen.
4. Tap "Next".
5. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
6. Tap "OK".
7. Send data to receiver, see **"5.8 Sending data to receiver" on page 16**  
✓ The transmitters are now ready for operation in the system.

### Remotely add transmitter series

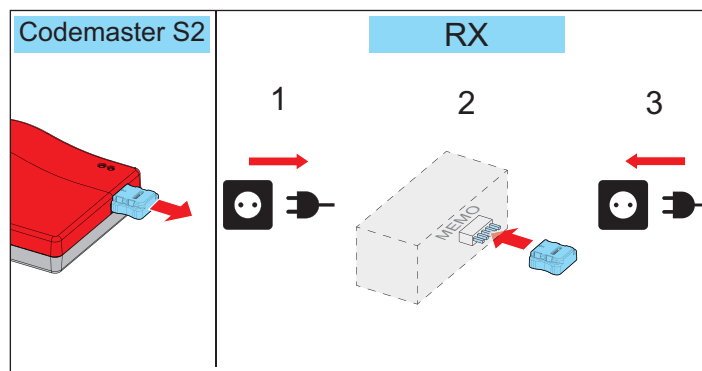
To add several transmitters to a device simultaneously without having to carry out configuration for each transmitter separately, without having to be on-site at the system or having access to the Memo.

1. Tap "Remotely add transmitter series".
2. Enter the desired transmitter configuration.  
⇒ Follow the instructions on the screen.
3. Tap "Save data to Memo".  
⇒ A message confirming that saving was successful appears.
4. Tap "OK".
5. Send data to receiver, see **"5.8 Sending data to receiver" on page 16**  
✓ The transmitters are now ready for operation in the system.

### 5.7 Plugging the Memo into the Codemaster S2



### 5.8 Sending data to receiver



1. Disconnect the Memo from the Codemaster S2.
2. Disconnect the receiver from the mains voltage.
3. Plug the Memo into the Memo slot of the receiver.
4. Connect receiver to the mains voltage again.  
✓ The settings made on the Codemaster S2 are now available on the receiver.

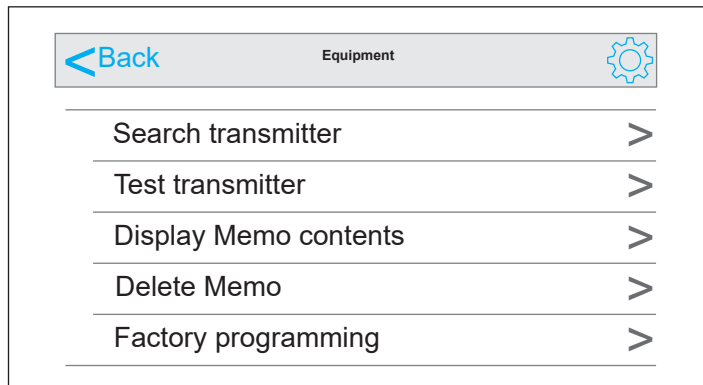


# 5. Transmitter management

## 5.9 Equipment



Equipment



### Find transmitter

Displays the following information on a transmitter programmed on the Codemaster S2:

- Object on which the transmitter is programmed
- Device on which the transmitter is programmed
- Transmitter designation (if assigned)
- serial number

1. Tap "Find transmitter".
2. Tap "Scan transmitter".
3. Press any button on the desired transmitter.
  - ⇒ If the transmitter is not physically present, the serial number of the transmitter (printed on the back of the transmitter) can be entered in the place of steps 2 and 3.
  - ✓ Information (if available) is displayed.

### Test transmitter

Shows whether transmitters already contain information to be added or replaced remotely.

1. Tap "Test transmitter".
2. Press desired command button on the transmitter.
3. If necessary, confirm in accordance with the instructions on the screen.
  - ✓ Information (if available) is displayed.

### Display Memo contents

Displays the following information on a Memo plugged into the Codemaster S2:

- Operator type
- Device type
- Memo serial number
- Serial number of the device
- Free memory / reserved memory

1. Plug the Memo into the Codemaster S2.
2. Tap "Display Memo contents".
  - ⇒ Memo contents are read out
  - ✓ Information (if available) is displayed.

### Delete Memo

Deletes all the transmitter data saved on the Memo.

1. Tap "Delete Memo"
2. Plug the Memo into the Codemaster S2.
3. Tap "Delete Memo"
  - ✓ Memo data are deleted.

## 5.10 Factory programming

Allows you to programme transmitters to a Memo without subsequently managing the device via Codemaster S2. The programmed device is not created in the Codemaster S2. It remains possible to programme transmitters to the system manually (via Teach-in button).

**Precondition:** Memo which is not already managed via Codemaster.

1. Tap "Factory programming" and follow the instructions.
2. Select device type.
3. Tap "Start" and then "Next".
4. Enter the desired transmitter configuration and tap "Next".
5. Follow the instructions on the screen.
  - ⇒ Data are saved to the Memo
  - ⇒ A message confirming that saving was successful appears.
6. Tap "OK".
7. Send data to receiver, see **"5.8 Sending data to receiver" on page 16**
  - ✓ The transmitters are now ready for operation in the system.

# 6. SOMMERsuite

## 6.1 Description

The SOMMERsuite is a software program for the management of the **SOMMER** products SOMlink and Codemaster S2. Updates can be carried out and data backup created.

The following options are available for both devices:

## 6.2 Updater

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

## 6.3 Backup



### NOTE

- ▶ The operator of the Codemaster S2 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 S2 and saves it to the computer.

### Restore backup function:

Restores previously created data backups on the Codemaster S2.

## 6.4 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

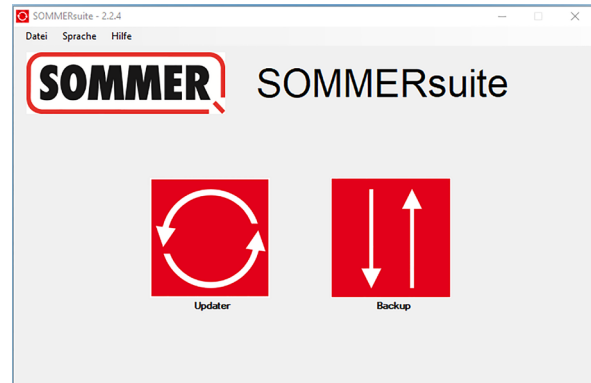
## 6.5 Installation

[som4.me/sommersuite](http://som4.me/sommersuite)

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

## 6.6 Updater

1. Start SOMMERsuite.

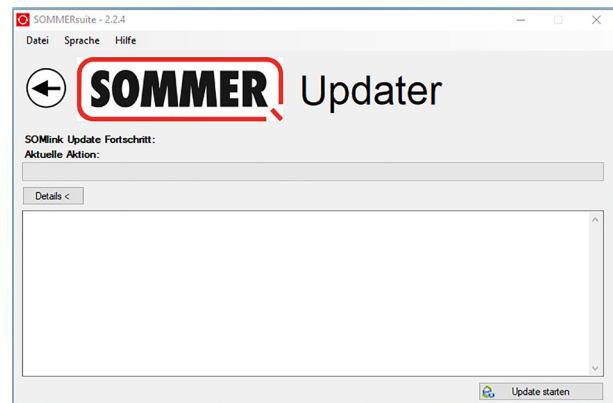


2. Select the "Updater" button.

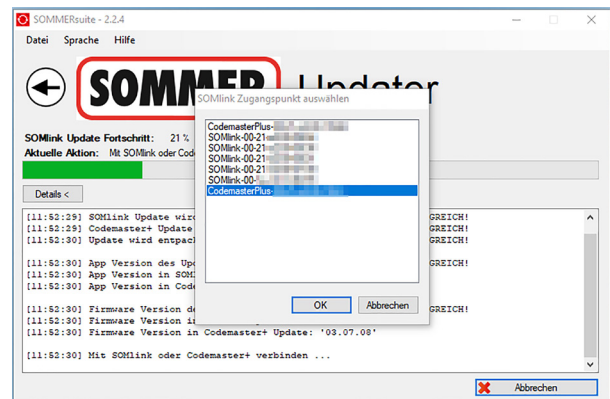


### NOTE

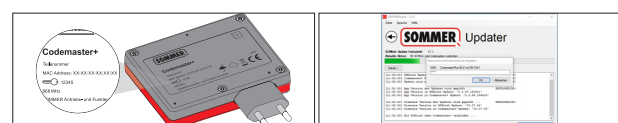
- ▶ Internet connection must be established!



3. Click "Start update".

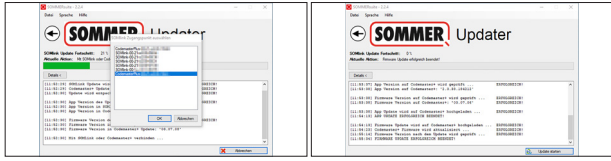


4. Select the device on which the update is to be installed.



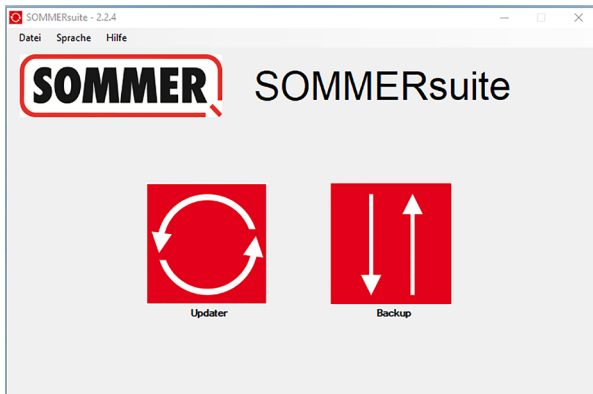
5. Where applicable, enter password and confirm with "OK".

# 6. SOMMERsuite

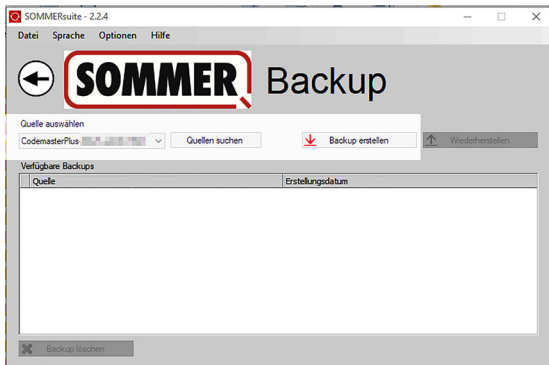


⇒ The update process runs automatically.

## 6.7 Creating backup

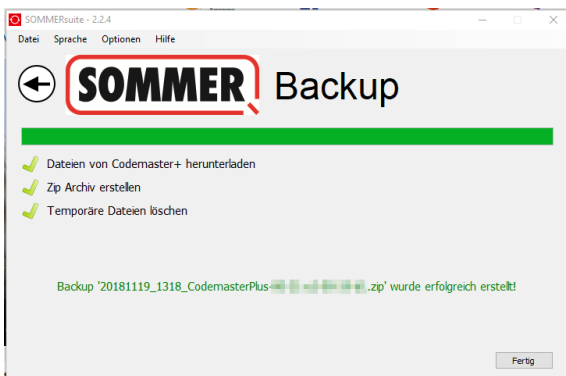


6. Select the "Backup" button.



7. Select the device for which data backup is to be performed.

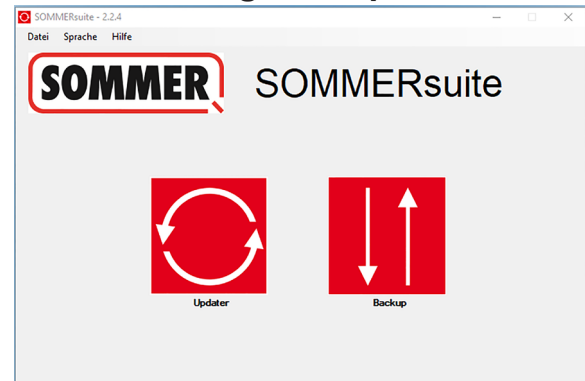
8. Click "Create backup".



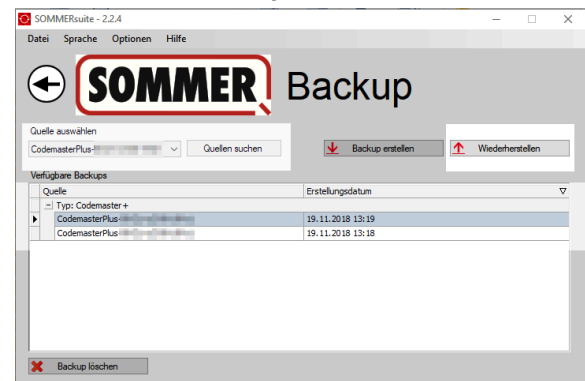
⇒ The backup process runs automatically

⇒ Data set appears in the list

## 6.8 Restoring backup



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".



⇒ Data are transferred to the device.

✓ Backup was restored

## 6. SOMMERsuite

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**SOMMER Antriebs- und Funktechnik GmbH**

Hans-Böckler-Straße 27  
73230 Kirchheim/Teck  
Germany

[info@sommer.eu](mailto:info@sommer.eu)  
[www.sommer.eu](http://www.sommer.eu)

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