

# USER MANUAL

## MODEL:

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

## FEATURES:

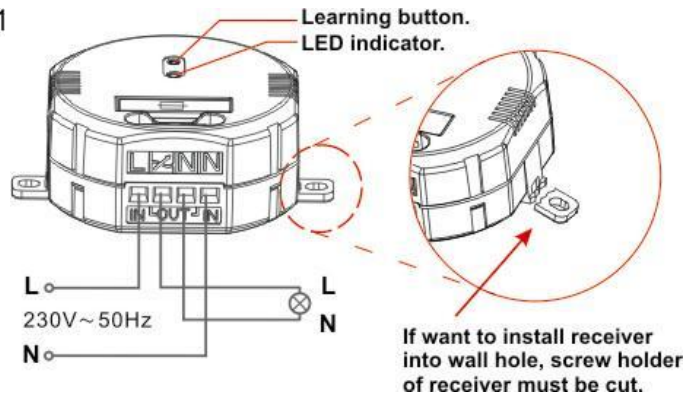
- \* Learning function, easy operation.
- \* Receiver has 6 memory settings, no memory loss forever.
- \* Red LED indicator for POWER ON and MEMORY SETTINGS.
- \* Learning function Receiver compatible to all ARC transmitters (including learning transmitter and code switch transmitter).
- \* Remote control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

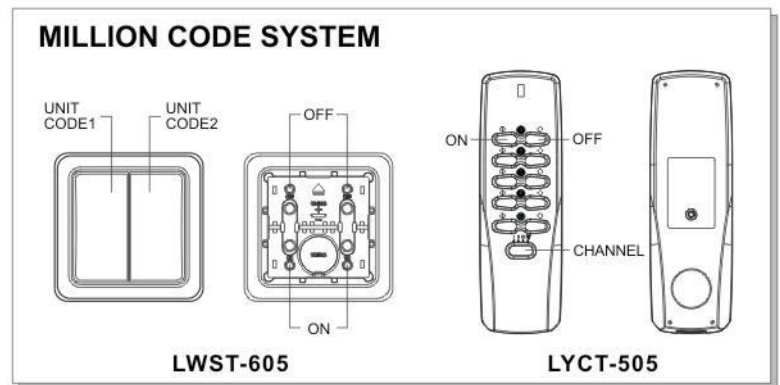


### Remote control (Transmitter)

#### 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.

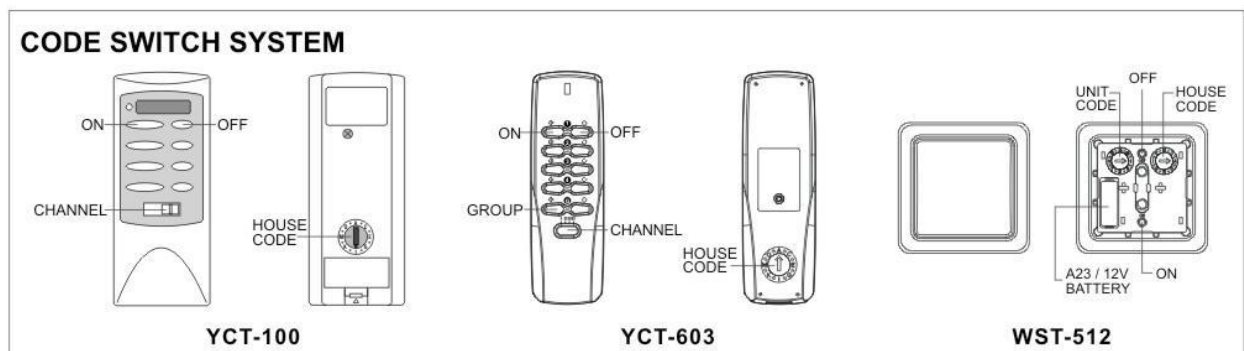
Fig.2



#### 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.

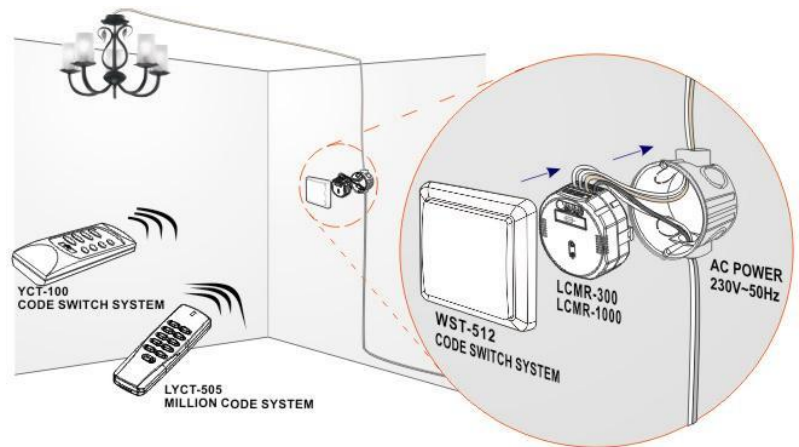
Fig.3



#### 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.

Fig.4



#### **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.

#### **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

**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:**

HOMEWELL Electronics Co., Ltd.

Address: NO.7~8 Building, the 5th. Industrial Park, Xia Village Gong Ming Town, Baoan District, Shenzhen city , China

Fig.5

