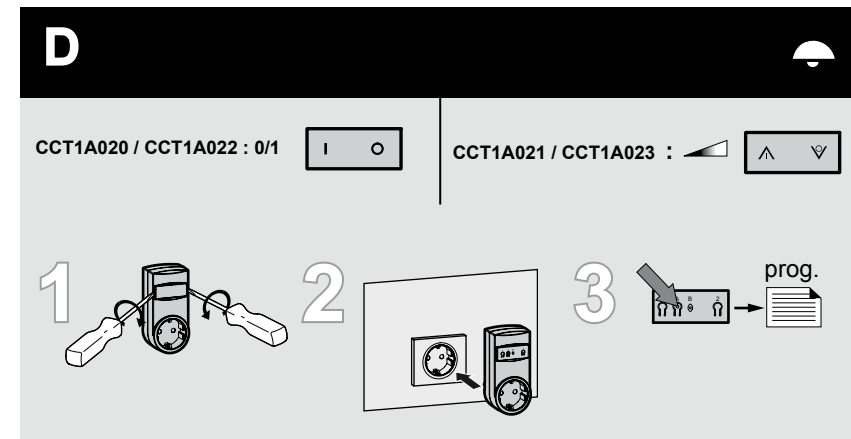
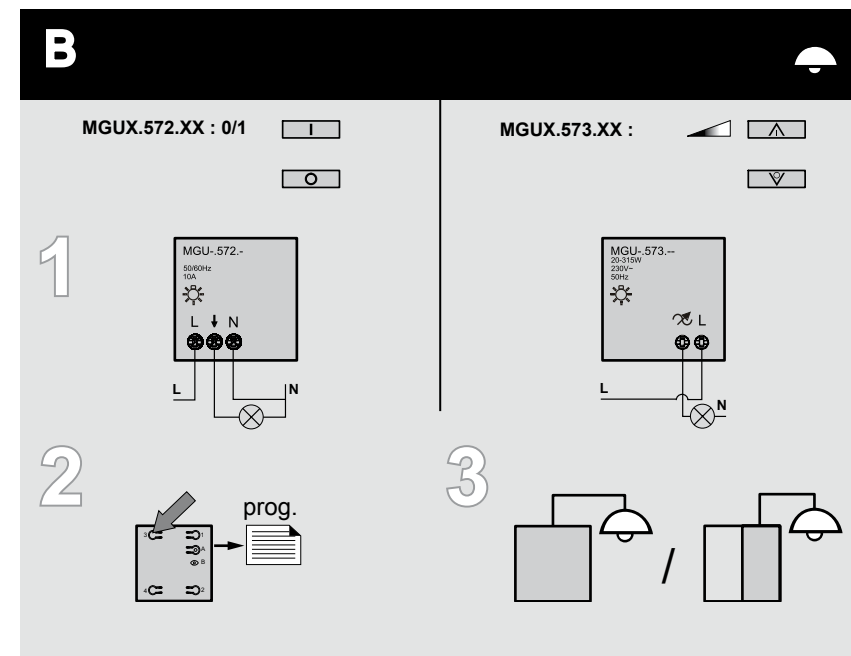
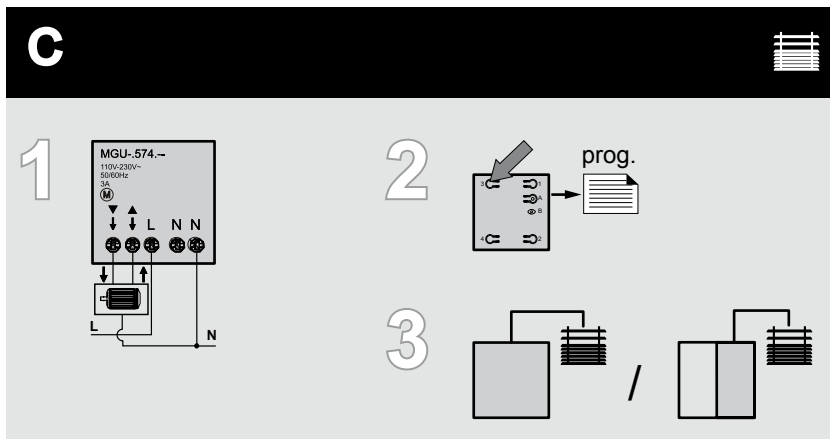
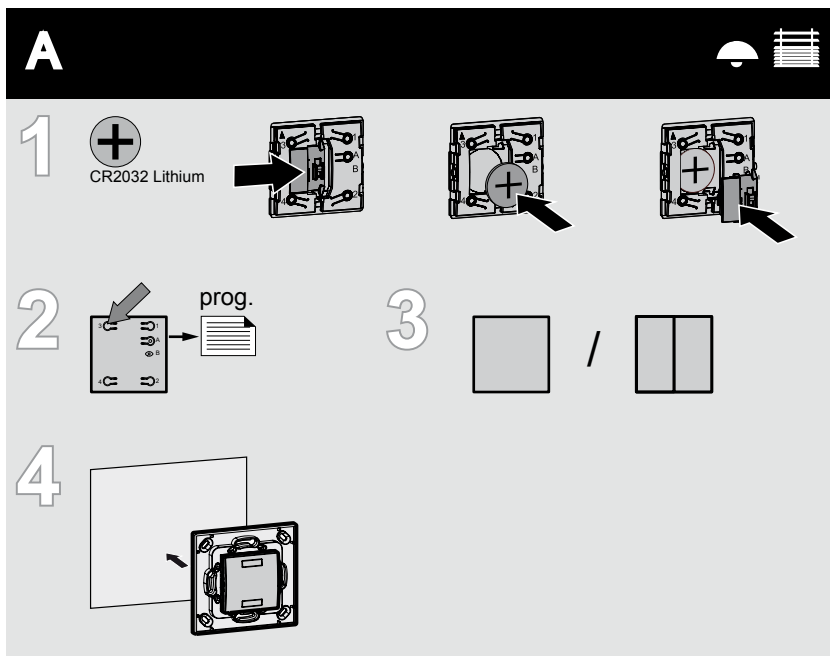
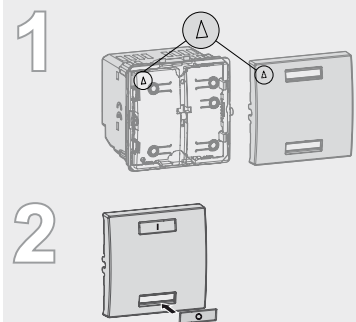
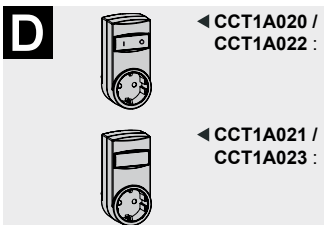
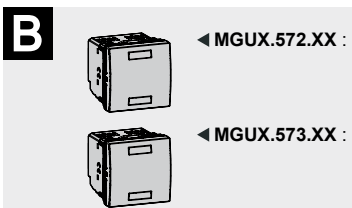
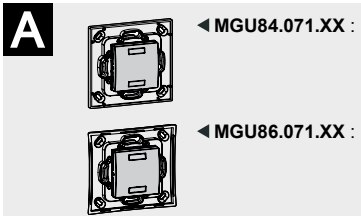


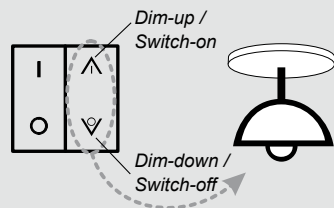


		incandescent	halogen	electronic transformer	ferromagnetic transformer	fluorescent	compact fluorescent	fan	motor				
A	MGU8X.071.XX	✓	✓	✓	✓	✓	✓	✓	✓	110-230 V / 50-60 Hz	-5°C +50°C	20% - 95%	868 MHz
B	MGUX.572.XX	2300 W	2000 W	500 VA	500 VA	920 VA	880 VA	690 VA	690 VA	110-230 V / 50-60 Hz	-5°C +50°C		
	MGUX.573.XX	20-315 W	20-315 W	20-315 VA	20-270 VA	NO	NO	NO	NO	230 V / 50 Hz	-5°C +35°C		
C	MGUX.574.XX								690 VA	110-230 V / 50-60 Hz	-5°C +50°C		
D	CCT1A020 / CCT1A022	2300 W	2300 W	1840 VA	1840 VA	1840 VA	1840 VA	1380 VA	1380 VA	230 V / 50 Hz	-5°C +50°C		
	CCT1A021 / CCT1A023	250 W	250 W	250 VA	250 VA	NO	NO	250 VA	250 VA	230 V / 50 Hz	-5°C +35°C		

Simple link

Simple links are used to link Unica wireless products for simple functions such as on / off, dim (for receivers with the dimmer function), open / close (for roller blinds). One or more emitters can be linked to one or more receivers.

A Simple link is always using the 2 poles of a key :
- **top**: to switch-on / dim-up / open;
- **bottom**: to switch-off / dim-down / close.



Programming a Simple link

Emitter(s)

- ① Start the programming by pressing the programming button **A** once. LED **B** lights up **RED**.
- ② Within 5 seconds, select the pair of keys you want to use: press 3 or 4 to select the left side (it makes no difference whether you press 3 or 4), or press 1 or 2 to select the right side. LED **B** flashes **RED**.

Repeat ① and ② on other emitter(s) if needed.

Receiver(s)

- ③ Select the receiver by pressing the programming button **A** once. Wait until LED **B** flashes **RED** (after 5 s with a combined module). Repeat this operation on other receiver(s) if needed.
- ④ Finish the programming by pressing programming button **A** of any receiver. All LEDs are switched off.

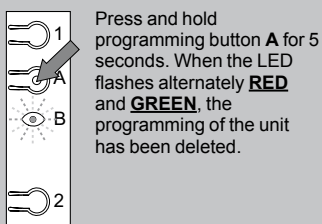
Undo programming

If you want to undo the creation of a link before performing step ④, simply wait for 1 min (until the flashing stops).

Delete a link

Emitters : Repeat ① and ② on the emitters which contain the link to be deleted.
Receivers : In step ③, press programming button **A** during 5 seconds on the receivers which contain the link to be deleted. Press **A** again to finish.

Delete all links



System capacity

Each time you program a function between an emitter and a receiver you create a link. Wireless products can contain up to **32 links**, except the combined modules (64 links).

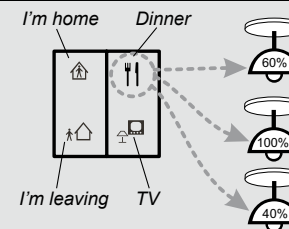
Typical Wireless range :
- up to 300 m in free field;
- 10 to 50 m indoor (depending on the type of walls).
Battery life time : 5 to 7 years.

Scenario link

Scenario links are used to get predefined lighting atmospheres with just one press of a key. They are particularly useful when the receivers are dimmers.

With a Scenario link, each pole is independant and activates its scenario.

A "Turn off all" function should be programmed into all Scenario link.



Programming a Scenario link

Emitter(s)

- ① Start the programming by pressing the programming button **A** twice. LED **B** lights up **GREEN**.
- ② Within 5 seconds, select a key: Press 1 or 2 to select the top or bottom part of the right side. or press 3 or 4 to select the top or bottom part of the left side. LED **B** flashes **GREEN**.

Repeat ① and ② on other emitter(s) if needed.

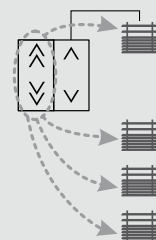
Receiver(s)

- ③ Select the receiver by pressing the programming button **A** once. Wait until LED **B** flashes **GREEN** (after 5 s with a combined module).
- ④ If the receiver has a dimmer function, set the desired level using buttons 1 or 2 (long push). If the receiver has a relay function, set the state you want (on/off) by pressing the same buttons.

Repeat ③ and ④ on other receiver(s) if needed.

- ⑤ Finish the programming by pressing programming button **A** of any receiver. All LEDs are switched off.

Undo programming
If you want to undo the creation of a link before performing step ⑤, simply wait for 3 min (until the flashing stops).



Using the 2nd key of a combined module

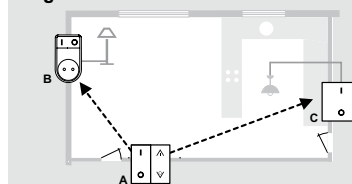
The combined module is both an emitter and a receiver.
- When only one key is mounted, it controls the local load.
- When 2 keys are mounted, the **RIGHT** key controls the local load; the **LEFT** key can control other receivers.

In this example, the **LEFT** key will be used as centralised command for roller blinds. To do so, use a Simple link with the following modifications:

- Step ② on the combined module: press button 3 to select the **LEFT** key. Then, press 1 to include the local roller blind in the centralised control.
- Continue normally with steps ③ and ④ on the receivers.

Simple Link example 1

Light control

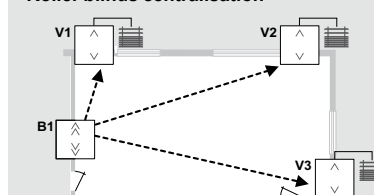


In this example, the battery-powered push-button **A** controls:

- with the left key, the lamp connected to the mobile socket-outlet **B**,
- with the right key, the ceiling lamp in the kitchen connected to the combined dimmer **C**.

Simple Link example 2

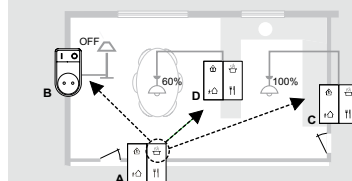
Roller blinds centralisation



The 3 combined modules for roller blinds **V1**, **V2**, **V3**, (receivers) are installed in place of the existing controls.

The battery powered push button **B1** (emitter) is used for the centralisation command; it can be fixed onto the wall anywhere. **B1** is associated to **V1**, **V2**, **V3** by a Simple link.

Scenario Link example



In this example, the battery-powered push-button **A** contains the favourite lighting scenarios. When the family wants to prepare food, pressing the "food preparation" Scenario symbol will cause:

- the lamp connected to **B** to be turned off,
- the ceiling lamp above the dining table connected to **D** to be adjusted to 60%,
- the ceiling lamp in the kitchen connected to **C** to be set to 100%.

In the same way, pressing the "eating" Scenario symbol activates a different light combination involving **B**, **C** and **D**.

Finally, pressing the "I'm home" symbol will cause all lamps to be switched-on at full strength; the "I'm leaving" symbol switches everything off.