

## **ALVOR SWITCH WIRELESS**

model LUZ 10

with the commands DIMMER and SLEEPY

composed of a SWITCH UNIT and a POWER UNIT

## **USER MANUAL**

“This equipment operates in a secondary character, this means, doesn’t have the right to protection against harmful interference, even from stations of the same kind, and itself can’t cause interference to systems operating in a primary character”

## **OPERATION**

Your WIRELESS SWITCH was designed to operate like a regular light switch.

When you press the ON side of the SWITCH UNIT’s TOUCH for **1 second** and the release it, the lamp will go ON. When you press the OFF side of the SWITCH UNIT’s TOUCH for 1s and then release it, the lamp will go OFF.

If you keep pressed the ON side of the SWITCH UNIT’s TOUCH, after **5 seconds** the lamp will blink once and then will stay ON for 10 minutes. After that the lamp automatically goes OFF. Since you see the blinking, the TOUCH should be released, if this is the desired command.

If you keep pressed the ON side of the SWITCH UNIT’s TOUCH, after **10 seconds** the lamp will start changing its luminosity, will start dimming. Then you should release the TOUCH, if this is the desired command. The dimming cycle will continue automatically, with the luminosity changing every 1 second. The luminosity will go from almost OFF to BRIGHT and then fading again to almost OFF, continuously. When you see the desired luminosity, either side of the TOUCH should be pressed again for **1 second**, stopping the cycle. The selected luminosity will be memorized and will be showed until you choose a new luminosity.

Always keep the TOUCH pressed till you see the desired command effectively started.

Other advanced commands are available, as described at section USER’S INTERFACE, below. You don’t need to know them for regular usage. They are useful during the installation phase.

## **USER INTERFACE**

### **SWITCH UNIT**

The SWITCH UNIT is equipped with a unique TOUCH.

The TOUCH is the only way to interact with the SWITCH UNIT, and give access to 1 of the 7 commands available at the SWITCH UNIT.

The TOUCH can be pressed at its ON side or at its OFF side.

The ON side side gives access to a sequence of 4 commands and the OFF side to a sequence of 3 commands.

Keeping pressed, either, the ON side or the OFF side of a TOUCH, will start the execution of the corresponding sequence of commands.

The execution of the subsequent command in a sequence, cancel the effect of the execution of the precedent command.

So, when you release the TOUCH, the last executed command is the one that will remain active.

So, in a few words, you press the TOUCH, keep it pressed till the desired command shows up, then release the TOUCH.

While keeping pressed the TOUCH, the sequence of execution of the commands is as follow:

#### **ON SIDE:**

1 second: The LAMP goes ON. You should then release the TOUCH.

5 seconds: Command SLEEPY is started. The LAMP will blink, then goes ON for 10 minutes and then goes OFF. As soon as the lamp blinks, you should release the TOUCH.

10 seconds: Command DIMMER is started. Then, you should release the TOUCH. The LAMP will go continually from almost OFF to BRIGHT, then to almost OFF again, in 9 steps of 1 second each. When you consider convenient the brightness level showed by the LAMP, you should press either side of the TOUCH momentarily (1 second). DIMMER command execution will stop. The brightness showed by the LAMP at this moment is MEMORIZED at the POWER UNIT. It will be the brightness level showed by the lamp in the future, until modified again by a new execution of the DIMMER command. In case of loss of energy at the POWER UNIT, when energy returns the LAMP will show the MEMORIZED brightness level.

60 seconds: Command TOGGLE DIMMER is started. The LAMP will go ON for 10 seconds. Then the LAMP will start blinking, once at each 2 seconds, during 30 seconds. If during this 30 seconds window, you press either side of the TOUCH momentarily (1 second), the TOGGLE DIMMER command execution will be aborted and no action will be taken. Else, at the end of the 30 seconds window, the TOGGLE DIMMER command is executed. If the DIMMER command was active, it becomes inactive. If the DIMMER command was inactive, it becomes active. The DIMMER command must be inactive for LAMPS that are not dimmable, like the gas discharge lamps and the majority of the LED lamps. The incandescent LAMPS are dimmable as well as some LED lamps. Attention, at the production line, the DIMMER command is programmed to its inactive state.

#### **OFF SIDE:**

1 second: The LAMP goes OFF.

50 seconds: INTRODUCE command is started. The LAMP goes ON for 10 seconds. You should then release the TOUCH, as soon as the lamp goes ON. Then the LAMP will start blinking once each second, during 30 seconds. If

during this 30 seconds window, you press momentarily (1 second) either side of the TOUCH of an UNKNOWN (not introduced) SWITCH UNIT, INTRODUCTION command will be executed. The address of the new SWITCH UNIT will be MEMORIZED at the POWER UNIT. The new SWITCH UNIT is from now-on KNOWN (introduced) and can be used for operating the POWER UNIT to which it was introduced. If during the 30 seconds window, either side of a TOUCH of a KNOWN SWITCH is pressed, the INTRODUCTION command execution is aborted and no action will be taken. If the 30 seconds window expires without any TOUCH being pressed, also, no action will be taken. A POWER UNIT can store a maximum of 15 addresses each one for a different SWITCH UNIT.

90 seconds: The UN-AUTHORIZE command is started. The LAMP goes ON for 10 seconds. You should then release the TOUCH, as soon as the lamp goes ON. Then the LAMP will start blinking twice each second, during 30 seconds. If during this 30 seconds window, you press momentarily (1 second) any side of the TOUCH, the UN-AUTHORIZE command execution is aborted and no action will be taken. If the 30 seconds window expires without any TOUCH being pressed, the SWITCH UNIT's address is erased from the POWER UNIT's memory, to which the SWITCH UNIT was KNOWN. So, this SWITCH UNIT can't anymore be used for operating this POWER UNIT. The SWITCH UNIT is now UNKNOWN to this POWER UNIT.

### **POWER UNIT**

The POWER UNIT is equipped with a unique SWITCH.

The SWITCH is the only way to interact with the POWER UNIT, and starts the INTRODUCE command as soon as is pressed. The LAMP goes ON for 10 seconds. Then the LAMP will start blinking once each second, during 30 seconds. If during this 30 seconds window, you press momentarily (1 second) any side of the TOUCH of an UNKNOWN (not introduced) SWITCH UNIT, INTRODUCTION command will be executed. The address of the new SWITCH UNIT will be MEMORIZED at the POWER UNIT. The new SWITCH UNIT is from now-on KNOWN (introduced) and can be used for operating the POWER UNIT to which it was introduced. If during the 30 seconds window, any side of TOUCH of a KNOWN SWITCH is pressed, the INTRODUCTION command execution is aborted and no action will be taken. If the 30 seconds window expires without any TOUCH being pressed, also, no action will be taken. A POWER UNIT can store a maximum of 15 addresses each one for a different SWITCH UNIT.

The INTRODUCE command can also be started by the OFF side of the TOUCH of a SWITCH UNIT KNOWN by the POWER UNIT. See USER INTERFACE, SWITCH UNIT, OFF SIDE, 30 seconds.

The POWER UNIT's SWITCH is the only way to start the INTRODUCE command, when no SWITCH UNIT is KNOWN to the POWER UNIT.

### **Federal Communication Commission Interference Statement**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.