

1. SETTING THE 'SYSTEM CODE'

The module may be programmed with system-codes 1 to 32 to avoid interfering with neighbouring systems. This unit is factory set to System Code 1, please set a new code *before* programming the lighting controllers. To change the system code, press and hold the SETUP button until the red LED goes out (approx. 5 sec's). Next press the SETUP button a number of times to set the System Code e.g. 4 presses for System Code 4 etc.

5 seconds after the last button-press the LED will blink back the new System Code count.

2. PROGRAMMING EACH SWITCH

By default, the module will control Light Symphony Areas 1 to 4 but this can be changed...

Press and release the SETUP button once and the red LED will light. Next, operate the switch whose function you wish to change. The number of times the switch is operated will dictate its new function. For example, change the switch 6 times to select Area 6.

When using a rocker switch, count *each* switch-change; so switching from on to off, and from off to on, both count e.g. On-Off-On = Area 3. With a rocker switch, the start and end position of the switch is unimportant, only the number of changes count.

To set a switch as 'Whole Garden' operate the switch 30 times.

After no switch-changes for 5 seconds the LED will blink back the new Area code.

FACTORY RESET

To reset the unit to its factory settings press and hold the SETUP button continuously for 15 seconds. The switch will be restored to System Code 1 and Area's 1 to 4. The LED will go on and off while the button is held in, ignore this and just keep holding it pressed for 15sec's.

CHANGING BATTERIES

Once programmed, the configuration will not be lost if the batteries become flat or are removed. Towards the end of the battery's life the transmit range will reduce which will cause the unit's operation to become unreliable, this indicates replacement batteries are required.

CHANGING THE TIMER VALUE *

First, program the switch's Area code by following procedure #2 above. Immediately after the LED finishes blinking back the Area code, press the SETUP key 1 to 15 times to set a new time delay, each press represents 1 minute. The Timer setting is common to both switches.

TOGGLE CONTROL NOTE

If a single switch controls more than one lighting circuit then a missed command can cause the lighting controllers to become un-synchronised, where each 'Toggle' command would cause one receiver to switch on and the other to switch off, indefinitely. To remedy this, the module will automatically change from transmitting Toggle to On/Off commands if a switch is used more than 4 times in quick succession. After a 10s rest period Toggle mode will resume.



Environmental Information for Customers in the European Union

European Directive 2002/96/EC requires that the equipment bearing this symbol on the product and/or its packaging must not be disposed of with unsorted municipal waste. The symbol indicates that this product should be disposed of separately from regular household waste streams. It is your responsibility to dispose of this and other electric and electronic equipment via designated collection facilities appointed by the government or local authorities. Correct disposal and recycling will help prevent potential negative consequences to the environment and human health. For more detailed information about the disposal of your old equipment, please contact your local authorities, waste disposal service, or the shop where you purchased the product.

NOTE: All rights reserved to change the specification of this product without prior notice.

SPECIFICATIONS

Battery	2 x AAA
Standby Power	10uA
Standby Life	2+ years (with quality battery)
Frequency	434.075MHz
Switch Compatibility	1 to 4 Gang 'Rocker' switches or 1 to 4 Momentary Push switches
Safety Rating	Extra Low Voltage
Physical	50 x 50 x 8mm (exc. battery)
Ambient Temp.	-20°C to +40°C

INTRODUCTION

The 'Switch Interface' module is a long-range wireless transmitter that is small enough to hide behind a standard wall switch and provides control of the garden lighting. The battery-powered module monitors up to 4 switches and will transmit a command when any of them change. Its standby power consumption is very low and it will provide many years maintenance free service if good quality alkaline or lithium batteries are used.

WIRELESS RANGE

The transmit range of the module is up to 1,000 meters line-of-sight but this will be reduced indoors by walls and other obstacles. The unit's aerial is a short (black) wire and its position will largely effected the range. If installed in a plastic or ceramic patress box the radio signal will be able to escape more easily and a better range will be achieved.

If installed in a metal patress box with a metal switch-plate the signal will be greatly reduced. In this case, on an outside wall, a good solution is to drill a small hole into the wall's cavity and let the aerial protrude out the back of the patress box. Where this is not possible, the best option is to carefully loop the aerial around the square top of the patress box, just under the switch plate.

In all cases, it is strongly recommended that a range-test be carried out before final installation.

SAFETY INSTRUCTIONS - REMEMBER ELECTRICITY CAN KILL IF IN DOUBT CONSULT A QUALIFIED ELECTRICIAN

The unit's supply is 3Volts and so it is intrinsically safe when installed on its own, but if the unit is sharing with a switch-plate used for switching 230V mains circuits then special care should be taken to ensure the two systems remain properly isolated. No part of the mains wiring or earth should be connected to this unit.

INSTRUCTIONS FOR USE

The switch interface is as simple to use as a normal light switch. Each time a switch is changed from on to off, or from off to on, it will transmit a command to the outdoor lighting

THERE ARE 4 WAYS TO USE THIS SWITCH MODULE

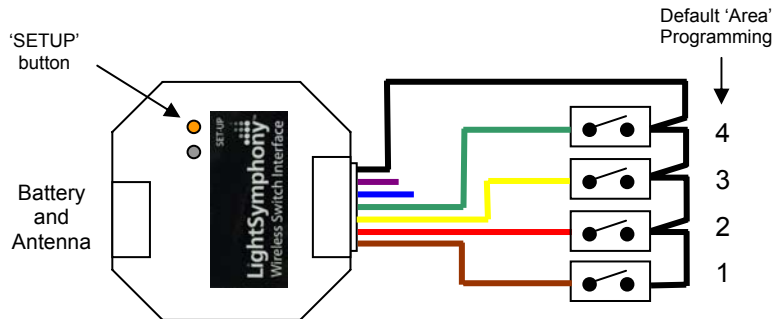
Choose the wiring to match the switch-type being used;

'ROCKER' SWITCH' (TOGGLE MODE) *RECOMMENDED*

When used with a standard 1 to 4 gang (on/off) 'rocker' switch, this configuration will transmit Area 'Toggle' commands.

For example, if an Area's lighting is ON, changing the switch will turn it to OFF, but if it was OFF it will be switched ON. This allows several switch modules to operate together and function like a 2-way switch.

If less than 4 switches are used leave any un-used wires disconnected.



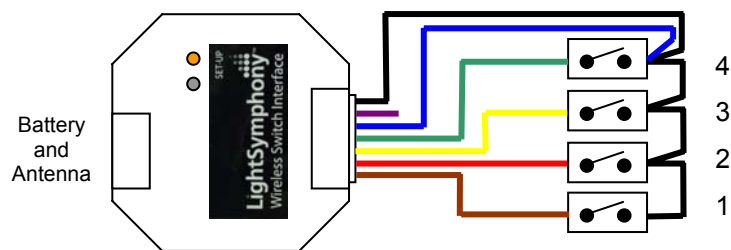
NOTE: Blue and Purple wires un-connected sets 'Rocker Toggle mode'

'ROCKER SWITCH' (ON/OFF MODE)

Use with a 1 to 4 gang (on/off) 'rocker' switch to transmit 'ON' and 'OFF' commands, instead of toggle commands. On installations, where 2-way switching is not desirable this type of control may be more convenient.

'On/Off mode' ensures the switch function remains consistent e.g. UP=OFF and DOWN=ON. However, if the lighting is controlled from more than one place, the rocker switch may become 'out of sync' with the lighting e.g. lights ON and switch in UP position.

If less than 4 switches are used leave any un-used wires disconnected.



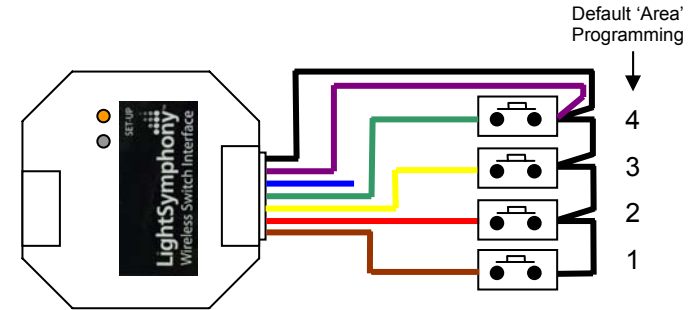
NOTE: Blue and Black wires linked and Purple un-connected sets 'Rocker On/Off mode'

'PUSH BUTTON' MODE

Use with 1 to 4 momentary push buttons e.g. bell-push type buttons

Buttons will transmit 'toggle' commands (see 'Rocker Toggle Mode')

If less than 4 switches are used leave any un-used wires disconnected.



NOTE: Purple and Black wires linked and Blue un-connected sets 'Push-button mode'

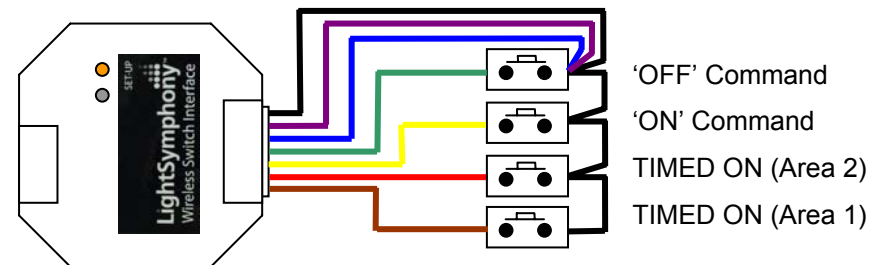
'TIMER' & 'ON/OFF' (SPECIAL) PUSH BUTTON MODE

For use with 1 to 4 momentary push buttons e.g. bell-push type buttons

This mode allows 1 or 2 push buttons to send 'Timed ON' commands, which automatically switch off after 1-15 minutes e.g. 'retractive' switch function. This may be useful at a front door etc to create a convenient entry/exit timer.

This mode also provides an 'ON' and 'OFF' function e.g, Garden ON / OFF

Leave all un-used wires disconnected



NOTE: Blue, Purple and Black wires linked sets 'Timer/On/Off mode'

The module is factory set to for a 7 minute timer period. To change this to a new value between 1 and 15 minutes see over the page*.