

SPHERE 6 Channel Receiver Module

INTRODUCTION

The SPHERE 6 Channel receiver module can be programmed to control up to 6 different zones.

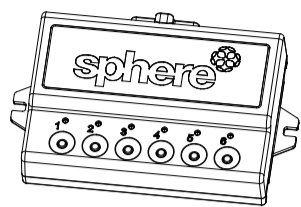


Fig.1

INSTALLATION INSTRUCTIONS

- Install the receiver as far away from metal objects as possible, metal effects the remote range.
- Do not install the receiver directly above any heat source.
- Make sure all terminations are properly crimped or soldered and are fully insulated.

CONTENTS

1. Receiver module (black) x 1 pc
2. Wiring Loom x 1 pc
3. Screws x 2 pcs

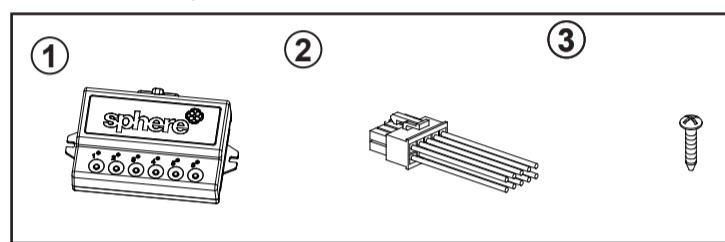


Fig.2

SPECIFICATIONS

Receiver Working Voltage: 9~15V DC
 Working Frequency : 433.92 Mhz.
 Transmission Range : 30 meters depending on atmospheric conditions.
 Working Temperature : -20°C—+60°C.
 Certification : CE approved.

WIRING

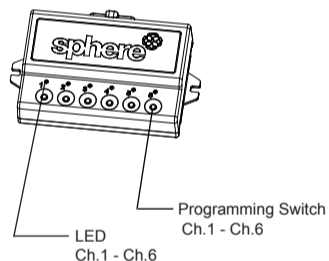
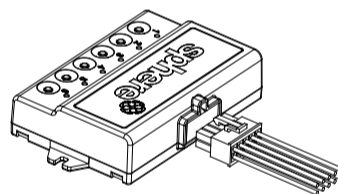


Fig.3

Pin Output

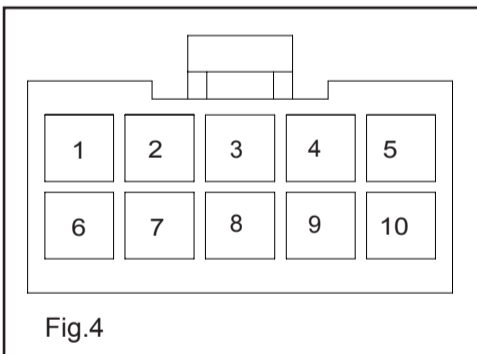


Fig.4

Pin output	Channel	Wire color
Pin#1	Ch.4 Relay Output, Maximum 2Amps	Orange/black
Pin#2	Ch.3 Relay Output, Maximum 2Amps	Yellow/black
Pin#3	Power in +12V	Red
Pin#4	Power in +12V	Red
Pin#5	Ch.2 Relay Output, Maximum 5Amps	Green/black
Pin#6	Ch.5 Relay Output, Maximum 2Amps	Red/black
Pin#7	Ch.6 Relay Output, Maximum 2Amps	Brown/black
Pin#8	Ground	Black
Pin#9	Power in +12V	Red
Pin#10	Ch.1 Relay Output, Maximum 2Amps	Blue/black

Note: Total output current must not exceed 15Amps, each channel output can handle 5 Amps. It is recommended that Channel 2 is used for the output with highest current requirement, maximum 5 Amps.

SELF TEST

After the receiver has been powered up, and all channels connected to the light fixtures, a self test function can be performed to confirm that the receiver is working correctly and wiring to the light fixture is correct.

Press the programming switch corresponding to the channel you wish to test 2 times, if the light fixtures connected turns "ON" wiring is correct. If the light fixtures does not turn "ON", please recheck wiring.

PROGRAMMING

The wireless remote switches can be programmed to single or multiple channels.

Once the receiver module is powered and all channels are connected as per installation instructions, the remote switches can be programmed using the following procedure.

A. Using the programming switch on the receiver module

Note: If the LED corresponding to the Channel being programmed flashes green, there is still sufficient memory to program extra wall switches, if the LED flashes red, then the memory is full, each channel (1 to 6) will accept up to 20 codes.

- Press the programming switch on the receiver module corresponding to the channel you wish to program for 5 seconds, until the LED on the corresponding channel flashes green, release the programming switch, the corresponding channel is now in learning mode.
- Press the remote switch button that you wish to program to the receiver.
- When the receiver module receives the wireless switch signal, the LED corresponding to the programmed channel will flash orange. The wireless switch is now programmed to the corresponding channel. If more than one wireless switch needs to be programmed to the same channel (Maximum 20) repeat steps a to c. When the second wireless switch is pressed the orange LED will flash twice, if a third wireless switch is pressed the orange LED will flash three times, etc.

****Note:**

- Each channel can accept up to 20 codes.
- To leave programming mode, press the programming switch on the receiver module corresponding to the channel being programmed.
- When you have entered programming mode, if you do not press any button on the wireless switch within 15 seconds, the system will leave programming mode automatically.

B. Using the existing pre-programmed wireless switch to program extra wireless switches

- Press and hold the button on the existing pre-programmed wireless switch for 10 seconds until the LED on the pre-programmed switch starts to flash.
- Release the button and within 3 seconds re-press the button on the existing wireless switch and the LED on the corresponding channel will start to flash green, the particular channel is now in programming mode.
- Press the button on the wireless switch and the LED on the corresponding channel on the receiver will flash orange. The wireless switch is now programmed to the particular channel. If more than one wireless switch needs to be programmed (Maximum 20) repeat steps 1 to 3.

DELETE MEMORY

- To delete single memory from the receiver

a). Press the programming switch on the receiver for 5 seconds corresponding to the channel you wish to delete the memory until the LED on receiver flashes green, release the programming button, the corresponding channel on the receiver is now in Programming /Single Memory Delete Mode.

b). Press the remote switch button that you wish to DELETE from the receiver

c). LED on the receiver module corresponding to the channel you wish to delete will flash RED. The switch is now DELETED from the receiver. If more than one switch needs to be deleted to the receiver, repeat steps a to c.

- To delete all the memory from the receiver

Press and hold the programming switch corresponding to the channel you wish to delete all the memory for 20 seconds until LED flashes red. When LED flashes red all the memory on the corresponding channel is deleted. To delete the memory on the other channels repeat the above for the corresponding channels.

****Note:** When you press and hold the programming switch, the LED will flash green after 5 seconds, continue to hold the programming switch for 20 seconds until it flashes red.

WIRELESS SWITCH LOW BATTERY WARNING INDICATOR

- Press the remote light switch, if LED flashes quickly rather than single flash, batteries need replacing.