



Getting Started
Lamp Module Accessory
For Models UML7 and UML8



Model UML7



Model UML8

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.





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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

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 Module

Locate a lamp you would like to turn ON/OFF. Plug the 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. Leave the lamp on (do not turn off). You're done with the installation process! Please refer to the User Guide the lamp module came packaged in or see http://simply-automated.com/documents/452-0112-0201_RevC_UML-E-W_UserGuide_090512.pdf

Test the lamp module using a 4-button scene controller. Button 3 of the Tabletop Controller with 4-buttons (and Deluxe Dimmer with 4-buttons) is programmed from the factory to turn on each device (lamp module or dimmer) at a 100% dim level. Button 4 is programmed from the factory to turn off each device (lamp module or dimmer).

- Button 3 turns on/off the lamp module: Press (tap) button 3 one time to turn on the lamp module, press (quickly tap) two times to turn off the lamp module.
- Button 4 turns off the lamp module: Press (tap) button 4 one time to turn off the lamp module.

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.

The lamp 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: Each lamp module has a unique ID number. You can find the ID number on the back of each lamp module. Model UML7 has ID #7 and model UML8 has ID #8. 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 (or Deluxe Dimmer) with 4-Buttons

Each button on the Tabletop Controller (or Deluxe Dimmer) with 4-Buttons controls a SCENE that can easily be edited from the factory pre-sets. You can change the dimming level or number of lamp modules controlled by each button to create your own custom scenes!

Section 3.a. Adding a Lamp Module

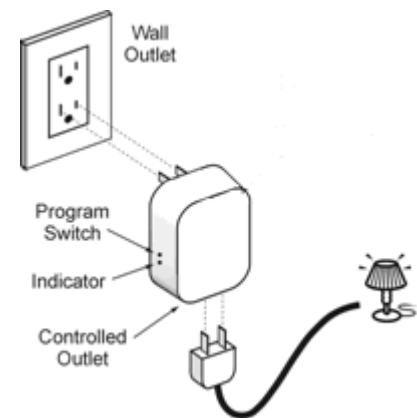
Button 1. To add a lamp module to button 1:

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



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 (or Deluxe Dimmer), press (quickly tap) button 1 seven times. You have created a new scene!



Helpful Hint: If tapping button 1 does not turn on the lamp module, 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. To add a lamp module to button 2, follow the instructions outlined above in Section 3.a. noting you will need to press (tap) button 2 seven times to program the new scene.

Helpful Hint: After tapping five times, 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 next to the program switch. If the indicator is not flashing green, to place in the program mode, quickly tap the program switch five times. To exit the program mode, quickly tap the program switch two times.

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.

Section 3.b. Deleting a Lamp Module

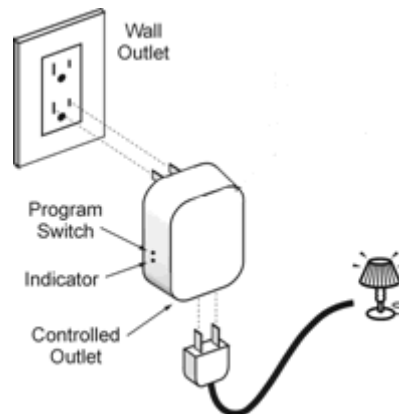
If you would like to edit a scene and delete a lamp module from any button:

- 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 (or Deluxe Dimmer), press (quickly tap) the button you would like to delete the lamp module from eight times.



tap)

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 3.c. 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. To change the dimming level for button 1:

- Go to the Tabletop Controller (or Deluxe Dimmer), press and hold button 1 to the desired dimming level for the lamp module.
- Go to the 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.

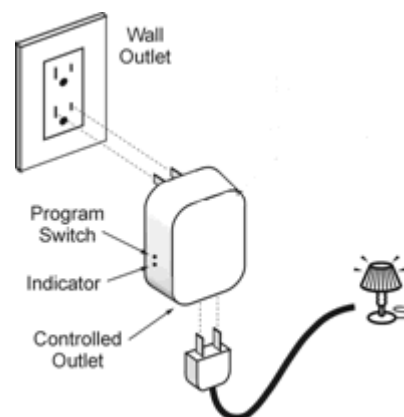


CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go back to the Tabletop Controller, press (quickly tap) button 1 seven times. You have created a new scene!

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.

Button 2. To change the dimming level for button 2, follow the instructions outlined above in Section 3.c. noting you will need to press (tap) button 2 seven times to program the new scene.



Important Note: If you would like to program a different dimming level for more than one lamp module, repeat the procedure outlined above for one lamp module at a time. Go to the Tabletop controller (or Deluxe Dimmer), press and hold the button 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 (or Deluxe Dimmer) and press (quickly tap) the button you want to edit seven times. Follow the same procedure for all other lamp modules. Note: although all lamp modules will dim up/down, a change will only occur when the lamp module is placed in the program mode.

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™ 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).

Important Note: Buttons 1 and 2 operate independently for the Tabletop Controller and Deluxe Dimmer allowing one touch button control up to 4 unique custom scenes. Create one scene for button 1 of the Tabletop Controller and a second scene for button 1 of the Deluxe Dimmer. Make a third scene for button 2 of the Tabletop Controller and a fourth scene for button 2 of the Deluxe Dimmer.

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

Simply Automated Pre-Configured SimplySmart™ 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).



Lamp Starter Kit

Includes 2 lamp modules and tabletop controller with 4-button scene controller (PN: DKIT-02)



Lamp Modules



PN: UML7

PN: UML8

Dimmers



PN: US1W8

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 Dimmer Starter Kit (DKIT-01), the single rocker dimmers have ID #1 and #2, the Deluxe Dimmer with 4-buttons has ID #3.



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/sa_zpc.htm 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>

