

# USER MANUAL

## MODEL:

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

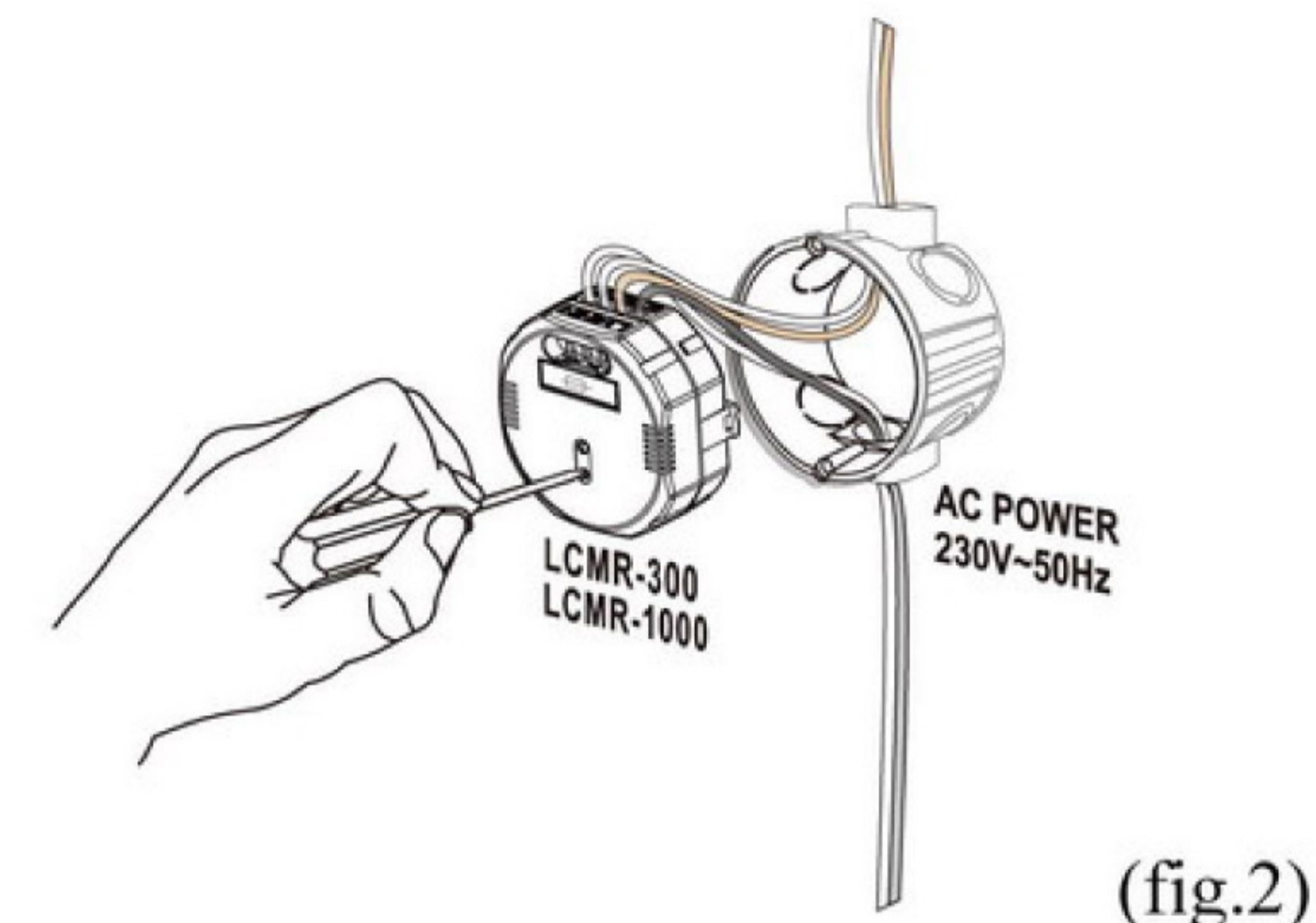
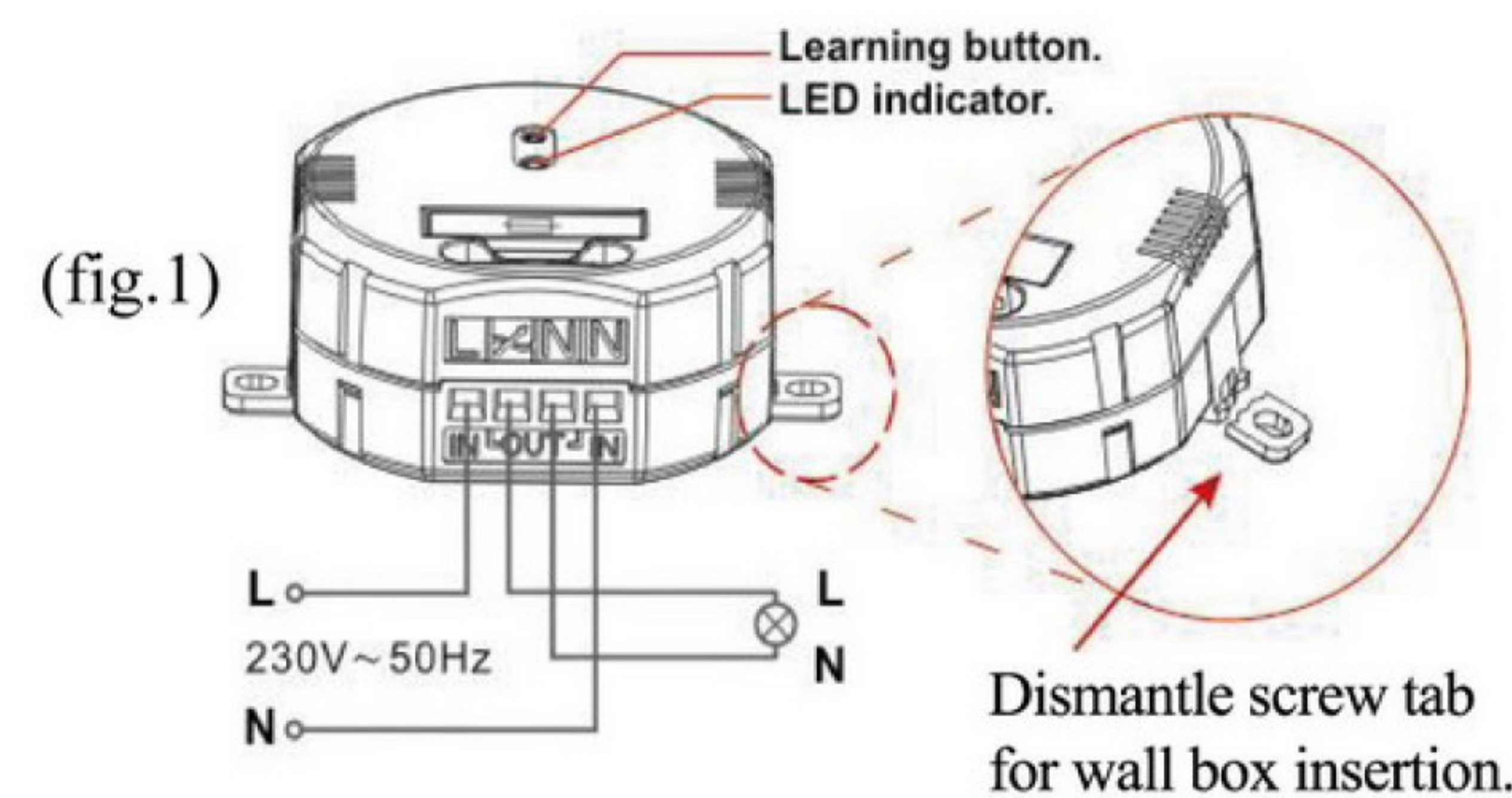
## FEATURES:

- \* Self program, 67 million codes.
- \* Simple installation, easy operation.
- \* LCMR-300 – ON/OFF, DIMMER function.
- \* LCMR-1000 – ON/OFF function.
- \* 6 memory scene settings, no memory loss forever.
- \* Red LED indicator for POWER ON and PROGRAMMING SETTINGS.
- \* Self program Receiver compatible to all Kappa transmitters.
- \* Distance 30M in closed area.

## INSTALLATION:

### Controller (Receiver)

- \* Disconnect main power before installation.
- \* Dismantle screw tab holder for wall box insertion. (fig.1)
- \* Connect AC wire and load (lamp) to receiver block terminal (fig. 1).
- \* Connect main power on.
- \* LED indicator on receiver should light on.
- \* Fuse changeable (fig.6)



## OPERATION:

### TRANSMITTER

- ‘ON’ button – control receiver ON/DIMMER
- ‘OFF’ button – switch OFF function
- ‘GROUP’ button – ALL ON or ALL OFF at the same time
- Direct 16 controls button – (fig. 4 &5)
- Page I - 1,2,3,4
- Page II – 5,6,7,8
- Page III – 9,10,11,12
- Page IV – 13,14,15,16

### DIMMER RECEIVER(LCMR-300)

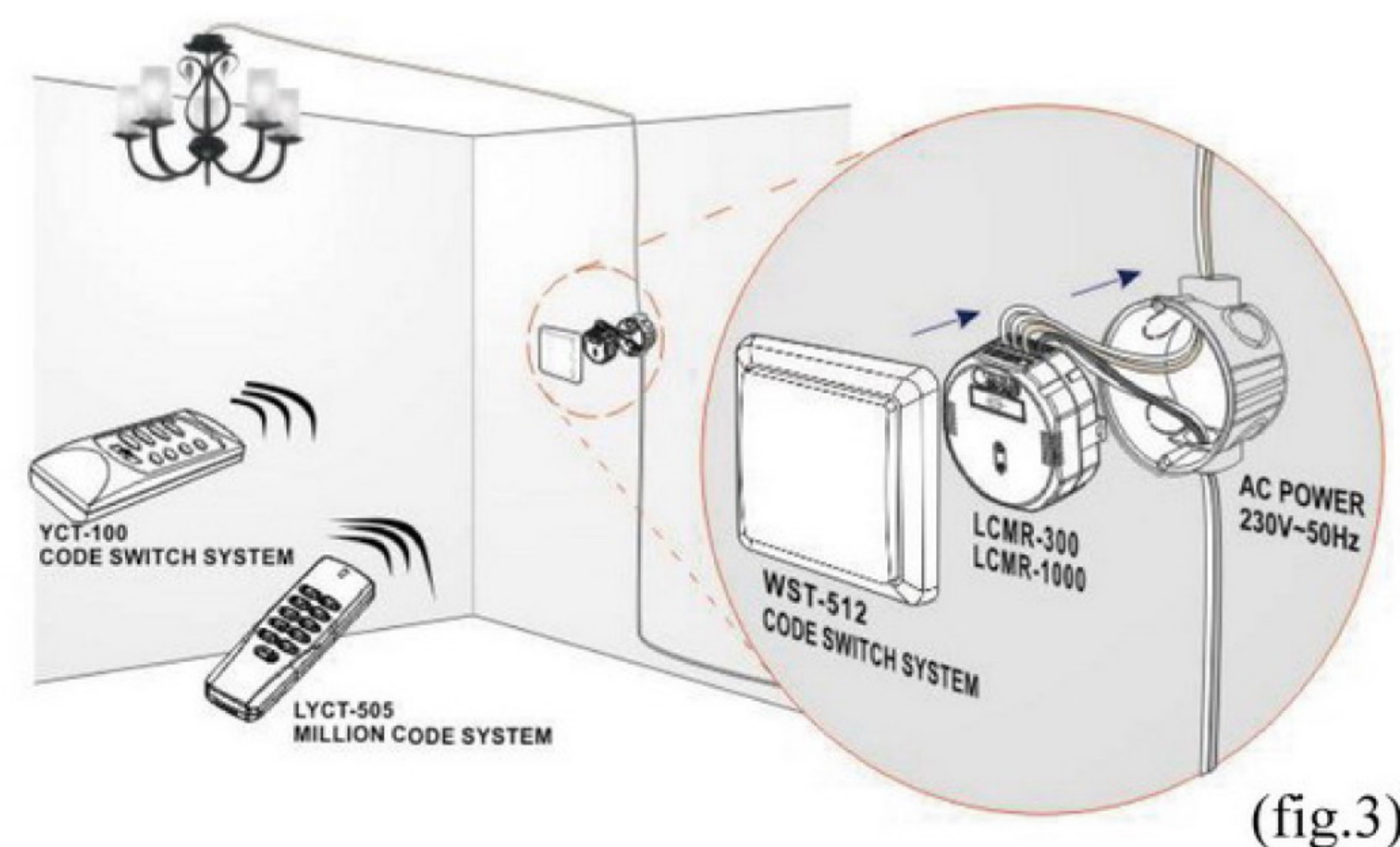
- \* Press transmitter button ‘ON’ twice, light will start to dim, press again, light stops at required brightness.
- \* To dim again, restart as above procedures.

### ON/OFF RECEIVER(LCMR-1000)

- \* Press transmitter button ‘ON’ to switch on.
- \* Press transmitter button ‘OFF’ to switch off.

### Link transmitter with receiver (fig. 3)

- \* LCMR can be remote controlled by wall switch or handy transmitter.
- \* All Kappa transmitters with other functions such like sensor function (brightness or motion sensor transmitter) can also remote control LCMR.
- \* LCMR when linked with code switch system transmitter is auto-programmed within 256 codes.



## HOW TO LINK CODE:

- \* To start, program your transmitter with the receiver.
- \* Connect power to receiver (fig.1).
- \* Bring the transmitter near the receiver, push the self program button on receiver once (fig.2)
- \* Receiver LED will blink slowly, press transmitter selected “ON” button.
- \* Receiver connected lamp will blink twice, code is confirmed and LED stops blinking.
- \* Transmitter and Receiver codes is auto programmed. (fig.3)
- \* Same procedure to link with Kappa code switch transmitter. (fig.5)

## TO CHANGE OR DELETE CODE :

### INDIVIDUAL DELETE-

- \* Push the self program button once, LED will blink slowly. (fig.2.)
- \* Press selected “OFF” button on transmitter, programmed memory is deleted.
- \* Receiver connected lamp will blink twice for confirmation.
- \* Repeat step for re-setting.

### ALL MEMORY DELETE -

- \* Push the self program 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:

- \* Self program 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 )

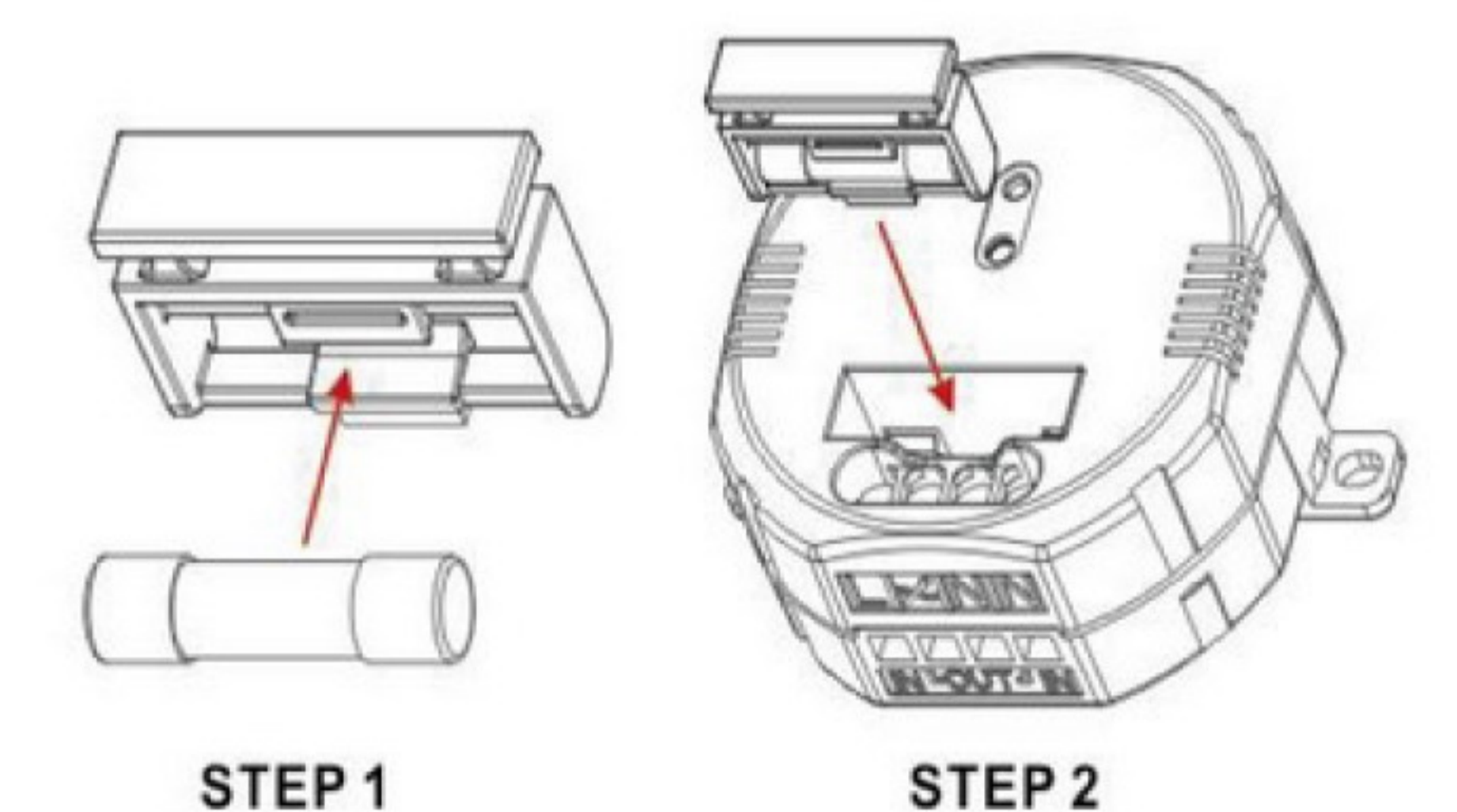
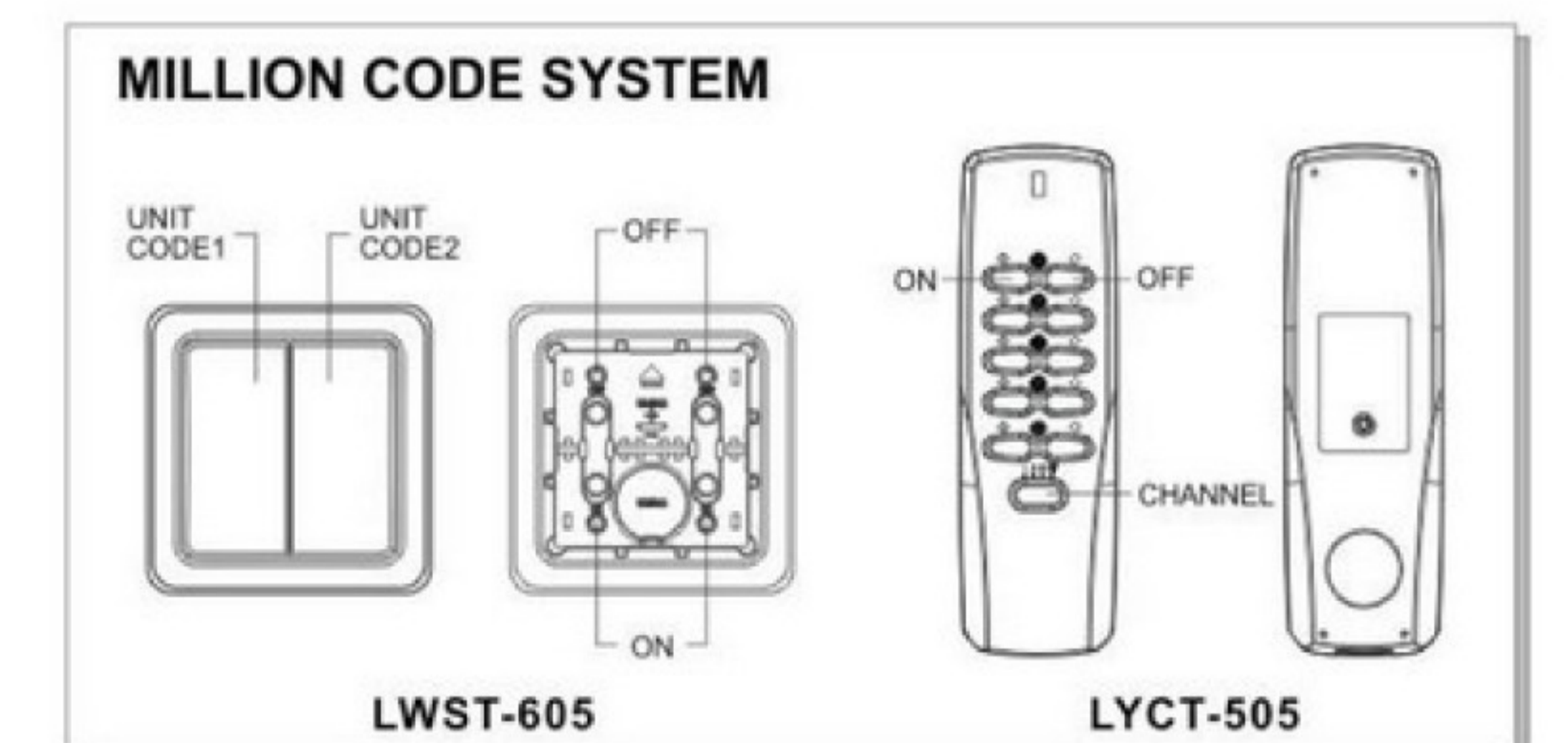
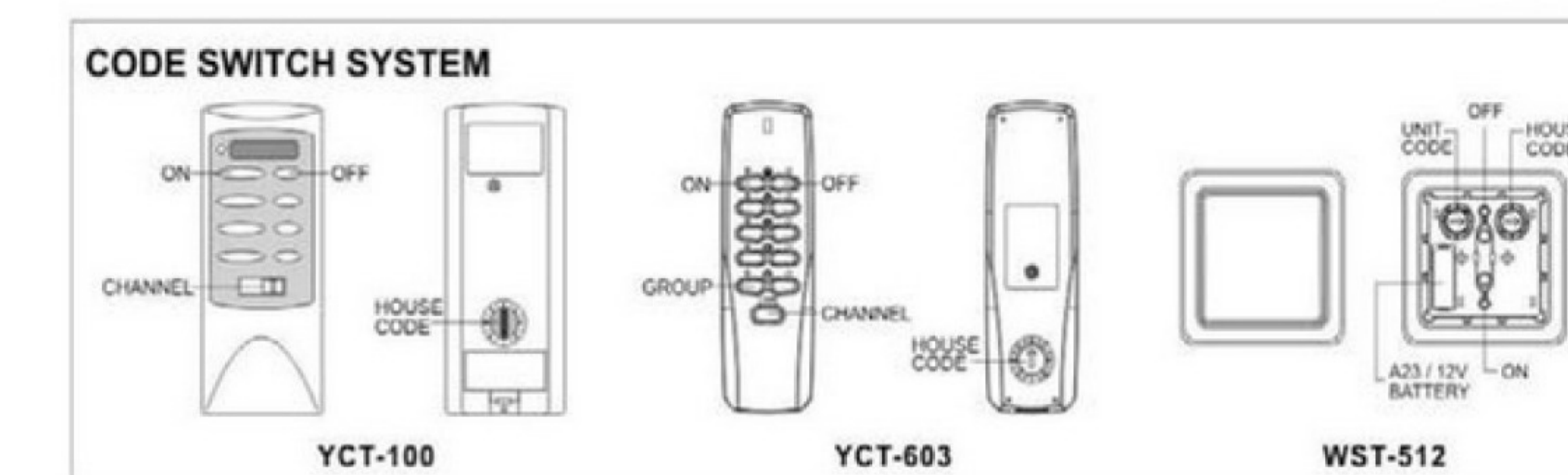
(Above settings ‘Receiver 1’ and ‘3’ takes up 3 programmed memory and ‘Receiver 2’ only 2 program memory, different combinations and settings can be teamed up and controlled from transmitter )

### Remote control (Transmitter)

#### Self program system transmitter (fig. 4)

- \* Self program system has 67million codes which is system code
- \* Each transmitter will have very few chance to have the same code as others.
- \* One of the million codes is programmed ex-factory.

#### Code switch transmitter (fig. 5)



## FAULT FINDING:

- No activation : check correct wiring installation.
- Check fuse overload
- 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

- Disconnect main power before wiring installation and fuse changing.
- Do not use in damp places like patios, cellar, flammable liquid, solvents, paints etc..

## 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)