



CLICKsmart

40 Channel Remote Control With OLED Display



RF Pilot Installation Manual

Make your home smarter
with a wireless remote control.



Congratulations on purchasing the RF Pilot handheld remote control.

The controller is an element of the Click Smart system.

In conjunction with other Click Smart devices the RF Pilot offers you:

- Comfortable handheld control
- Activation of household appliances and devices
- Light dimming and creation of light scenes
- Control of blinds/shutters, garage doors, awnings
- Activate multiple devices with a single press
- Wireless communication without unnecessary cabling

Before You Start...

This manual provides information for the use and installation of the device. The device may only be installed and connected by persons with the required professional qualifications who have become familiarised with this manual and the functions of the device. Trouble-free operation also depends on the previous method of transportation, storage and handling. Should you become aware of any signs of damage, deformation, malfunction or of any missing parts, do not install this product and return it to the vendor. After the expiry of its service life, the product and all its parts must be disposed of as electronic waste. With consideration to the transmission of the RF signal, ensure that RF components are suitably located in the building where the device is to be installed. The Click Smart system must only be installed in indoor areas. The device has not been designed for outdoor use or use in a moist environment, it must not be installed in metal boxes or plastic distribution boxes with metal doors as this would prevent the transmission of the radio frequency signal. Click Smart is not recommended for the control of devices providing for vital life functions or for the control of risk devices such as lifts, pulleys etc. - radio frequency transmissions can be hampered by an obstacle or interfered with, or the transmitter battery may become depleted etc. thus disabling the remote control. Not suitable for use in an industrial environment.

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Technical Parameters

Display	
Type:	Colour OLED
Resolution:	128 x 128 pixels / 262,144 colours
Side ratio:	1:1
Visible surface:	26 x 26 mm
Backlight:	Self-illuminating text
Diagonal:	1.5"
Control:	Direction button, control buttons
Power supply	
Power supply:	2 x 1.5V AAA batteries*
Service life:	Approx. 3 years (Dependant on frequency of use and battery type)
Control	
Range in open area:	Up to 200M
Frequency:	868.5 MHz

Other data	
Operating temperature:	0 .. +55 °C
Storage temperature:	-20 ..+70 °C
Protection:	IP20
Working position:	Any
Dimensions:	130 x 41 x 18 mm
Weight:	61 g
Related standards:	EN 60730, EN 300 220, EN 301 489 RTTE Directive, Gov. Reg. No. 426/2000Sb (Directive1999/EC)

* Batteries are included.

The RF Pilot handheld remote control enables intelligent control of Click Smart receivers.

- Sending commands to switching, dimming and blind/shutter receivers
- RF Pilot measures and displays the local surrounding temperature
- The RF Pilot remote can be programmed with up to 40 receivers
- You can rename rooms and receivers/appliances controlled as required
- The “Scene” mode enables the control of up to 10 receivers within each scene - multiple devices controlled with a single press
- You can include the most frequently used devices/scenes in your “Favourite” menu and control them immediately after switching on the RF Pilot
- Range of up to 200M*
- Operating frequency 868.5 Mhz

- Colour: Anthracite Grey
- Powered by 2 x AAA batteries

*If the signal passes through building materials and/of furniture the signal range may be reduced. A signal range test is always recommended prior to installation.

Overview of Devices Controlled by the RF Pilot

Switching Receivers



RFSAI-61B

16A 230V~ single channel multifunction switching receiver with 3V DC switch input
6 functions



RFSA-62B

2 x 8A 230V~ two channel multifunction switching receiver
6 functions on each channel



RFSC-61

13A 230V~ multifunction plug-in switching receiver
6 functions



RFSA-61M

16A 230V~ single channel multifunction switching receiver
6 functions



RFSA-66M

6 x 8A 230V~ six channel multifunction switching receiver.
6 functions on each channel

Blind/Shutter Receivers



RFJA-12B/230V

Blind/shutter receiver
2 x switching 8A 230V~ relay with protection



RFJA-12B/24VDC

Roller blind/shutter receiver contactless switching 12-24V DC

External Antenna



AN-E

Antenna (3M cable)
RFSA-61M and RFSA-66M
(supplied separately)

Overview of Devices Controlled by the RF Pilot

Dimming Receiver



RFDEL-71B

160Va 230V~ multifunction LED dimming receiver with load selection, trim function and switch input
7 functions

Signal Repeater



RFRF-20/B

Plug-in repeater can extend the range of up to 20 receivers controlled by the RF Pilot.
Can also be utilised to bypass building elements.

Analogue Receiver & Dim Pack



RFDAC-71B

Receiver with analogue output 0(1)-10V 1 x switching contact 16A 230V~
7 functions

Control devices with (0)1-10V analogue input



DIM-6

2000Va dimming pack with 0(1)-10V input and momentary switch input (derate for LED loads)

Becomes wireless when used in conjunction with RFDAC-71B



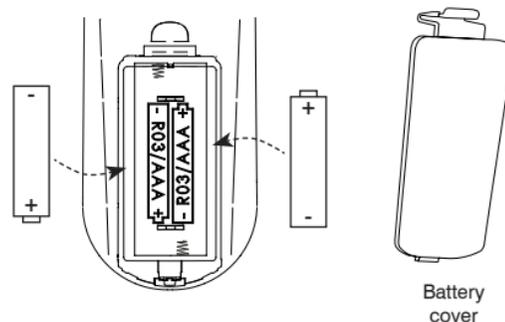
Device details; Insertion of batteries

Device description

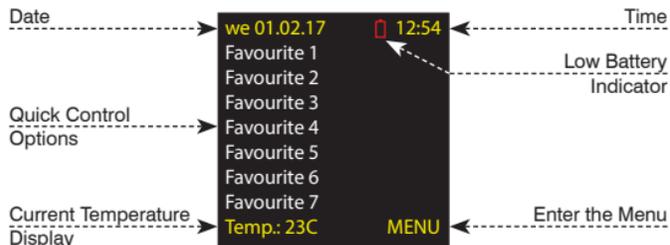


Battery insertion

Remove the battery cover and insert two AAA batteries as shown.



Display details - basic display

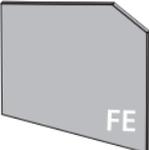
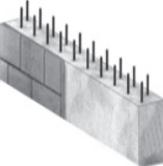


The memory has an independent power supply. Any custom adjustment (except for time and date) will remain. After inserting the batteries, the RF Pilot name and the firmware version will appear on the initial screen as shown above. To set the Date and Time elements see page 14.

Step 1 - Location of ClickSmart devices

Always remember that the radio signal range for RF installations depends on the building structure, materials used and the location of the installed units within the building.

Radio frequency signal loss through various construction materials

	<p>Wooden structures with plaster boards</p> <p>5-20 %</p>		<p>Common glass</p> <p>10-20 %</p>		<p>Brick walls</p> <p>10-40 %</p>
	<p>Metal partitions</p> <p>90-100 %</p>		<p>Reinforced concrete</p> <p>40-90 %</p>		

Note: Where the signal is reduced through building materials or elements the ClickSmart repeater (RFRP-20/B) can be used to help increase the signal range and also assist in bypassing elements causing signal reduction.

Certain types of glass which assist in saving energy may contain a special film e.g. metal oxide. In these types of installation may result in 90-100% of signal loss. The Click Smart repeater (RFRP-20/B) may be able to assist in bypassing the energy saving glass.

Basic Steps for Successful Programming

Step 2 - Complete the Installation Form

- Name of the room (e.g. Lounge)
- Description of load to be controlled (e.g. Lamp)
- Part No. of receiver (e.g.: RFSAI-61B, ...)
- Address of receiver (e.g.: 00AAD9, ...)

(The Installation Form is supplied with the RF Pilot or can be downloaded from www.click-smart.com).

Once the installation form is completed steps 3 to 7 can be carried out.



Number	Room (12 Chars)	Name of Controlled Load (12 Chars)	Receiver Part No.	Receiver Address
1	Lounge	Table Lamp	RFSAI-61B	012345
2	Lounge	Wall Lights	RFDEL-71B	0173AF
3	Hall	Lights	RFSA-62B	0022AA
4	Hall	Porch Light	RFSA-62B	0022AB
5				
6				
7				

Please ensure the completed installation form is retained for future reference.

Step 3 - Edit Room Names

Rename the rooms for the locations where the receivers are installed.

When assigning the receivers this will ensure they are added to the correct room.

Step 4 - Add Actuators (Receivers)

Input the receiver part number with the address in to the RF Pilot.

The receiver part number may not be listed in full, the cross references will help determine the correct one:

RFSA-61M → RFSA-6x (6 functions)

RFSA-62B → RFSA-6x (6 functions) enter both channels with addresses separately. Same for RFSA-66M.

RFDEL-71B → RFDEL-71 (7 functions)

RFJA-12B/230V → RFJA-12B

RFJA-12B/24VDC → RFJA-12B

Step 5 - Assign Receivers

Assign each receiver to the correct room. The receiver cannot be controlled until it has been assigned.

Step 6 - Create Scenes

Once all the receivers have been added and assigned, up to 10 scenes can be created. Add up to 10 receivers to a single scene with each receiver assigned its own command.

Step 7 - Create Favourites

The 10 most commonly used receivers and scenes can be selected in to the favourites/ (quick control menu).

The favourites appear on the initial screen, and activated with just a couple of clicks.



Fig. 1

Controller Activation

When not being used to control receivers the display goes in to sleep mode - no information is displayed (Fig.1).

Press any button briefly to display the Quick Control 'Favourites' Screen (Fig.2).

Note: The RF Pilot automatically goes in to sleep mode after the last button pressed and the set sleep time has expired, see 'Display', Page 36. When in the Programming Menu, the RF Pilot remains with the screen shown until exited.

Control Menu

From the Quick Control screen, enter the **Control Menu** by pressing the T1 button (MENU) (Fig.3).



Fig. 2

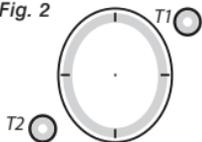


Fig. 3

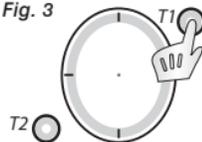
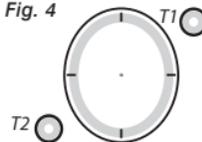


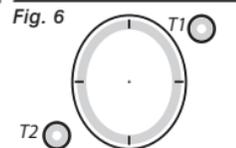
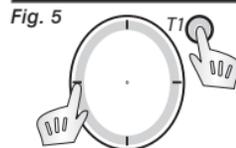
Fig. 4



Programming Menu

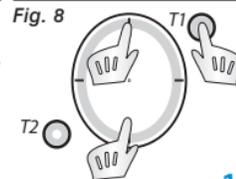
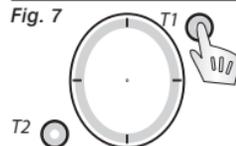
To enter the **Programming** menu (Fig.6) press the left side of the direction dial together with the T1 button (Fig.5) whilst in the Control Menu.

The programming menu can only be accessed from the control menu with pressing the left side of the dial and T1 together.



Language

Language setting. With language highlighted white press T1 (Fig. 7) to enter the Language menu. Choose the required language using up & down on the direction dial (Fig.8). Confirm using the T1 button.

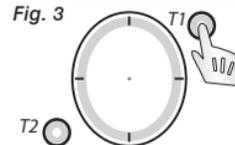
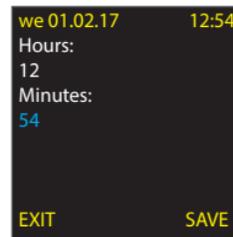
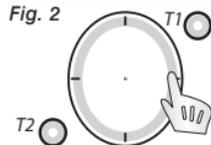
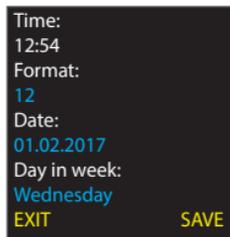
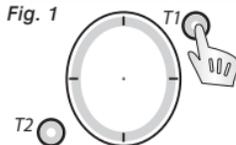
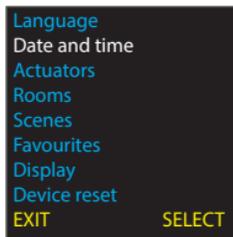


Date and Time

To move in the **Programming** menu use up & down on the dial to select **Date and time** (text in white). Confirm using the T1 button (Fig.1).

Here you can set the current time, time format (12/24), date and day of the week.

- Using up & down on the dial, select the element to be adjusted (Time/Format etc.) highlighted in white.
- Use the right of the dial to access the menu to adjust the parameters (Fig.2).
- Use up & down on the dial to select the required section. The left & right of the dial are used to adjust the values.
- Save the settings by pressing T1.



Rooms

The RF Pilot automatically arranges the names of Rooms 1-10 in order.

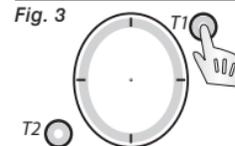
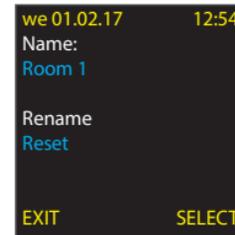
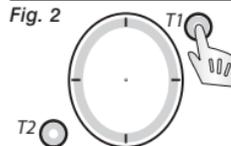
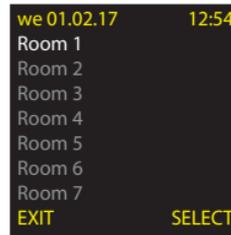
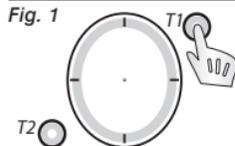
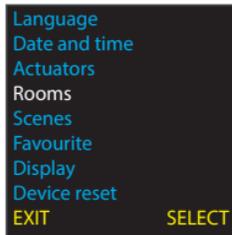
Within the programming menu, you can rename or reset the name to factory conditions. Once the room is renamed it will replace the room and number in the room menu.

In the Programming menu, using up & down on the dial select Rooms. Press T1 to select (Fig.1).

Use the up and down dial to highlight the Room that you want to rename (1-10).

Select using T1 (Fig.2). The menu is displayed (Fig.3) **Rename** **Reset**

Note: The selected room is highlighted white. Any rooms with receivers assigned are shown in blue (unless selected). Rooms without assigned receivers are shown in grey.



Rooms

- ❑ **Rename** - Used to change the room name.

Use left & right on the dial to select the letter position (Name:).

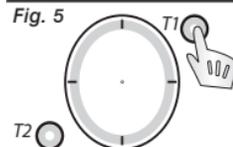
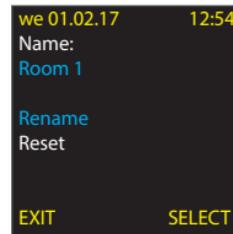
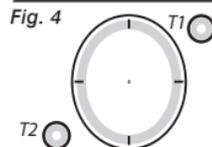
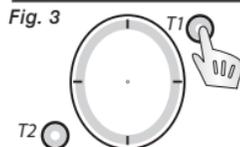
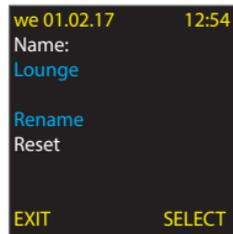
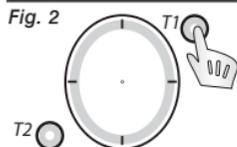
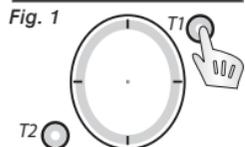
Use up & down on the dial to select the letter required (_ to 9).

To delete a letter press T2. Press T1 to save (Fig.2).

Note.: A maximum of 12 characters can be used for the room name.

- ❑ **Reset** - Use to reset the room name to the default and remove any assigned receivers (Fig.3-4).

Note: The Room name will be reset to the default factory setting (Fig.5).



Actuators (Receivers) - Add

In the Programming Menu select Actuators to add the receivers installed (Fig.6). Press the T1 button to enter the menu.

- **Add** - To add a receiver to the RF Pilot Controller (Fig.7), press T1 button with Add highlighted white. Use up and down on the dial to select the receiver type which you want to add. Confirm using the T1 button (Fig.8).

In the following menu, enter the receiver address using the direction button (Fig.9).

Note.: Move across the address line by pressing the left & right on the dial.
 Select characters by pressing the up & down on the dial.

Ensure the address is correct and 'save' using the T1 button.



Fig. 6

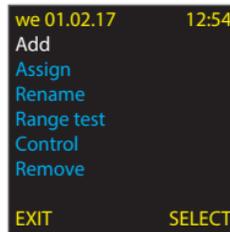
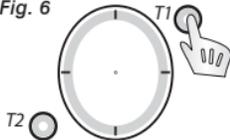


Fig. 7

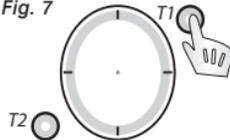


Fig. 8

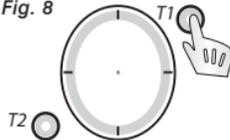
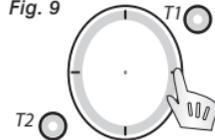


Fig. 9



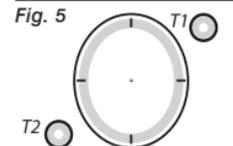
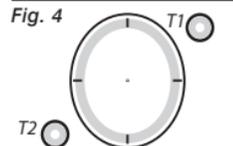
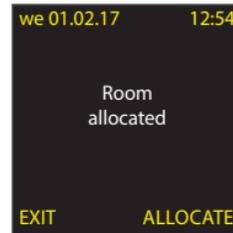
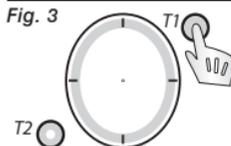
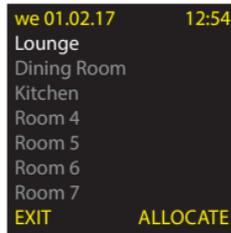
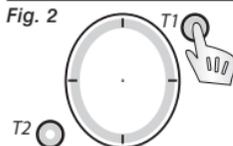
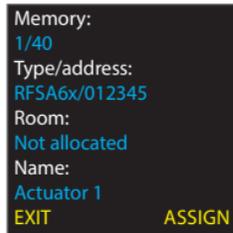
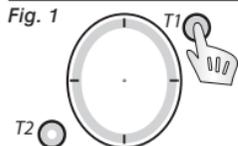
Actuators (receivers) - Assign

- ❑ **Assign** - Used to allocate a receiver/appliance name to a room, e.g. Actuator 1 (appliance: table lamp) in lounge (Fig.1) (Room Names 1-10 are set as default in the controller).

Using up & down on the dial, select the receiver to be assigned (1-40). Confirm using the T1 button (Fig.2)

In the next menu, using up & down buttons select the name of the room you want to assign/allocate the receiver to. Confirm using the T1 button (Fig.3). Actuator (receiver) is assigned (Fig.4).

Note: If the receiver selected has already been assigned, an error message is shown (Fig. 5).



Actuators (receivers) - Rename

- Rename** - (Fig.6) Used to change the name of the receiver appliance, the name will then be displayed in the menu list under the Room Control function.

Using up & down on the dial, scroll through the list to find the receiver to be renamed (1-40).

Select using the T1 button (Fig.7).

Use up & down on the dial to select the letter (_ to 9) with left & right buttons to select the letter position (Name:).

To delete a letter press T2 (Fig.8). Press T1 to save (Fig.9).

Note.: A maximum of 12 characters can be used for the receiver/appliance.



Fig. 6

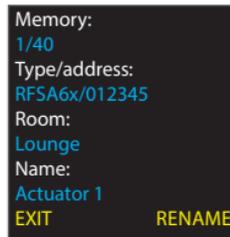
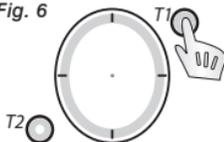


Fig. 7

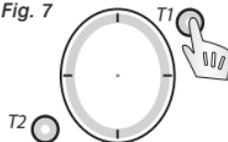


Fig. 8

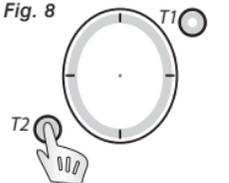
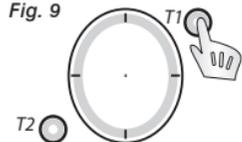
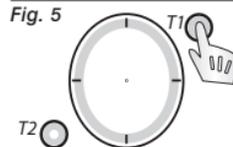
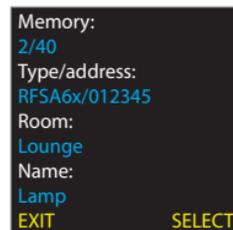
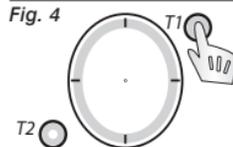
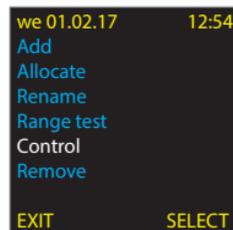
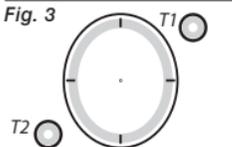
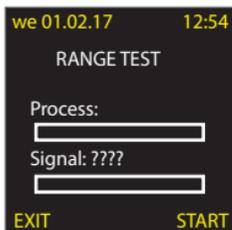
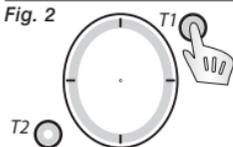
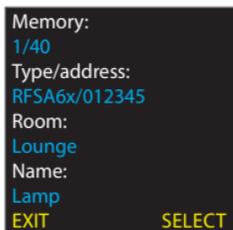
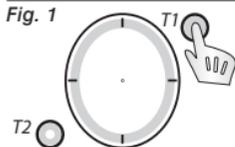
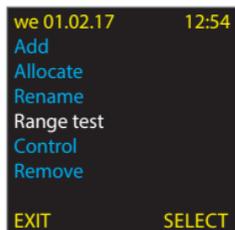


Fig. 9



Actuators (receivers) - Range Test & Control

- ❑ **Range test** - Used to determine the quality of the signal between the RF Pilot and the selected receiver (Fig.1). Use up & down on the dial to select the receiver you want to test. Select using the T1 button (Fig.2). The test result will be displayed after approx. 10 seconds (Fig.3).
- ❑ **Control** - Used for a control test (Fig.4). Using up & down on the dial, select the receiver to be controlled. Confirm using the T1 button (Fig.5). The list of functions supported by the selected receiver will be displayed. See pages 22 to 24.
Note: If a dimming receiver is selected the left & right on the dial can be used to control the light level.



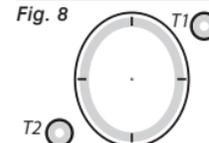
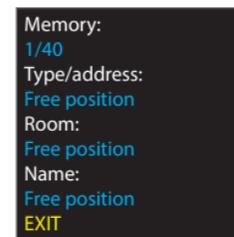
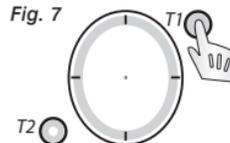
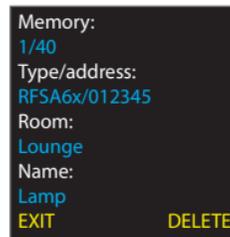
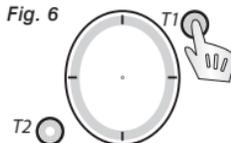
Actuators (receivers) - Remove

- **Remove** - Used to delete the receiver from the memory of the RF Pilot (Fig.6).

Using up & down on the dial select the receiver to be removed.

Confirm using the T1 button (Fig.7).

Note: If an actuator/receiver is removed from the controller memory, the relevant position in the receiver list becomes vacant (Fig.8). The first vacant position in the list is used to assign the next receiver.



Control - Receiver Function

Select the required function (highlighted white) using up & down on the direction dial.

Execute the selected function by pressing T1.

✓ - Green symbol - command accepted and executed by the receiver (Fig.1)

✗ - Red symbol - Error (Fig.2) - see page Page 40

To access the control screen, see page 20



Fig. 1

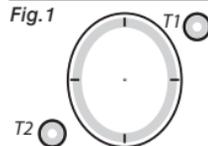
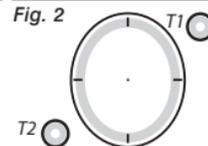


Fig. 2



RFSA-6x	Switching Receiver Functions	
	Description	
Turn On	Receiver switched On	
Turn Off	Receiver switched Off	
Button	Receiver contact On when Controller button pressed	
Delay On	Switched On with delay	
Delay Off	Switched Off with delay	
Setting	Time setting of delay for switch On / Off within the range of 2s - 60min. After altering the delay On/Off settings 'SAVE' must be pressed for each element altered. The receiver must be powered and within communication range else an error will occur.	

Select the required function (highlighted white) using up & down on the direction dial.

Execute the selected function by pressing T1. (If the function selected is **Brightness %**, use left & right of the dial to change the % output which are in increments of 10%).

✓ - Green symbol - command accepted and executed by the receiver (Fig.1)

✗ - Red symbol - Error (Fig.2) - see page Page 40

To access the control screen, see page Page 20

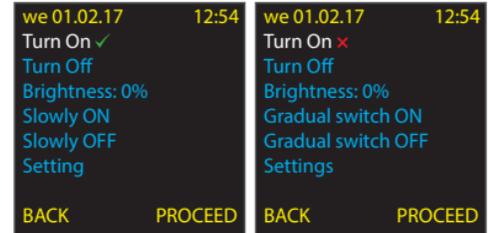


Fig.1

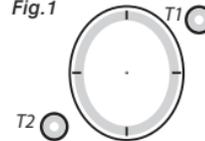
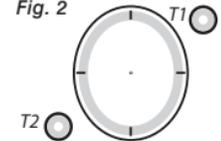


Fig. 2



RFDA-71, RFDEL-71 & RFDAC-71	Dimming Receiver Functions
	Description
Turn On	Receiver switched On
Turn Off	Receiver switched Off
Brightness 0%	Brightness setting within the range 0-100% (10% steps using left & right buttons)
Slowly On	Gradually switches On during a preset time
Slowly Off	Gradually switches Off during a preset time
Setting	Setting the time of the gradual switch On / Off within the range of 2s - 30min. After altering the delay On/Off, Up/Down or slowly On/Off settings 'SAVE' must be pressed for each element altered. The receiver must be powered and within communication range else an error will occur.
Wait approx. 1s between individual button presses.	

Control - Receiver Function

Select the required function (highlighted white) using up & down on the direction dial.

Execute the selected function by pressing T1.

✓ - Green symbol - command accepted and executed by the receiver (Fig.1)

✗ - Red symbol - Error (Fig.2) - see page Page 40

To access the control screen, see page Page 20

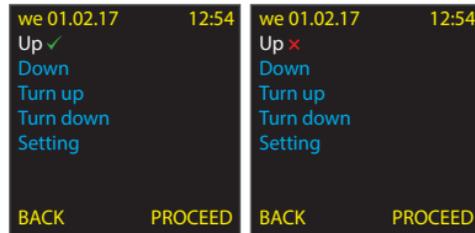


Fig. 1

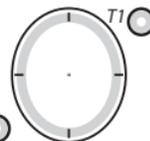
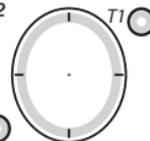


Fig. 2

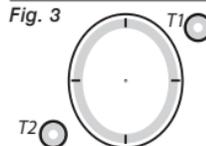
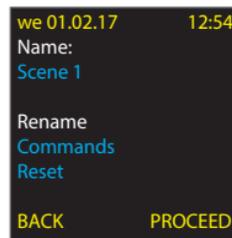
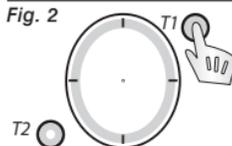
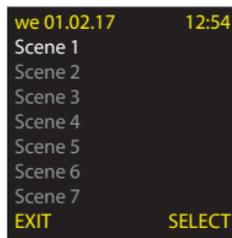
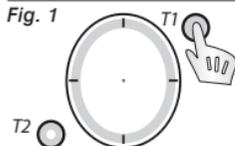


RFJA-12	Blind/Shutter Actuator Functions	
	Description	
Up	Device moves up to end position	
Down	Device moves down to end position	
Turn up	Rolling the blinds/shutters up in gradual steps using short impulses	
Turn down	Rolling the blinds/shutters down in gradual steps using short impulses	
Setting	Setting the travel time of the device for Scene control. Measure the travel time from one end position to the other end position. Set the time data + 2s in the Controller. Range 2s - 240s. After altering the Up/Down settings 'SAVE' must be pressed for each element altered. The receiver must be powered and within communication range else an error will occur.	

Scenes

Scenes - These are used to define the control of multiple receivers using a single button press. In the Programming Menu select Scenes (Fig.1). Press the T1 button to enter the menu. Using up & down on the dial select the name of the Scene you want to edit. Select using the T1 button (Fig.2).

The following options will be displayed (Fig.3): **Rename** **Commands** **Reset**



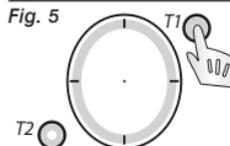
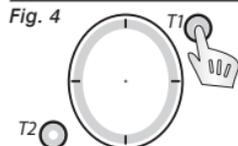
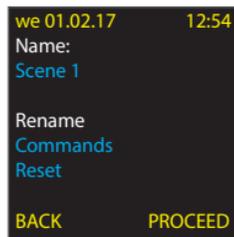
Scenes - Rename

- ❑ **Rename** - (Fig.4) Used to change the name of the scene, the name will then be displayed in the menu list under the Scene Control function.

Use up & down on the dial to select the letter with left & right to select the letter position.

To delete a letter press T2. Press T1 to save (Fig.5).

Note.: A maximum of 12 characters can be used for the scene name.



Scenes - Commands

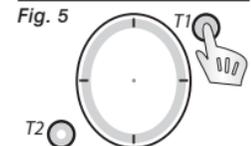
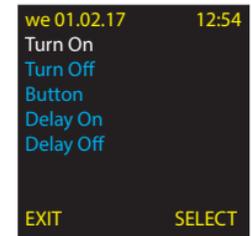
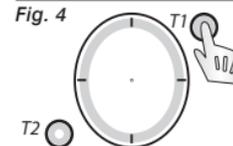
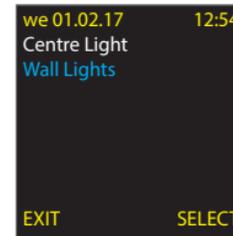
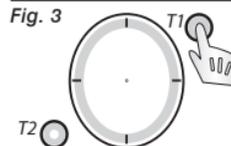
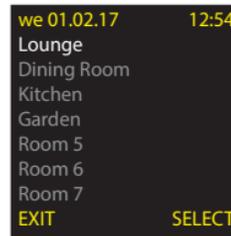
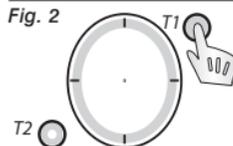
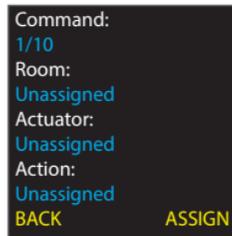
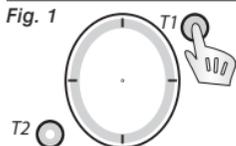
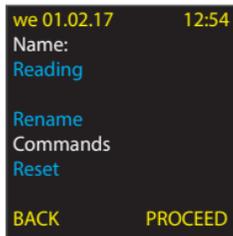
❑ **Commands** - (Fig.1). (Switching receiver)

Assign each command (Command: 1/10, 2/10, 3/10 etc.) (Fig.2) by firstly selecting the room (Fig.3) and then the defined receiver (Fig.4).

The receivers function can be selected (Fig.5 - showing switching functions).

All the functions created as a command will be executed when the scene is activated.

Note.: Up to 10 receivers with commands can be allocated to each scene.



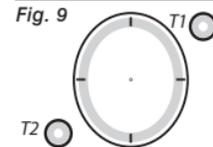
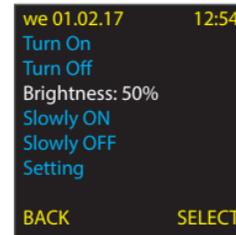
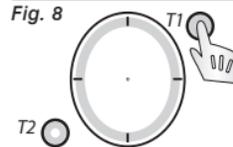
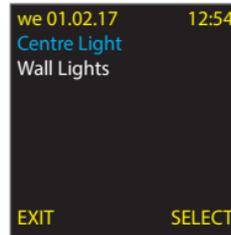
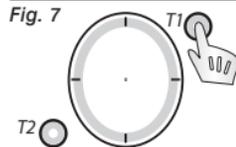
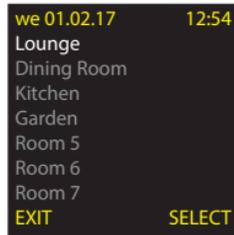
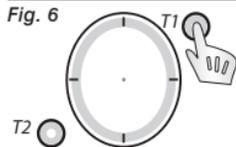
Scenes - Commands (continued)

❑ **Commands** (Dimming receiver)

After each receiver and function has been added to a command, the screen will move to the next command (2/10 etc.) automatically (Fig.6).

Repeat selecting the room (Fig.7) and receiver (Fig.8). For dimming receivers, the desired lighting level can be selected by using left & right on the dial to increase or decrease the brightness %.

Note.: Up to 10 receivers with commands can be allocated to each scene.

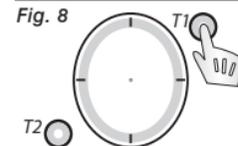
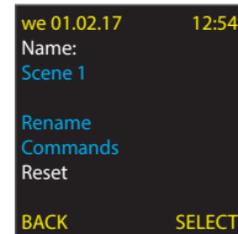
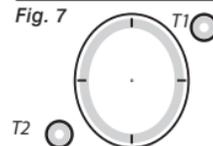
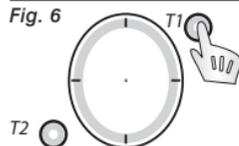
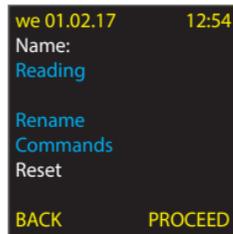


Scenes - Reset

Reset

Use to delete allocated scenes from the memory. (Fig.6-7).

Note: The Scene name will be reset to the default factory setting (Fig. 8).



Favourite

Favourite - Used to define the ten most frequently used functions, appears in the opening screen after turning off. The favourites act as quick controls without entering further menus.

The Favourite could be a single actuator (receiver), an actuator with function or a scene.

In Programming select Favourite (Fig.1). Press the T1 button to enter the menu.

In the Favourite menu select the Favourite you want to assign. Select using the T1 button (Fig.2). The menu is displayed (Fig.3): **Assign** **Cancel**



Fig. 1

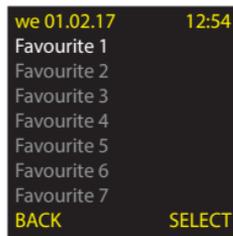
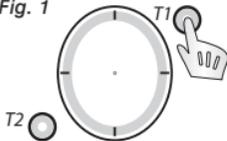


Fig. 2

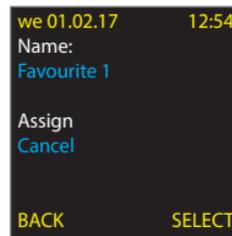
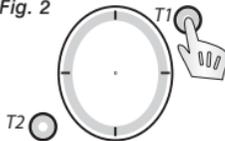
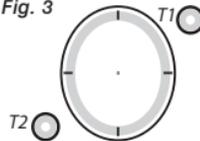


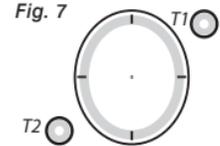
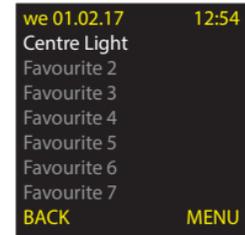
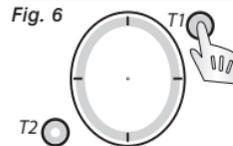
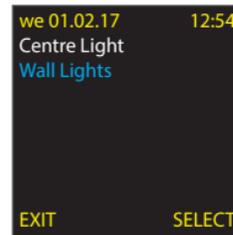
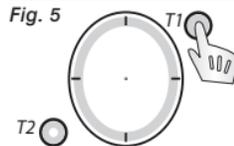
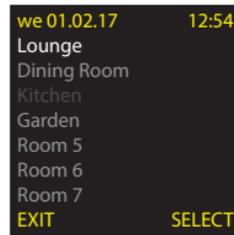
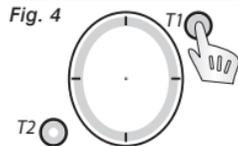
Fig. 3



Favourite - Assign - Actuator

❑ **Assign** - Used to allocate a receiver or scene to the Favourites listing.

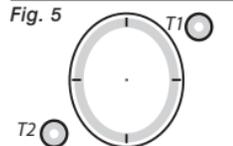
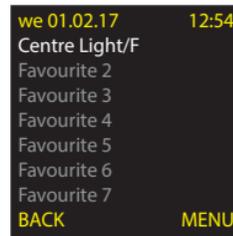
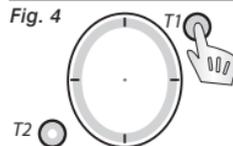
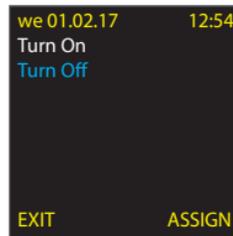
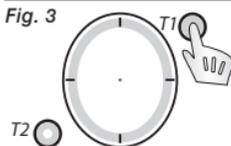
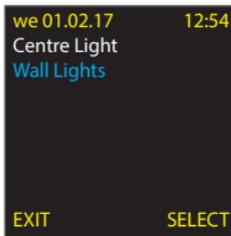
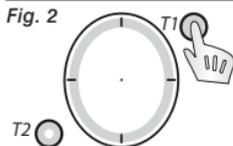
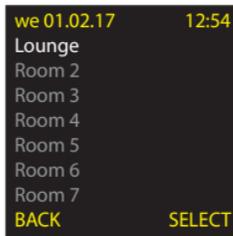
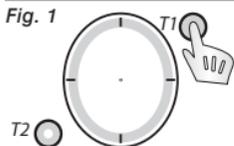
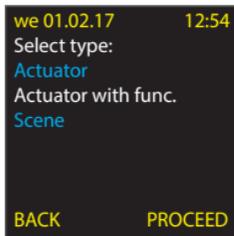
- **Actuator:** You can allocate a receiver from a defined room location (Fig.4-6) and choose the function later. The name of the receiver will be shown in the favourites list (Fig.7).



Favourite - Assign - Actuator With Function

- Actuator with function:

You can allocate a receiver (from a selected room) and define its function (Fig.1-4).
The name of the receiver (actuator / F) will be displayed in the favourites list (Fig.5).



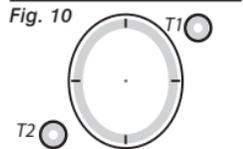
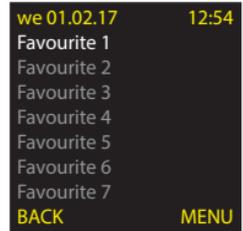
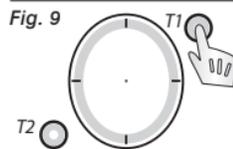
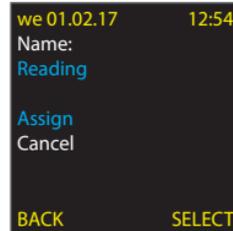
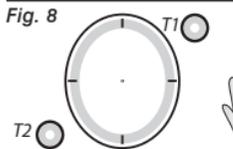
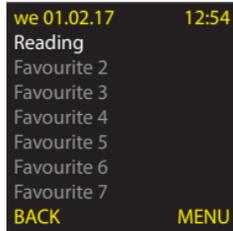
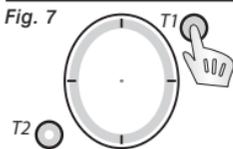
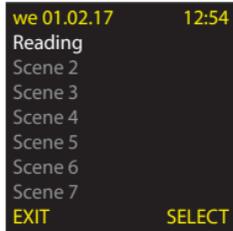
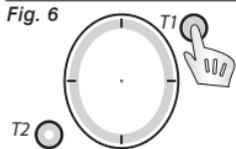
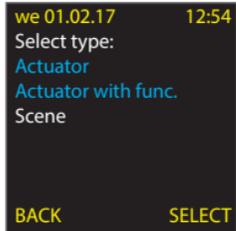
Favourite - Assign - Scene & Cancel

- Scene:

You can assign a created scene as a Favourite (receivers assigned to the scene are activated) (Fig.6-8)

Cancel - used to delete a Favourite.

The Favourite name (highlighted in white) will be reset to factory setting (Fig.9-10).



Initial Screen - Quick Control

Quick Control

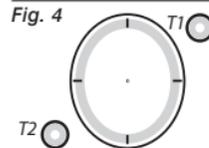
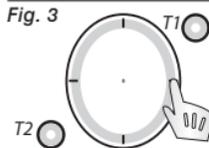
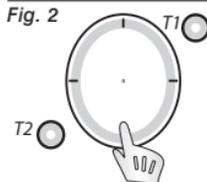
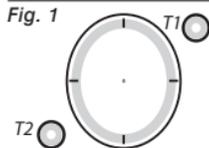
Wake up the RF Pilot from sleep mode by pressing any button. The screen will briefly display a list of defined favourite operations / devices (Fig.1).

Using up & down on the dial (Fig.2), select the required Favourite action / scene.

The chosen Favourite command is then activated in one of two ways:

- ❑ If the Favourite is a scene control element then press the right button to execute it.
 - ❑ If the Favourite is a device (receiver with or without functions) then press the right button to turn ON or start predefined function or the left button to turn OFF or stop the predefined function.
- ✓ - Green symbol - command accepted and executed by the receiver (Fig.3)

✗ - Red symbol - Error (Fig. 4) - see page Page 40



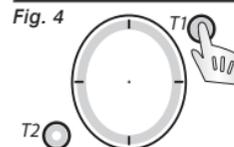
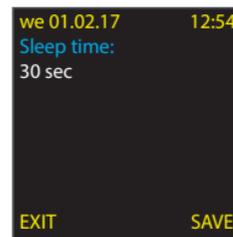
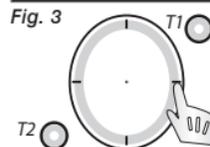
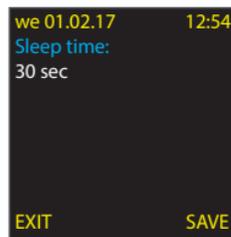
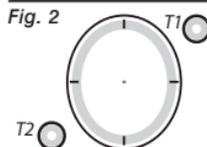
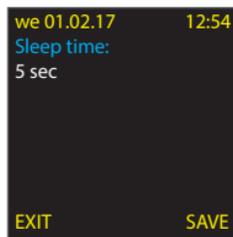
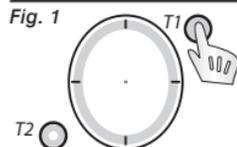
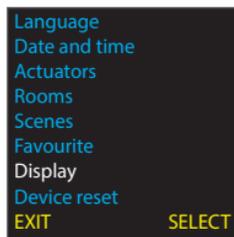
Controlling the assigned receiver (without function)		
Receiver	Pressing the directional button left	Pressing the directional button right
RFSA-6x	Switch Off.	Switch On.
RFJA-12	Simulation of the button on the keyring - tilting the roll-up blinds. Press and hold to send the roll-up blinds up.	Simulation of the button on the keyring - tilting the roll-up blinds. Press and hold to send the roll-up blinds down.
Dimming	Switch Off.	Each pressing of the button will increase the brightness by 10% (to max. 100%).

Controlling the assigned receiver with function		
Receiver	Pressing the directional button left	Pressing the directional button right
RFSA-6x	Switch Off.	Activates the set function.
RFJA-12	By pressing once stop the motion of the roll-up blinds. By pressing again, set the roll-up blinds into motion in the opposite direction.	Activates the set function.
Dimming	Switch Off.	Activates the set function.

Controlling a scene		
Scene	Pressing the left button	Pressing the right button
	No function	Activates the preset commands within the scene.

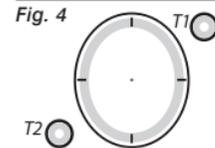
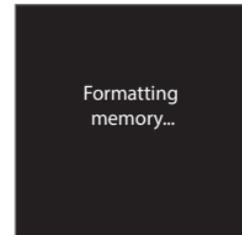
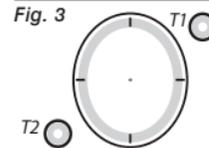
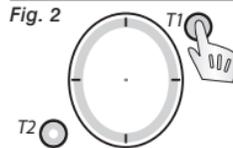
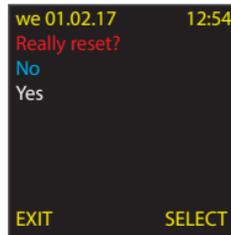
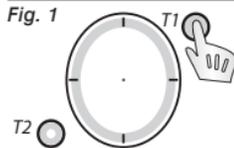
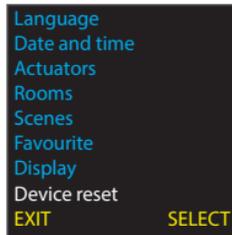
Display

Display - Gives the opportunity to alter the time the screen stays visible before going in to sleep mode (Fig.1 & 2). The time can be adjusted 5 seconds to 30 seconds in 5 second intervals (Fig.3). Press 'SAVE' once the preferred time is selected (Fig. 4).



Device Reset

Reset - Resetting the device is used to delete all settings including room and receiver details (Fig.1-2). The version of the firmware is displayed, the memory is Formatted and the original factory status is restored (Fig.3-4).



Universal information

The temperature display is for information only and may be affected by the placement of the controller near heat sources, windows, prolonged time in the hand, etc.

Renaming Receivers/Rooms/Scenes - the min. length of the name is 1 character, the max. length is 12 characters. Upon deleting the whole name (by the T2 button) and confirming (by the T1 button), the factory setting is restored (Actuator x, Room x, Scene x).

Duplicate names can be used for Receivers/Rooms/Scenes.

Receivers/Rooms/Scenes and Favourite names are not sorted alphabetically, but their order is determined by their position in the controller memory.

If a receiver is removed from the controller memory, its position in the actuator/receiver list becomes vacant. The first vacant position in the list will be used by the next receiver added.

Cleaning and maintenance

- Do not immerse the controller or its parts into water or any other liquid! Prevent any liquid from entering into the controller. The device will be damaged.
- Clean the surface using a dry clean cloth. Do not use aggressive cleaning products or abrasives as these may damage the controller.

Adhere to the following instructions for battery use:

- Check the batteries regularly. Leaking batteries can damage the device.
- If you do not use your Remote Controller for a long time, remove the batteries.
- Always replace both the batteries at the same time, do not mix battery types.
- When inserting the batteries, always check their polarity as displayed in the battery compartment.

Device damage!

- Protect the product from moisture. Use the device in dry rooms only, not outdoors or near liquids. Ensure that the controller does not become wet or moist as damage may occur.
- Do not operate or leave the device in a hot environment, do not expose it to direct sunlight.
- Do not place near sources of flame such as candles etc.

Disposal:

- Do not dispose of the device in the common household waste. All packaging materials should be disposed of in accordance with local environmental regulations.

Batteries/accumulators

- Batteries must never be disposed within household waste. They may contain poisonous substances harmful to the environment. Therefore the batteries must always be disposed of in accordance with applicable local regulations.
- Each consumer is obligated by law to dispose of batteries at a local collectingpoint. This obligation ensures that the batteries will be disposed of in accordance with current environmental regulations.

What to do when ...

RF Touch Unit Warnings

Warnings are displayed in the event of control or signal issues occurring.

Warning	Troubleshooting
Rooms / Scenes / Favourite	10 programmes can be defined to each section
Memory full! (when adding actuators)	No more than 40 receivers can be added to the device
The actuator has already been used.	The receiver has already been assigned to a room
Low battery indicator displayed 	Battery level must be sufficient to ensure reliable communication with receivers, change batteries
Communication error!	The receiver has not accepted the command, please repeat
✓ - orange symbol - error (when controlling scenes)	An receiver or some of the receivers have not confirmed executing the command, please repeat the command
✗ - red symbol - error	The receiver(s) has/have not confirmed executing the command, please repeat the command
If the error persists: - The receiver has accepted and executed the command, RF Pilot has not detected any execution feedback signal - If some of the receivers have accepted and executed the command (when controlling Scenes) but some have not	Low battery
	The controller is too far from the receiver(s)
	Check the commands defined in the scene



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