Simply Automated
Incorporated

Lamp Starter Kit
Model DKIT-02

Getting Started

Simply Automated Pre-Configured SimplySmart™ Series

Utilizes SimplySmart™ technology to make installation a breeze. No computer
programming required! Simple-n-easy, ready to use lighting control.

UPB™
UNIVERSAL POWERLINE BUS

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Utilizes SimplySmart™ technology to make installation a breeze. No computer programming required! Simple-n-easy, ready to use lighting control.

IMPORTANT SAFETY INSTRUCTIONS

When using electrical products, basic safety precautions should always be followed, including the following:

1. READ AND FOLLOW ALL SAFETY INSTRUCTIONS.
2. Keep away from water. If product comes into contact with water or other liquid, disconnect immediately.
3. Never use products that have been dropped or damaged.
4. Do not use this product outdoors.
5. Do not use this product for other than its intended use.
6. Do not connect multiple lamps that, when combined, exceed the maximum load rating of the product, de-rated for multi-gang boxes.
7. Do not install in areas that can exceed 120°F (e.g., in an attic).
8. To avoid the risk of overheating and possible damage to other equipment, do not use this product to control a receptacle.
9. Do not cover the product with any material when in use.
10. SAVE THESE INSTRUCTIONS.

DKIT-02 Lamp Starter Kit
Includes 2 Lamp Modules and 1 Tabletop Controller with 4-Button Scene Controller

Getting Started

Section 1: Very Important Pre-Installation Notes

- Your home should be no more than 2500 square feet and have only one breaker panel. A phase coupler is required in some home installations. See Section 5 for more information.
- Not intended for use in multi-dwelling (condo, apartment, duplex) units.

Section 2: Installation of Lamp Modules and Tabletop Controller

Locate a convenient location you would like to use as the main controller and plug in the Tabletop Controller with 4-buttons. Locate 2 lamps you would like to turn ON/OFF. Plug a lamp module into a wall outlet, then plug-in a lamp into the socket on the bottom of the lamp module. Turn the lamp ON using the lamp's ON/OFF switch. Repeat this process for second lamp module. You're done with the installation process! Please refer to the User Guide or see http://www.simply-automated.com/documents/452-0112-0201_RevA_UML-E-W_UserGuide_070611.pdf

Test Tabletop Controller with 4-buttons to ensure proper installation:
- Button 1 turns on/off lamp module #1: Press (tap) button 1 one time to turn on lamp module #1, press (quickly tap) two times to turn off.
- Button 2 turns on/off lamp module #2: Press (tap) button 2 one time to turn on lamp module #2, press (quickly tap) two times to turn off.
- Button 3 turns on/off both lamp modules: Press (tap) button 3 one time to turn on both lamp modules, press (quickly tap) two times to turn off.
- Button 4 turns off both lamp modules: Press (tap) button 4 one time to turn off both lamp modules.

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Helpful Hint: If tapping a button does not turn on a lamp, the lamp's switch may be in the off position. Go to the lamp and turn on using the lamp's on/off switch. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Both lamps can still be turned ON/OFF manually. For manual operation of either lamp, simply turn the lamp ON, OFF and ON again using the lamp's ON/OFF switch.

Important Note: If you are using compact florescent or florescent lighting, you should not attempt to change the dimming level. Florescent lighting cannot be dimmed, can only be turned on at a 100% dim level.

The lamp modules have been programmed from the factory to turn on at 100%. If you would like a different lighting level when the lamp is off, press and hold button 1, 2 or 3 until the desired lamp dim level(s) is (are) achieved, then release. If you would like a different lighting level when the light is on at 100%, press and hold the button until the desired lamp dim level(s) is (are) achieved, then release. If you are using compact florescent or florescent lighting, you should not attempt to change the dimming level. Florescent lighting cannot be dimmed, can only be turned on at a 100% dim level.

Important Note: Each lamp module has a unique ID number. You can find the ID number on the back of each lamp module. One of the lamp modules for the Lamp Starter Kit (DKIT-01) will have ID #4 and the other will have ID #5. This is important information to note as it relates to operation with the Scheduler-Timer accessory (sold separately).

Section 3: Editing Buttons (Scenes) on Tabletop Controller with 4-Buttons

Each button on the Tabletop Controller with 4-Buttons controls a SCENE that can easily be edited from the factory pre-sets. Button 1 turns on/off lamp module #1, button 2 turns on/off lamp module #2, button 3 turns both lamp modules on/off, button 4 turns both lamp modules off. You can change the dimming level or number of lamp modules controlled by each button to create your own custom scenes!

Section 3.a. Changing the Dimming Level

Important Note: If you are using compact florescent or florescent lighting, you should not attempt to change the dimming level. Florescent lighting can only be turned on at a 100% dim level.
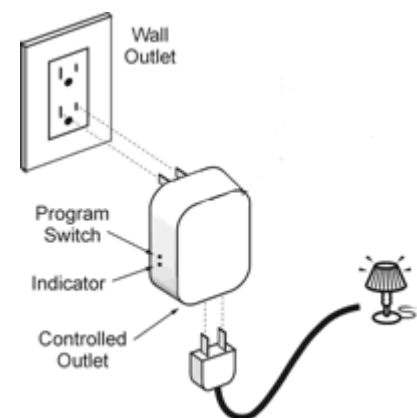
Button 1. Button 1 is programmed from the factory to turn on lamp module #1 at a 100% dim level. To change the dimming level:

- Go to the Tabletop Controller, press and hold button 1 to the desired dimming level for lamp module #1.

- Go to lamp module #1, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

   CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go back to the Tabletop Controller, press (quickly tap) button 1 seven times. You have created a new scene by re-programming button 1 from the factory pre-set dimming level.

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Helpful Hint: If tapping button 1 does not change the dimming level, repeat the three steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Helpful Hint: The Tabletop Controller can inadvertently be placed in the program mode by tapping button 1 five times. The indicator above button 1 will continuously blink green for five minutes. To exit the programming mode, quickly tap the lamp module's program switch two times.

Button 2. You can repeat the process outlined above for button 2. Button 2 is programmed from the factory to turn on lamp module #2 at a 100% dim level. To change the dimming level for button 2:

- Go to the Tabletop Controller, press and hold button 2 to the desired dimming level for lamp module #2.

- Go to lamp module #2, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

- Go back to the Tabletop Controller, press (quickly tap) button 2 seven times. You have created a new scene by re-programming button 1 from the factory pre-set dimming level.

Editing buttons 3 or 4. Button 3 is programmed to turn on both lamp modules at 100%. Button 4 is programmed to turn off both lamp modules. We recommend not editing these buttons since all devices (up to ten dimmers/lamp modules) in the Pre-Configured SimplySmart^{TM} Series have the same settings -- one tap of button 3 turns all devices on, one tap of button 4 turns all devices off. This pre-programming is a very powerful and convenient feature using both the Tabletop Controller with 4-buttons and Deluxe Dimmer with 4-buttons. Example include entering a home (button 3 for ALL ON), leaving a home (button 4 for ALL OFF), bedside for security and nighttime convenience (button 3 for ALL ON) or (button 4 for ALL OFF).

Button 3. Button 3 is programmed from the factory to turn on both lamp modules at a 100% dim level. To change the dimming level for either of the lamp modules controlled by button 3:

- Go to the Tabletop Controller, press and hold button 3 to the desired dimming level for the lamp modules.

- Go to each lamp module, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

- Go back to the Tabletop Controller, press (quickly tap) button 3 seven times. You have created a new scene by re-programming button 1 from the factory pre-set dimming level.

Important Note: If you would like to program a different dimming level for each lamp module, repeat the procedure outlined above for one lamp module at a time. Go to the Tabletop controller, press and hold button 3 to the desired dimming level for lamp module #1. Go to lamp module #1, place in the program mode, go back to the Tabletop Controller and press (quickly tap) button 3 seven times. Follow the same procedure for lamp module #2. Note: although both lamp modules will dim up/down, a change will only occur when the lamp module is placed in the program mode.

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Button 4. You can repeat the process outlined above for button 4. Button 4 is programmed from the factory to turn off both lamps. To change the dimming level for any of the lamp modules controlled by button 4:
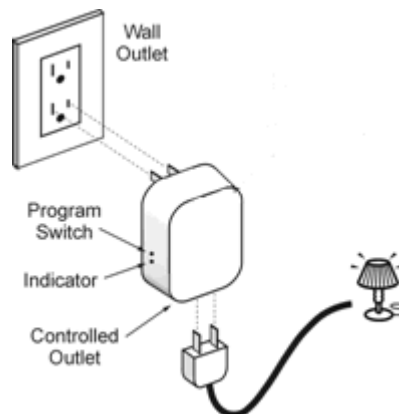
- Go to the Tabletop Controller, press and hold button 4 to the desired dimming level for the lamp modules.

- Go to each lamp module, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

Helpful Hint: Lamp module will stay in the program mode for approximately 5 minutes. You can always confirm if the lamp module is in the program mode by checking for a blinking green light. If the lamp module is not flashing green, you will need to place back in the program mode to make any edits. To exit the programming mode, quickly tap the lamp module's program switch two times.

Section 3.b. Adding a Lamp Module

Button 1. Button 1 is pre-programmed from the factory to turn on/off lamp module #1. To add lamp module #2 to button 1:

- Go to the lamp connected to module #2. Turn on using the lamps on/off switch.

- Go to lamp module #2, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

    CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go back to the Tabletop Controller, press (quickly tap) button 1 seven times. You have created a new scene by re-programming button 1 from the factory pre-set dimming level.

Helpful Hint: If tapping button 1 does not turn on lamp module #2, the lamp's switch may be in the off position. Go to the lamp and turn on using the lamp's on/off switch, repeat the three steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Button 2. Button 2 is pre-programmed from the factory to turn on/off lamp module #2. To add lamp module #1 to button 2:

- Go to the lamp connected to module #1. Turn on using the lamps on/off switch.

- Go to lamp module #1, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

- Go back to the Tabletop Controller, press (quickly tap) button 2 seven times. You have created a new scene by re-programming button 1 from the factory pre-set dimming level.

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Important Note: To change the dimming level for a lamp module, refer to Section 3.a.

Section 3.c. Deleting a Lamp Module

If you would like to edit a scene and delete a lamp module from any button:

- Go to lamp module you would like to delete, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go to the Tabletop Controller, press (quickly tap) the button you would like to delete the lamp module from <u>eight</u> times.
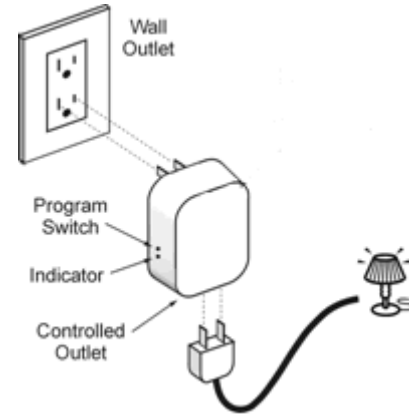
Helpful Hint: If you press (tap) a button and the lamp module you deleted still turns on, repeat the two steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Section 4: Simple-n-Easy Expansion for SimplySmart^{TM} Series. Fully Compatible. Dimmer Starter Kit, Lamp Starter Kit, and Accessories -- Dimmers, Lamp Modules or Tabletop Controller.

Simply Automated Pre-Configured SimplySmart^{TM} Series offers simple-n-easy expansion capability. Begin with the Dimmer or Lamp Starter Kit, add the other starter kit, (up to) 2 additional standard dimmers, Deluxe Dimmer with 4-buttons, (up to 2) additional lamp modules or Tabletop Controller with 4-buttons. One touch button convenience to turn ON/OFF up to ten Simply Automated dimmers or lamp modules – custom scenes you create!

Dimmer Starter Kit
Includes 2 dimmers and deluxe dimmer with 4-button scene controller (PN: DKIT-01).

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Lamp Modules

PN: UML7   PN: UML8

Dimmers

PN: US1W9   PN: US1W10

Tabletop Controller
(with 4-button scene control)

PN: US2TP11

Deluxe Dimmer
(with 4-button scene control)

PN: US2W12

Important Note: only one of each pre-configured accessory PN can be ordered per home installation.

Add a Scheduler-Timer (PN: UCS-01) to automatically turn ON/OFF indoor or outdoor security lighting. Or to create night time convenience pathway lighting. Energy savings dimming feature (from 10%, 20%, 30%, 40%, to 90% dimming levels). Random 'vacation mode' setting. Built-in celestial clock computes sunrise and sunset. Calculates daylight savings time.

The Scheduler-Timer is easily and quickly programmed -- no PC connection is necessary. Just set the time, your location (using your zip code), the Network ID # (250), and you're ready to input on/off events using the ID # for each dimmer (each dimmer has a unique ID number). You can find the ID number on the front of each dimmer. For the Lamp Starter Kit (DKIT-02), the lamp modules have ID #4 and #5.

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Section 5: In Case of a Problem

Phone: 760-431-2100 Ext. 138 Monday-Friday 8AM-5PM (Pacific Time) for assistance.

Phase Coupler: Your home should be no more than 2500 square feet and have only one breaker panel. A phase coupler is required in some home installations. If you have tested the rockers for each dimmer, they work, but the buttons do not turn on all three dimmers, the circuits in your home may be out of phase. All homes have a 220V feed to the main panel box, where the 220V is separated into 110V in two phases, an A and B. You will need to install a phase coupler, see http://simply-automated.com/products/index.html#phasecouplers for options.

Model #	Description
ZPCI-P30A	Plug-In Inverting Phase Coupler, fits a standard (NEMA 10-30) 220VAC clothes dryer outlet
ZPCI-W	Wire-in Inverting Phase Coupler
ZPCI-B	Breaker Panel Inverting Phase Coupler

Network ID #: The default Network ID #setting for the Pre-Configured Series is **250**. This information is needed when using the Scheduler-Timer.

Section 6: Simply Automated Custom Expansion Series

Powerful Custom Expansion Capability – up to 250 devices – using your PC and UPStart software! Devices include single rocker dimmers, deluxe dimmers with different faceplates (up to 8 buttons), lamp or appliance modules, tabletop pedestal with 8 buttons, wall receptacle, fixture relay, fixture dimmer or scheduler-timer. Control lighting and 120VAC appliances, heaters, fans, motors or pumps. Programmable dimming rates (1 second, 5 second, up to 4 hours). Energy saving countdown timer function. Lighting control for your entire home! Visit http://www.simply-automated.com/products/index.html

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