

Capacity

Each time a transmitter is programmed a memory position in the Rxe DALI is occupied. There are 100 memory positions available in the Rxe DALI and you can thus have a maximum of 100 group or lighting scene pushes associated with each Rxe DALI.

Transmitters

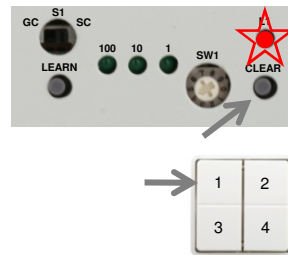
These are battery free push button units for positioning on the wall or lying freely at the table.



Clearing a transmitter from memory

1. Briefly push **[CLEAR]** and the LED L1 flashes.

2. Briefly push the transmitter pushbutton to be cleared.
L1 acknowledges by displaying constant light.
Briefly push **[CLEAR]** to terminate clearing procedure.



Clear all transmitters

1. Push **[CLEAR]** and keep it down for 7 seconds. Rxe DALI will now shift to programming mode and LED **10** flashes.
See section "Programming" for further on the programming of Rxe DALI

Technical specifications

Type	Rxe DALI	
EAN-no.	-	5706499091271
Power Supply	V DC	via the DALI bus
Current consumption	mA	30
Output signal	-	DALI
Groups/Scenes	-	Group 0-16 / Scene 1-16
Radio frequency	MHz	868
Ambient temperature (ta)	°C	+5 til +40
Air humidity	-	20-95% RH, not condensing
Weight	kg	0,090
Dimensions (WxHxD)	mm	120x42x31
Colour (enclosure)	-	Light grey

Specifications are subject to change without notice. Reservations are made for errors and omissions.



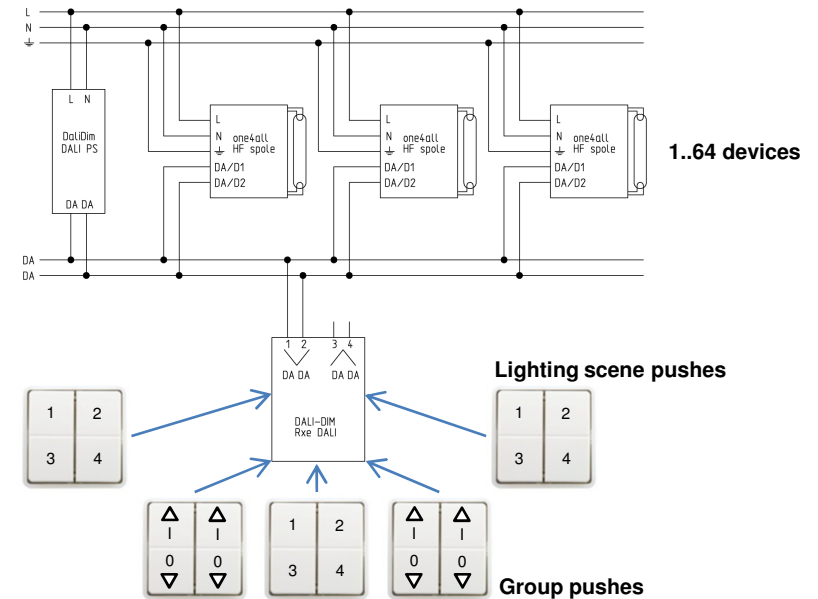
User Instructions for Rxe DALI

Version 1.00

The control module Rxe DALI based upon the DALI digital protocol offers full wireless control of your lighting using the innovative EnOcean technology.

Together with the wireless and batteryfree pushbutton panels Txe2 DK and Txe4 DK this module offers you direct control of the lighting as well as the facility to recall prerecorded lighting scenes.

Installation



Wireless control range

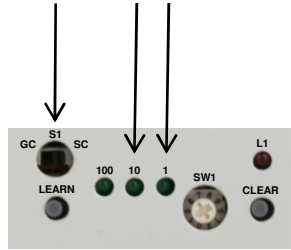
The unobstructed wireless range is @ 50 metres. Absorbion and reflections may reduce the effective control range.

The amount of absorbion will depend upon the material and the thickness of the obstacle the signal has to penetrate. Reinforced concrete walls and extended metal surfaces can significantly reduce the useful control range.

Reflections will occur when the signal encounters walls, furniture, persons present and similar.

The pushbutton panels should be programmed before being permanently positioned to ensure the correct functioning and advantageous positioning of the transmitter. If the functioning should not be satisfactory, a shift of a few centimetres in the position of the transmitter quite often will give a much better result.

Programming the Lighting Scene number

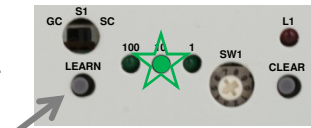


S1	10	1	Scene
SC	0	1	1
SC	0	2	2
SC	0	3	3
SC	0	4	4
:	:	:	:
SC	0	9	9
SC	1	0	10
:	:	:	:
SC	1	6	16

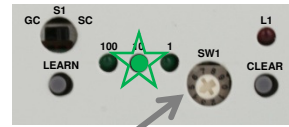
1. Set switch **S1** to position **SC**.



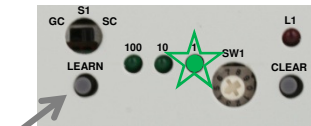
2. Briefly push button **[LEARN]** and LED **100** starts flashing.



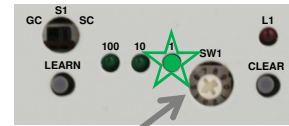
3. Set selector **SW1** to the "tens" desired (i.e. 0 or 1 as the maximum scene number is 16 ...).



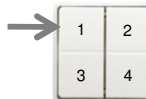
4. Briefly push button **[LEARN]** and LED **1** starts flashing.



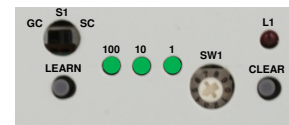
5. Set selector **SW1** to the "units" desired (i.e. 1..9 if "tens" has been set to "0" or 0..6 if "tens" has been set to "1")



6. Briefly activate the pushbutton switch which is to be used for recalling this lighting scene.

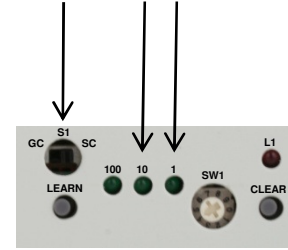


7. The LEDs **100**, **10** and **1** all briefly light up to acknowledge the completed programming.



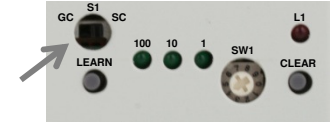
8. Briefly push button **[LEARN]** to terminate the procedure and exit programming mode.

Programming the Group number

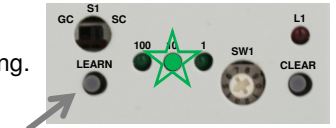


S1	10	1	Group
GC	0	0	All (Broadcast)
GC	0	1	1
GC	0	2	2
GC	0	3	3
:	:	:	:
GC	0	9	9
GC	1	0	10
:	:	:	:
GC	1	6	16

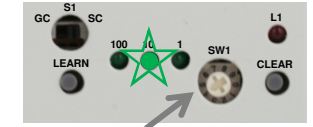
1. Set switch **S1** to position **GC**.



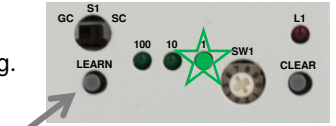
2. Briefly push button **[LEARN]** and LED **100** starts flashing.



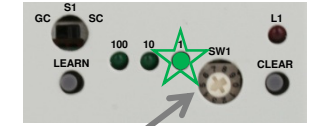
3. Set selector **SW1** to the "tens" desired (i.e. 0 or 1 as the maximum scene number is 16 ...).



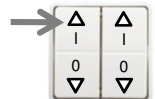
4. Briefly push button **[LEARN]** and LED **1** starts flashing.



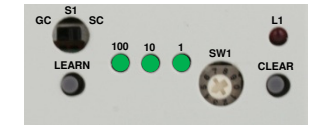
5. Set selector **SW1** to the "units" desired (i.e. 1..9 if "tens" has been set to "0" or 0..6 if "tens" has been set to "1")



6. Briefly activate the pushbutton switch which is to be used for controlling this group. Both the UP and the DOWN segment of the button are automatically programmed just by pushing either the UP or the DOWN segment.



7. The LEDs **100**, **10** and **1** all briefly light up to acknowledge the completed programming.



8. Briefly push button **[LEARN]** to terminate the procedure and exit programming mode.