

Installation of receiving devices should be carried out by a qualified electrician. Any device with the signs of damage and/or missing parts should NOT be installed and should be returned to the seller. Before attempting installation, ensure all associated circuits and cables have been isolated at the source. Please refer to 'Installation Guidance Notes' supplied before commencing with the installation. **Devices are designed to be mounted internally only.**

## 1 RFDAC-71B - 0(1)-10V Dimming Receiver With Analogue Output



Suitable for controlling control gear with 0(1)-10V analogue input.

16A switched output to control gear allowing the gear to be physically turned ON and OFF.

Simple selection of output voltage: 0-10V (green LED) or 1-10V (red LED). Press the 'PROG' button for 1 second to change output voltage.

Receivers can be mounted directly behind individual appliances, control circuits locally or within the consumer unit. We recommend the receiver is installed inside a non-metallic enclosure.

The programme button is set back in to the housing. A thin blunt implement e.g. stylus can be used to press and hold the programming button.

We recommend noting the hexadecimal code printed on each receiver and the appliance it is controlling for potential future use.

The receiver can be controlled by up to 25 transmitting devices

**CS2 Memory:** The product marked CS2 enables the receiver to remember the status (if engaged) in the event of a power cut. Once engaged and the current status has been running for longer than 15 seconds the current status will be stored. See 'Step 4' overleaf.

## 2 Signal Range

The RFDAC-71B has a signal range in free air of up to 200 metres.

Once the signal penetrates building materials etc., the signal range will be reduced. See the installation guidance notes supplied with this device.

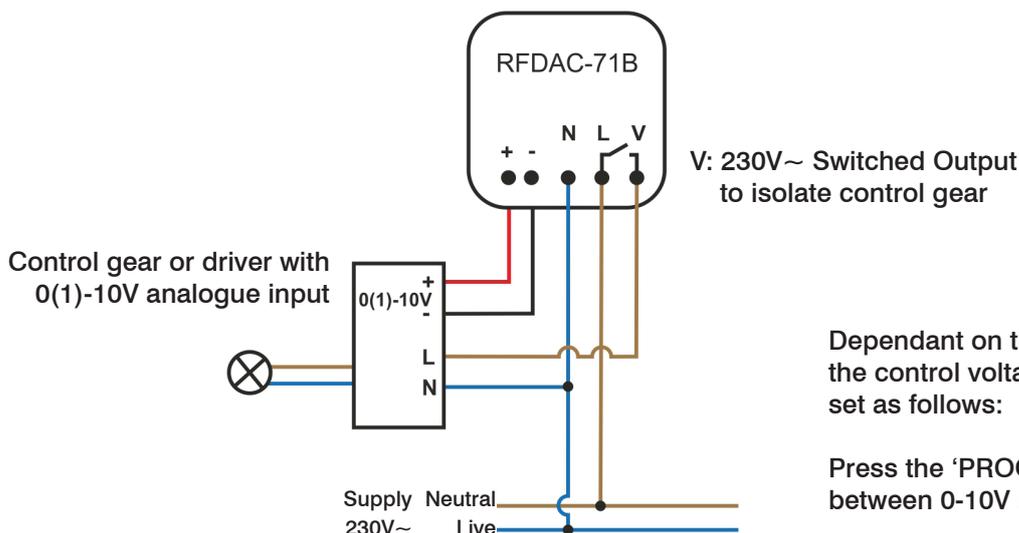
## 3 Load Type

The switch input will accept up to 16A resistive load. If switching and controlling LED devices please refer to the 'Installation Guidance Notes' supplied with this device.

|   |  |   |   |   |   |  |   |   |   |
|---|--|---|---|---|---|--|---|---|---|
| Type of load                                      | <br>cos φ ≥ 0.95<br>AC1 | <br>AC2  | <br>AC3  | <br>AC5a uncompensated | <br>AC5a compensated | <br>AC5b | <br>AC6a | <br>AC7b | <br>AC12 |
| Contact material AgSnO <sub>2</sub><br>contact 8A | 250V / 16A   | 250V / 5A   | 250V / 3A   | 230V / 3A (690VA)   | 230V / 3A (690VA)<br>till max output C=14uF   | 1000W  | x   | 250V / 3A   | x   |
| Type of load                                      | <br>AC13                | <br>AC14 | <br>AC15 | <br>DC1                | <br>DC3              | <br>DC5  | <br>DC12 | <br>DC13 | <br>DC14 |
| Contact material AgSnO <sub>2</sub><br>contact 8A | x  | 250V / 6A   | 250V / 6A   | 24V / 10A   | 24V / 3A  | 24V / 2A   | 24V / 6A  | 24V / 2A  | x   |

**! Warning Inductive and resistive loads MUST NOT be connected together through one channel**

## 4 Wiring



Dependant on the analogue device connected and the control voltage required, the RFDAC-71B can be set as follows:

Press the 'PROG' button for 1 second to change between 0-10V (Green LED) and 1-10V (Red LED).

## 5 Functions (Dimming Receivers)

|            |   | Press button and release                          | Press button and hold  |
|------------|---|---|--|
| Function 1 | Scene recall / OFF  | Press to recall scene, press to turn OFF          | Press button for more than 1 second to set scene brightness                                    |
| Function 2 | Scene recall / OFF - Anti-tamper                            | Press to recall scene, press again to turn OFF    | Press button for more than 3 seconds to set scene brightness (avoids accidental scene setting) |
| Function 3 | Scene recall - fade ON / fade OFF - Push to recall scene    | Press to recall scene                             | Press button for more than 1 second to set scene brightness                                    |
| Function 4 | Scene recall / fade OFF                                     | Press to recall scene                             | Press button for more than 1 second to set scene brightness                                    |
| Function 5 | Variable fade up to Max. (Definable 2 seconds to 30 mins)   | Press to start fade up time to maximum brightness | N/A  |
| Function 6 | Variable fade down to OFF. (Definable 2 seconds to 30 mins) | Press to start fade down to OFF                   | N/A  |
| Function 7 | ON/OFF  | Press once for ON, press again for OFF            | N/A  |

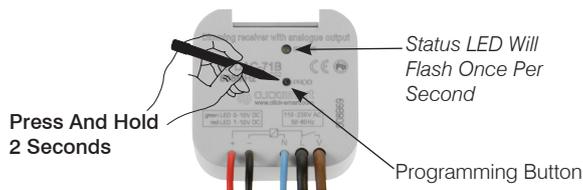
Functions 5 & 6 (timed elements) are programmed in real time. If you require 30 minutes you have to wait for the 30 minutes to complete the pairing. To help save time and remove potential frustration on 5+ minute timed elements, we always recommend conducting a few shorter timed elements (e.g. 10 seconds) to ensure both the correct function and the correct timed element are programmed.

## 6 Programming The Receiver To Button Transmitters

When installing with the RF Pilot or RF Touch, use the dedicated product manuals for programming.

### STEP 1 - Programming Mode

Press & hold the 'programming' button on the receiver for 2 seconds (*the status LED will flash with a 1 second interval*).

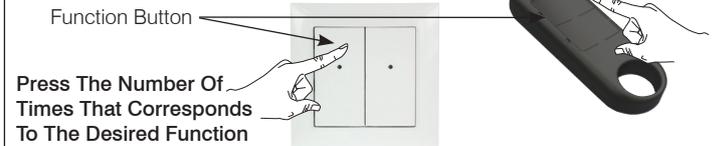


The programme button is recessed in to the body, this is standard. A small implement e.g. stylus can be used to press and hold the button.

### STEP 2 - Select Function

To assign the required transmitter button & function, press the required button the number of times to match the function number (e.g. function 2, press the button 2 times).

**Press the transmitter button at one second intervals - See table of functions above.**

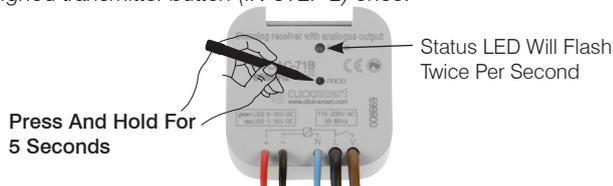


Each time the transmitter button is pressed the LED on the receiver will also flash to confirm the signal has been received.

### STEP 3 - Only Required For Functions 5 & 6 (Time Elements) For All Other Functions Go To STEP 4

To set the time element, whilst still in programming mode, press & hold the 'programming' button again for '5 seconds' (the status LED will flash twice a second). **THE TIMER HAS NOW STARTED.**

When the required time period has elapsed, to stop the timer press the assigned transmitter button (IN STEP 2) once.



### STEP 4 - Save & Exit

To exit programming mode press the 'programming' button for less than 1 second.



### CS2 - Memory Status

Single LED flash on exit - Memory status not engaged

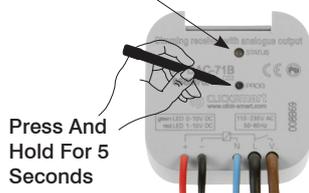
Double LED flash on exit - Memory status is engaged

To toggle between status's enter and exit programming mode.

### To Remove A Single Transmitter Button From The Receiver

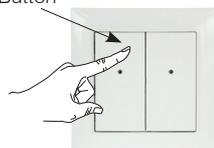
#### STAGE 1

Status LED Will Flash Three Times Per Second



#### STAGE 2

Transmitter Button



Press The Transmitter Button Once To Remove. The Receiver LED Status Should Be OFF

### To Remove All Paired Buttons

Press And Hold The 'Programming' Button For Longer Than 8 Seconds.

The LED status will change over the 8 seconds.

After 2 seconds the LED will flash once per second. After 5 seconds the LED will flash three times per second and after 8 seconds will go back to flashing once per second, release the programming button.

Press the programme button for less than 1 second to exit programming mode and remove all paired buttons.

