# MR RESISTOR

#### 1 output dimmer TVDMM868G08S

Attention! The subject appliance must be installed only by qualified technical personnel in compliance with the standards. All connections must be rated for - Pushbutton Ch3: Luminosity at 50% a single-phase power supply of 230V. For the disconnection from the power line, use an all-pole switch with contact with an opening of at least 3,5mm. Only suitable materials for the connections must be used to guarantee insulation that - Pushbutton Ch6: Dim complies with current standards on the subject of electrical safety. All the - Pushbutton Ch7: OFF necessary safety devices are to be seen to separately.

#### 1- Description

Dimmer for the manual or radio control of the loads "R,L" (resistive, inductive) up to max. 500W.

Warning: It is not possible to dim electronic transformers which are not explicitly marked with "triac dimmable transformer".

Possibility of the following functions:

- Control of pre-settled scenes with 7-channel transmitter.
- Possibility to memorise up to 4 scenes for each transmitter.
- Possibility to change in each moment the chosen scene.
- Memorization via radio of a new transmitter (without accessing the receiver).
- Delete via radio of a transmitter or a channel without accessing the receiver.
- Possibility to memorise up to 16 transmitters.
- Led for signalization of the setting and verification of faults.
- Acoustic (buzzer) indication of memorization and delete operation.

#### 2- Not isolated connections referred to the main power supply 230V

- Normally opened input for manual push-button.
- Main input power supply 230 V.
- Output for 230 V 500 W load.

Device protection with:

- Internal thermic with auto-reset.
- Electronic control of the load status.

#### 3- Device push-buttons:

- P1: Manual control push-button for load test.
- P2: Push-button for transmitters memorization (or reset LED3).
- P3: Push-button for delete transmitter or all memorised codes.
- P1 + P3: Activation or deactivation of last setting memory function.
- P1 + P2: Programming for the modification of the scene.

## 4- LED indication

- LED 2: Receiving of a radio signal.
- LED 3: Indicates a malfunction (interrupted load, internal fault).
- LED 4: Active memory function.

## 5- Light memory activation-deactivation

Memory function activated: by controlling the load in ON/OFF mode, the memory function adjusts at the turning-on the luminosity on the last settled value.

The memory function is deactivated by using the 7-channel transmitter.

Memory function deactivated: the light turn on at the maximum value.

Activation-deactivation memory function: press at the same time the push buttons P1 + P3, the LED 4 will commutate its status.

The dimmer receiver of default gets out with memory function in OFF.

## 6- Input manual push-button for light adjusting

Short impulse (< 800 mS) = ON/OFF

Long impulse (> 800mS) = adjusting upgrade or downgrade.

Attention: when it arrives on max. or min. it will stop (time range 7 sec.)

## 7- Memorization standard transmitter channels (memorization from receiver) ATTENTION: The first transmitter can only be memorized using the receiver.

## 7.1- Memorization of 7-channels transmitters

- 1- Press and hold down the push-button P2, the buzzer will sound continuously.
- 2- Transmit one of the channels Ch1-Ch2-Ch3-Ch4 of the transmitter which is to be memorised, once the channel is memorised, the buzzer will sound intermittently, release the push-button.

Repeat points 1 and 2 to memorise ulterior transmitter.

The memorised transmitter will have of default the following settings of scenes:

- Pushbutton Ch1: Luminosity at maximum
- Pushbutton Ch2: Luminosity at 75%
- Pushbutton Ch4: Luminosity at 75%
- Pushbutton Ch5: Dim +

#### 7.2 Memorisation of single channel transmitters with dimming function:

By memorizing in this way, the channel memorised with Dimmer function. With short impulses the light turns on and off; by holding the push button pressed the light intensity increases or decreases.

- 1. Press the push button P2 of the receiver twice and hold it down, the buzzer will sound continuously.
- 2. Transmit the channel to be memorised, the memorization is signalized by an intermittent sound of the buzzer; release the push button.

#### 7.3 Memorization of single channel transmitters with ON function:

By memorizing in this way, the channel memorised with On function turn on the light. 1. Press the push button P2 of the receiver three times and hold it down, the buzzer will sound continuously.

2. Transmit the channel to be memorised, the memorization is signalized by an intermittent sound of the buzzer; release the push button.

## 7.4 Memorization of single channel transmitters with OFF function:

By memorizing in this way, the channel memorised with Off function turn off the light. 1. Press the push button P2 of the receiver four times and hold it down, the buzzer

- will sound continuously. 2. Transmit the channel to be memorised, the memorization is signalized by an intermittent sound of the buzzer; release the push button.
- 7.5 Memorisation of Green Mouse
- 1- Press the push button P2 five times and hold it down, the buzzer will make a beep each time and then sound continuously.
- 2- During the sound press the push-button which has to be memorised; the memorization is indicated by the intermittently sound of the buzzer.

Functioning: Green Mouse is a wireless transmitter for the automatic control of the room brightness. Through the push buttons CH5 - CH6 it is possible to set manually the brightness that will be automatically adjusted during the day. During the normal functioning, the Green Mouse is excluded from the receiver after each OFF command of the others transmitters or from external push buttons if present. The Green Mouse will resume the automatic adjustment of light at the next switching on of the receiver. See TVTLLxxxN30 instruction.

Until the first power of of the device the light sensor TVTLL is disabled.

## 8 - Change the level of light intensity of the scenes 8.1 Case 1:

- press the push-button of the scene which is to be modified, the load will turn on at its value:
- adjust the new value with the two push-buttons Ch5 Ch6;
- hold down the OFF push-button for 5 sec., during this time the load will turn off;
- after 5 sec. the buzzer of the receiver will sound for 5 sec. and the load will turn on at the new value.

**8.2 Case 2:** (more receivers have memorised the same 7-channel transmitter) In the case that several receivers have the same 7-channel transmitter memorised, and each receiver must have a different scene value, proceed with the programming of the identification number of the receiver. Once the identification number is programmed it is possible to select the desired receiver by means of the push buttons.

## 8.3 To set an identification number of a receiver:

The identification of the number which has been associated to the dimmer is displayed by means of the leds L4 and L3: the flashings of the led 4 represent the tens and the flashings of the led 3 represent the ones.

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- 1. Press the push buttons P1 and P2 of the receiver at the same time; the led L2 turns on.
- 2. After approx. one second the leds L4 and L3 start flashing in order to indicate the identification number which has been associated. For example: if the associated number is 13, the led L4 flashes one time and the led L3 flashes 3 time.
- 3. Press the push button P3 until the number to be associated to the dimmer. Max. 20 identification number. Each time the push button P3 is pressed, the led L2 turns off. After having reached twentieth number the led 2 flashes. In the case of error, reset the counting by pressing P2.
- 4. Memorise the set identification number and exit the procedure by pressing P1. The buzzer will sound for 5 sec.

This operation has to be done in each receiver which has the 7 channel transmitter in common.

#### 8.4- Scenes changing procedure:

- 1. Press and hold one of the 4 channels (Ch1, Ch2, Ch3, Ch4) of the transmitter concerned for 5 seconds down.
- 2. After these 5 seconds, the turning-off, the turning-on of the lights and the sound of the buzzer signalize the entering in the procedure of the scenes changing.
- 3. Press the push-button Ch5 of the transmitter (IIII dimmer UP) or the push button Ch6 of the transmitter (II dimmer DOWN) in order to select a dimmer.

The selected dimmer will be the one with the turned-off light; if the light intensity of the selected dimmer is above 50%, the light will turn off, otherwise if the light is lower than 50% the light turns on and then turns off.

In each dimmer is set an identification number which corresponds to the number of pressings of the push button Ch5 (see "set the identification number of a receiver)

- 4. Once the dimmer is selected, press the channel of the scene which is to be modified. The dimmer turns on at the maximum value, whilst the others remain turned-on and blocked.
- 5. Set with the push buttons Ch5 and Ch6 the new light value. In this procedure it is possible to dim from the minimum to the maximum value. It is possible to memorize the ON, OFF(wait 3 sec for the turning off) or Unaffected value (unaffecting the driving of load) by pressing the push button to modify (ex. CH1). The passage from the OFF to the Unaffected function is signalised by one flash.
- 6. Press the push button Ch7 OFF to exit and memorise the new scene. The memorization is signalized by the turning-off and turning-on of the charge at the memorised value.

With this operation all the other dimmers will be unblocked and will return to the state in point 3. In order to modify the scene of another dimmer, repeat the points 3-6. 7. Press the push button OFF to exit the procedure; all lights will turn off.

# 9. Memorisation transmitter channels (ulterior transmitter, memorised with addressing)

By memorizing a 7 channel transmitter, the transmitter acquires the same functions and the same scenes of the 7 channel transmitter used for the addressing in point 2.

- 1- Press the push-button P3 of the transmitter, the buzzer will sound continuously.
- 2- Press within 5 seconds a channel present in the memory of the receiver (addressing), the buzzer will stop sounding for 1 sec. and then carry on for 5 sec.
- 3- Transmit the channel which is to be memorised, once the channel is memorised, the buzzer will sound intermittently, release the push-button.

Repeat points 1-2 and 3 to memorise ulterior channels.

## 10. Delete of a single channel or transmitter from receiver

- 1- Press and hold down P3, the buzzer will sound with slow intervals.
- 2- Transmit the channel or transmitter which is to be cancelled, once it is cancelled the buzzer will sound continuously.

Repeat points 1 and 2 to cancel ulterior transmitter.

## 10.1. Delete of all memorised codes from receiver

- 1- Press two times and hold down P3, the buzzer will sound with quick intervals.
- 2- Hold down the push-button, once it is cancelled after 10 sec. the buzzer will sound continuously.

## 10.2- To cancel via radio a code through a transmitter already set in the memory

- 1) Press P3 of the transmitter for three times at regular intervals within 5 seconds, buzzer will sound intermittently slowly.
- 2) Transmit the code which is to be cancelled within 5 seconds, once the code has been cancelled buzzer will sound continuously.

To cancel ulterior codes repeat points 1 and 2

## 11. Technical specifications

- Power supply 230 V 50 Hz - Minimum adjustable load 25 W - Maximum adjustable load 500 W

- Load type R,L (Not for electronic transformers without marked

"triac dimmable transformer")

- Frequency radio part 868.3 MHz (TVDMM868G08S) 916 MHz (TVDMM916G08S)

In the view of a constant development of their products, the manufacturer reserves the right for changing technical data and features without prior notice.

