

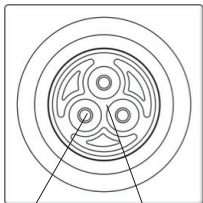
Remote Controlled LED Light Operation Manual

Model No's: JSJS LW550

It is important to install this product in accordance with the fitting instructions below. Failure to do so may render your guarantee void.

IMPORTANT: PLEASE RETAIN THESE INSTRUCTIONS FOR FUTURE REFERENCE AND FOR GUIDANCE ON THE ASSOCIATION OF REMOTE HANDSETS. FOR HELP AND SETUP GUIDANCE PLEASE VISIT www.lightwaverf.com

OVERVIEW:



LEDs

Manual Button



Remote

The portable LightwaveRF Connect LEDs can be turned ON and OFF manually or by using the accompanying remote control.

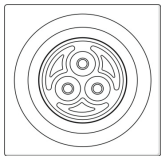
SETUP:

Before operation, ensure that the plastic film isolating the battery in the remote handset is first removed.

NOTE: If attached to a wall or ceiling, care must be taken to ensure that the portable LED unit is properly secured.

Pairing the device with the remote control

1. Enter LEARNING MODE by temporarily removing one of the batteries and then replacing it; the LEDs will flash to indicate that learning mode has been activated.
2. On the remote handset press 'ON'; the LEDs on the receiving unit will flash rapidly to confirm that it is now paired with the transmitting remote.



NOTE: Learning mode will only be initiated for 6 seconds, indicated by flashing LEDs; if no action or signal is received during the 6 seconds then the module will automatically exit learning mode.

The LED unit can be paired with up to six unique transmitting devices at any one time.

Unpairing the device with the remote control

1. Enter **LEARNING MODE** by temporarily removing one of the batteries and then replacing it; the LEDs will flash to indicate that learning mode has been activated.

2. On the remote handset press '**OFF**'; the LEDs on the receiving unit will flash rapidly to confirm that it is now unpaired with the transmitting remote.

The LED unit can be paired with up to six transmitting devices at any one time. Therefore, if multiple devices are paired, it may be simpler to completely clear the memory than to unpair individual devices.

Complete Clear Memory:

1. Enter **LEARNING MODE** by temporarily removing one of the batteries and then replacing it; the LEDs will flash to indicate that learning mode has been activated.

2. While the LEDs are flashing, hold down the manual button; the LEDs will rapidly flash to confirm that the memory has been cleared.

OPERATION:

Power Off (Standby)

The LED unit can be powered off to save battery life without removing the batteries. This can be useful if it will not be used for an extended period of time.

1. Hold down the manual button; the LEDs will start to dim. When they turn off completely '**POWER OFF**' status is active.

If the LED is '**OFF**', hold down the manual button; LEDs will illuminate and then turn off. The '**POWER OFF**' status is now active.

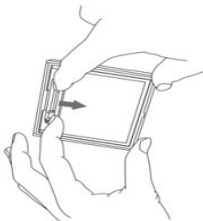
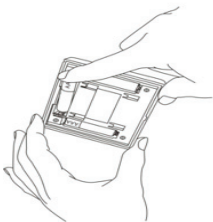
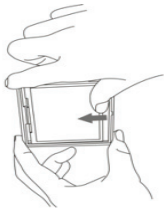
While **POWER OFF** is active, any RF signal or press of the manual button will not activate the LED.

2. To deactivate '**POWER OFF**', hold down manual button; the LEDs will become brighter until they reach maximum brightness confirming that '**POWER OFF**' is deactivated.

NOTE: POWER OFF will also be deactivated when the batteries are removed.

BATTERY REPLACEMENT (LED):

1. Slide down back cover.
2. Remove all 3 existing batteries and replace with new ones.
3. Slide up back cover until a click is heard.



NOTE:

- Connect correctly and securely
- Do not recharge
- Keep away from children
- Do not swallow (If swallowed, seek medical advice immediately)
- Please dispose of used batteries responsibly

SPECIFICATION:

Radio frequency: 433.92 MHz

LED Batteries: 3 x AAA Alkaline batteries each (not included)

Remote Battery: 1 x 3V CR2032 Lithium cell included

Adhesive tape x 2pcs included

Output: White LED



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If you are going to use LightwaveRF equipment in your house, please read the information below to ensure you will get the most out of your hardware.

Loading

Our one and two gang dimmers can handle a maximum of 250W of load on *each gang* of the switch. The three and four gang switches have a maximum load of 210W on *each gang*. If you exceed this load, the switches may overheat and cease to work correctly.

Each gang requires a minimum load to function. This is generally 40w but can be lower with some lamps. This is generally the case with LEDs where a load of 14W can be enough to have the switch operating.

Bulbs

LightwaveRF switches can be used with standard incandescent bulbs, halogen bulbs (including low energy halogens) and dimmable LED bulbs (see below).

Fluorescent tube lighting, including CFL bulbs cannot be used with LightwaveRF equipment. This includes the LightwaveRF CFR bulb.

LEDs

As there is no standard set for LEDs at present, we cannot state that every dimmable LED will work with LightwaveRF equipment. Even if exceeding the minimum load, certain LEDs will not function on their own. In these situations wiring a dummy load* in parallel across the circuit will correct the issue.

The following LEDs have been tested and do work when at least 2 lamps are in a circuit:

- AuraLED AL-GU10 PRO 5W
- AuraLED AU-GU10 5x1W
- Auralux AU-5W LED Globe 5x1W
- IstorialED G9 DL Flood
- IstorialED G9 WW Flood
- TCP Dimmable Energy Saver LED 5W
- Truelux 230-5W-DIM
- Toshiba LDRC0627MU1EUD 6.5W 270lm LED

Please check www.lightwaverf.com for up-to-date information on compatibility.