



Buttons **Setup**

- Pressing button toggles connection between normal (Gateway connected) and Bluetooth.
- Holding button restarts discovery and setup.

HOME

- Pressing button puts FloLogic into Home mode, ends any Bypass timers or Override inputs and turns the water on if it is off. If water is off this will rotate the valve no matter what mode the System is in (including faults, ext leak, etc.).
- Holding button reboots all connected components (valve/ CP / Connect)

AWAY

- Pressing button activates Away mode (or Delayed Away if programmed). Any running Bypass timer or Override input is allowed to continue until timer expires or input is released. System Mode light changes to Yellow indicating Away status.
- Holding button forces valve to close. Display on CP should read WATER.OFF.

TIMED BYPASS

- Pressing button activates timed Bypass mode. System Mode light changes to blinking indicating Bypass is active.
- Holding for 3 seconds Disables system (System Mode and Flow Status LEDs go dark).

LEDs

CONNECTION (RGB)

- Blinking Red – Ready to provision / pair with Gateway
- Solid Red – Attempting to connect to Gateway
- Solid White – Connected to Gateway, confirming internet connection
- Solid Blue – Attempting to establish secure connection to Azure cloud
- Solid Green – Connected to through Gateway to Internet and Azure
- Blinking Blue – Bluetooth mode is active

SYSTEM MODE (RGB)

- Solid Green – Home mode
- Solid Yellow – Away mode
- Blinking Green – Fast=Override, Slow=Bypass, Revert to Home when complete
- Blinking Yellow – Fast+Override, Slow=Bypass, Revert to Away when complete
- Blinking Red – Automatic shutoff (timer-based leak or activation of external leak input)
- Solid Red – Manual water shutoff by app user or at CP or Connect
- Blinking Blue – Valve not detected / not communicating
- OFF – System Disabled

FLOW STATUS (RGB)

- Solid Green – No flow (above Driprate)
- Blinking Blue – Flow detected(between Driprate and High Flow value)
- Solid Blue – Flow above High Flow value
- OFF – System Disabled