

USER MANUAL

MODEL:

- * LCMR-300 (300W Incandescent lamp)
- * LCMR-1000 (1000W Resistive load)

FEATURES:

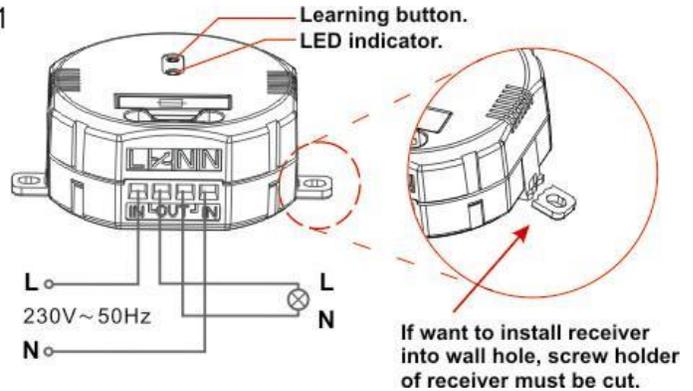
- * Learning function, easy operation.
- * Receiver has 6 memory settings, no memory loss forever.
- * Red LED indicator for POWER ON and MEMORY SETTINGS.
- * Learning function Receiver compatible to all ARC transmitters (including learning transmitter and code switch transmitter).
- * Remote control till 30M in open area.

INSTALLATION:

Controller (Receiver)

- * Disconnect main power before installation.
- * Screw holder of receiver can be cut off if necessary.
- * Connect AC wire and load (lamp) to receiver block terminal (fig. 1).
- * Connect main power on.
- * LED indicator on receiver should light on.

Fig.1

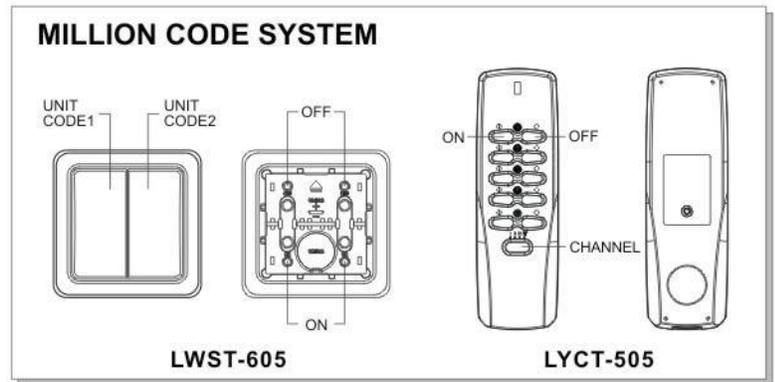


Remote control (Transmitter)

Learning system transmitter (fig. 2)

- * Learning system has million codes which is house code.
- * The million codes are set up in each transmitter before shipping out of factory.
- * Million code of each transmitter will have very few chance to be the same with other transmitters.
- * LYCT-505 can remote control max. 16 receivers. LED indicator on the transmitter will light on while pressing the button.
- * LWST-605 can control 2 receivers.

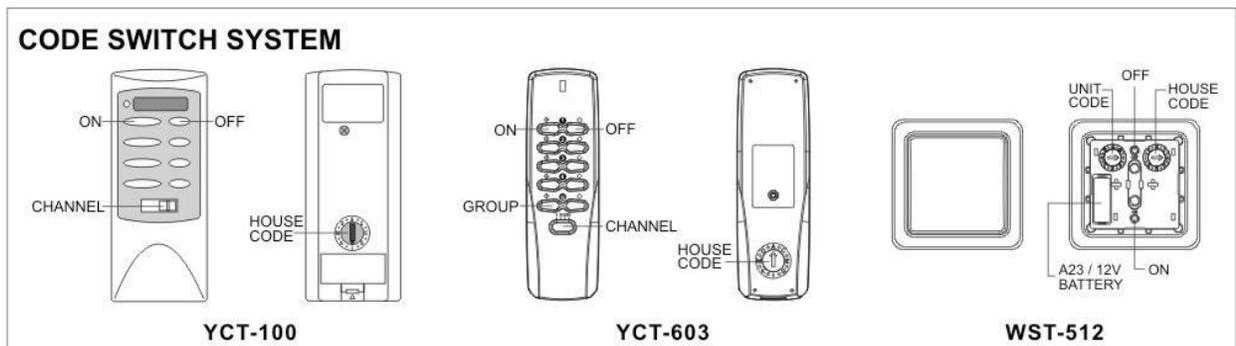
Fig.2



Code switch transmitter (fig. 3)

- * YCT-100 & YCT-603 max. control 16 receivers (under a house code)
- LED indicator on the transmitter will light on while pressing the button.
- * WST-512 can control 1 receiver only.

Fig.3



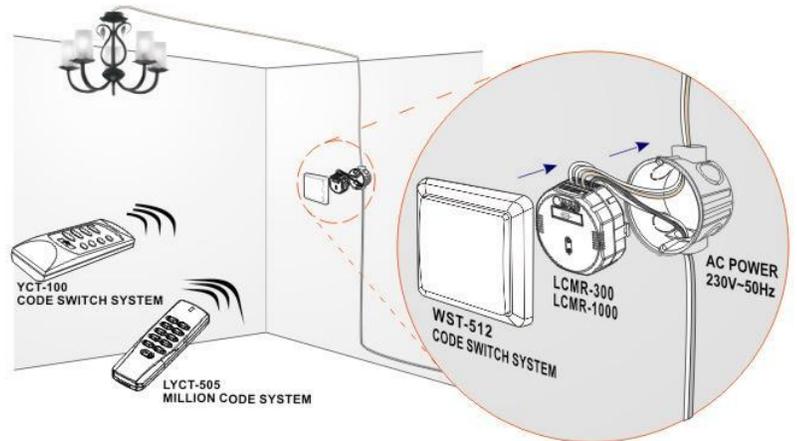
Link transmitter with receiver (fig. 4)

- * LCMR can be remote controlled by wall switch or handy transmitter.
- * Cover LWST-605 or WST-512 to LCMR as a wall switch to remote control LCMR.
- * Or use LYCT-505 / YCT-603 / YCT-100 to handy remote control LCMR.
- * All ARC transmitters with other functions such like sensor function can also remote control LCMR.

HOW TO SET CODE: learning function:

- * To start, program your transmitter with the receiver.
- * Connect power to receiver (fig.1).
- * Bring the transmitter near the receiver, push the learning button on receiver once (fig.4)
- * Receiver LED will blink slowly, press transmitter selected "ON" button.
- * Receiver connected lamp will blink twice, code is confirmed and LED stops blinking.
- * Remember the transmitter button you selected for the programmed receiver.

Fig.4



HOW TO CHANGE OR DELETE CODE :

DELETING INDIVIDUALLY-

- * Push the learning button once, LED will blink slowly.
- * Press selected "OFF" button on transmitter, which selected programmed memory is deleted.
- * Receiver connected lamp will blink twice for confirmation.
- * Repeat step for re-setting.

ALL MEMORY DELETE -

- * Push the learning button for 6 sec., LED will blink continuously.
- * Release and push again once.
- * Receiver connected lamp will blink twice for confirmation.
- * ALL PROGRAMMED MEMORY WILL BE DELETED FROM RECEIVER.

RECEIVER HAS 6 MEMORY SETTINGS:

- * Learning function RECEIVER has 6 memory settings.
- * It can be programmed as to your requirement with special effect. It can be programmed to switch ON at one time individually or programmed with different combinations switching.
- * This means one receiver can be programmed into max. 6 different combinations.
Example : if there are 3 receivers, [receiver 1 = lamp shade , receiver 2 = night light , receiver 3 = ceiling light]
Receiver 1,2,3 can be control individually with transmitter button 1,2,3
Receiver 1,3 can be programmed with transmitter button 4, (lamp shade and ceiling light ON/OFF at same time)
Receiver 1,2,3 can also be programmed into group function ALL ON or OFF at same time into group button (lamp shade, night light and ceiling light ON/OFF at same time)

(Above settings 'Receiver 1' and '3' takes up 3 programmed memory and 'Receiver 2' only 2 program memory, different combinations and settings can be teamed up and controlled from transmitter)

OPERATION:

TRANSMITTER

- ON** button – control receiver ON/DIMMER
- OFF** button – switch OFF function
- GROUP** button – ALL ON or ALL OFF at the same time

DIMMER RECEIVER(LCMR-300)

- * Press transmitter button 'ON' twice, light will start to dim, press again, light stops at required brightness.
- * To dim again, restart as above procedures.

Direct 16 controls button

– (LYCT-505 / YCT-603 / YCT-100)

Channel I - 1,2,3,4

Channel II – 5,6,7,8

Channel III – 9,10,11,12

Channel IV – 13,14,15,16

ON/OFF RECEIVER(LCMR-1000)

* Press transmitter button ‘ON’ to switch on.

* Press transmitter button ‘OFF’ to switch off.

SPECIFICATION:

IP : 20

Class: I

T(max): 40°C

Frequency: 433.92MHz

Power: 230V ~ +/-10%, 50Hz

LCMR-300 : 300 W / 230V ~ (incandescent lamp)

LCMR-1000: 1000W / 230V ~ (Resistive load)

FAULT FINDING:

No activation : Check battery direction or running out battery of transmitter.

Replace new fuse (**fig. 5**):

* disconnect main power, put fuse into fuse hole (step1).

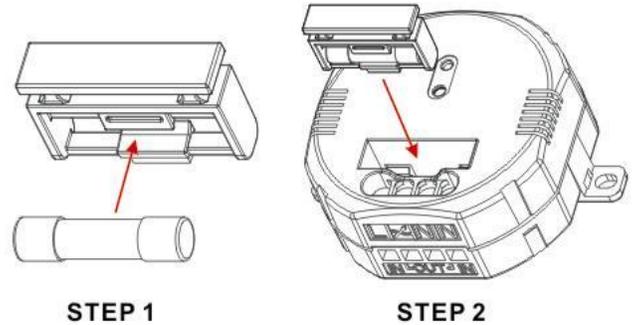
* put fuse hole into the main module (step2) and connect main power on.

Fuse specification:

LCMR-300: T1.6A H250V

LCMR-1000 T5A H250V

Fig.5



CAUTION :

Do not place two receivers near each other, the distance should be above 1 meter.

Warning!

DO NOT OVERLOAD

Do not use in damp places like patios, cellar, flammable liquid, solvents, paints etc...

Manufacturing site:

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