

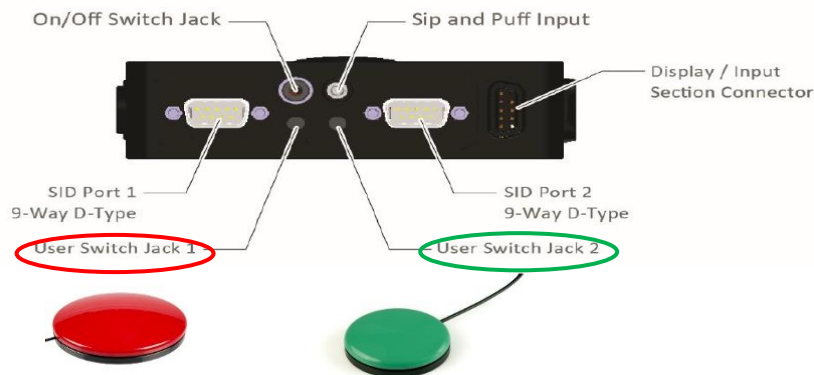
- Buddy Button Usage

A buddy button can be used to replace the User Switch sensor of CoMoveIT Smart.

Make sure that the User Button is connected on the appropriate port in Omni2 module.

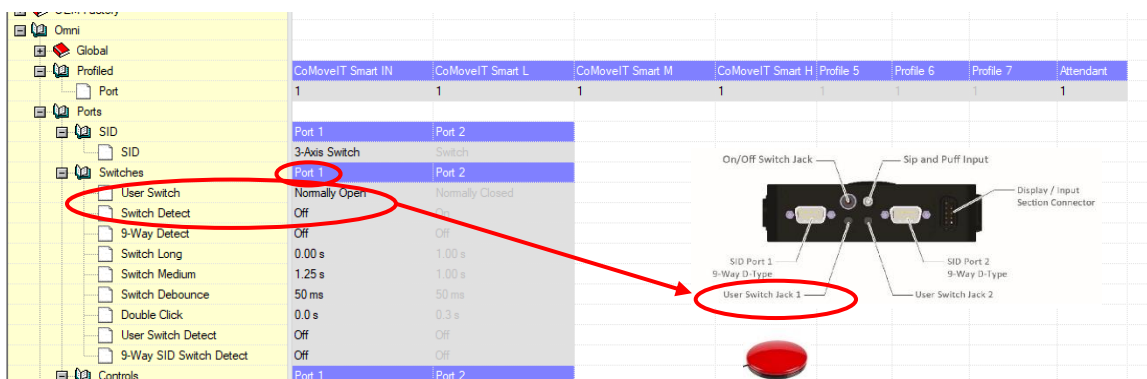
If CoMoveIT Smart is connected in **SID Port 1** of Omni2, the User Button must be connected in **User Switch Jack 1 (U1)** of Omni2.

If CoMoveIT Smart is connected in **SID Port 2** of Omni2, the User Button must be connected in **User Switch Jack 2 (U2)** of Omni2.



Additionally, you must identify the type of your Buddy Button. A Buddy Button can be either “Normally Open” type or “Normally Closed Type”.

The type of the Buddy Button must be set accordingly in the Rnet programming software in the **Omni** tab, section **Switches**, setting **User Switch**.



The screenshot shows the Rnet programming software interface. On the left, a tree view shows the configuration hierarchy: Omni > Ports > SID > Switches > User Switch. The 'User Switch' option is selected and circled in red. The main window displays a table for configuring switches for Port 1 and Port 2.

	Port 1	Port 2
3-Axis Switch	Switch	Switch
User Switch	Normally Open	Normally Closed
Switch Detect	Off	Off
9-Way Detect	Off	Off
Switch Long	0.00 s	1.00 s
Switch Medium	1.25 s	1.00 s
Switch Debounce	50 ms	50 ms
Double Click	0.0 s	0.3 s
User Switch Detect	Off	Off
9-Way SID Switch Detect	Off	Off
Controls	Port 1	Port 2

On the right side of the screenshot, there is a diagram of the Omni2 module with a red button connected to User Switch Jack 1. A red arrow points from the 'User Switch' configuration in the software to the physical button in the diagram.



CoMoveIT

Remark

If the user switch is set up correctly as **Normally Open** or **Normally Closed**, and there is an error appearing on the Omni2 screen, ensure that **Switch Detect** and **User Switch Detect** are set to **Off**.