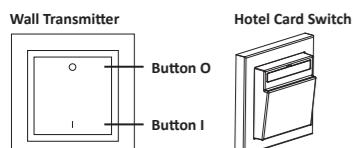


BASIC FUNCTIONS**FUNCTION 1 (MODE 1-10)****TWO-BUTTON OPERATION****MODE**

1	Press O button = Switch off Press I button = Switch on
2	Press O button = Switch on Press I button = Switch off
3	Press O button = Switch off after 3 min. Press I button = Switch on
4	Press O button = Switch off after 5 min. Press I button = Switch on
5	Press O button = Switch off after 10 min. Press I button = Switch on
6	Press O button = Switch off after 30 min. Press I button = Switch on
7	Press O button = Switch off after 3 min.
8	Press O button = Switch off after 5 min.
9	Press O button = Switch off after 10 min.
10	Press O button = Switch off after 30 min.

NOTES

- Mode 3-6 are suitable for movement sensors.
- Mode 7-10 are suitable for time-delayed power deactivation of sockets. A different radio transmitted with e.g. mode 1 is required to switch on!

FUNCTION 2 (MODE 1-8)**ONE-BUTTON OPERATION****MODE**

1	Press O button = Change-over
2	Press I button = Change-over
3	Press O or I button = Change-over
4	Press O button = Switch off
5	Press I button = Switch off
6	Press O or I button = Switch off
7	Press O button = Switch off Press I button = Change-over
8	Press O button = Change-over Press I button = Switch off

FUNCTION 3 (MODE 1-6)**JOG MODE****MODE**

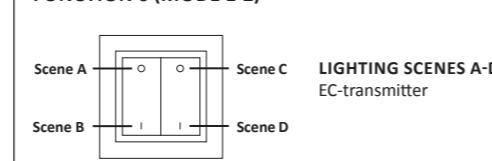
1	Press O button = Switch on Release O button = Switch off
2	Press I button = Switch on Release I button = Switch off
3	Press O or I button = Switch on Release O or I button = Switch off
4	Press O button = Switch on for 5s Release O button = Switch off
5	Press I button = Switch on for 5s Release I button = Switch off
6	Press O or I button = Switch on for 5s Release O or I button = Switch off

FUNCTION 3 (MODE 7-10)**HOTEL CARD**

Insert the hotel card	Switch on
Withdraw the hotel card	Mode 7-10

MODE

7	Switch off after 1 min.
8	Switch off after 3 min.
9	Switch off after 5 min.
10	Switch off after 10 min.

LIGHTING SCENES A-D**FUNCTION 6 (MODE 1-2)****LIGHTING SCENES A-D****MODE**

1	Short press O button = Switch on scene A Long press O button = Store scene A
2	Short press I button = Switch on scene B Long press I button = Store scene B
3	Short press O button = Switch on scene C Long press O button = Store scene C
4	Short press I button = Switch on scene D Long press I button = Store scene D

An additional radio transmitter is necessary to memorise and load a light scene. The radio transmitter must then be assigned to each receiver selected in the system, and the receiver programmed!

APPLICATION EXAMPLE: LIGHT SCENE**Programm receiver:**

- Assign transmitter to the receiver.
- Set function 6 and the desired mode.

Store light scene A-D:

- Switch on the required light scene (receivers)
- Press A-D button of the transmitter for longer than 2s. The lighting goes off and on as confirmation.

Select light scene A-D:

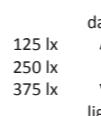
- Short press A-D button on the transmitter.

MOTION DETECTOR AND LIGHT SENSOR

Specifically functions 8 and 9 are suitable for movement detectors and light sensors. Movement detectors can be used with an integrated or external light sensor. The captured data are sent by RF signal to the receiver for evaluation. Assigning these in learn mode first allocates the following default functions:

Name	Default function
Light Sensor	Function 09 ⇒ Mode 04
Movement detector	Function 08 ⇒ Mode 11
Movement detector with integrated light sensor	Function 08 ⇒ Mode 04

NOTE: The function and mode can be changed when necessary (see PROGRAMMING).

Light value:

CAUTION!! When an internal delay time is counting down in the movement detector, the receiver's OFF time (modes 1-12) does not start until the OFF signal has been sent from the movement detector!

ENOCEAN SERVICE RLT (Slave)

The EnOcean Service RLT (RadioLinkTest) allows the operator to test the distance between an EnOcean transmitter (e.g. handheld transmitter 450 FU-HS 128) and a receiver.

This test is evaluated by the master. The receiver is used as a slave. This function is ideal for testing the suitability of the receiver's site before it is installed.

Short press (1s) MODE and LRN button simultaneously
Service RLT (Slave) activated LED LRN and MODE flash green and orange

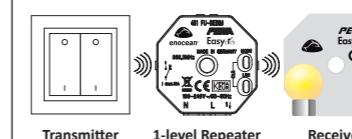
Short press (1s) MODE button
Idle state (LEDs off)

NOTE: The Service RLT ends automatically after 30 s or successful evaluation!

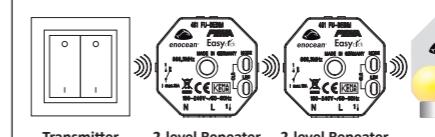
ENOCEAN REPEATER

Repeaters can be a very useful solution when there are problems with the reception quality. The receiver can be used as repeater. This solution does not require any further configuration. This function serves to increase the range between Easyclick radio transmitters and receivers.

ATTENTION! Too many repeaters are counterproductive and may cause collisions between telegrams.



In 1-level operation, a radio signal received from a radio transmitter will be passed on to the respective receiver. The receiver can not be cascaded in this mode. Repeated RF signals are not retrieved.



In 2-level operation, a radio transmitter's radio signal will be received and passed over a maximum of two repeaters to the respective receiver. In this mode, the receiver can be cascaded via two devices. This, however, should only be needed in rare and extreme building management cases.

Short press (1s) MODE and LRN button simultaneously
Service RLT (Slave) activated LED LRN and MODE flash green and orange

Short press LRN button x times: 1 = deactivated 2 = level 1 activated 3 = level 2 activated
LED LRN flashes orange (number = setting)

Short press (1s) MODE button
Idle state (LEDs off)

NOTE: The Service RLT ends automatically after 30 s!

