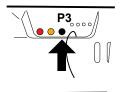
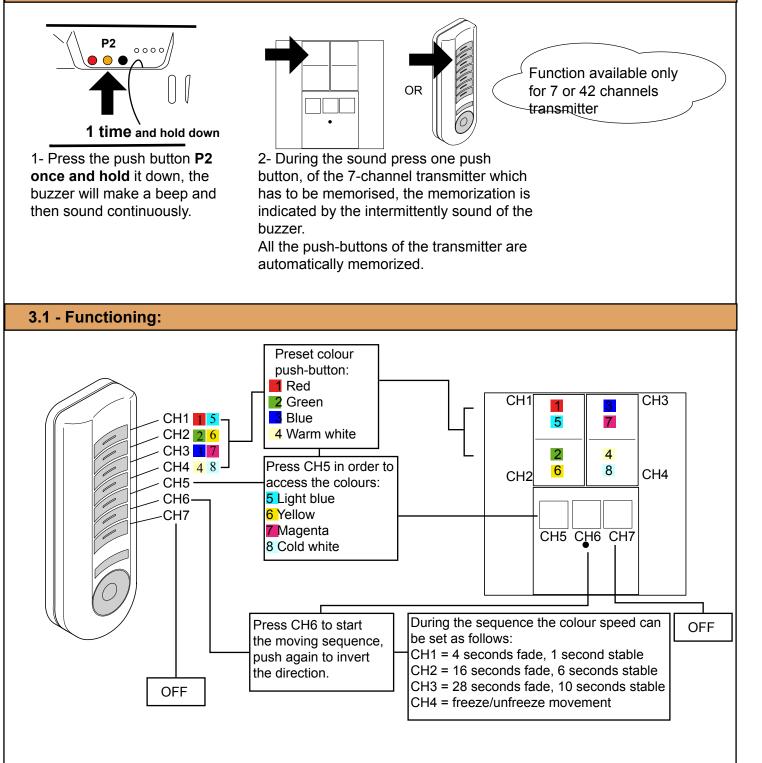


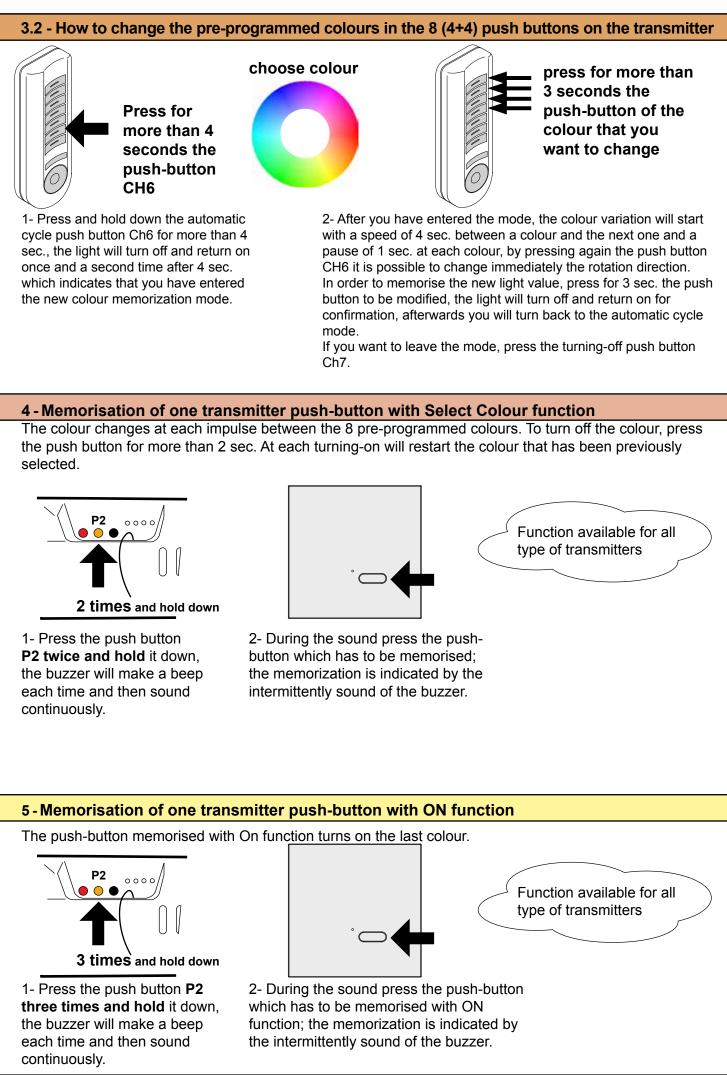
# 2 - Wiring Test

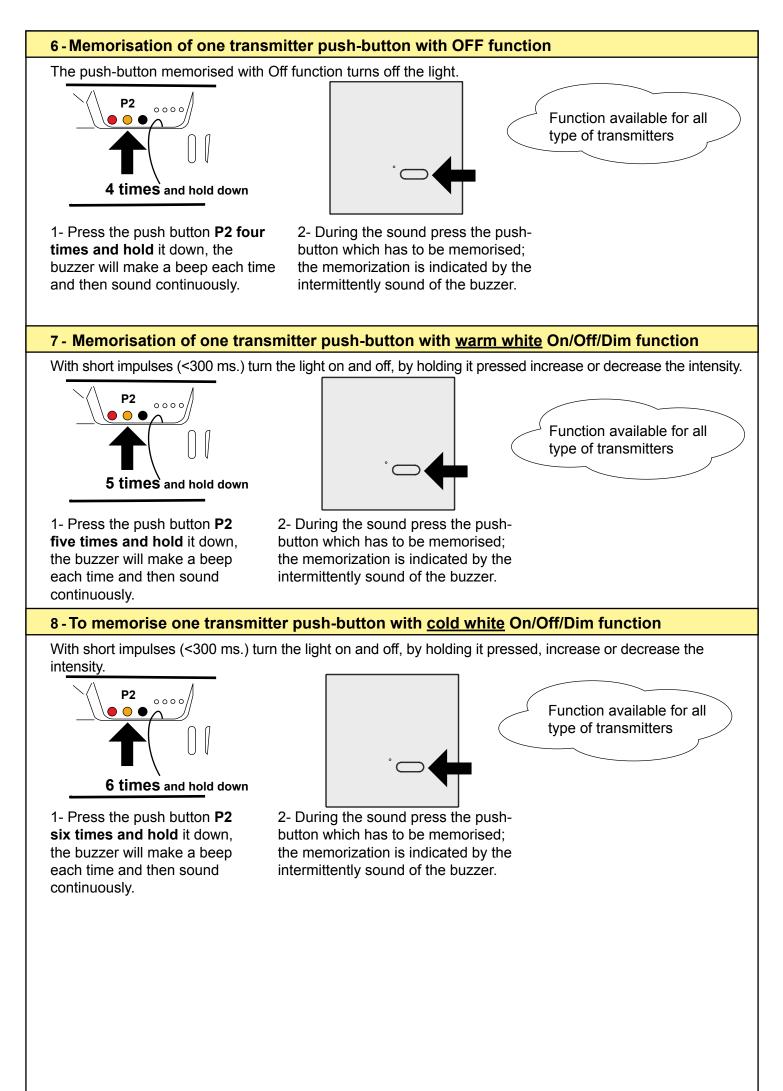


To test the LED outputs functioning press the push-button **P3**, the light turns on with a warm white colour. Do not hold the push button for more than 10 seconds.

# 3 - Memorisation of 7-channel transmitters with On/Off/Dimmer Colour function







# 9 - Memorisation of 4-, 7- and 42-channel transmitters with SCENE function

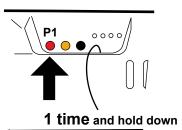
The memorised transmitter displays the programmed scene:

a) Pushbutton Ch1: Start colour scene 1

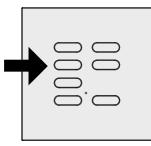
b) Pushbutton Ch2: Start colour scene 2

- c) Pushbutton Ch3: Start colour scene 3
- d) Pushbutton Ch4: Start colour scene 4

In order to turn the current scene off press one of the push buttons CH1,CH2, CH3 or CH4 for more than 2 seconds; for the 7 channel transmitters it is possible to turn the sequence off by pressing the push button CH7. The colours sequences must be memorised before the displaying by using an USB transmitter (TVTXQ868U07).



1- Press the push button **P1 once and hold** it down, the buzzer will make a beep each time and then sound continuously.

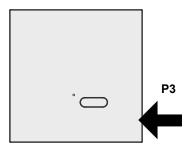


2- During the sound press the push button of the transmitter which has to be memorised, the memorization is indicated by the intermittently sound of the buzzer. All the 4 push-buttons of the transmitter are automatically memorized.

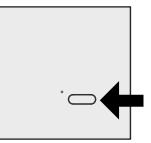
```
Function available for all type of transmitters
```

In the 7 and 42 channels transmitter, the push buttons CH5 and CH6 are disabled.

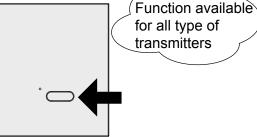
# 10 - To copy a function of transmitter push-button to a new transmitter



1- Press the button **P3** located inside the **already memorized transmitter**. The enabled receiver sound continuously.



2- Within 5 seconds press a push-button of the **already memorized transmitter** from which the function has to be copied. The buzzer will interrupt the sound for 1 sec., and then carry on for 5 seconds.



3- During the sound press the push-button of the **new transmitter** which has to be memorised; the memorization is indicated by the intermittently sound of the buzzer.

#### 11 - Receiver management via PC using series TVTXQ868U07 transmitters.

- It is possible to send scenes with the USB transmitter

connected to the PC if you are in the vicinity of the

- It is possible to send scenes with the transmitter

Each one of the 7 buttons on the USB transmitter

corresponds to a serial number and therefore to a

Receiver: 00001 - Scene: 1

Receiver: 00007 - Scene: 1

installation (see software manual RGBPC).

Remote control dedicated exclusively to scene management using RGBPC software



relevant field.

PC.

4- Program the scenes.

/!\

# See software manuals

1- Connect the USB transmitter to the PC.

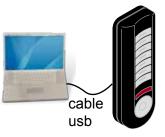
2- Open the RGBPC management software.

3- Insert the receiver's serial number into the

5- Disconnect the remote control from the

disconnected.

receiver





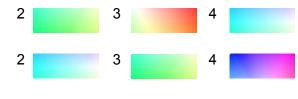
6- Switch on the transmitter by pressing the SEL button.



7- Press the button that corresponds to the receiver to which you wish to send the scenes. The Led on the transmitter will flash rapidly while data is being sent and after the transmission has ended it will flash slowly twice.

(If the Led only flashes twice it means that there is no data available to send)

8- The Leds connected to the receiver to which you are transmitting the data will glow yellow during transmission and then glow green if the transmission has been successful or red if errors have been detected (in this case repeat the transmission).

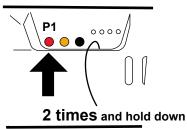


#### 11.1 - Memorize a transmitter button in 7 USB channels.

Note. Only when you do not know the receiver's serial number:

- Carry out the scene memorization procedure from points 1 to 5 in the preceding paragraph inserting a casual number to be associated with a button on the remote control.

Memorize the remote control's programmed button in the receiver following points 1 and 2 as laid out below.
After memorizing the user can send the scenes stored in the remote control by simply pressing the memorized button.

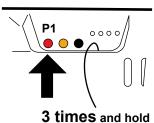


1- Press the push button **P1 twice and hold** it down, the buzzer will make a beep each time and then sound continuously.



2- During the sound press the pushbutton which has to be memorised; the memorisation is indicated by the intermittently sound of the buzzer.

### 11.2 - To delete a push-button of 7-channels USB transmitter



1- Press the push button **P1 three time and hold** it down, the buzzer will make a beep each time and then sound slowly and intermittently.

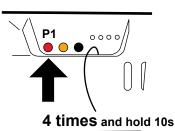




The push-buttons of the transmitter programmed via PC with the USB serial number of the receiver can not be deleted.

2- During the sound press the push-button which has to be deleted; the deletion is indicated by the continuously sound of the buzzer.

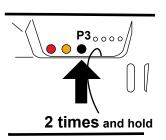
#### 11.3 - To delete all 7-channels USB transmitter



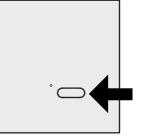
The push-buttons of the transmitter programmed via PC with the USB serial number of the receiver can not be deleted.

 Press the push button P1 four time and hold it down, the buzzer will make a beep each time and then sound quickly and intermittently.
Hold down the push button for 10 sec., after this 10 sec. the buzzer will sound continuously by indicating that the whole memory has been cancelled.

#### 12 - To delete a transmitter



1- Press the push button **P3 two time and hold** it down, the buzzer will make a beep each time and then sound slowly and intermittently.

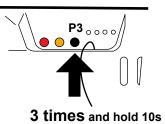


2- During the sound press the push-button which has to be deleted; the deletion is indicated by the continuously sound of the buzzer.



With this procedure the USB transmitter does not be deleted.

12.1 - To delete all transmitter



With this procedure the USB transmitter does not be deleted.

Press the push button P3 three time and hold it down, the buzzer will make a beep each time and then sound quickly and intermittently.
Hold down the push button for 10 sec., after this 10 sec. the buzzer will sound continuously by indicating that the whole memory has been cancelled.

