FARADITE

TAP5 CRESNET MANUAL

COU-TAP5-CRES

V0.1

Contents

Introduction

TAP-5- CresNet comes in two variants:

ORE which is crafted from solid brass and meticulously hand-finished in the UK, the TAP-5 ORE is a statement switch designed for the most discerning Crestron installations. Its striking 8mm-thick brass faceplate delivers timeless elegance, while beneath the surface lies powerful Crestron Connected® intelligence.

ALPHA are beautifully formed plastic front plates which still feature the same powerful automation features.

Designed for seamless integration with **Crestron** and **Crestron Home®**, TAP-5 gives integrators exceptional flexibility through five capacitive touch buttons, supporting single tap, double tap, and long-press functionality. Subtle, adjustable status LEDs provide crisp visual feedback, elegantly highlighting active scenes, lighting states, or system notifications.

An integrated temperature sensor*, day/night modes, and programmable LED alerts enhance both comfort and awareness throughout the home. Compatible with standard UK and EU single-gang backboxes, and available with bespoke engraving, TAP-5 combines architectural beauty with uncompromising control.

Key Features

- Solid, 5 button plate.
- Full Crestron Home® button logic supported.
- Advanced joins available for custom Crestron projects.
- Control your lights, lighting scenes, blinds, curtains, and more.
- Integrated temperature sensor*.
- Adjustable status feedback LEDs for subtle, sharp illumination of the selected scene or lighting circuit status.
- LED notification options to notify users of other actions on the Crestron system.
- Capacitive touch technology.
- Day / Night mode.
- Custom engraving available.

*Temperature sensor not available when used within Crestron Home®

Temperature Sensor

Mounted to the bottom edge of all compatible TAP-5 front plates is a temperature sensor. We have created a small air gap near the temperature sensor to allow air flow across the sensor and ensure accurate temperature sensing of the air in the room.

Corner Status, Notification and Orientation halo.

The outer edge of the coupler features embedded RGBW LEDs that are configurable for various uses on the switch. These LEDs can be used for 3 core functions; Orientation LED's, Status feedback LEDs and Notification LEDs.

The three various LED control methods each have a priority level.

Orientation LEDs **(Priority lowest)** can be configured to glow to help users find the switch in a darker room and to provide a visual enhancement.

The Status feedback LEDs **(Priority middle)** allow each of the four corners to illuminate independently and are intended to indicate which lighting scene is active or in the case of controlling individual circuits the

ON/OFF status of that channel . The integrator can choose from a range of RGB/W colours for the status feedback LEDs. The status feedback LEDs can be controlled by the status of the function configured on that button in Crestron home or in SIMPL they can be controlled via a separate join.

Notification LEDs (see Notification LEDs) **(Priority highest)** are used to alert users to other actions around the system. Theoretically these can be linked to anything in the system but a typical example might be to link it to the doorbell. When the doorbell is pressed, the notification LEDs can flash green for 1 minute to visually alert users that there is someone at the door. A second notification could be configured to flash red when the front gate is open, for example. If a notification is active then this overrides any status feedback LEDs.

When using night mode, it is possible for all three types of LED control to set different brightness levels for day and night for all three types of LED control.

Buttons

Join Name	Behaviour
DblTap_XXX_XXX_Disable Digital Input - #31-35 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center	If <**DblTap_XXXXX_Disable**> input is Low then the <**DblTap_XXXXX**> output will pulse if there are two consecutive taps. If <**DblTap_XXXXX_Disable**> input is High then the <**DblTap_XXXXX**> output will do nothing. **High/1** = Double tap output disabled **Low/0** = Double tap output enabled **Default (on device power-up):** Low/0 = Enabled
WaitForDblTap Digital Input - #41	Determines whether a "Tap" should be sent immediately on the release of the button, or if the unit should wait until a "DblTap" event occurs. **High/1** = The user will incur a slight delay before seeing the Tap, but when a DblTap occurs, there will be no Tap event. **Low/0** = The user will see the quickest response from the Tap event, but will also see a Tap event prior to each DblTap event. **Default (on device power-up)**: Low/0
LED_XXX_XXX Digital Input - #51-55 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center HALO	Turns ON/OFF the status feedback LED of the corresponding corner, the LED is ON for as long as the input is High. **High/1** = Turn ON corner status feedback LED at <Brightness_Buttons> in the <**Color_XXXX**> **Low/0** = Turn OFF corner status feedback LED **Default (on device power-up)**: Low/0.
Brightness_Buttons Analog Input - #31	Sets the brightness percentage of the status feedback LEDs. **Min:** 1d **Max:** 100d **Default (on device power-up):** 70d Out of the range values are ignored.
Brightness_Buttons_Night	Sets the brightness percentage of the status feedback LED when

Analog Input - #32	<**Night_Mode_Enable**> input is High. **Min:** 1d **Max:** 100d **Default (on device power-up)**: 5d Out of the range values are ignored.
Color_XXX_XXX Serial Input - #1-4 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center Halo	Sets the color of the corner status feedback LEDs in RGB HEX string format (RRGGBB). The keypad has RGBW LEDs; when set to FFFFFF the keypad will use the white led to create a crisp white light. **Default:** (FFFFFF) White The values with the wrong format are ignored.
Color_Center_HALO Serial Input - #5	Sets the color of the HALO status feedback LEDs in RGB HEX string format (RRGGBB). The keypad has RGBW LEDs; when set to FFFFFF the keypad will use the white led to create a crisp white light. **Default:** (FFFFFF) White The values with the wrong format are ignored.
Press_XXX_XXX Digital Output- #1-5 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center	When the button is pressed, the output will go High, when the button is released the output will go Low. **High/1** = Button pressed **Low/0** = Button released
Hold_XXX_XXX Digital Output- #11-15 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center	When the button is pressed, the output will go High after the long press <**HoldTime**> has passed, it will then go Low when the button is released. **High/1** = Button held **Low/0** = Button released
Tap_XXX_XXX Digital Output- #21-25 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center	When the button is pressed the output will not change, but if the button is released after a duration less than the <**Hold_Time**> then the output will pulse High. If <**DblTap_XXXXX_Disable**> is Low and <**WaitForDblTap**> High then there will be a short delay after the release of the button before the output pluses High and if a double tap is detected the output will not pulse. If <**DblTap_XXXXX_Disable**> is Low and <**WaitForDblTap**> Low then there will be no delay before reporting the tap and each tap will be reported. If <**DblTap_XXXXX_Disable**> is High and <**WaitForDblTap**> High or Low then there will be no delay before reporting the tap and each tap will be reported **High/1 (pulse)** = On button release following a short tap.

DblTap_XXX_XXX Digital Output- #31-35 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center	If <**DblTap_XXXXX_Disable**> input is Low then the <**DblTap_XXXXX**> output will pulse if there are two consecutive taps. If <**DblTap_XXXXX_Disable**> input is High then the <**DblTap_XXXXX**> output will do nothing. **High/1 (pulse)** = On button release following second "Tap"

Notifications

Join Name	Behaviour
LED_Notification_X_HALO Digital Input - #61-63 X = 1 HALO X = 2 HALO X = 3 HALO	Turns ON/OFF the notification HALO, the HALO is ON at the <**Brightness_Notfication_HALO**> brightness (assuming <**Night_Mode_Enable**> is Low, otherwise <**Brightness_Notfication_HALO_Night**> brightness will be used) in the <**Color_Notification_X_HALO**> colour with the <**Notification_X_HALO_Effect**> effect for as long as the input is High. **High/1** = Turn ON notification **Low/0** = Turn OFF notification Each notification has independent settings; all 3 notifications can't show at once and so there is therefore a priority where Notification 1 is the highest priority. **Default (on device power-up):** Low/0.
LED_Orientation_HALO Digital Input - #64	Turns ON/OFF the orientation HALO, the orientation HALO is ON at the <**Brightness_Orientation_HALO**> brightness (assuming <**Night_Mode_Enable**> is Low, otherwise <**Brightness_Orientation_HALO_Night**> brightness will be used) in the <**Color_Orientation_HALO**> colour for as long as the input is High. **High/1** = Turn ON orientation HALO **Low/0** = Turn OFF orientation HALO **Default (on device power-up):** Low/0.
Brightness_Notification_HALO Analog Input - #33	Sets the brightness percentage of the notification HALO LEDs. **Min:** 1d **Max:** 100d **Default (on device power-up):** 80d Out of the range values are ignored.
Brightness_Notification_HALO_Night Analog Input - #34	Sets the brightness percentage of the notification HALO LED's when <**Night_Mode_Enable**> input is High. **Min:** 1d **Max:** 100d **Default (on device power-up):** 5d Out of the range values are ignored.
Notification_X_HALO_Effect Analog Input - #41-43 X = 1 HALO X = 2 HALO X = 3 HALO	Sets the notification effect. **0**,HALO_ROTATE **1**,FLASH **2**,PERMANENTLY_ON **Default (on device power-up) :** 0,HALO ROTATE
Color_Notification_X_HALO Serial Input - #21-23	Set the color of the notification HALO in RGB HEX string format (RRGGBB). The keypad has a RGBW LEDs; when set to FFFFFF the keypad will use

X = 1 HALO X = 2 HALO X = 3 HALO	the white LED to create a crisp white light. **Default**: (FF0000) Red The values with the wrong format are ignored.

General

Join Name	Behaviour
Global_LED_Disable Digital Input - #71	Global enable for all LEDs, mainly used to turn off indicators during the night. **High/1** = Disable all LEDs **Low/0** = Enable all LEDs **Default (on device power-up):** Low/0.
Night_Mode_Enable Digital Input - #72	Global LEDs night mode: when High, the Night mode brightness joins are used for setting the brightness **High/1** = Night mode enabled **Low/0** = Night mode disabled **Default (on device power-up)**: Low/0
Cleaning_Enable Digital Input - #81	Cleaning mode, used to disable the capactive touch buttons to enable cleaning. **High/1** = Disable all buttons for cleaning **Low/0** = Enable all buttons after cleaning **Default (on device power-up):** Low/0
DblTapSpeed Analog Input - #1	The speed the user needs to press a button to trigger a double press output to pulse High. **0**,MEDIUM **1**,SLOW **2**,FAST **Default (on device power-up):** 0,MEDIUM
HoldTime Analog Input - #2	Sets the time in milliseconds after which Hold output goes High. **Min:** 300d **Max:** 1000d **Default (on device power-up):** 300d Out of the range values are ignored.
Brightness_Orientation_HALO Analog Input - #35	Sets the brightness percentage of the orientation LED HALO. **Min:** 1d **Max:** 100d **Default (on device power-up):** 20d Out of the range values are ignored.
Brightness_Orientation_HALO_Night Analog Input - #36	Sets the brightness percentage of the orientation LED HALO when <**Night_Mode_Enable**> input is High.

	Min: 1d **Max:** 100d **Default (on device power-up):** 1d Out of the range values are ignored.
Color_Orientation_HALO Serial Input - #11	Set the color of the orientation HALO in RGB HEX string format (RRGGBB). The keypad has a RGBW LEDs; when set to FFFFFF the keypad will use the white LED to create a crisp white light. **Default**: (FFFFFF) White The values with the wrong format are ignored.
Tamper Digital Output - #91	If the front plate is removed during operation the output is High else its low. **High/1** = Front plate removed **Low/0** = Front plate attached **Default (on device power-up)**: Low/0

Temperature

Join Name	Behaviour
Temperature_Resend_Method Analog Input - #11	Sets method for sending the temperature sensor updates. **0,**DISABLED **1,**CHANGE_OF_VALUE **2**,CYCLICAL **3**,CYCLICAL_AND_CHANGE_OF_VALUE **Default (on device power-up):** 0 DISABLED Out of the range values are ignored.
Temperature_C_OR_F Analog Input - #12	Sets the temperature sensor scale. **0**,CELSIUS **1**, FAHRENHEIT **Default (on device power-up):** 0, CELSIUS Out of the range values are ignored.
Temperature_Resend_Delta Analog Input - #13	Sets the delta change in temperature required to send a temperature sensor update; only relevant if <**Temperature_Resend_Method**> is set to "CHANGE_OF_VALUE" or "CYCLICAL_AND_CHANGE_OF_VALUE" **Min:** 2d (0.2 C/F) **Max:** 100d (10 C/F) **Default (on device power-up):** 5d (0.5 C/F) Out of the range values are ignored.
Temperature_Resend_Period Analog Input - #14	Sets the period in seconds between temperature sensor updates, only relevant if <**Temperature_Resend_Method**> is set to "CYCLICAL" or "CYCLICAL_AND_CHANGE_OF_VALUE"

	Min: 5d **Max**: 3600d **Default (on device power-up): 60d** Out of the range values are ignored.
Fake_Feedback_XXX_XXX Analog Input - #21-25 XXX_XXX = Top_Left XXX_XXX = Top_Right XXX_XXX = Bottom_Left XXX_XXX = Bottom_Right XXX_XXX = Center HALO	Turns ON/OFF the corner status feedback LED after / during the touch of a button. It is used to speed up the response time of status feedback LED to a touch. **0,DISABLED** - Status feedback LED is controlled exclusively by the <**LED_XXX_XXX**> join where XXX_XXX is the button name **1,ON_AFTER_TOUCH** - Status feedback LED turned ON after being touched, perfect for a scene activation button. **2,OFF_AFTER_TOUCH** - Status feedback LED turned OFF after being touched, perfect for an all-off lighting control button. **3,TOGGLE_AFTER_TOUCH** - Status feedback LED is toggled after being touched, perfect for a button toggling a lighting channel. **4,ON_DURING_TOUCH** - Status feedback LED is ON during the touch and defaults back to the <**LED_XXX_XXX**> join where XXX_XXX is the button name once the touch has ended, perfect for blind control. For options 1/2/3 the status feedback LED defaults back to the previous <**LED_XXX_XXX**> join value where XXX_XXX is the button name after <**Fake_Feedback _Duration**> unless the LED join value had been updated in the meantime, **Default (on device power-up):** 0,DISABLED Out of the range values are ignored.
Fake_Feedback_Duration Analog Input - #26	Sets the duration of time that the fake feedback is active before the status feedback LED defaults back to the join value. **Min:** 1 milliseconds **Max**: 20000 milliseconds **Default (on device power-up):** 3000 milliseconds Out of the range values are ignored.
Temperature Analog Output - #15	Room temperature measured by the keypads built-in sensor in °C or °F depending on the <Temperature_C_OR_F> input Range of 0d to 1500d translates to temperatures of 0.0°C/F to 150°C/F **Min:** 0d **Max:** 1500d