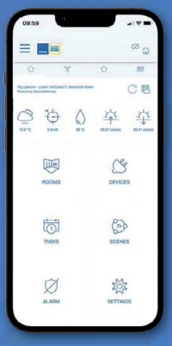
75 YEARS OF INNOVATION.

Eltako 1949-2024

GFA5 APP



SHADING ACTUATORS

SET-UP INSTRUCTIONS FOR SHADING ACTUATORS AND GFA5 APP

QUICK SETUP GUIDE

Eltako

PROFESSIONAL SMART HOME

CONTENT

TEACH-IN - RUNTIMES – SCENES – SCHEDULES

1. THESE ACTUATOR TYPES ARE COMPATIBLE WITH MINISAFE2:

FSB61 / FSB14 / TF61J-230V / FJ62 / FSB71 / FTA65J / FTA55J / TF-TA65J / FRM60 will not be dealt with in detail here since their end positions are set on the motor.

2. TEACH-IN

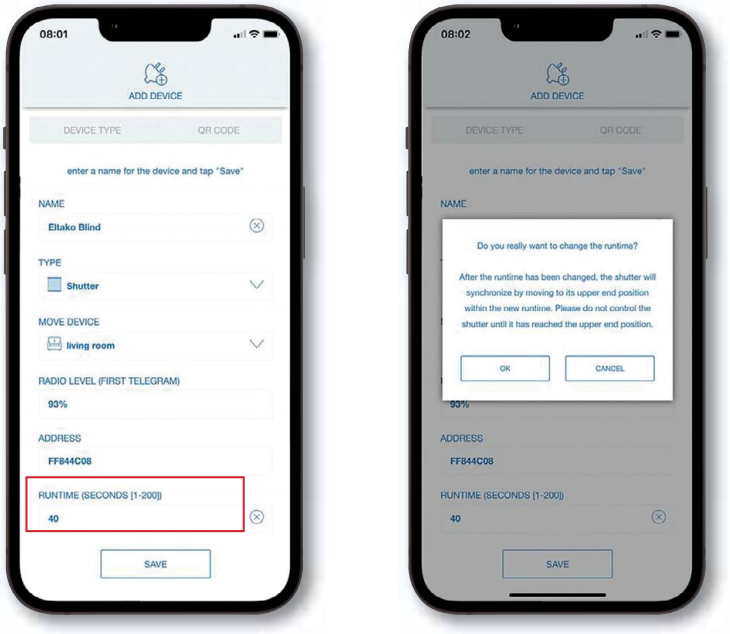
Check that the motor wires (up and down) are connected to the correct terminals! A shading actuator in MiniSafe2 must first be taught in before it is used. Carry out the teach-in procedure on the device itself. Each device has a different teach-in procedure. The teach-in dialogues in the GFA5 app guide you step by step through each procedure. If the device was already used, first reset it, see **"Resetting to factory settings"**.

First create an account in the GFA5 app and log in. The entry **"ADD DEVICE"** in the main menu (top left) starts the teach-in process. Enter the device type in the search window and then select a device from the devices listed. The next steps are described in detail in dialogue texts in MiniSafe2 and are different for each device. After a pairing process is successfully confirmed in the app, assign a device name so that you can find it later in the app.

3. SETTING RUNTIME IN THE GFA5 APP

At the end of the teach-in process, determine and enter the runtime. The runtime is measured **from bottom to top** since it always takes longer than the runtime in the opposite direction. This time also includes the time taken for the lamella (slats) to close. You can always correct an inaccurate input later.

Tap the **SAVE** button to start a reference run. When it ends, the correct end position is synchronised in the GFA5 app.



4. BASIC INFORMATION ON RUNTIME (ACTUATOR RUNTIME VS GFA5 APP RUNTIME)

You should set the runtimes correctly to ensure precise position control. Enter the runtime correctly on the actuator itself and in the GFA5 app under **SETUP/ ROOMS/ROOM NAME/DEVICE NAME**.

Please note the following:

- Stored runtime in the actuator >= real runtime: select the next longer settable time. It need not be precisely the same - longer is also possible. This time is used in the feedback sent immediately after end positions are reached.
- Stored runtime in the GFA5 app >= real runtime (which the shading element actually requires). If possible, the time you enter should be the same as the real runtime. If the device fails to adhere to the times specified, the functionality of the device may be impaired. The settings are explained in more detail in the subsections below.

5. SETTING THE RUNTIME IN THE ACTUATOR

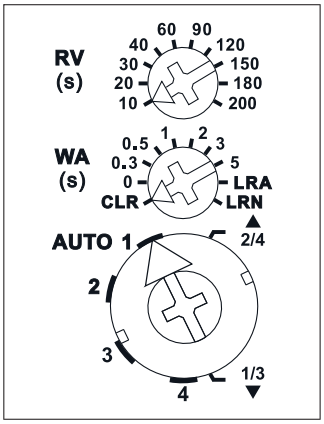
Make absolutely sure that the set time is greater or equal to the actual time.
Check: To check the setting, operate the actuator using the local control input or a taught-in push-button.
The shading element should first move from closed to open position without stopping.
The actuator may only switch after it reaches end position.

FSB14: The runtime setting on this actuator is also based on the teach-in procedure. Set the runtime using the upper rotary switch (between 10 and 200 seconds). The middle rotary switch determines the turning function and the lower rotary switch selects the operating mode (recommended: position 2 or 3).

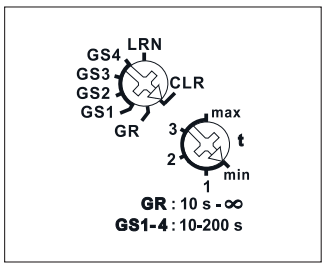
FSB61: The runtime setting on this actuator is based on the teach-in procedure. The lower rotary switch sets the runtime duration measured from bottom to top. You can select a time between 10 and 200 seconds. The upper rotary switch remains in the position assumed by the teach-in procedure, in most cases GS1.

FJ62 / TF61J-230V / FTA65J / FTA55J / TF-TA65J: Start a radio pushbutton or a wired push-button by tapping **"Close"**. When the shading element reaches the bottom end position, unlock the teach-in mode with a radio pushbutton that is already taught in (not a central control push-button) or the local pushbutton. Tap 4 times briefly and once long (> 2 seconds). Start the **"Open"** direction on a radio push-button that is already taught in (not a central control pushbutton) by tapping long (> 2 seconds). After the shading element reaches the upper end position, tap the push-button briefly. The runtime is saved as the new off-delay time. Teach-in mode is then locked automatically.

Function rotary switches



Function rotary switches

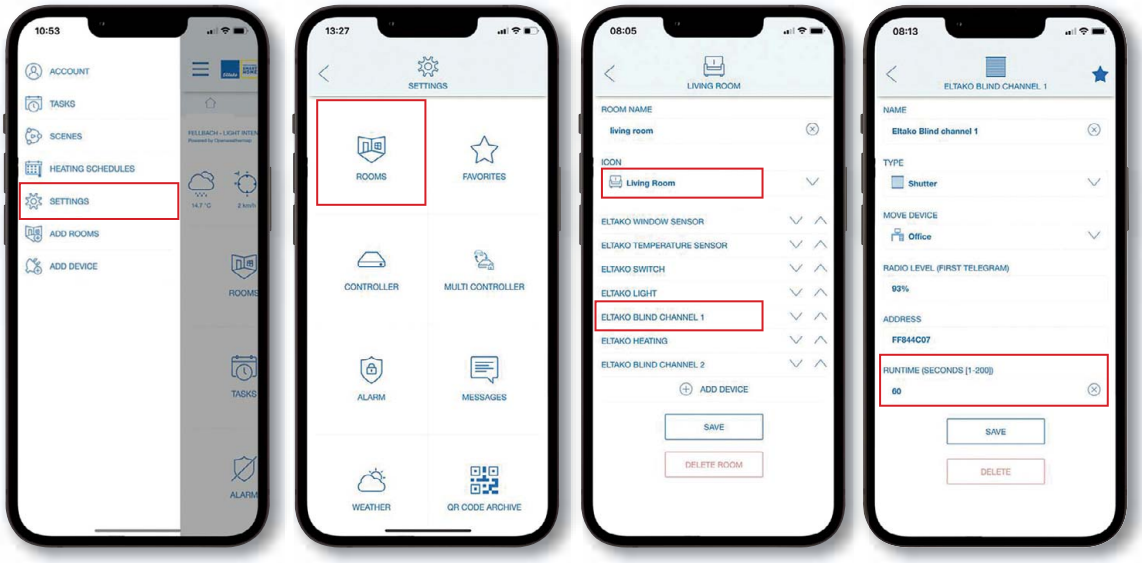


6. SETTING RUNTIME IN THE GFA5 APP LATER

After setting the time on the actuator, check again the runtime setting in the GFA5 app under **SETUP/ROOMS/ROOM NAME/DEVICE NAME**. This time should be the actual runtime from bottom to top stopped with the push-button. It can be changed and corrected at any time. The time entered should correspond as closely as possible to the real runtime of the shading element; if in doubt, select a slightly longer time.

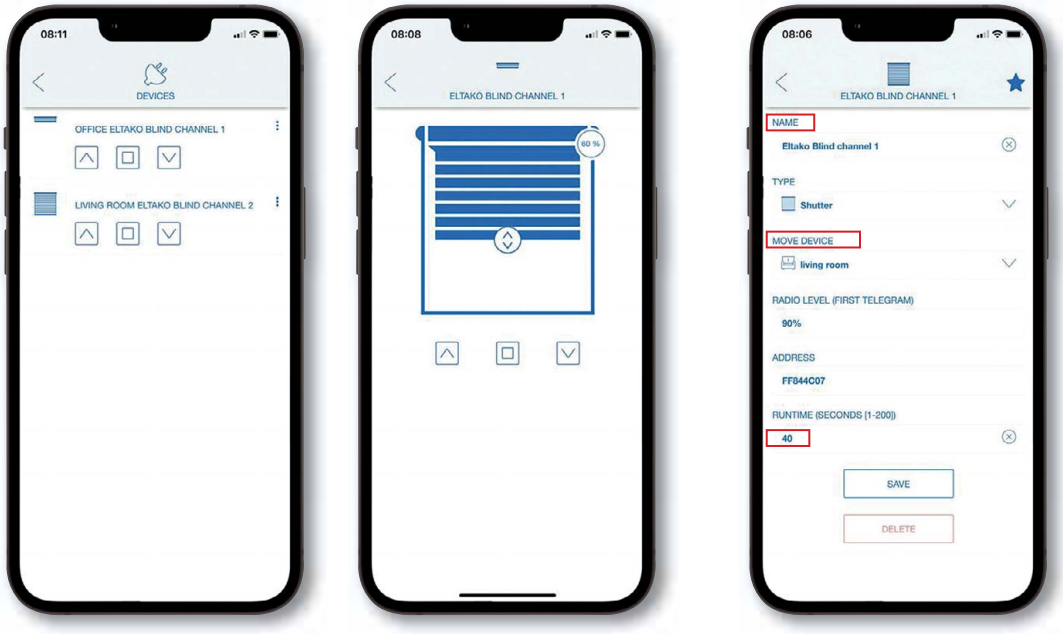
Note the following relationships:

- If the set time is less than the real runtime, the shading element will not close or open completely.
- If the set time is significantly longer than the real runtime, there will be an unnecessary delay in the end position/position message. In addition, the positions approached will not correspond to the actual positions since the basis for calculating the percentage control is the time stored in the app.



7. OPERATION AND DEVICE PROPERTIES

In the start menu, you can operate devices by using the **DEVICES** or **ROOMS** tiles. The three dots at the top right open an extended view where you can also select a percentage target position. At the end of each run, the current position of the shading element is displayed as a percentage.
You can **only** make changes in **SETUP/ROOMS/ROOM NAME/DEVICE**. The actuator type for external blinds can also be changed here to create additional switching elements for slat pivoting.

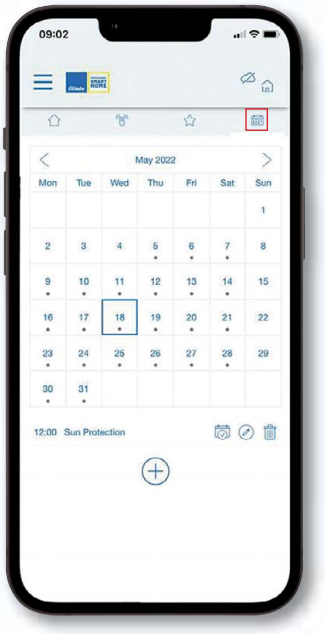


8. SCENES AND GROUP CONTROL

Scenes trigger several shading actuators at the same time. Go to the **MAIN MENU** and select **SCENES** to create, edit, copy and delete scenes. Add the devices you want and select a switching state in **ACTIONS**. If a turning function/slat povoting is desired for external blinds at the end of the drive, first insert the desired actuators with the target positions, then a sufficient pause (e.g. 60 seconds) and expand the scene for each actuator with the entry 'Step up' or 'Step down'. Scenes you created are displayed in the start view under **SCENES**. There, you can trigger scenes by tapping the play icon.

9. SCHEDULES (TIME OR ASTRO WITH CALENDAR FUNCTION)

Automatic time functions for shading actuators are executed by means of a task function. Go to the **MAIN MENU** and select **TASKS** to create copy and edit tasks. To trigger a task at a fixed time, select the trigger **TIMER** (time) or **ASTRO** (to adjust variably to sunrise and sunset times). You can define individual days and active time periods. Add the devices you want and select a switching state in the **THEN** assignment. Time rules are also displayed under the calendar function where you can deactivate, change or delete them.



10. TASK PARAMETERS IN THE GFA5 APP

Create automatic functions in the **TASK** control function. This section describes the structure of parameters and how to handle them.

ACTION
The top section lists the days when each task is executed together with their start and end dates. You can also activate or deactivate a task manually.

IF
Enter at least one trigger under IF. For example, this may be a time or a sensor (weather station). If you enter several triggers, they are logically **OR**-linked.

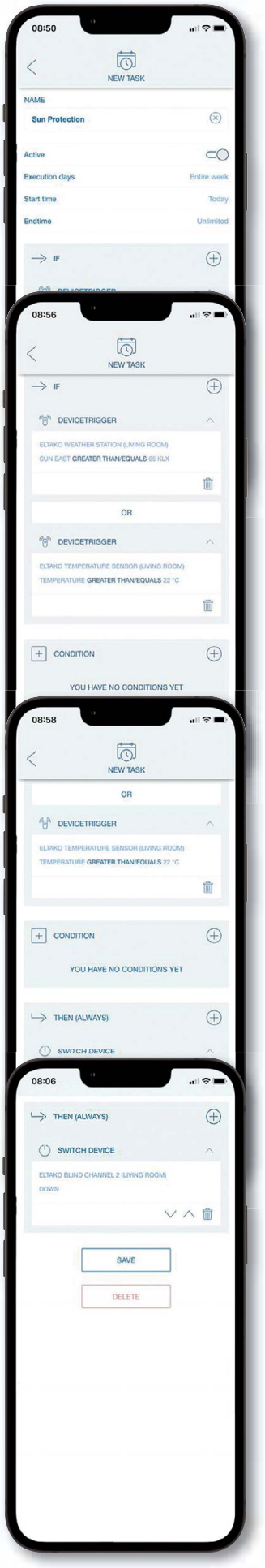
TRIGGER EVENTS
If a task should only be executed under certain conditions (trigger events), they can be checked beforehand. Trigger events include e.g. time periods, states of sensors or actuators.
You can select whether several trigger events are checked for either logical **AND** or **OR** links (e.g. window must be closed).

THEN
If the trigger event and the logic check are fulfilled when the **IF** signal is received, the assigned action is executed under **THEN** (e.g. lower blind.)

OTHERWISE
If the trigger event and check are not fulfilled, alternative actions can be executed under **OTHERWISE** (e.g. send push message)

THEN (ALWAYS)
THEN (ALWAYS) is always executed without a trigger event check.

In our example, the blind is only lowered when the sunlight is > 64 klux, the window contact is closed **AND** the room temperature is > 22°C. **OTHERWISE** and **THEN** (ALWAYS) were not defined.

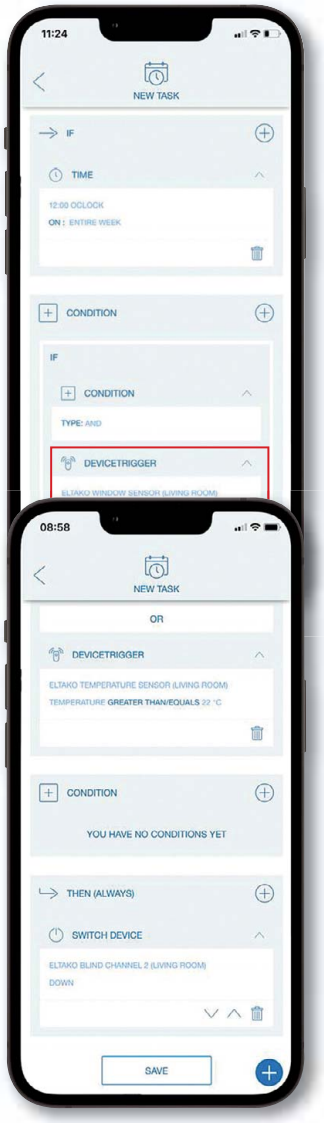


11. LOCK-OUT PROTECTION (DIRECT OR IN TASKS)

If wireless window contacts are taught directly into shading actuators, you can provide additional lock-out protection (for example, at the patio door). This prevents an automated control in a **"Central Down"** command from accidentally locking out an occupant who may be outside.

IF *window is open* THEN *lock shading actuator*. Which command is blocked (e.g. Central Down, controller or local) mainly depends on the device properties and its settings in the actuator.

You can also set up a lock-out protection in the control function (Tasks). In this case, add the radio window contacts that must be checked under **TRIGGER EVENTS** and considered when the task is invoked.



12. RESETTING TO FACTORY SETTINGS

You can reset the factory settings on the device using the following procedures:

ELTAKO FSB61: Turn the upper rotary switch to CLR. The LED flashes rapidly. Turn the upper rotary switch to right stop (turn clockwise) and back 3 times within 10 seconds. The LED stops flashing and goes out after 2 seconds. All taught-in sensors are cleared.

ELTAKO FSB14/ FSB71: Turn the middle rotary switch to CLR. The LED flashes rapidly. Turn the upper rotary switch to right stop (turn clockwise) and back 3 times within 10 seconds. The LED stops flashing and goes out after 2 seconds. All taught-in sensors are cleared.

ELTAKO FJ62 / TF61J-230V / FTA65J / FTA55J / TF-TA65J: Switch the power on and off. Tap a wireless push-button which is already taught in (but not the central control button) or the local push-button briefly 8 times and once long (<2 seconds). Clear is indicated by a short "Down, Stop" signal.

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