

ADMHRM4

Wireless Room Scene Remote



Installation Instructions

Specifications

Power Supply Two AAA Alkaline Batteries, provided
Operating Temperature.....32°F to 104°F (0°C to 40°C)



UNIT DESCRIPTION

The adorne ADMHRM4 Wireless Room Scene Remote is a room level scene controller. It provides instant recall of four user-recorded lighting scenes (or presets) assigned to a room or designated area. It also provides off and on functions, overall control of the room's light level, all with convenient, handheld portability.

It is used to control a variety of adorne wireless devices including dimmers, switches, plug-in appliance modules and plug-in lamp modules.

The ADMHRM4 is a battery operated portable device, so you can use it to control its designated room from anywhere in the house. Each ADMHRM4 is assigned to one room and cannot operate devices that are bound to different rooms (see ROOM BINDING).

You can control up to 4 scenes in the room with a ADMHRM4 (see MORE SCENES section). You can use additional room scene remotes to control those scenes from multiple locations.

adorne Wireless

adorne wireless devices use radio signals to communicate with each other to control lighting and other types of electric loads in selected areas. They use the 900MHz band for high-speed control communication. Using the Watt Stopper's own "frequency-agile" Top Dog™ technology, adorne wireless devices avoid interference with other 900MHz devices, such as cordless phones and baby monitors.



Application Assistance

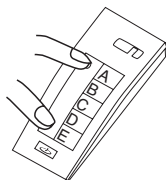
The **adorne Installation Guide** provides more information about configuring scenes. Instructions for installation and use are included with the relevant adorne wireless devices. Application support information and the **adorne Installation Guide** is available online.


SET HOUSE ID

All adorne wireless devices installed in the same home must acquire the same unique House ID before use. This process is known as house binding. Each adorne wireless device is bound to all other adorne wireless devices in the house.

New Installation



1. With all devices installed and energized, make sure that every adorne wireless device LED is orange. If any LED is off, be sure the circuit breaker is on and the device is correctly installed. The ADMHRM4 remote shuts down when it is not in use. Press any button to activate the remote and illuminate its LED.
2. Press  on any device paddle until the LED flashes orange (about 5 seconds). This indicates that it has acquired a unique House ID.
3. Make sure that all other adorne wireless device LEDs are flashing green, indicating that they have acquired the same House ID. For ADMHRM4 remotes, be sure that the units are awake during the binding process. Press any button to activate the remote and illuminate its LED.
4. Return to the device used in step 2, which is still flashing orange. Press  until the LED changes to solid white (about 5 seconds). All device LEDs in the House change to solid white, indicating house binding is complete.



When you see  in the instructions, firmly press and hold both the top and bottom of the paddle until the LED changes (about 5 seconds).

Adding an ADMHRM4 to an Existing Installation

If you're adding or replacing a device in a adorne wireless installation that is already operating, the new device must be bound to the same House ID as the other adorne wireless devices in the house. After the new ADMHRM4 is powered up, the LED should be solid orange. This indicates that it has not yet acquired a House ID. To acquire the House ID for the existing system:



1. Press  on any previously bound device until the LED flashes orange (about 5 seconds).
2. Be sure that the ADMHRM4 is awake during the binding process. Press any button to activate the remote and illuminate its LED. Verify that the new ADMHRM4 LED is flashing green, indicating that it has acquired the House ID.
3. Return to the same previously bound device used in step 1 and press  until the LED changes to solid white (about 5 seconds). All device LEDs should now be solid white.

ROOM BINDING


After the House ID is set in the remote, you create a room by binding devices to the remote. You can also add the ADMHRM4 to an existing room. When a new ADMHRM4 is added to a room, its scene buttons execute the same scenes as other room scene controllers with the same scene set assignment (see MORE SCENES). Paddle functions are the same at every room scene remote and controller that is bound to the same room, regardless of scene set assignment.

IMPORTANT: If you are planning to use Groups in the room, you should bind those devices together before beginning the room binding process. Group binding instructions are provided with individual devices.

Binding a New Room




1. With all devices installed and energized, make sure that every adorne wireless device LED in the room is white.
2. Press  on the ADMHRM4 until its LED flashes orange (about 5 seconds). You now have 5 minutes to complete this process.
3. To include or exclude a device press  on the device until the LED changes color.
Orange flashing LED = Included in room
Green flashing LED = NOT included in room

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

4. Return to the remote. Press  for about 5 seconds until the status LED stops flashing orange and begins flashing green rapidly. It flashes for up to 25 seconds. It is now recording the devices controlled by the SEEK button. During this time, the ADMHRM4 ignores all button presses. When complete, the LED turns off and all the status LEDs in the room should be green.

Adding an ADMHRM4 to an Existing Room

To an ADMHRM4 in a room where room level scene control is already operating, the new ADMHRM4 must first acquire the House ID (see Adding an ADMHRM4 to an Existing Installation). Then it must be bound to the existing room as follows:

1. Press  on any previously bound room controller or ADMHRM4 room remote in the room until the LED flashes orange (about 5 seconds).
2. Press any button on the new ADMHRM4 to wake it up and illuminate its LED. Verify that the new ADMHRM4 LED is flashing green. All other devices included in the room are flashing orange. Press  on the new ADMHRM4 until its LED changes color.
Orange flashing LED = Included in room
Green flashing LED = NOT included in room
3. Return to the same previously bound ADMHRM4 used in step 1 and press  until the LED changes to solid white (about 5 seconds). The ADMHRM4 stops flashing orange and begins rapidly flashing green. It flashes for up to 25 seconds. During this time, the ADMHRM4 ignores all button presses. When complete, the LED turns off.

STANDARD OPERATION

The ADMHRM4 is shipped with most functions preprogrammed for ease of installation and initial use. This section summarizes the default operation of the remote. To make changes from this standard operation, such as changing light levels and including or excluding devices from specific scenes, see CUSTOMIZING OPERATION.

Paddle Functions

Use the rocker paddle to begin and end binding functions. It also functions as an On/Off switch and a master light level Raise/Lower control for the room. All devices bound to the same room as the ADMHRM4 are included in the paddle operation (except fan controls).

Scene Button Functions

The smaller buttons, labeled A—D in the illustrations, are used to record and recall scenes. You can write the function of each button on the label included with the remote. All devices bound to the same room as the ADMHRM4 are included in each scene button (except fan controls).

The following illustration shows the default operation for scene set 1-4:

Paddle

- ↑ **Tap once:** Raise all room devices to 100% (ON)
- ↑ **Press and hold:** Raise the current scene's level ^{1, 2}
- ↓ **Press and hold:** Lower the current scene's level ¹
- ↓ **Tap once:** Lower all room devices to 0% (OFF)

Scene Buttons

- Tap once:** All room Dimmers / Switches to to
- | | | |
|---|--------|------|
| A | → 100% | → ON |
| B | → 75% | → ON |
| C | → 50% | → ON |
| D | → 25% | → ON |

Press and hold:

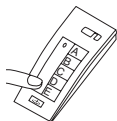
Saves the current device settings as the scene that is recalled the next time you tap this button. See CUSTOMIZING OPERATION.

NOTES:

- 1 Pressing and holding the paddle does not affect the operation of switched devices. They will maintain their present state.



When you see \uparrow in the instructions, touch the top of the paddle as directed.



When you see \downarrow in the instructions, touch the bottom of the paddle as directed.

CUSTOMIZING OPERATION

Modify and Save the Light Levels of a Scene

1. Change lighting levels as desired by pressing \uparrow or \downarrow on individual devices.
2. Press and hold the desired scene button on the room scene remote until the LED flashes twice (about 5 seconds) to save the new settings.

Removing or Adding Devices to a Scene

1. Press \updownarrow on the ADMHRM4 until the LED begins flashing (about 5 seconds).
2. Press the scene button that you wish to program. LEDs on all wireless adorne devices begin to flash. You now have 5 minutes to complete this process.
3. To include or exclude a device in the scene press \updownarrow on the device until the LED changes color.
Orange flashing LED = Included in the active scene
Green flashing LED = NOT included in the active scene

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

NOTE: You must include devices that are off in the room scene if you want them to turn off when that scene is recalled.

4. Return to the ADMHRM4 used in step 1. Press \updownarrow for 5 seconds or until all the status LEDs in the room turn green. The ADMHRM4 continues to flash (about 20-25 seconds). Wait for the LED to stop flashing before pressing a button.




Removing or Adding Devices to the \uparrow Paddle “On” Function

1. Press \updownarrow on the ADMHRM4 until the LED begins flashing (about 5 seconds).
2. Tap the \uparrow paddle on the remote. The LEDs on all the adorne wireless devices begin to flash. You now have 5 minutes to complete this process.
3. To include or exclude a device press \updownarrow on the device until the LED changes color.
Orange flashing LED = Included in paddle operation
Green flashing LED = NOT included in paddle operation

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

4. Return to the ADMHRM4 used in step 1. Press \updownarrow for 5 seconds or until all the status LEDs in the room turn green. The ADMHRM4 continues to flash (about 20-25 seconds). Wait for the LED to stop flashing before pressing a button.
5. To test, tap \uparrow on any room scene controller that is bound to the same room to switch included devices to on (dimmers go to full bright).

Removing or Adding Devices to the \downarrow Paddle “Off” Function

1. Press  on the ADMHRM4 until the LED begins flashing (about 5 seconds).
2. Tap the  paddle on the remote. The LEDs on all the adorne wireless devices begin to flash. You now have 5 minutes to complete this process.
3. See step 3 above.
4. See step 4 above.
5. To test, tap  on any room scene controller that is bound to the same room to switch or fade included devices to off (dimmers go to 0%)

BATTERY INFORMATION

The ADMHRM4 operates using two 1.5V Alkaline AAA size batteries. The remote goes to sleep whenever it is not performing a function. When asleep, its LED is off. To check battery status, press any button to wake up the remote.

IMPORTANT: Observe the color of the LED immediately after you wake it up.

- **WHITE** indicates the batteries are good.
- **RED** indicates the batteries are getting weak and should be replaced.

The battery compartment is on the bottom of the remote. Gently press up on the battery door latching tab, then lift the cover to expose the batteries. Replace the batteries using the same brand. Observe the pole orientation (+ -) illustration on the bottom of the battery compartment. Wait for the LED to stop flashing before attempting to use the remote.

TROUBLESHOOTING


During house ID binding, the LED is not flashing on some devices.

- **If LED is solid white before initiating house ID binding:**

The device already has another house ID. Reset it to the factory default so that it can be bound to the desired house ID. See "I made a configuration mistake. I need to start over" on the next page.


- **If LED is solid orange after initiating house ID binding:**

The device may be out of range of the initiating device. Add a MRR2 Wireless Repeater to boost signal range.

During binding or customizing, all LEDs stop flashing before I press .

The 5 minute binding process timer may have expired. Restart the timer by repeating steps 1 and 2 of the procedure you were using. Notice that the devices you previously excluded are flashing green; those included are flashing orange; simply finish the process from where you left off.

GI made a configuration mistake. I need to start over.

To reset any adorne wireless device to factory default settings, press and hold  until the LED changes to solid orange (approximately 10 seconds). During the process, the LED flashes orange. When complete, it becomes solid orange. The device can then be reconfigured, exactly like any new device.

FCC Notice - FCC ID: YV8-ADMHRM4

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 undesired operation.

Caution: Any changes or modifications to this device not explicitly approved by Legrand could void your authority to operate this equipment.

Canadian Department of Communications - IC: 9922A-ADMHRM4

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement."

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Warranty Information

Manufacturer warranties its products to be free of defects in materials and workmanship for a period of five (5) years. There are no obligations or liabilities on the part of manufacturer for consequential damages arising out of, or in connection with, the use or performance of this product or other indirect damages with respect to loss of property, revenue or profit, or cost of removal, installation or reinstallation.



301 Fulling Mill Road Suite G .
Middletown, PA 17057
Phone: 800.321.2343
www.legrand.us/onq

Please
Recycle



03883r2 9/2007