

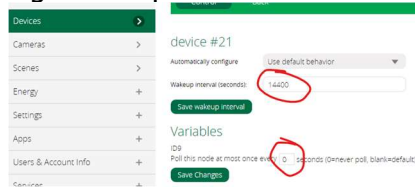
**Device – Ecolink TILT-ZWAVE2.5-ECO Garage Door Tilt Sensor (Battery: CR123A or CR17345 Lithium 3v)**

- To pair:
  - o Method 1: <https://discoverecolink.com/kb/tilt-sensor-pairing-with-vera/>
  - o Method 2: <https://community.getvera.com/t/ecolink-zwave-garage-door-tilt-sensor-tilt-zwave2-issue/197128/7>
  - o I used Method 1 and "Generic Z-Wave device", but added steps from Method 2:
    - device\_type* - urn:schemas-micasaverde-com:device:DoorSensor:1
    - device\_file* - D\_DoorSensor1.xml
    - device\_json* - D\_DoorSensor1.json
    - category\_num - 4
    - subcategory\_num – 1

Under Apps > Develop Apps > Test Luup Code, type in the command,  
`luup.attr_set("invisible", "1", "_Device ID)`  
 where *\_DeviceID* equals the device ID of the child device whose name begins with ' \_'  
 Press GO.

- o Reload the Luup engine through the *Settings > Z-wave settings>Advanced> Reload Engine*
- o Tried the *Ecolink Door and window sensor* (as compared with "Generic Z-Wave device") but it didn't make any difference.
- o Test by flipping sensor up (or down) and watch for LED to flash. Vera should report door is open or not. (only way to see this is to have an scene trigger and notification from scene)
- o After Vera recognizes the new device, then specify Name and Room.

- Settings:
  - Set wakeup interval to every 4 hours (14400 sec)
  - Polling value: poll this node at most once every 0 seconds (0 for no polling)



- o Advanced: Nothing to change here.
  - Note the device type is: *urn:schemas-upnp-org:device:DoorSensor:1*
- o Device Options: nothing to change
  - Parameters (default values acceptable):

Param	Bytes	Val	Deflt	value
1	1	0x00	0x00	0x00 – do NOT send Basic Sets to Node IDs in Association Group 2 0xFF – Sends basic sets of 0x00 to Node IDs in Association Group 2
2	1	0x00	0x00	0x00 – sends Sensor Binary Reports when sensor is faulted and restored 0xFF – Sens only Notification Reports and NOT Binary reports when faulted

- o Logs: nothing to change.
- o Notifications: Nothing to change.
- o Scenes: nothing to change.