

# Using WallMote with SmartThings Hub.

Modified on: Tue, 25 Jul, 2017 at 7:27 PM

For users using SmartThings Hub, WallMote may require custom device type support until SmartThings adds native compatibility with the dual button controller.

**Notes** - Using the below device handler, you have a few options for control using the below SmartApps:

- Button Control
- CoRE
- Other scene based Smart App type applications.

Developer Eric Maycock has created a custom device type for WallMote Quad and Duo and published it to Github for the public to use it. (<https://github.com/erocm123/SmartThingsPublic/blob/master/devicetypes/erocm123/>  
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**SmartThings Hub Instructions for creating your own Device Handler:**

<http://docs.smarthings.com/en/latest/device-type-developers-guide/quick-start.html>

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**Recommended WallMote Quad Device Handler**

<https://github.com/erocm123/SmartThingsPublic/blob/master/devicetypes/erocm123/aeon-wallmote.src/aeon-wallmote.groovy> (<https://github.com/erocm123/SmartThingsPublic/blob/master/devicetypes/erocm123/aeon-wallmote.src/aeon-wallmote.groovy>) (by Eroc1231)

Follow the steps below:

1. Login to Web IDE and click on the "My Device Types" link on the top menu (login here: <https://graph.api.smarthings.com/> (<https://graph.api.smarthings.com/>))
2. Create a new Device Handler by clicking on "New Device Handler" button in the upper-right corner.
3. Click on "From Code."
4. Copy Eroc1231 code from Github, and paste it into the code section.
5. Click on "Save", then wait for the spinning wheel to stop.
6. Click on "Publish" -> "Publish for me"
7. Install it on your WallMote Quad by going to "My Devices" page in the IDE
8. Find your WallMote Quad.
9. Go to the bottom of the page for the current WallMote Quad and click on "Edit."
10. Find the "Type" field and select your device handler. (should be located at the bottom of the list as Aeon WallMote).
11. Click on "Update"
12. Save Changes