

SmartTransmitter

SceneMaster Version 3.0

INSTALLATION INSTRUCTIONS

For Model:

SMST8
Eight Button
Wall Transmitter



WHAT IS THE SMST8?

Congratulations on your purchase of your SMST8 SmartTransmitter. We feel that the SMST8 is the perfect choice for controlling your SceneMaster Wall Switch devices to create a dramatic home lighting system. After installing and configuring your SMST8 you'll be able to transmit standard X-10 commands to your SceneMaster devices and be able to see LED (button-light) feedback as to which devices (or Scenes) are on.

SMST8 Components

The SMST8 (see Figure 1) has eight buttons labeled **E**, **F**, **G**, **H**, **I**, **J**, **K**, and **L** with LED backlighting. All of the components of the SMST8 are highly configurable so that you can customize them to operate your SceneMaster system in the exact way you desire. To keep it simple, this manual will describe the two most common (of the many possible) configurations that the SMST8 can be configured into.

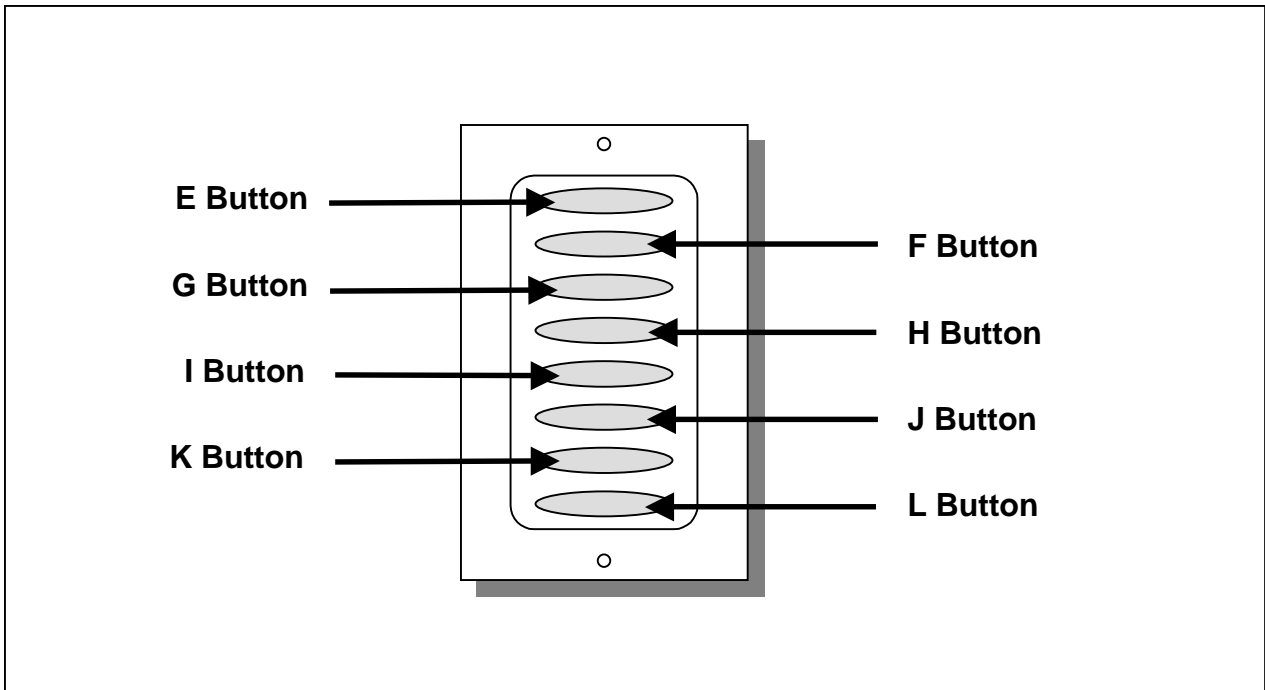


Figure 1: SMST8 Components

WHAT CAN THE SMST8 DO?

Direct Control Of SceneMaster Devices

In the Direct Control configuration the eight buttons are used to toggle ON and OFF as many as eight individual SceneMaster devices or other X10 loads. Pressing these buttons once will turn their corresponding device ON and pressing them again will turn their corresponding device OFF. The button will light up when its device is On and it will turn off when its device is Off. More than one button can be lit at a time.

Scene Control Of SceneMaster Devices

In the Scene Control configuration the eight buttons are used to turn ON eight individual SceneMaster Scenes. The button will light up when its Scene is ON and it will turn off when another Scene is ON. No more than one button LED can be on at a time.

Other Control Of SceneMaster Switches

There are numerous other configurations that you can program your SMST8 to perform in. As you read through the Programming Instructions of this manual you may get some ideas of how to further customize your SMST8 to perform to your individual desires.

INSTALLATION INSTRUCTIONS

READ THESE INSTRUCTIONS BEFORE INSTALLING DEVICE.

This device is intended for installation in accordance with the National Electric Code and local regulations. It is recommended that a qualified electrician perform this installation. Retain these instructions for reference or download the manual from our website at: www.pcslighting.com. This product is for indoor use only. Connect only copper or copper clad wires to this device.

INSTALLATION PROCEDURE

CAUTION: Before installing the SMST8 into a wall box, be sure that power to the wall box has been disconnected (by removing the fuse or turning the circuit breaker off).

Installing products while the power is on may expose you to dangerous voltage and may damage the product.

- 1) Remove the existing device from the wall box.
 - a) Remove the faceplate from the existing device.
 - b) Unscrew and pull the existing device out of the wall box.
 - c) Disconnect the wires from the existing device. Identify the “Hot” (black) and “Neutral” (white) wires.
- 2) Connect the SMST8 to the electrical wires (refer to in Figure 2).
 - a) Connect the “Hot” wire to the black wire on the back of the SMST8.
 - b) Connect the “Neutral” wire to the white wire on the back of the SMST8.
 - c) Make sure all wire connections are tight and that no bare copper is exposed.
- 3) Install the SMST8 into the wall box.
 - a) Install the SMST8 into the wall box, making sure all wires are neatly installed.
 - b) Using the enclosed mounting screws, secure the SMST8 into the wall box.
 - c) Replace the faceplate over the SMST8.
- 4) Turn power back on to the wall box.
- 5) Program the SMST8 buttons for desired operation (as explained in the Programming Instructions section of this manual).

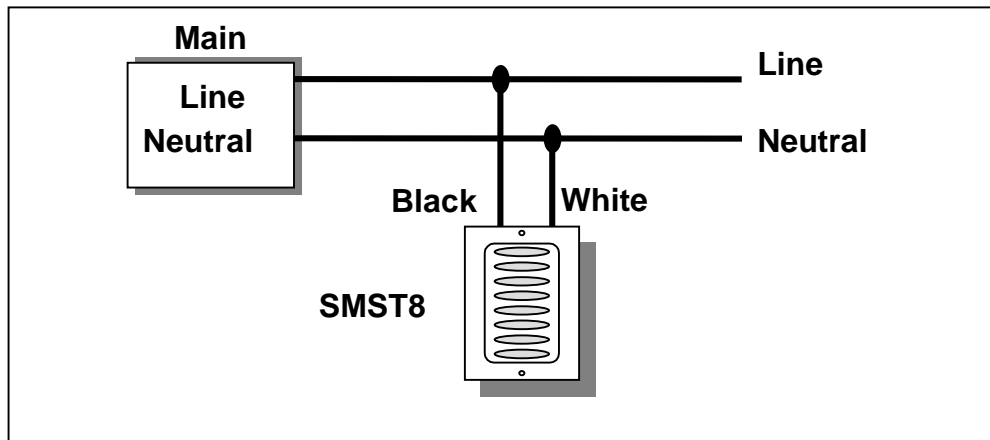


Figure 2: Wiring Diagram

PROGRAMMING INSTRUCTIONS

The SMST8 is delivered from the factory completely erased. In order to get it to operate in your SceneMaster lighting system you must first perform some simple programming steps on each button. In order to perform these programming steps you will need to have on hand a device that transmits X-10 commands on the power-line (such as an X-10 Maxi-Controller).

Button Programming

Each of the eight buttons of the SMST8 can be programmed to operate in one of three modes as described in Table 1. While in “Programming Mode” each button’s mode is distinguished from the others by the blinking pattern of that button’s LED.

Button(s)	Single Blink Mode	Double Blink Mode	Triple Blink Mode
E ~ L	Pressing the button will send a programmed X-10 ON or OFF (only one) command to a specified device address or scene address. (Note: In the PCS SceneMaster system a normal X10 command can activate an entire scene. See SceneMaster documentation.)	Pressing the button will toggle between sending either an X-10 ON command or an OFF command to a device address or scene address. (Note: In the PCS SceneMaster system a normal X10 command can activate an entire scene. See SceneMaster documentation.)	Pressing the button will send a specified X-10 All Lights ON or All Units OFF command to a specified Letter Code (House Code).

Table 1: SMST8 Button Operating Modes

Entering “Programming Mode”

In order to program a button’s operation you must first get your SMST8 into the “Programming Mode” as described below:

- 1) If necessary or you are unsure of previous programming set the transmitter defaults (this clears all programming). See page 6.
- 2) Press and hold the **E** and **L** buttons down for at least 3 seconds.
- 3) After 3 seconds the entire keypad will start blinking. Release the **E** and **L** buttons. It is now ready for programming.

Selecting The Button To Program

Once the SMST8 is in the “Programming Mode” you can select which button you want to program by pressing that button once. The selected button will blink in a pattern representing its current “Blink Mode” (Single Blink, Double Blink, or Triple Blink as described in Table 1).

Selecting The Button’s Blink Mode

After the desired button is selected you can select its “Blink Mode” by continuing to tap (press and release) it to cycle through the three possible blinking modes. When you get to the desired mode (refer to Table 1), stop pressing the button.

Note: Pressing any other button will exit the “Programming Mode” and any changes made will not be saved.

Programming The Selected Blink Mode

Once the button’s “Blink Mode” has been selected, the X-10 device (or scene) address and the X-10 command need to be programmed into the SMST8 for that mode using the X-10 transmitting device (i.e. Maxi-Controller). Since this operation is a little different for the different “Blink Modes” we will explain each one individually.

Programming The Single Blink Mode (Fixed Command Mode) -

When the Single Blink Mode is selected for the button, the SMST8 needs to know what X-10 device (or scene) address and command to send out when that button is pressed. This is done as follows:

- 1) Use your X-10 transmitter to transmit X-10 command(s) to be stored. You must include the address with the command (e.g. A1ON).
- 2) You may program up to 16 different commands (e.g. A1ON, A2OFF, D3ON, P4OFF, etc.) for advanced macro operation.
- 3) Press the selected SMST8 button to complete the programming.
- 4) The selected button should stop blinking. If not then repeat the process.

Programming The Double Blink Mode (Toggle Mode) –

When the Double Blink Mode is selected for the button, the SMST8 needs to know what X-10 device (or scene) address to send out (with the On/Off commands) when that button is pressed. This is done as follows:

- 1) Use your X-10 transmitter to transmit the X-10 On command to the device (or scene) address to be stored (e.g. A1ON).
- 2) Press the selected SMST8 button to complete the programming.
- 3) The selected button should stop blinking. If not then repeat the process.

Programming The Triple Blink Mode (All Lights On/All Units Off Mode) -

When the Triple Blink Mode is selected for the button, the SMST8 needs to know what Letter Code to send out (with the All Lights On/ All Lights Off commands) when that button is pressed. This is done as follows:

- 1) Use your X-10 transmitter to transmit either the X-10 On command (for All Lights On) or the X-10 Off command (for All Units Off) to the device (or scene) address to be stored (e.g. A1ON or A1OFF).
- 2) Press the selected SMST8 button to complete the programming.
- 3) The selected button should stop blinking. If not then repeat the process.

Note: The Triple Blink Mode is the only way to get the X10 All Lights On/All Units Off commands into the SMST8 transmitter.

Programming The LED Brightness

The Light Emitting Diode (LED) behind the buttons can be programmed to any one of four brightness levels. This feature should be used in locations, such as bedrooms, where the customer may find that the standard brightness of the Buttons is too bright. The brightness is set for the all the transmitter buttons as follows:

- 1) Press and hold down both the **H** and **J** buttons for at least 5 seconds.
- 2) After 5 seconds the **G** through **J** buttons will illuminate. Release the **H** and **J** buttons. It is now ready for LED Brightness programming.
- 3) Press
- 4)
- 5) the button corresponding to the LED Brightness you desire:
- 6) Note: Each button will display its brightness level to help you choose.
 - a. Press the **G** button to select Brightest
 - b. Press the **H** button to select Bright
 - c. Press the **I** button to select Dim
 - d. Press the **J** button to select Dimmest
- 7) The selected button will start blinking.
- 8) Press the **E** button to complete the LED Brightness programming.

Resetting To Factory Default Settings

If you made a mistake in programming and want to start all over from scratch you can follow these steps to restore factory defaults and erase all addresses:

- 1) Press and hold the **E** and **L** buttons down for at least 3 seconds.
- 2) After 3 seconds the entire keypad will start blinking. Continue holding down the **E** and **L** buttons and then press the **J** button also.
- 3) The keypad will stop blinking to indicate that factory defaults have been restored (all addresses have been erased). Release all buttons.

Example SMST8 Programming

At the beginning of this manual we talked about the two most common configurations that the SMST8 is programmed into – Direct Control and Scene Control. This section gives SMST8 programming examples for both of these configurations.

Direct Control Programming Example –

Suppose you have eight SceneMaster Wall Switches – one set at address A1, one set at address A2, one set at address A3, one set at address A4, one set at address A5, one set at address A6, one set at address A7, and one set at address A8. Follow these steps to configure your SMST8 to control them in the Direct Control configuration:

- 1) Program the **E** button to Double Blink Mode with A1ON.
- 2) Program the **F** button to Double Blink Mode with A2ON.
- 3) Program the **G** button to Double Blink Mode with A3ON.
- 4) Program the **H** button to Double Blink Mode with A4ON.
- 5) Program the **I** button to Double Blink Mode with A5ON.
- 6) Program the **J** button to Double Blink Mode with A6ON.
- 7) Program the **K** button to Double Blink Mode with A7ON.
- 8) Program the **L** button to Double Blink Mode with A8ON.

Now each time you press one of the buttons the corresponding LED and switch will toggle ON and OFF.

Scene Control Programming Example -

Suppose you have some SceneMaster Wall Switches programmed to react to the eight scene addresses – H1, H2, H3, H4, H5, H6, H7, and H8. Follow these steps to configure your SMST8 to control them in the Scene Control configuration:

- 1) Program the **E** button to Single Blink Mode with H1ON.
- 2) Program the **F** button to Single Blink Mode with H2ON.
- 3) Program the **G** button to Single Blink Mode with H3ON.
- 4) Program the **H** button to Single Blink Mode with H4ON.
- 5) Program the **I** button to Single Blink Mode with H5ON.
- 6) Program the **J** button to Single Blink Mode with H6ON.
- 7) Program the **K** button to Single Blink Mode with H7ON.
- 8) Program the **L** button to Single Blink Mode with H1OFF, H2OFF, H3OFF, H4OFF, H5OFF, H6OFF, and H7OFF.

This would allow you to turn ON seven different scenes and turn them off with one button. The LED's are independent so more than one LED can be ON at the same time.

SPECIFICATIONS

Model Number	SMST6	SMST8
No of Program Buttons	6	8
Bright/Dim Button	Yes	No
Scene Mode LED Feedback	Yes	No
IR Control	Yes	No
Lighted Keypad	Yes	Yes
Input Power	108-132 VAC, 60±3 Hz	108-132 VAC, 60±3 Hz
Connections	16 AWG (min)	16 AWG (min)
Dimensions	1.7 in x 4 in x 1.2 in	1.7 in x 4 in x 1.2 in

LIMITED WARRANTY

Seller warrants this product, if used in accordance with all applicable instruction, to be free from original defects in materials and workmanship for a period of five years from the date on serial number or purchase date if no S/N date is given. If the product should prove defective in material or workmanship within that period, Seller will repair or replace the product, at its sole discretion. Service under this warranty can only be obtained by delivering or shipping the product (with all shipping or delivery charges prepaid) to: Powerline Control Systems, 19201 Parthenia St., Suite J, Northridge, CA 91324. Seller will pay return shipping charges.

This warranty does not apply to normal wear or to damage resulting from accident, misuse, abuse or neglect. Seller makes no express warranties other than those expressly set forth herein. Except to the extent prohibited by applicable law, all implied warranties, including all warranties of merchantability or fitness, are limited in duration to the warranty period set forth above; and this warranty expressly excludes all incidental and consequential damages. (Some states do not allow limitations on how long an implied warranty lasts, and some states do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from jurisdiction to jurisdiction.)