Elegine remote control handset

EXT-6

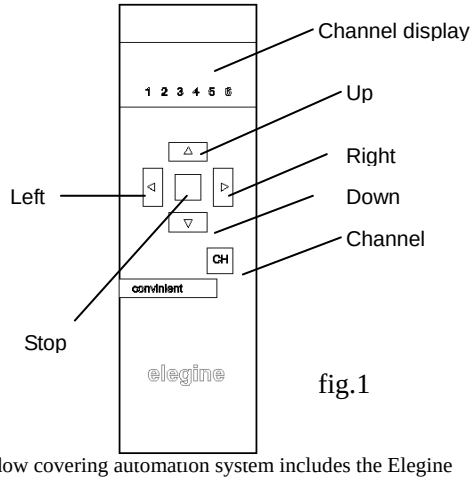

fig.1

The Elegine window covering automation system includes the Elegine curtain/drapery motor (ECM) and the Elegine tubular motor (ETM) and accessories for both.

The motors have internally integrated intelligent controls for all the following control applications.

- Single phase AC switched power connection,
- RF remote control (digital FM frequency at 433.89 MHz.)
- Hard wired dry contact controls for connection to a third party control system.

All motors share the same programming and control systems. Connection leads are the same for both types of motor. AC switched or direct supply is through the Elegine "E" plug and Bus control is through a standard, 4 conductor, RJ11 connection.

Remote control handset

Remote control handset will operate reliably up to 20 meters inside buildings and up to 30 meters in open areas.

Remote control handset unit is able to control up to 6 channels (for each motor type) or groups of motors both individually or as a group.

Remote control handset is supplied with wall bracket and screws to enable permanent location as a wall switch.

There are 6 buttons, UP, DOWN, LEFT, RIGHT, (centre) STOP and CHANNEL selection buttons.

The UP, DOWN, LEFT and RIGHT buttons control the motor movement in that direction when facing the front of the blind/curtain as selected.

The CHANNEL selection is made by pressing the button to the right below the right direction button. Sequence is each press moves the channel to the next right channel until the sixth channel, the next 'channel' transmits to all six at once (master control) then back to channel 1.

Handset will retain the last transmitted channel for the next transmission.

Handset Programming NB Programming can only be performed within two minutes of initial power up.

It is assumed you have the motor installed within a system and the system is ready to be programmed.

If the motor is not within a system the programming should not be attempted.

During installation, ensure that the system (curtain or blind) is not at either extreme end of its possible travel.

Should the motor be set to the incorrect start position and direction, damage may occur during programming.

During all programming button press, the red channel LED indicator lights will blink slowly. While in normal operation, the LED indicator lights will blink at twice that of the programming speed.

"Learning" of the handset and channel to a motor.

"Power up" the motor with both actives energized at once.

Within 2 minutes of powering up the motor, press and hold down simultaneously the UP and DOWN buttons until motor jogs (short movement forward and backward). Release the buttons.

This movement confirms the motor is communicating with the remote handset on the selected channel and on the master channel (all six).

Press the LEFT and RIGHT buttons until the motor jogs

This movement confirms the motor is now in programming mode and ready to receive instruction.

For ETM Tubular motor

Momentarily press either the UP or DOWN button.

The blind should move up or down respectively. If the direction of travel is incorrect in relation to the handset, press and hold down the UP and DOWN buttons until the motor jogs.

The direction of travel (and jog) will now be opposite.

Test to confirm the desired direction by pressing the UP or DOWN button momentarily.

The motor should move in both directions under momentary control i.e. press the button and the motor moves, release the button and the motor stops.

For ECM Curtain motor

Momentarily press either the RIGHT or the LEFT button.

The curtain should move right or left respectively.

If the movement is not in the desired direction, press and hold down, simultaneously, the UP and DOWN buttons until the motor jogs (short movement forward and backward). Release the buttons.

The direction of travel (and jog) will now be opposite.

The motor should move in both directions under momentary control i.e. press the button and the motor moves, release the button and the motor stops.

Test to confirm the desired direction by pressing the LEFT or RIGHT button momentarily.

Limit Setting for ETM tubular motor

UPPER

Press and hold the UP button to move blind to the desired top limit position. Release the button.

Press the LEFT button to memorize this top limit position.

The motor will jog to confirm.

INTERMEDIATE

If there is a desire to set an intermediate stop position, move the blind to that intermediate position by pressing the UP or DOWN button and then release.

Press the STOP button until the motor jogs and then release to set the intermediate stop position.

If no intermediate position is programmed, pressing the STOP button when the motor is in static status, will move the blind to the center position between top and bottom limits.

LOWER

Press and hold the DOWN button to move blind to the desired bottom limit position.

Press the RIGHT button to memorize this bottom limit position. The motor will jog to confirm

All programming for the ETM is now completed and normal operation mode is entered. If you wish to re-enter programming mode again, press and hold down simultaneously the LEFT and RIGHT buttons.

Limit Setting for ECM curtain motor

OPEN

Press and hold the OPEN (LEFT or RIGHT) button to move curtain to the desired open limit position.

Release the OPEN button.

Press the UP button to memorize this “open” limit position.

The motor will jog to confirm

INTERMEDIATE

If there is a desire to set an intermediate stop position, move the curtain to that intermediate position by pressing the OPEN or CLOSE button and then release.

Press the STOP button until the motor jogs and then release to set the intermediate stop position.

If no intermediate position is programmed, pressing the STOP button when the motor is in static status, will move the curtain to the (motor) center position between open and close limits.

CLOSE

Press and hold the CLOSE (LEFT or RIGHT) button to move curtain to the desired closed limit position.

Press the DOWN button to memorize this bottom limit position.

The motor will jog to confirm.

All programming for the ECM is now completed and normal operation mode is entered.

If you wish to re-enter programming mode again, press and hold down simultaneously the LEFT and RIGHT buttons.

‘Learning’ additional remotes or channels to a motor

This is to enable multiple motors to be controlled from a single channel or allow multiple remotes to control single or multiple motors.

Power off any motors not requiring additional channel allocation. “Power up” the motor with both 110/230V supply actives energized at the same time.

Within 2 minutes of powering up the motor, select the new channel to be associated with the motor, press and hold down simultaneously the UP and DOWN buttons until motor jogs (short movement forward and backward). Release the buttons and the motor will operate on the original channel selection, the newly added channel and the group channel.

In this situation the original end limits will remain in the motor.

Deleting motor(s) from one channel

Select the channel to be deleted.

Press and hold the UP and STOP buttons simultaneously until the motor jogs. The memory in the motor(s) for that particular channel will be erased.

Assuming there is another channel associated with the motor this channel will remain associated with the motor.

Deleting all channels from a motor

Press and hold the DOWN and STOP buttons simultaneously. Settings in the motor for all control devices will be erased.

Change battery

The battery will last for two years with moderate remote use. When motor reaction sensitivity is reduced, the battery inside the remote will need to be replaced. Two CR2430 batteries are required.. To open battery compartment straighten one end of a paper clip and use it to remove the battery draw out on the handset. See fig 2.

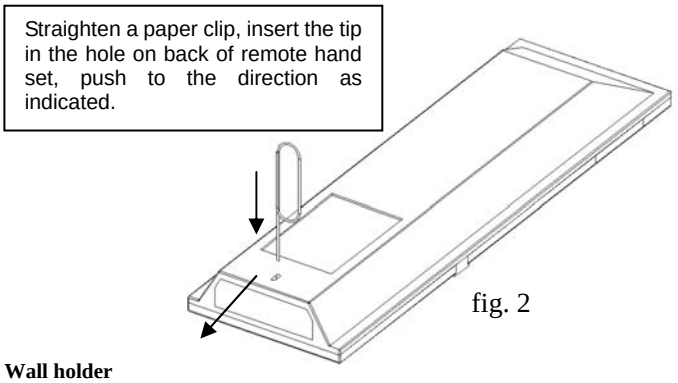

fig. 2

Wall holder

If you want to place the handset at a permanent location, you can install the wall bracket. The bracket is included in the same box as the handset. Screws are included for fixing the holder on to wall. See below fig.3.

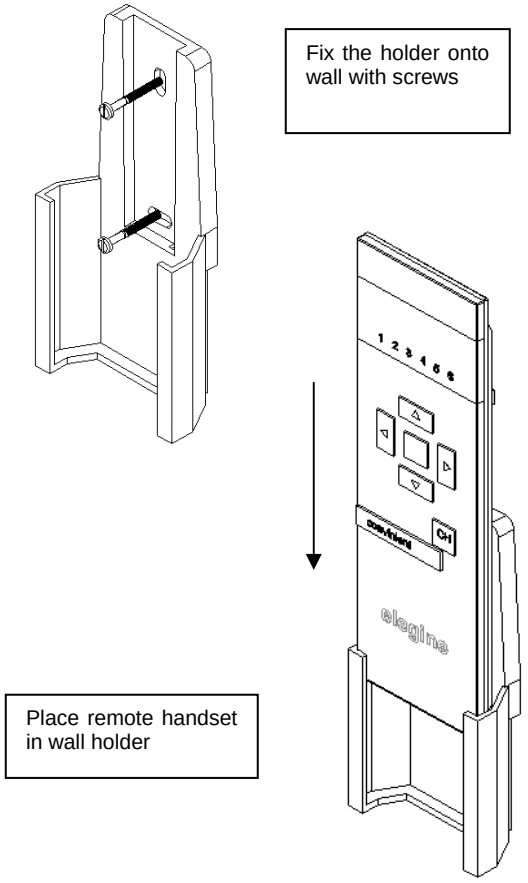

fig. 3