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UR19A SUPERREMOTE

OWNER'S MANUAL





— READ THIS FIRST! —

SAFETY CONSIDERATIONS

Remember to exercise good common sense when using the Home Automation features of your SuperRemote - especially when scheduling unattended devices. There can be some unexpected consequences if not used with care. For example, an empty coffee pot can be remotely turned on. If that should happen, your coffee pot could be damaged from overheating. If an electric heater is turned on by remote control while clothing is draped over it, a fire could result. DO NOT USE the remote for the control of high power heating appliances such as portable heaters.

Caution: To reduce the risk of electric shock, do not disassemble any part of the Home Automation System's plug-in Modules or Controllers. No user-serviceable parts are inside. If you spill liquid on a unit, disconnect the unit from the AC outlet to prevent possible fire or shock hazard and consult authorized service personnel.

Powerline operated equipment or accessories connected to any of these units should bear the UL listing or CSA certification mark and should not have been modified in any way that might defeat their safety features.

Warning: To prevent electric shock hazard, do not expose any part of the Home Automation System to rain or moisture

FCC CAUTION

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES.

OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

- (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND
- (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRE OPERATION.

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control devices in accordance with the specifications in Sub-Parts B and C of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Relocate the interface with respect to the radio/TV.
- Move the interface away from the radio/TV.
- Plug the interface into an outlet on a different electrical circuit from the radio/TV experiencing the interference.
- If necessary, consult your local Dealer for additional suggestions.

NOTE: Modifications to any of the components in this kit will void the user's authority to operate this equipment.





CONTENTS

INTRODUCTION	5
GETTING STARTED	6
CONTROLLERS AND MODULES	6
HOUSE CODES AND UNIT CODES	7
INSTALLING THE COMPONENTS	8
TRANSCIVER MODULE	8
LAMP MODULE	8
6-IN-1 SUPERREMOTE	9
SETTING UP YOUR SUPERREMOTE	10
BUTTON DESCRIPTIONS	10
SETTING UP FOR TV, VCR, CABLE BOX AND SATELLITE RECEIVER ..	11
USING AUX TO CONTROL A SECOND TV, VCR, CABLE BOX OR SATELLITE RECEIVER	13
SEARCHING FOR CODES	14
IDENTIFYING CODES FOUND USING THE SEARCH PROCEDURE	15
SETTING THE SLEEP TIMER	16
CONTROLLING X10 MODULES	17
TO SET THE X10 SLEEP TIMER	17
CHANGING THE X10 HOUSE CODE:	18
CONTROLLING AN IR MINI CONTROLLER	19
EXPANDING YOUR SYSTEM	20
TROUBLESHOOTING	22
WARRANTY	23

INTRODUCTION

Congratulations on your purchase of the X10 SuperRemote.

Make your lights and appliances go to work for you....

The X10 SuperRemote will control most or all of your video and audio equipment. But what really sets it apart from other remotes is that you can also control almost any light or appliance in your home - even in another room! And it's easy to set up. Within minutes, you can be using your X10 SuperRemote to dim the lights, start brewing a fresh pot of coffee and play your favorite movie!*

Here are just some of the things you can do with your X10 SuperRemote...

- Control your entire audio/video and lighting setup for the ultimate Home Theater experience.
- Turn on lights at night to scare away intruders if you hear a noise.
- Start the coffee from your bedroom when you wake up.
- Turn on your electric blanket before the movie ends, so you it's nice and warm when you go to bed.

Use this manual to become familiar with your SuperRemote....

This manual will explain how to set up your SuperRemote to use it with your existing Audio/Video equipment.

Next it will show you how you can use it to set up an X10 Transceiver Module and Lamp Module (sold separately) to operate electrical products in your home.

Finally, the manual will show you can expand your system with some of the many additional X10 products you can purchase.

* Requires X10 Modules, sold separately.





GETTING STARTED

Because we know that you are eager to get started, we've kept this introduction as short as possible, but it contains very valuable information, so you should read through it very carefully.

CONTROLLERS AND MODULES

The first thing you need to understand is that there are two different devices you need to control your house; Controllers and Modules.

Any light or appliance that you want to control is plugged into a Module and that Module is then plugged into a standard AC outlet.

Modules receive commands from Controllers. Examples include the Lamp Module (sold separately). The Transceiver Module (also sold separately) is another example (although it also doubles as a controller as described later).

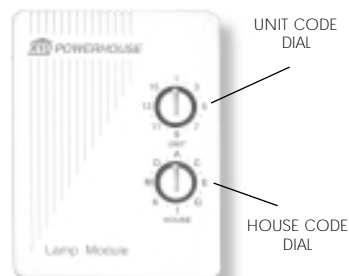
Controllers are also plugged into standard wall outlets and send commands to Modules over your existing electrical wiring in your house without affecting your electricity in any way.

The Transceiver Module works as a controller when it is used with a remote control such as the SuperRemote. When the Transceiver Module receives a command from a remote it sends digital signals over your existing house wiring to a Module which receives the signals and executes the command.

The remote uses radio frequency (RF) signals to send commands to the Transceiver module. RF signals can go right through walls, so you can use the remotes to control lights or appliances from anywhere in your home.



HOUSE CODES AND UNIT CODES



Each Module has a specific address made up of a House Code (red dial on the face of the Module) and a Unit Code (black dial on the face of the Module).

The Controller first sends an address and then a command on the AC power lines. Only the Module with a matching address will execute the command. If more than one Module has the same address, both Modules will execute the command.

Addresses are set on the Module by turning the two dials on the front of the Module to the desired letter and number (using a small screwdriver or a coin). The House Code is selected from the letters A through P, and the Unit Code is selected from the numbers 1 through 16.





INSTALLING THE COMPONENTS

TRANSCIVER MODULE

The Transceiver Module (sold separately) receives radio frequency (RF) commands from the SuperRemote to operate a lamp or appliance plugged into it. The Transceiver Module also passes on commands over your house wiring to control other X10 modules (also sold separately). Note that unlike the Lamp Module you cannot dim and brighten a lamp connected to the Transceiver Module.

You should locate the Transceiver Module centrally in the home for maximum range when controlled by the SuperRemote.

1. Set the House Code to 'A.'



2. Plug a lamp or appliance into the Transceiver Module.



3. Plug the Transceiver Module into a convenient AC outlet. Fully extend the antenna.



LAMP MODULE

The Lamp Module (sold separately) may be used to control any incandescent lamp rated up to 300W. It is not suitable for other types of lamp such as fluorescent or energy saving lamps, or lamps which include a dimmer control.

Caution: Do not connect an appliance such as a coffee pot or heater to the Lamp Module. It may damage the module and the appliance and could cause a fire hazard.

1. Set the House Code to 'A' and the Unit Code to '2.'



2. Plug a lamp into the Lamp Module.



3. Plug the Lamp Module into a convenient AC outlet.



6-IN-1 SUPERREMOTE

The 6-in-1 SuperRemote lets you control practically everything electrical in your home. It has IR technology that lets you control all your TV, VCR, Cable and Satellite equipment, and X10 RF technology that lets you control lamps and appliances anywhere in your home.

To find out more about configuring the SuperRemote to work with your audio/video equipment, see the section titled "Setting Up your SuperRemote."

1. Push the tab and lift off the battery cover.



2. Fit two AAA batteries, taking care to match the + and - marks in the battery compartment.





SETTING UP YOUR SUPERREMOTE

BUTTON DESCRIPTIONS

INDICATOR LIGHT

The indicator light flashes when the remote is operating.

POWER

Works in the same way as your original remote.

SET UP

Used for programming the remote.

X10

Lets you control X10 modules to operate lamps and appliances around the home.

TV, VCR, CBL, AUX1, AUX2, SAT

Used to select the device to control. SAT includes DSS receivers.

0-9

Used as your original remote and to enter device codes.

LAST

Selects the last channel viewed on your TV, VCR, Cable Box or Satellite Receiver.

CHANNEL +/-

Works like your original remote. Also used to switch X10 modules on and off.

MUTE

Works the same as your original remote.

VOLUME +/-

Works like your original remote. Also used to brighten and dim lamps connected to X10 Modules.

TIMER

Used to set the Sleep Timer to automatically switch off the TV or X10 modules after a preset time.

CAP (CAPTION)

Has different function depending on Mode e.g. TV Closed Caption in TV Mode.

PLAY, REW, FF, STOP, PAUSE

Work the same as on your original remote.

REC

Record button. Works the same as your original remote. You must press the REC button twice to begin recording.

SHIFT

For accessing additional functions.

DISP (DISPLAY)

Used to access on-screen information

SETTING UP FOR TV, VCR, CABLE BOX AND SATELLITE RECEIVER

1. Turn on the device you want to control (TV, VCR, cable box, satellite receiver etc.).



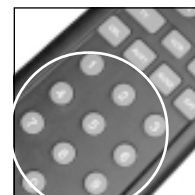
2. Press and hold SETUP until the LED indicator lights steadily. Release the SETUP button.



3. Press and release mode button for the device you want to control. The LED blinks once. Use AUX1 or AUX2 for CD equipment.



4. Enter the 3 digit Code from the Library Code Table (separate sheet). The LED turns off after the last digit entered.

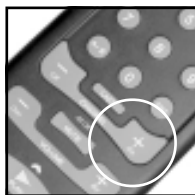




5. Point the remote at the device and press the POWER button. Your device should turn off.



6. Turn your device on and press CHANNEL+. If the device responds, setup is complete.



Notes:

For CD players use the AUX 1 or AUX 2 buttons.

If your TV/VCR/Cable Box/Satellite Receiver does not respond, try the other codes for your brand. If it still doesn't respond, try the Code Search method on page 14.

If the LED blinked rapidly when you entered the code, you may have entered an invalid code. Recheck the code in the code list (separate sheet) and try again.

If some buttons do not operate your equipment, try one of the other codes for your brand.

USING AUX TO CONTROL A SECOND TV, VCR, CABLE BOX OR SATELLITE RECEIVER

The AUX button is normally used to control an audio component, but it can also be configured to control a second TV, VCR, cable box or satellite receiver.

1. Turn on the equipment you want to control.



2. Press and hold SETUP until the LED indicator lights steadily. Release Setup button.



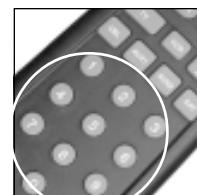
3. Press the AUX1 or AUX2 button.



4. Press and release the mode button that matches the A/V equipment you want to control. The LED blinks once.



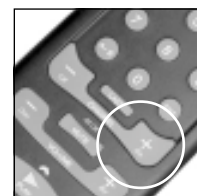
5. Enter the 3 digit Code from the Library Code Table. The LED turns off after the last digit entered.



6. Point the remote at your audio component and press the POWER button. Your audio component should turn off.



7. Turn your audio component on and press CHANNEL+. If it responds, setup is complete.





Notes:

If your audio/video component does not respond, try the other codes for your brand. If it still doesn't respond, try the Code Search method below.

If the LED blinked rapidly when you entered the code, you may have entered an invalid code. Recheck the code in the code list (separate sheet) and try again.

SEARCHING FOR CODES

1. Turn on the device you want to control.



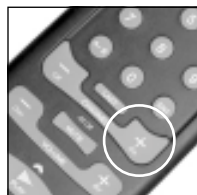
2. Press and hold SETUP until the LED indicator lights steadily. Release Setup button.



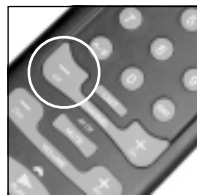
3. Press the mode button that matches the equipment you want to control. The LED blinks once.



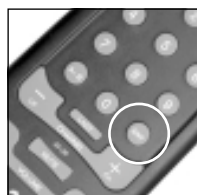
4. Press CHANNEL + repeatedly* until the device to be controlled changes channel.



If you accidentally go past the code, press CHANNEL - repeatedly until the channel changes again.



5. Press and release the ENTER button to complete the setup.



***Note:** You might have to press CHANNEL+ many times (50+). If the device does not have a Channel Up function, use the PLAY button (VCR only) or the POWER button.

IDENTIFYING CODES FOUND USING THE SEARCH PROCEDURE

1. Press and hold the SETUP until the LED indicator lights steadily. Release Setup button.



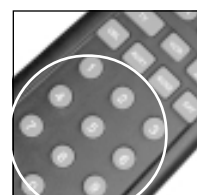
2. Press the mode button that matches the equipment you want to identify. The LED blinks once.



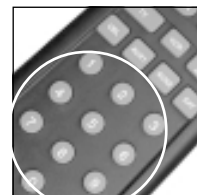
3. Press and release SETUP. The LED blinks once.



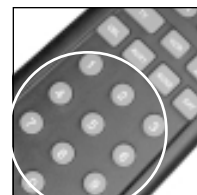
4. To find the first digit, press each number button from 0 to 9 until the LED blinks. The number you pressed is the first digit of the code.



5. Press each number button from 0 to 9 again as above to find the second digit.



6. Press each number button in turn to find the third digit. When the third digit has been found, the LED goes out.

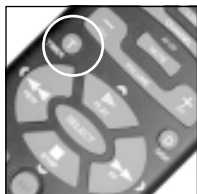




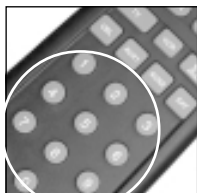
SETTING THE SLEEP TIMER

The Sleep Timer automatically turns off the TV after the time you set. Press the TV button, then follow the instructions below to set the Sleep Timer:

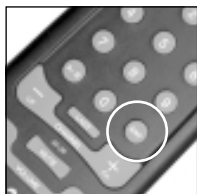
1. Press and hold TIMER until the LED indicator lights steadily. Release the TIMER button.



2. Use the number buttons to enter the sleep time required (1 to 99 minutes).



3. Press ENTER to confirm the setting.



Note: Take care to leave the remote pointing at the TV to ensure it turns off the TV at the time you set.

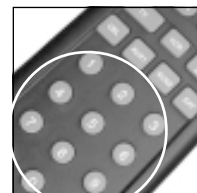
CONTROLLING X10 MODULES

If you have purchased and installed a Transceiver Module, you can control it and other X10 modules as follows:

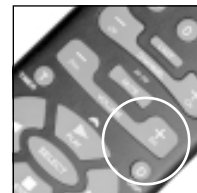
1. Press and release the X10 button.



2. Use the number buttons to enter the Unit Code number of the chosen module. (You do not need to enter '0' first for a single digit number.)



3. Press the appropriate button for the function you require (see below).



X10 FUNCTIONS:

On:	CHANNEL +
Off:	CHANNEL -
Bright:	VOLUME +
Dim:	VOLUME -
All Lamps On:	POWER
All Modules Off:	MUTE

Note: You cannot dim or brighten an Appliance Module. If the module was off and you press Bright or Dim (VOLUME+ or VOLUME-) this will simply turn the module on.

TO SET THE X10 SLEEP TIMER

The X10 Sleep Timer switches off the chosen modules after the preset time.

1. Press and release the X10 button.

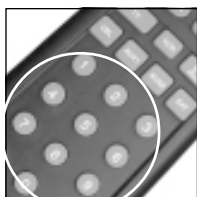


2. Press and hold TIMER until the LED indicator lights steadily. Release the TIMER button.

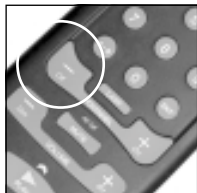




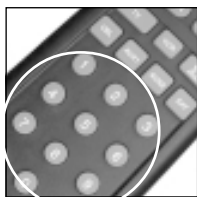
- Use the number buttons to enter the module Unit Code for the module to be turned off.



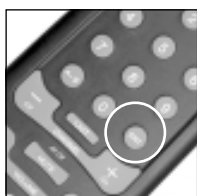
- Press the desired function button (e.g. CHANNEL - to turn the module off after the preset time).



- Using the number buttons enter the sleep time required (1 to 99 mins).



- Press ENTER to confirm the setting.



CHANGING THE X10 HOUSE CODE:

The SuperRemote defaults to House Code A, and in most cases you will not need to change this unless you are experiencing interference from a neighboring X10 system.

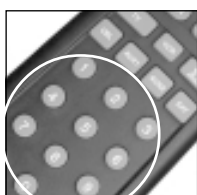
- Press and release the X10 button.



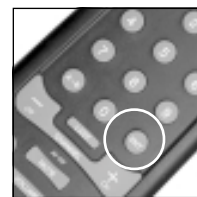
- Press and hold SETUP until the LED indicator lights steadily. Release Setup button.



- Use the number buttons to enter the number equivalent to the chosen House Code (1=A, 2=B ..16=P).



- Press the ENTER button to confirm the House Code. The LED turns off.



Note: The House Code you choose must match the House Code on the Transceiver and Modules you are using it with.

CONTROLLING AN IR MINI CONTROLLER (IR543)

If you already own an IR Mini Controller, you will need to change the X10 Home Automation code in the remote to use it. The code for standard X10 RF Home Automation is 013. The code to control the IR Mini Controller is 014. To change the code:

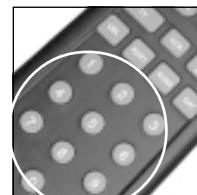
- Press and hold SETUP until the LED indicator lights steadily. Release the SETUP button.



- Press and release the X10 button.



- Enter 014 to control an IR Mini Controller, or 013 for standard X10 control. The LED turns off after the last digit entered.



Note: In most cases, you will not need to use the IR Mini Controller to receive commands from the SuperRemote - the Transceiver Module does this for you and has the added advantage of working through walls. You can't control the IR Mini Controller and the Transceiver Module at the same time. See page 22.





EXPANDING YOUR SYSTEM

The modules illustrated below represent just a few of the wide range of X10 compatible modules you can choose from to expand your Home Automation system. They are available from electrical outlets, department stores and mail order catalogs.

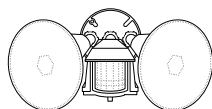
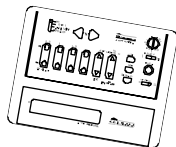
X10 Home Automation products also integrate with X10 security systems, so you can use the security remotes that come with them to control macros and flash lights when the security system is tripped.

Check out our Web Site at:

www.x10.com

for more information on these and many other X10 products.

Use the **Mini Timer MT10A** to program up to 4 X-10 Modules to go on and off up to twice a day.



The **Dual Floodlight Motion Detector PR511** turns on at dusk and/or when it detects movement, and sends X10 signals to control other modules, or trigger ActiveHome macros.

Fit a **Wireless Wall Switch SS13A/SS15A** anywhere you need an extra switch - with no wires. Sends commands to the Transceiver Module just like a remote.

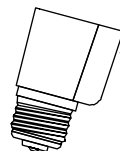
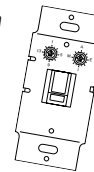


The **PowerFlash Module PF284** connects to dry contact or low voltage alarm terminals on your burglar alarm system and flashes X10 controlled lights when it is triggered.



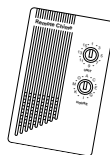
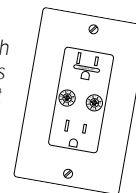
Switch entrance or garage lights on from your car with the convenient **Keychain Remote KR21A**.

Replace your existing wall switches with the **Wall Switch Module WS467**. Installs like a regular dimmer. On/Off and Bright/Dim functions. Other models available for 3-way and fluorescent lighting.



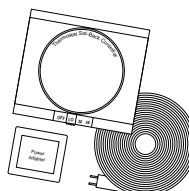
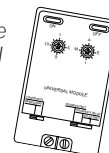
Control a ceiling light, closet light, etc. with the convenient **Screw-in Lamp Module LM15A**.

Replace existing AC wall outlets with the **Receptacle Module SR227**. Has one 15A/1800W controlled outlet and one outlet which is always on.



Use a controller to trigger the **Remote Chime Module SC546** to call Dad up for dinner, or warn people you're about to turn on the sprinklers.

Use the isolated contacts on the **Universal Module UM506** to control pool pumps, sprinklers, drapes and other low voltage equipment. Includes built in warning beeper.



The **Thermostat Setback Controller TH2807** mounts below your thermostat to reduce the room temperature at night or at the times you set to save energy. No wiring needed to your existing thermostat.

Plug in a **Heavy Duty Module HD245** to control 220V appliances such as air conditioners and water heaters.



Also compatible with FireCracker Computer Interface. See www.x10.com for details.





— TROUBLESHOOTING —

The Transceiver Module doesn't respond to the remote:

- Check the House Code on the Transceiver Module is set to 'A.' If you have changed the House Code on the remote (see p. 18), check that it matches the House Code on the module.
- Press the ON/OFF button on the front of the Transceiver to confirm it operates the equipment connected to it.

The Transceiver Module works, but other modules don't respond:

- Check that the Module has the same House Code as the Transceiver Module.
- Try plugging the Module into a different outlet.

Note: if you use an RF Transceiver (such as the RR501 or TM751) to control X10 Modules, you will be able to control up to 16 Modules. With a Transceiver, when you press 1-6-ON you turn on Module number 16. However, if you use an IR543, when you press 1-6-ON you turn on Modules 1 AND 6. The IR543 can only control 10 Modules (1-9 plus 0=10).

The Remote won't control your A/V equipment, or doesn't work at all:

- Use manual controls or the original remote control to confirm the equipment is working properly.
- Be sure you pressed the device key for the device you want to control.
- Reenter the code for your A/V product from the code listings on the separate sheet included.
- Try searching for codes as described on page 14.
- Replace the Remote's batteries.

— WARRANTY —

12 MONTH LIMITED WARRANTY

X10 (USA) INC. (X10) WARRANTS ITS PRODUCTS TO BE FREE FROM DEFECTIVE MATERIAL AND WORKMANSHIP FOR A PERIOD OF ONE (1) YEAR FROM THE ORIGINAL DATE OF PURCHASE AT RETAIL. X10 AGREES TO REPAIR OR REPLACE, AT ITS SOLE DISCRETION, A DEFECTIVE X10 PRODUCT IF RETURNED TO X10 WITHIN THE WARRANTY PERIOD AND WITH PROOF OF PURCHASE.

IF SERVICE IS REQUIRED UNDER THIS WARRANTY:

1. RETURN THE DEFECTIVE UNIT POSTAGE PREPAID TO THE ADDRESS ON THE BACK OF THIS OWNER'S MANUAL.
2. ENCLOSE A CHECK FOR \$4.00 TO COVER HANDLING AND RETURN POSTAGE.
3. ENCLOSE A DATED PROOF OF PURCHASE.
4. ENCLOSE YOUR COMPLETED WARRANTY CARD.
5. X10 IS NOT RESPONSIBLE FOR SHIPPING DAMAGE. UNITS TO BE RETURNED SHOULD BE PACKED CAREFULLY.

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Printed in China
DRUR19A-03/00

