

Wireless actuator CE

Light scene controller FLS70/1-10V for electronic ballast units 1-10V

Dimming actuator 1 channel, 1 NO contact not potential free 600VA and 1-10V control output 40mA. Only 1.7 watt standby loss.

Stores up to 40 light scenes for a fluorescent lamp group with 1-10V ballasts.

Mounting in the 230V power supply cord, e.g. in false ceilings. 100mm long, 50mm wide and 25mm deep.

State-of-the-art hybrid technology combines advantages of nonwearing electronic control with high switching capacity of special relays.

Zero passage switching to protect contacts.

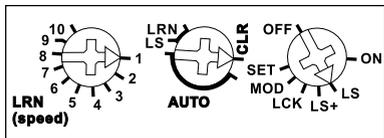
The brightness level is stored on switch-off (memory).

In case of a power failure the switch position and the brightness stage are stored and may be switched on when the power supply is restored.

By using a bistable relay coil power loss and heating is avoided even in the on mode.

After installation, wait for short automatic synchronisation before the switched consumer is connected to the mains.

Function rotary switches on the side



Function of FLS70/1-10V

All FLS70's in a room can be switched in series to obtain light scenes. The brightness of each lamp group is manually adjustable and the entire light scene can then be taught-in. Up to 40 light scenes are programmable.

Up to 10 light scenes are retrievable sequentially with only one pushbutton.
Up to 30 additional light scenes are directly retrievable with single assigned pushbuttons.

Each FLS70 or FLS70 groups can also be switched and dimmed individually with direction switches. There are a total of 35 inputs on each FLS70 for light scene and individual pushbuttons. Retrieving a light scene overrides an individual setting.

The same function as a light scene pushbutton has an associated taught-in wireless transmitter module FSM12 or FSM61. Specific light scenes can then be retrieved with event-dependent or time-dependent control.

The LED on the side behind the LRN rotary switch performs during the teach-in process according to the operation manual. It shows control commands by short flickering during operation.

Teaching-in wireless sensors in wireless actuators

All sensors such as wireless pushbuttons, wireless hand-held transmitters, wireless transmitter modules, wireless window/door contacts, wireless timers, wireless motion/brightness sensors and wireless hotel key card switches must be taught-in in the actuators (receivers with dimmers, switches and relays) so that they can detect and execute commands.

Teaching-in actuator FLS70

The teach-in memory is empty on delivery from the factory. If you are unsure whether the teach-in memory contains something or not, you must first **clear the memory contents completely**:

Set the middle rotary switch to CLR.

The LED flashes at a high rate. Within the next 10 seconds, turn the left rotary switch three times to the right stop (turn clockwise) and then turn back away from the stop. The LED stops flashing and goes out after 2 seconds. All taught-in sensors are cleared.

Clear individual taught-in sensors in the same way as in the teach-in procedure, except that you set the middle rotary switch to CLR instead of LRN, and operate the sensor. The LED previously flashing at a high rate goes out.

Light scene teach-in is carried out after completion of the electrical installation.

Set the right rotary switch of all FLS70 to 'ON' or 'OFF' for function tests.

1. **First a shared direction switch is taught-in** for all FLS70's required to control the light scenes in a room. This is a FT4 wireless pushbutton rocker or a wireless FHS8 or FHS12 hand-held transmitter.

1a. Teaching-in the "learn pushbutton"

Here set the left learn ('LRN') rotary switch to position 5 and the middle rotary switch to 'LRN'. The LED on the FLS flashes at a low rate.

Then briefly press the rocker at the top or bottom and the LED on the FLS goes out. From then on the required brightness stages can be adjusted for the light scenes using this "learn pushbutton".

1b. Teaching-in the sequential light scene pushbutton

Here set the left learn ('LRN') rotary switch to position 3 and the middle rotary switch to 'LRN'. The LED on the FLS flashes at a low rate.

Then briefly press the rocker at the top or bottom and the LED on the FLS goes out. Using this just taught-in sequential light scene pushbutton the sequential light scene can be retrieved later. A double-click at the top will switch all the lamp groups to full brightness. The light scenes can then be called up again in ascending order (top switch) or descending order (bottom switch).

Additional direct light scene retrieval functions cannot be assigned to the sequential light scene pushbutton.

2. **Then set the right rotary switch to LOCK ('LCK') on all FLS70's.**

3. Teaching-in the sequential retrievable light scenes

3a. Set the middle rotary switch to 'AUTO'.

3b. Set the right rotary switch to 'MOD'.

3c. Set the left rotary switch to the required light scene position (1 to 10).

3d. Adjust the required brightness, using the "learn pushbutton" taught-in at the beginning.

Even if the lamp group in a light scene needs to be switched off, it must be taught-in now by switching off the "learn pushbutton" at the bottom.

- 3e. Turn the right rotary switch to 'SET', the LED on the FLS lights up and goes out after 2 seconds.

To store further light scenes continue with step 3b.

4. Teaching-in the directly retrievable light scenes

4a. Set the right rotary switch to 'LS+'.

4b. Use the left rotary switch to set the required dim speed.

1 = very slow to 10 = very fast

We advise you to select position 5 unless you have your own experiences.

4c. Set the middle rotary switch to 'AUTO'.

4d. Adjust the required brightness, using the "learn pushbutton" taught-in at the beginning.

Even if the lamp group in a light scene needs to be switched off, it must be taught-in now by switching off the "learn pushbutton" at the bottom.

4e. Set the middle rotary switch to 'LS', the LED flashes at a low rate.

4f. Operate the required light scene pushbutton and the LED on the FLS goes out. To store further light scenes continue with step 4b.

Then for normal mode set the middle rotary switches to 'AUTO' and set all the left rotary switches to the same number of sequential light scenes which have been taught in.

The right rotary switch can be used to control the settings in automatic mode for each lamp group.

ON = light on with full brightness.

LS = light scenes are only retrievable and cannot be changed.

LS+ = light scenes are retrievable and can only be changed temporarily using the "learn pushbutton".

OFF = light off.

If individual lamp groups can be influenced temporarily and manually, only an additional direction switch in each case need to be taught-in for one or more FLS70's as described in '1a'.

In total up to 4 pushbuttons can be taught-in for each FLS70 without reducing the 40 storage places of the light scenes. Accordingly if fewer light scenes are taught-in, more pushbuttons are available.

Teach-in **central control functions** in the same way as light scenes. When teaching-in 'Central OFF' all lamp groups must be in position 'switched off'. 'Central ON' needs to be taught-in at a required brightness level.



When an actuator is ready for teach-in (the LED flashes at a low rate), the very next incoming signal is taught-in. Therefore, make absolutely sure that you do not activate any other sensors during the teach-in phase.

Important Note!

Only skilled electricians may install this electrical equipment otherwise there is the risk of fire or electric shock.