



**Getting Started**  
**Tabletop Controller with 4-Buttons**  
**Model US2TP11**



**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.





## **Simply Automated Pre-Configured SimplySmart™ Series**

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### **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 the Tabletop Controller with 4-Buttons**

Locate a convenient location (bedside, living room, great room) you would like to use and plug in the Tabletop Controller with 4-buttons. You're done with the installation process! Please refer to the User Guide or see [http://www.simply-automated.com/documents/452-0008-0002\\_RevB\\_User\\_Guide\\_US28xTP\\_090512.pdf](http://www.simply-automated.com/documents/452-0008-0002_RevB_User_Guide_US28xTP_090512.pdf) .

Button 3 of the Tabletop Controller with 4-buttons is programmed from the factory to turn on each device (dimmer or lamp module) you have already installed in your home at a 100% dim level. Button 4 is programmed from the factory to turn off each device.

- Button 3 turns on/off each device (dimmer or lamp module): Press (tap) button 3 one time to turn on each device in your home, press (quickly tap) two times to turn off each device.
- Button 4 turns off each device (dimmer or lamp module): Press (tap) button 4 one time to turn off each device in your home.

*Helpful Hint: Tapping should be done quickly ensuring contact is made from the button to the base sensor.*

You will need to add devices (dimmers or lamp modules) you have already installed in your home to button 1 and button 2 to create your own custom scenes. See Section 3 below or see Manual Scene Creation and Modification section in the US2-40 User Guide [http://simply-automated.com/documents/452-0052-0101\\_RevD\\_US2-40\\_UserGuide\\_090512.pdf](http://simply-automated.com/documents/452-0052-0101_RevD_US2-40_UserGuide_090512.pdf) for more details.

**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.

### 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. You will need to add devices (dimmers or lamp modules) to buttons 1 and 2, button 3 turns all devices on/off, button 4 turns all devices off. You can change the dimming level or number of devices controlled by each button to create your own custom scenes!

**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.**

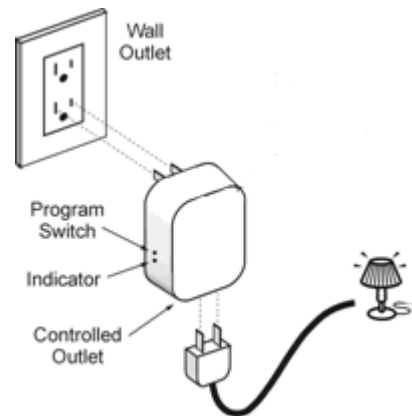
#### Section 3.a. Adding a Lamp Module

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

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

*Helpful Hint: If tapping button 1 does not turn on a 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.** Follow the instructions outlined in Section 3.a. for Button 1, noting you will need to press (quickly tap) button 2 seven times to program the new scene.

*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.*

**Important Note: Buttons 1 and 2 operate independently for the Tabletop Controller Accessory (Model US2TP11) and the Tabletop Controller included with the Lamp Starter Kit (Model DKIT-02) allowing one touch button control up to 4 unique custom scenes. Create one scene for button 1 of the Tabletop Controller Accessory (Model US2TP11) and a second scene for button 1 of the Tabletop Controller from the Lamp Starter Kit (Model DKIT-02). Create a third scene for button 2 of the Tabletop Controller Accessory (Model US2TP11) and a fourth scene for button 2 of the Tabletop Controller from the Lamp Starter Kit (Model DKIT-02).**

**Buttons 3 and 4.** Button 3 is programmed from the factory to turn on all dimmers at a 100% dim level. Button 4 is programmed from the factory to turn off all three dimmers. We do not recommend editing buttons 3 or 4.

All accessory 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 Deluxe Dimmer with 4-buttons and Tabletop Controller with 4-buttons. For example, using the Deluxe Dimmer for entering a home (button 3 for ALL ON), leaving a home (button 4 for ALL OFF), or using the Tabletop Controller at your bedside side table for security and nighttime convenience (button 3 for ALL ON) or (button 4 for ALL OFF).

*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

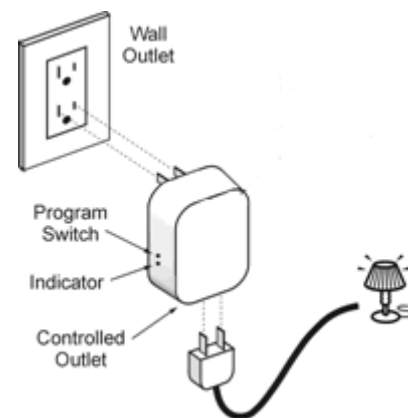
If you would like to edit a scene and delete a lamp module from any button:

- 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, press (quickly tap) the button you would like to delete the lamp module from eight 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 3.c. Adding a Dimmer

**Button 1.** To add a dimmer to button 1:

- Go to the dimmer, press and hold the top rocker to the desired dimming level. Then press (quickly tap) the top rocker 5 times to place in the program mode. A green light will flash above the rocker to confirm the dimmer is in the program mode.
- Go to the Tabletop Controller, press (quickly tap) button 1 seven times. Button 1 will now turn on/off the dimmer – including all other devices (dimmers and lamp modules) you had programmed. Press (tap) button 1 one time to turn on the dimmer and other devices, press (quickly tap) two times to turn off the dimmer and other devices. You have created a new scene!

*Helpful Hint: If you press (tap) a button and the dimmer does not turn on, repeat the two steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.*

**Button 2.** To add a dimmer to button 2, follow the instructions outlined above in Section 3.c. for button 1, noting you will need to press (tap) button 2 seven times to program the new scene.



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*Helpful Hint: After tapping five times, dimmer will stay in the program mode for approximately 5 minutes. You can always confirm if the dimmer is in the program mode by checking for a blinking green light above the rocker. If the dimmer is not flashing green, to place in the program mode, quickly tap the top rocker five times. To exit the program mode, quickly tap the top rocker two times.*

### Section 3.d. Adding or Editing Multiple Dimmers at the Same Time

You can add or edit multiple dimmers with custom dimming levels to each button at the same time. To add or edit the dimming level of dimmers to buttons 1 or 2.

**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.**

#### Button 1.

- Go to each dimmer you would like to add or edit, press and hold the top rocker to the desired dimming level. Then press (quickly tap) the top rocker of each dimmer 5 times to place in the program mode. A green light will flash above each rocker to confirm the dimmer is in the program mode.
- Go to the Deluxe Dimmer with 4-buttons, press (quickly tap) button 1 seven times. Button 1 will now turn on/off all dimmers you programmed to the dimming levels you selected. Press (tap) button 1 one time to turn on the dimmers, press (quickly tap) two times to turn off dimmers. You have created a new scene!

**Important Note: If you had lamp module(s) controlled by button 1, tapping button 1 will also turn on/off the lamp modules.**

**Button 2.** Follow the instructions outlined in Section 3.b. for Button 1, noting you will need to press (quickly tap) button 2 seven times to program the new scene.

### Section 3.e. Deleting a Dimmer.

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

- Go to the dimmer you would like to delete, press (quickly tap) the top rocker of each dimmer 5 times to place in the program mode. A green light will flash above each rocker to confirm the dimmer is in the program mode.
- Go to the Deluxe Dimmer (or Tabletop Controller) with 4-buttons, press (quickly tap) the button you would like to edit (delete the dimmer from) eight times.

*Helpful Hint: Five taps on the top rocker puts a dimmer in program mode, seven taps on a button adds a dimmer to a button, eight taps on a button deletes a dimmer from a button. To exit the program mode, quickly tap the top rocker two times.*

**Important Note: If you program a dimmer for a dimmable (incandescent or halogen) light bulb and later change to a compact florescent bulb that cannot be dimmed, go to the dimmer, press and continue to hold the top rocker until the compact florescent light reaches its brightest level, approximately 10 seconds. Place the dimmer in the program mode (quickly tap the top rocker five times). Go back to the Deluxe Dimmer, press the button you wish to re-program seven times.**

## **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](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>

