

SceneMaster Version 2.0 Quick Programming Guide

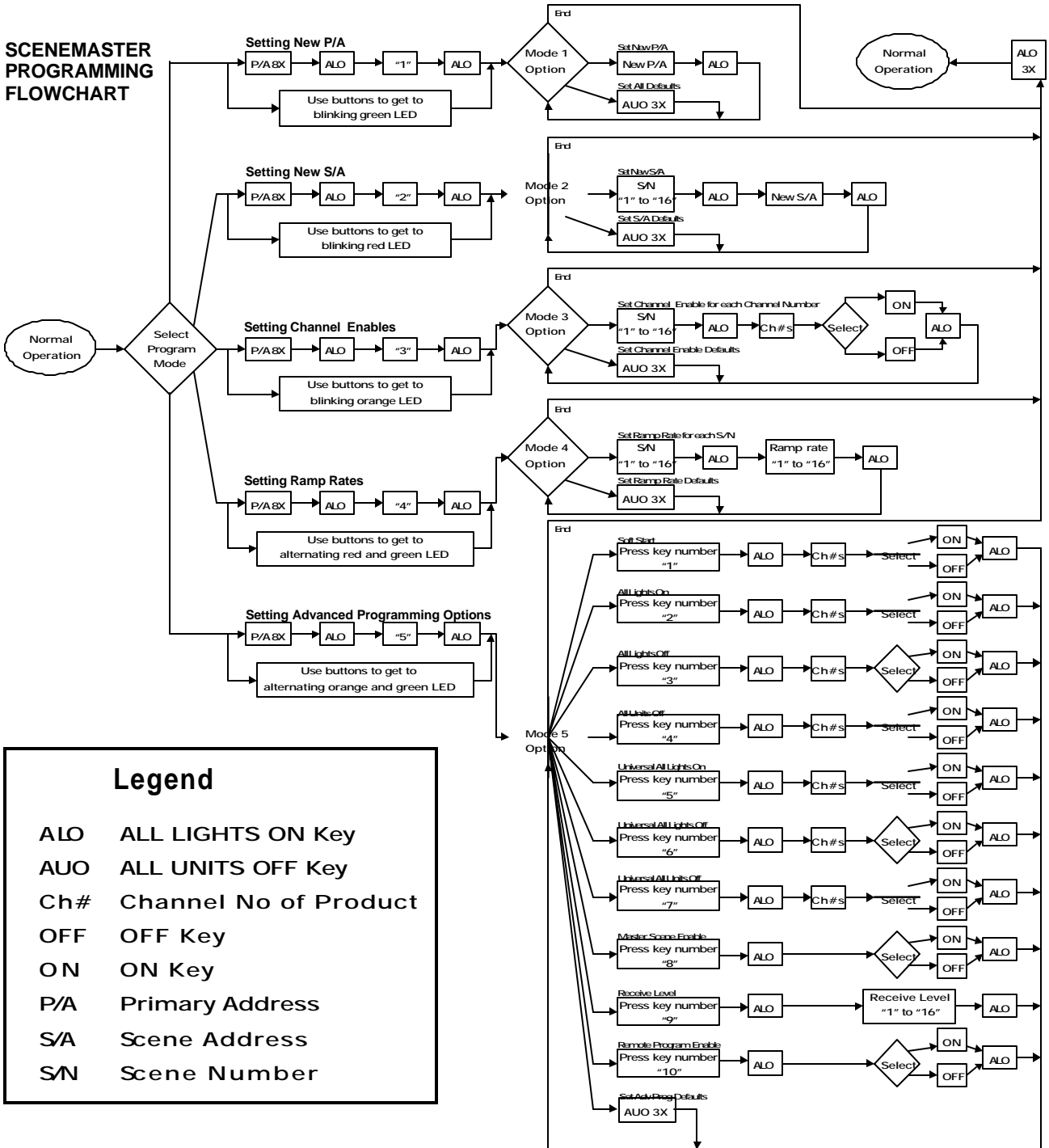
The Quick Programming Guide is intended to provide the user a quick lesson on how to program the SceneMaster system in setting the factory defaults, changing the Primary Address (P/A), changing the Scene Address (S/A), and setting the scene's lighting levels.

- **Equipment Needed:** A transmitter is required to program the PCS products. This controller must have the full set of numbered keys (1 through 16) and be able to send an address without a subsequent X-10 command. We recommend the X-10 Maxicontroller as shown on the right since it is simple and inexpensive.



STEPS	COMMENTS
ENTERING PROGRAMMING MODES	
STEP 1: Hold down PROGRAM button (LM4, LM1, and MM2) or rocker-switch (SS1) until you see a <u>blinking green LED</u> . Read comments for details.	For LM4s, LM1s or MM2s, press and hold down PROGRAM button until the LED is <u>blinking green</u> . For SS1s, push the bottom paddle until the power is disconnected (SYSTEM OFF position). Push the top paddle until it clicks and a <u>steady green LED</u> is seen. Press and click down the top and bottom paddles (you may have to use two hands) until the LED goes blank. Releasing will get a <u>blinking green LED</u> .
SETTING FACTORY DEFAULTS	
STEP 2: Push ALL UNITS OFF 3 times.	LED pauses a few seconds, lights flash, and then will continue with the <u>blinking green LED</u> . This command is ALL UNITS OFF. Please do not confuse this command with ALL LIGHTS ON.
CHANGE PRIMARY ADDRESS FROM "A1" to "C5"	
STEP 3: Press address "C5".	Lights flash.
STEP 4: Press ALL LIGHTS ON.	Primary Address is changed to address "C5".
CHANGE SCENE ADDRESS FROM "B1" to "C1"	
STEP 5: Advance to Mode 2 by tapping product button 1 time until you get a <u>blinking red LED</u> .	On SS1s, tap the top paddle until you get the <u>blinking red LED</u> .
STEP 6: Press "1" key.	Lights flash. The "1" key represents Scene Number 1.
STEP 7: Press ALL LIGHTS ON.	Lights flash.
STEP 8: Press address "C1".	Lights flash.
STEP 9: Press ALL LIGHTS ON.	Lights flash. Scene Number 1 now responds to address "C1".
SETTING MASTER SCENE ENABLE TO ON	
STEP 10: Advance to Mode 5 by tapping product button 3 more times until you get an <u>alternating green and orange LED</u> .	On SS1s, keep tapping top paddle until you get the <u>alternating green and orange LED</u> .
STEP 11: Press the number "8" key.	Lights flash. LED starts <u>slowly alternating green and orange</u> . It may seem you are sending an address, but the SceneMaster products will disregard the letter (house) code.
STEP 12: Press ALL LIGHTS ON.	Lights flash and LED <u>quickly alternates green and orange</u> .
STEP 13: Press ON to enable the Master Scene feature.	Lights will go to full On.
STEP 14: Press ALL LIGHTS ON.	Lights flash and LED <u>slowly alternates green and orange</u> .
STEP 15: Press ALL LIGHTS ON 3 times.	This action completes the Advanced Programming Options Mode. Lights flash and LED goes back to <u>steady red pattern</u> .
SETTING SCENE LIGHTING LEVELS	
STEP 16: Set the Scene Address for a group of lights to address "C1". Set lighting levels for the same group of lights.	This can be done by physically setting the individual lighting levels using local switch control or X-10 control.
STEP 17: Press the address "C1" eight times without an ON or OFF command.	The address "C1" must be transmitted without an ON or OFF command.
STEP 18: Push ALL LIGHTS ON key.	Lights flash and the LED will return to a <u>steady red</u> .

SceneMaster Programming Flowchart



SCENE SETTING FLOWCHART

