

WALL TRANSMITTER WU-ST-009





WALL TRANSMITTER

I PRODUCT DESCRIPTION

The Wall Transmitter is used to activate the programming in a DigiLED RF (WU-ST-008-DigiLED RF;

Ref.-No. 536843

2 DESCRIPTION OF FUNCTIONS

2.1 FUNCTIONAL CHARACTERISTICS

The following functions can be called up using DigiLED RF:

- independent control of individual channel brightness (RGB)
- retrieval and storage of individual colour values
- three different colour sequences (RGB colour sequence, colour sequence with shades of warm white, colour sequence with shades of cool white) and
- adjustment of colour sequence speeds

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Wall Transmitter

2.2 SYNCHRONIZING DIGILED RF WITH A WALL TRANSMITTER

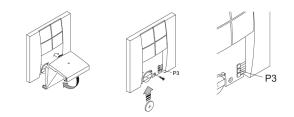
DigiLED RF units and wall transmitters first have to be synchronized before they can communicate with each other. To make duplication impossible, each wall transmitter comes with a unique "rolling code", which must be entered and saved in the DigiLED RF unit to enable operation. Before the wall transmitter and DigiLED RF can be synchronized, the following steps first have to be completed.

- Open the casing of the wall transmitter and insert the provided battery:
 - 1. Open cover.

2. Insert battery, taking care to match polarity (+/-).

3. Close cover, taking care to ensure the keys are properly enclosed.

 Connect the DigiLED RF unit to a 24V DC power source



2.2.1 Synchronizing a wall transmitter with a DigiLED RF for which no wall transmitter has yet been synchronized (first-time use)

a) Push P3. The DigiLED RF unit will emit a continuous beep for five seconds, which indicates it is ready for synchronizing.

b) Push the ON/OFF key of the wall transmitter within five seconds of pushing the P3 key. The continuous beep will cease and be replaced by several short beeps. The DigiLED RF unit and the wall transmitter have now been synchronized and the functions of the 7 keys can be called up. The synchronized wall transmitter will now be the "master" transmitter (see 2.2.2), i.e. the only transmitter that can restore the DigiLED RF unit to "learning" mode. Caution: if several DigiLED RF are within range of the respective wall transmitter and are connected to a 24 V power supply, the described procedure can result in the other DigiLED RF units also being synchronized to the new wall transmitter. Should the first-synchronized transmitter ("master") be lost or destroyed, no further transmitters can be synchronized to work with the DigiLED RF unit. In such an event, a new DigiLED RF will have to be installed.

2.2.2 Synchronizing further wall transmitters with a DigiLED RF that has already been synchronized with one or more wall transmitters

a) Push P3 of the already synchronized wall transmitter ("master"). The DigiLED RF unit will emit a continuous beep for five seconds, which indicates it is ready for synchronizing.

b) Push the ON/OFF key of the new wall transmitter you want to synchronize within 5 seconds of pushing P3. The continuous beep will cease and be replaced by several short beeps. The DigiLED RF unit and the wall transmitter have now been synchronized and the functions of the 7 keys can be called up. To synchronize further wall transmitters, please repeat the steps detailed under 2.2.2.

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2.2.3. Deleting an already synchronized wall transmitter

a) Push P3 three times within the space of three seconds, after which several slow beeps will be emitted. b) Push the ON/OFF key of the wall transmitter you wish to delete: a continuous beep will be emitted indicating that the wall transmitter has been deleted in the DigiLED RF unit. To delete further wall transmitters, please repeat the steps detailed under 2.2.3. Should the first-synchronized transmitter ("master", see 2.2.1) be lost or destroyed, no further transmitters can be synchronized to work with the DigiLED RF unit. In such an event, a new DigiLED RF will have to be installed.

2.3 DESCRIPTION OF INDIVIDUAL FUNCTIONS

The pre-programmed functions of the DigiLED RF unit can be called up using the 7 keys of the wall transmitter:

2.3.1 Key 1 (ON/OFF and Save)

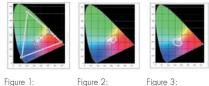
Key 1 covers the following functions: switching the connected LED modules "ON" or "OFF" as well as saving current settings (memory). a) Push < 1 s:

ON/OFF. When the unit is switched on, the stored colour value (in line with b) will be called up. b) Push > 3 s

Push key 1 (> 3 seconds) to save an individual colour value (taken from the programmed sequence or set manually with keys 5, 6 and 7). A brief flashing light indicates that the colour value has been saved.

2.3.2 Key 2 (Program)

Briefly push (< 1 s) key 2 to call up various programs. Factory settings encompass an RGB sequence (program 1, figure 1), a colour sequence with warm white shades (program 2, figure 2) and a colour sequence with cool white shades (program 3, figure 3).



RGB sequence*

Figure 2: Figure 3: warm whites* cool whites*

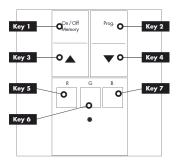
* The diagrams show typical colour sequences that do not necessarily correspond to the actual parameters of individual products. Depending on the respective LED module, the sequences shown Briefly pushing (< 1 s) the key calls up the programs in succession. After pushing the key, the current program is indicated by the flashing light of the respective LED assembly modules: single flash for program 1; double flash for program 2; triple flash for program 3.

2.3.3 Keys 3 and 4 (Program speed/intensity)

Pushing the " \blacktriangle " or " \checkmark " key during a colour sequence will either increase or decrease the speed of the colour sequence, whereby the length of time the key is kept depressed will determine the program speed. On reaching an end point (either minimum or maximum speed), the connected module will flash up. If the respective colour keys (5 = red, 6 = green, 7 = blue) have been pushed first, using the " \bigstar " or " \checkmark " keys will increase or decrease the intensity of the red, green or blue light (see 2.3.4).

2.3.4 Keys 5 to 7 (Individual colour modes for red, green and blue)

Briefly pushing key 5 (R = red), 6 (G = green) or 7 (B = blue) addresses the individual colour modules. After pushing keys 5 to 7, the light intensity of the respective colour can be increased or decreased with keys 3 and 4 (see 2.3.3).



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E TECHNICAL DATA

Carrier frequency	868.3 MHz
Apparent radiated power	-3 to 1 dBm
Apparent power of harmonics	< 54 dBm (< 4 nW)
Modulation	FSK
Voltage supply	3 V ± 10 %
Consumption during transmission	12 mA
Temperature range	–10 to 55 °C
Humidity	Protection Class IP 20
Casing	Plastic, PC, white
Dimensions (LxWxH)	86 x 86 x 15 mm
Weight	60 g

APPLIED NORMINGS

ETSI EN 301 489-1/-3 ETSI EN 300 220-1/-2 EN 62479 EN 60950-1

CE

S NOTES ON INSTALLATION AND SAFE OPERATION

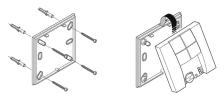
Installation must be carried out under observation of the relevant standards and directives. Standard system components are designed for operation within a casing or luminaire. Installation must be carried out in a voltage-free state (i.e. disconnected from the mains). The following advice must be observed; non-observance can result in the destruction of the components, fire and/or other hazards.

- The wall transmitter must not be installed for use in buildings or facilities in which radio waves are not permitted for security reasons (e.g. in airports, hospitals).
- Due to the frequency range used by the wall transmitter, the unit may be used in the following countries: Austria, Belgium, Bulgaria, Cyprus, Czech Republic, Denmark, Eire, Finland, France, Germany, Greece, Hungary, Italy, Latvia, the Netherlands, Norway, Poland, Portugal, Romania, San Marino, Singapore, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine and the United Kinadom.
- The user is not protected in any way against nterference from devices or telecommunications systems (e.g. radios) that use the same frequency range. In the event of interference that affects the wall transmitter's active range, the wall transmitter should be mounted at a higher point. If necessary, replace the battery to amplify the transmission signal.
- The battery must only be replaced with a CR 2032 battery.
- The battery must be packaged or wrapped both uring storage and after its removal from the unit. The battery must not make contact with other metal objects as this could cause the battery to discharge, ignite or be damaged in some other way.
- Damaged or empty batteries must be disposed of immediately in accordance with the respective legal requirements. For advice on safe disposal of batteries, please contact your local environmental protection authority or waste disposal company. Batteries must not be disposed of as part of your household waste.

5.1 MOUNTING

• Wall-mounted

- Designed for use in dry spaces only. High humidity levels can cause irreparable damage to the unit.
- Please ensure secure mounting of the wall transmitter to prevent damage from dropping to the ground.



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