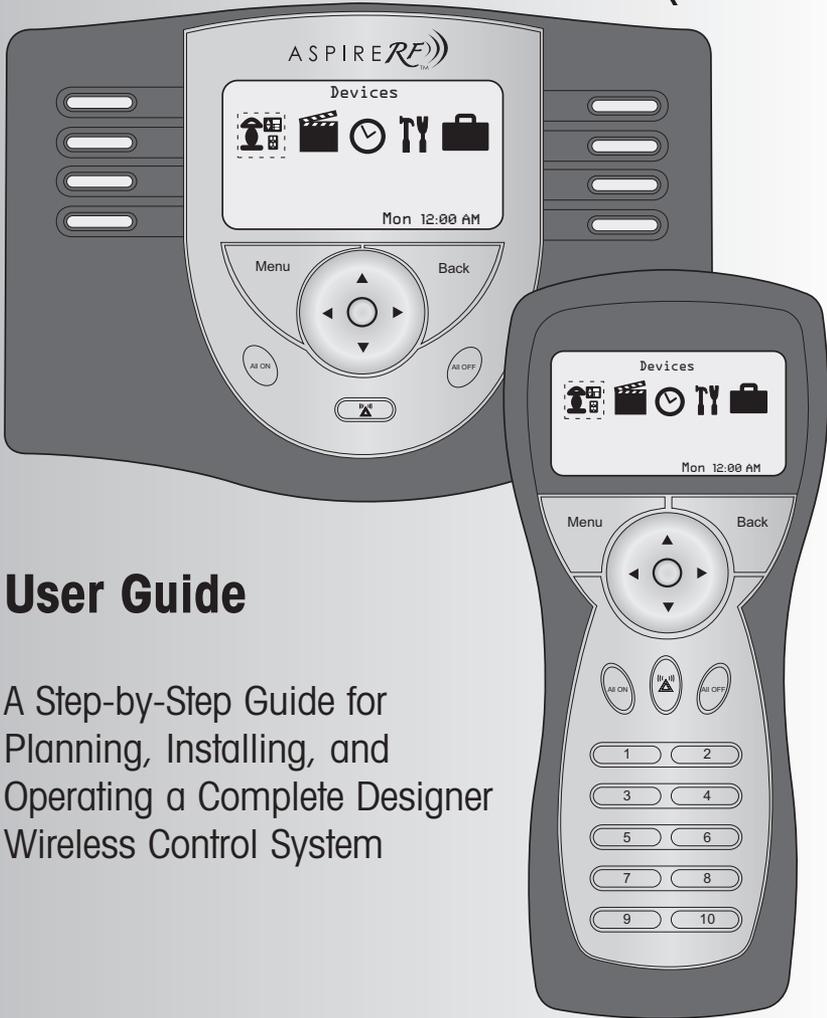


Wireless Control System



User Guide

A Step-by-Step Guide for Planning, Installing, and Operating a Complete Designer Wireless Control System



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Congratulations on your Purchase of an ASPIRE Wireless Control System!

Part of the next generation of convenient, dependable, and user-friendly wireless controls, your new system allows you to create a wireless, two-way network within your family home, condo, or apartment. The network puts you in command of a large number of compatible devices from a single, remote control. Some of the benefits that you will enjoy with your new wireless control system include:

- Convenience and Versatility – use the centralized control system for home lighting controls, and appliances.
- Security – enjoy a safe arrival at night by coming home to a well-lit house by simply triggering your Z-Wave enabled garage door opener
- Enhanced Home Experience – set the mood for entertainment, romance, or relaxation by setting all light levels for any group of fixtures with the touch of a button
- Ease of Installation – benefit from the simple and practical set-up process with a quick and painless install every time
- Time and Energy Savings – turn off groups of lights from any location in the home and reduce energy bills with one-touch control

Table of Contents

Using This Guide

We recommend that you carefully review the contents of this guide to get the most from your wireless system. Although previous versions of the User Guide are mostly valid, Version B of the User Guide is best suited for software version 1.1.2. If you have additional questions related to the installation or the operation of your Aspire RF Wireless Control System, please call 1-866-853-4293 or go to cooperwiringdevices.com/AspireRF.

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Devices



Scenes



Events



Settings



Away

Safety Information & FCC Information

Safety First

WARNING

- Turn OFF circuit breaker or remove fuse(s) and test that power is off before wiring.
- Never wire any electrical device with power turned on. Wiring device (switch, dimmer, receptacle) energized may cause permanent damage to device and void warranty.
- If you are not sure about any part of these instructions, please contact a licensed electrician.

CAUTION

- Use only with 120V AC 60Hz.
- Do not exceed maximum rating of the devices as indicated on the product.
- Must be installed and used in accordance with electrical codes.
- If a bare copper or green ground connection is not available in the wallbox, contact a licensed electrician for installation.
- Use only #14 or #12 copper wire with these devices.

FCC INTERFERENCE STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- 1: This device may not cause harmful interference, and
- 2: This device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC CAUTION:

Any changes or modifications not expressly approved by Cooper Wiring Devices could void the user's authority to operate the equipment.

Cooper Wiring Devices, 203 Cooper Circle, Peachtree City, GA 30269 • 866-853-4293

Important Notes

Batteries Required

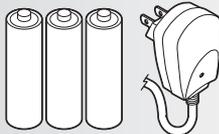
In order to power on, the tabletop controller requires AA batteries or AC adapter and the handheld controller requires AA batteries.

Powering On and Off the Controllers

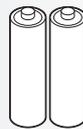
Pressing any button will activate the controllers.

Timing Out

The display backlight will turn itself off after a period of 10 seconds of inactivity. After 60 seconds of inactivity, the controller will automatically power off. This will cause all unsaved data to be lost.



Tabletop controller
3 AA batteries
or AC adapter



Handheld controller
2 AA batteries

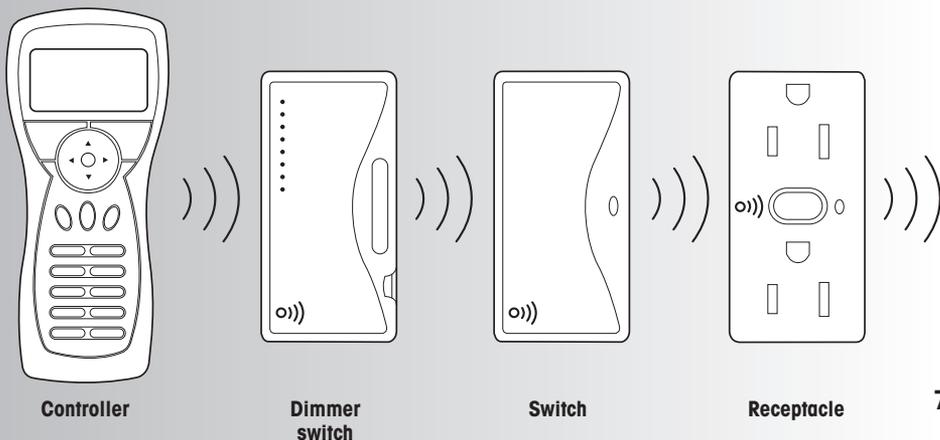
How the System Works

Your ASPIRE RF devices function as both receivers, allowing you to control the loads to which they are attached, and as repeaters, extending and improving signals throughout your home. Rather than depending on line-of-site communications like other technologies, Aspire RF employs Z-Wave technology that creates a "mesh" network.

The controller is a portable device capable of both managing your Z-Wave network and controlling all of the devices on your network.

In addition to your ASPIRE RF Wireless Control System, ASPIRE offers a fully integrated array of devices and accessories, including smart dimmers, switches, duplex receptacles, and a wealth of accessories to link your entire network.

This product works with other Z-Wave products from different vendors and product categories as part of the same Z-Wave network.



Quick Reference Guide

Tabletop Controller

Favorite Scene buttons

Eight of your favorite scenes can be accessed directly with an easy one-touch control.

Primary Controller Callout

Indicates if it is the primary controller.

Battery Status Indicator

Appears when battery is low on power.

Menu/Save button

Access the main menu and save desired settings.

ALL ON/Brighten button

Turn all devices in the ALL ON group on at once. Brightens selected dimmer switches.

AC adapter plug-in

Back/Cancel button

Exit a menu screen and return to the previous menu.

OK button

Use this button to select settings in menus.

Arrow pad

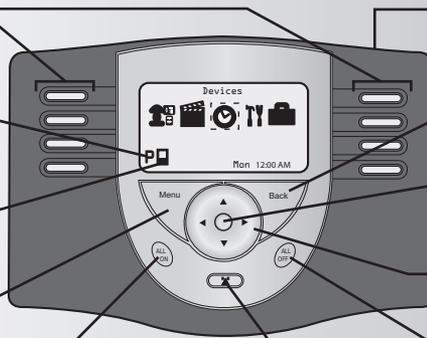
Navigate through menus and screens, create custom names, and change various settings.

ALL OFF/Dim button

Turn all devices in the ALL OFF group off at once. Dims selected dimmer switches.

Panic button

Trigger a group of devices to turn off and on in a pattern that attracts attention.



Menus



Devices Menu

A device can be a dimmer switch, a regular switch, or a receptacle. Use this menu to install and configure each device. From this menu you can also activate individual devices, check device status, rename a device, change the location of a device, and add a device to the ALL ON / ALL OFF group. Some advanced functions in this menu include: Creating an association between devices, activating child lockout, and uninstallation of a device.

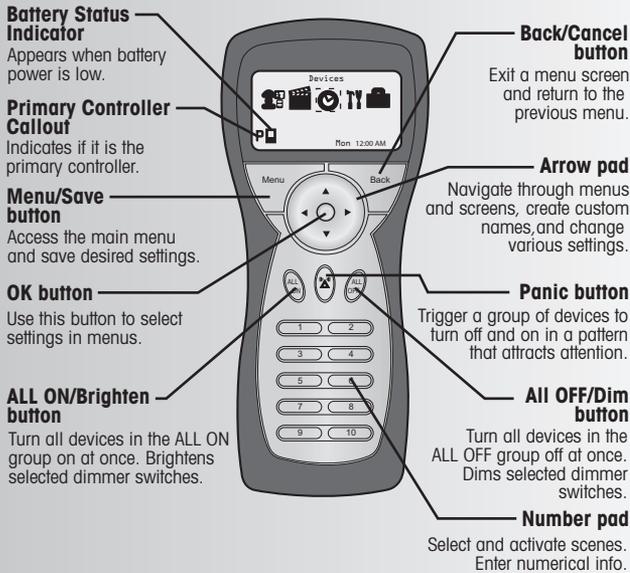


Scenes Menu

A scene is a combination of lighting or appliance devices selected by the user that can be controlled as a group by the wireless system. Once you've installed devices into the system, you can program your controllers to create and control up to 64 scenes in your home. You can create a list of favorite scenes (such as Bedtime, Movie Time, or Dinner) that can be accessed with an easy one-touch control. Use this menu to create a scene, activate a scene, create favorite scenes, rename a scene, renumber a scene, edit a scene, and delete a scene.

Example: For watching movies, you can create a Scene that dims the overhead light and turns on accent lights. The scene can then be easily accessed with a one-touch control.

Handheld Controller



Events Menu

An event is a scheduled one-time or recurring program that launches a scene at a desired time. You can program your controllers to create and control up to 32 events in your home. Use this menu to schedule, create, name, edit, change, delete, activate and deactivate events.

Example: If you plan on a romantic dinner, you can schedule an event to automatically start a scene which dims the lights for the dinner.



Settings Menu

Use this menu to customize your controller with your preferences for day/time, panic mode settings, add a device to the Panic group, system information, replicating controller information to a second controller, retrieving version information about your system, and operating network discovery.



Away Menu

The Away feature allows you to edit and control functions that give the impression that your house is occupied when you're away for an extended period of time. Use this menu to activate, de-activate, and edit the Away feature.

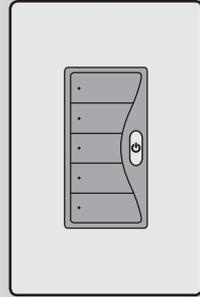
Example: If you're going on vacation you can schedule certain lights to turn on during evening hours and then turn off at daybreak.

Optional Accessories

Optional Controllers

RFWDC – Wall-mount 5-button Scene Controller

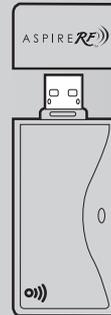
This controller stores up to five scenes for easy one-touch activation and offers an ALL/OFF button for turning all devices off controlled by this specific Scene Controller. Mounts in any standard single-gang wallbox and requires 120 VAC. A primary controller (Handheld, Tabletop, USB, or SDIO card) must be used to program this device.



RFUSB – USB Controller

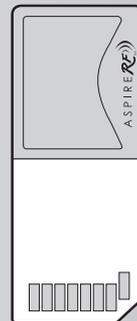
RFUSB-PRO – USB Installer Controller

Allows for any PC or Laptop running Windows 2000 or newer to create, manage and control network devices, scenes and events. Software and extension cord is included with this controller and requires a USB port. Can be set as a primary or secondary controller.



RFMCC – SDIO Card Controller

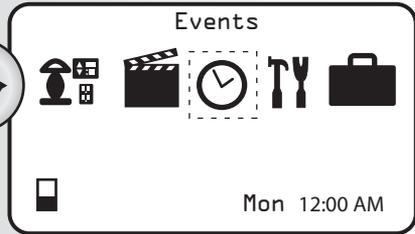
Allows for any PDA running Windows Mobile to create, manage and control network devices, scenes and events. Software is included with this controller and requires a SD card slot. Can be set as a primary or secondary controller.



Navigate Menu Screens

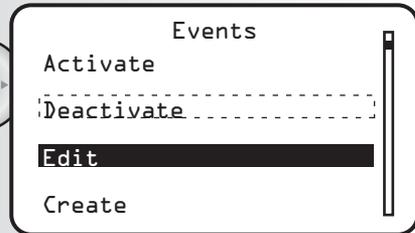
You can easily navigate through the menu screens on your controllers. Here are some tips to help you become familiar with the system. **Note:** Data will be lost for current operation if a button is not pressed on the controller within 60 seconds.

- **To highlight a menu icon,** use the left and right arrows to highlight your choice.

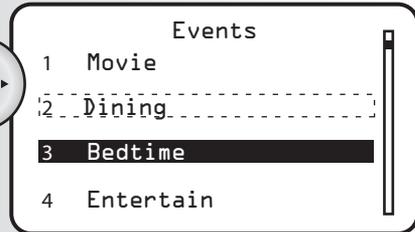


- **To select your entry,** press the OK button located at the center of the arrow pad.

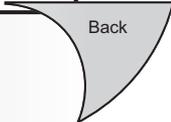
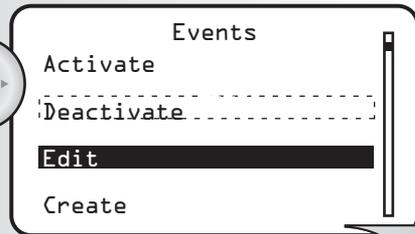
- **To go to a menu item from a list,** use the up and down arrows to scroll and highlight your choice. If you are at the top of a list, you can use the up arrow to jump to the bottom of the list.



- **To select the menu item you highlighted, go to the menu item you selected,** press the OK button located at the center of the arrow pad or press the right arrow.



- **To exit to a menu screen and return to the previous menu,** press the Back button or press the left arrow.



Create Custom Names

Several features of the wireless system give the option to create custom names. More detailed instructions for each of these features is included in this manual. Here are some tips to introduce you to the process:

- **To find a letter when entering a name,** use the up and down arrows to scroll through a list containing the alphabet and a space key. Up arrow starts with lower case letters and down arrow starts with underscore, space, then numbers (9-0) and the upper case letters. You can hold the up or down arrow and the letters will automatically scroll. Let go when you get to the letter or number you want.



Enter the event name

B

- **To go to next letter,** press the right arrow once. Use right arrow to move cursor one space to the right.



Enter the event name

B_

- **To enter a number instead of a letter (handheld controller only),** press the number on the number pad.



Enter the event name

Bathroom 2

- **To enter a number instead of a letter (table top controller),** use the up and down arrows to scroll through numbers.



Enter the event name

Bathroom 2

- **To erase the previous letter or number,** press the left arrow once.

- **To save your entry,** press the OK button located at the center of the arrow pad.



Enter the event name

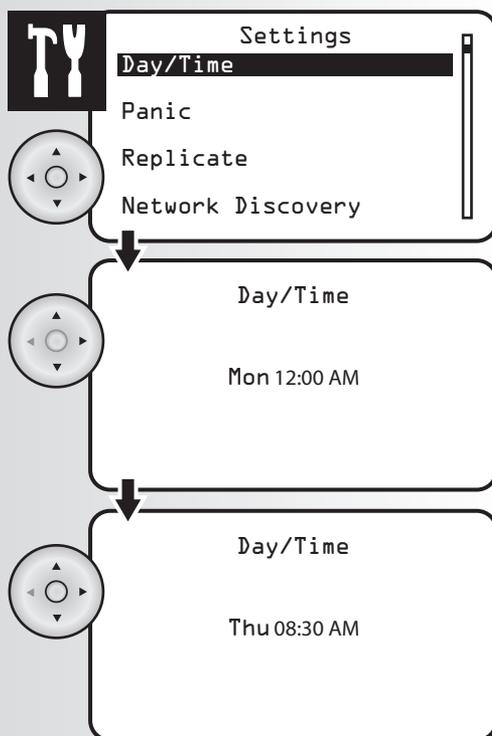
Bathroom_

Note: All Data will be lost for current operation if a button is not pressed on the controller within 60 seconds.



Set Current Day and Time

1. Select the "Day/Time" option from the Settings menu. Press the OK button.
2. Use the up and down arrows to change the current day. When finished, press the right arrow to highlight the time.
3. Once you are in the time, the hour number will be flashing slowly. Use the up or down arrows to select the correct hour, then use the right arrow to proceed to the next hour, then to minutes, then select AM or PM. Press the OK button to save the current day and time.
Note: To enter 8:30 AM the user must enter 08:30 AM.



Reminder: Reset Date and Time after replacing controller batteries.



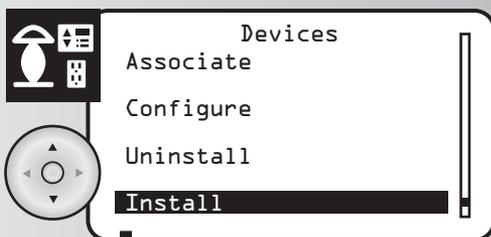
Install and Control Devices

Install a Device

The wireless control system can be programmed to direct up to 232 individual devices (Handheld/Tabletop is one of the 232 devices). After reviewing this section, you will be able to perform the following basic functions:

- Install a Device
- Configure a Device
- Configure Off Delay
- Configure All Switch
- Configure Panic On and Off Times
- Configure Power On State
- Configure Ramp Time
- Non-Cooper Parameters
- Activate Individual Devices
- Check Device Status
- Rename a Device
- Change a Location of a Device
- Activate ALL ON
- Activate All OFF
- Activate Panic Mode
- Customize Panic Group
- Hide Devices

1. Select the "Install" option from the Devices menu. Press the OK button.



2. Press the Install button on the device (The install button on switch and dimmer is the paddle). The installation process will last thirty seconds (in larger networks time may be longer). If you want to end the installation process, press the Back button on your controller during the waiting period.

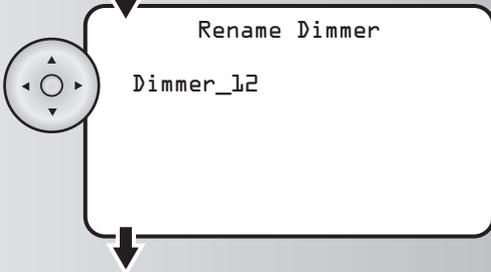
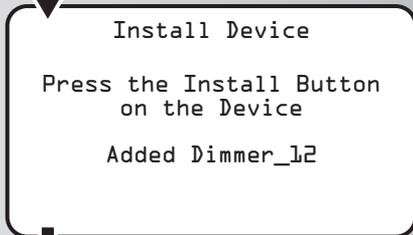
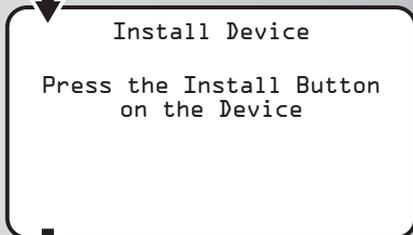
Note: Remote must be a maximum of 30' in direct line of sight from the device being installed.

3. When the installation process has completed, the controller will assign a name and attach the device node ID to the device name. Devices manufactured by Cooper Wiring Devices will automatically be named: Examples: Switch_2, Dimmer_12, Receptacle_10.

4. In this screen, you can rename the device if desired. Use the left and right arrows to add or remove characters. Use the up and down arrows for character selection. Press the OK button to save the new name. If you wish to keep the original name, just press the OK button.

• **If the device is a Cooper Wiring product**, the name is read from the device. The switch, dimmer, or receptacle will automatically be added to the All Switch and Away groups of the wireless system (See pages 17 and 50 to learn more about these features).

• **If the device is not a Cooper Wiring product**, the controller will assign "Device xxx" to the device. The device may not be assigned to the All Switch and Away groups of the system.



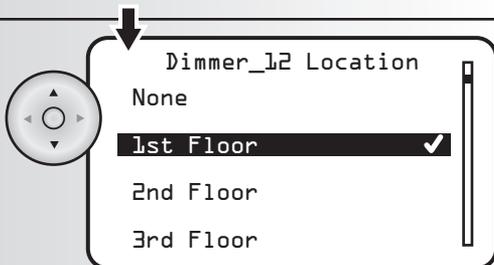


Install and Control Devices

Install a Device (continued)

4. The controller will now prompt you to select a location for the device. Use the up and down arrows to scroll and highlight the location of your device. Press the OK button to save.

Note: Selecting None will put the device into the default Location, which is Whole House.

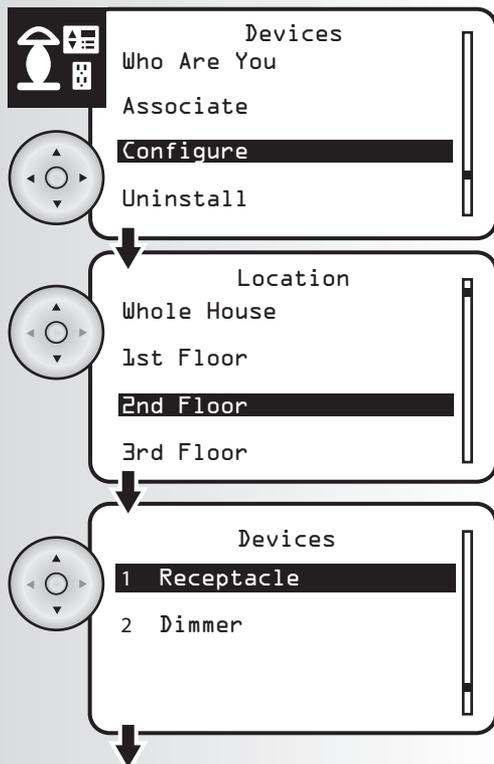


Configure a Device (for compatible products only)

All Cooper Wiring devices share common configuration options. You can select your preferred configuration for each device on your system. **Note:** It is recommended that you be in the same room as the device you are configuring. If you are out of range, the device configuration may not get updated. The configuration options available are as follows:

- Off Delay
- All Switch On & Off
- Panic On Time
- Panic Off Time
- Power On State
- Ramp Time (Dimmer Only)
- Parameters (Typically used for non Cooper devices)

1. Scroll up or down and highlight the "Configure" option from the Devices menu. Press the OK button.
2. Scroll up or down to highlight the location of the device that you would like to configure or choose "Whole House." Press the OK button.
3. Scroll up or down (or enter number for handheld controller) to highlight the specific device that you would like to configure. Press the OK button.



! If you attempt to configure a device not manufactured by Cooper Wiring, an error message may appear. You can press the Back button to return to the configuration menu.

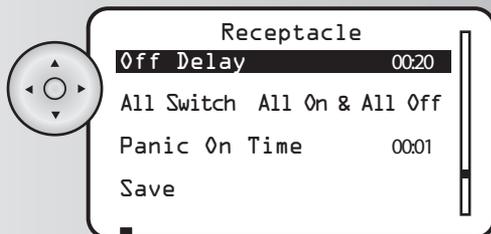


Install and Control Devices

Configure Off Delay (for compatible products only)

This feature gives the user time to leave a room before the light turns off. To activate Off Delay, press and hold the dimmer or switch. The LEDs on the device will flash for the programmed Off Delay time and then go off.

1. Highlight "Off Delay" and press the OK button to select it.



2. Using the arrow pad, highlight each number and scroll up or down to select your off delay time up to 04:14 seconds. Press the OK button to select the time.

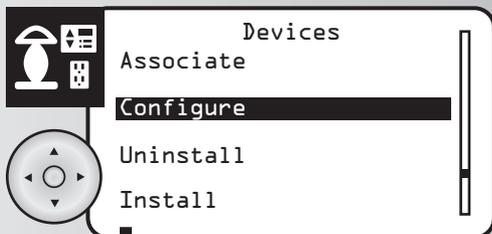


Configure ALL ON and ALL OFF group (for compatible products only)

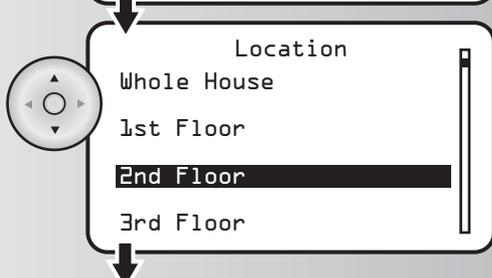
The All Switch feature determines how a device reacts when the user presses the ALL ON and ALL OFF buttons. The available options are Disable, All On only and All On & All Off,



1. Select the "Configure" option from the Devices menu. Press the OK button.



2. Highlight the location of the device that you would like to customize or choose "Whole House." Press the OK button.

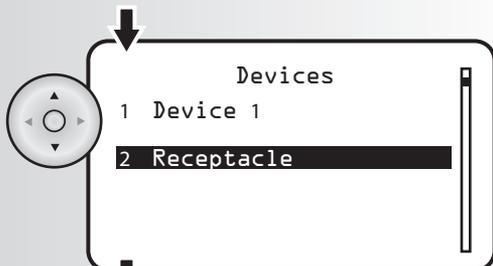




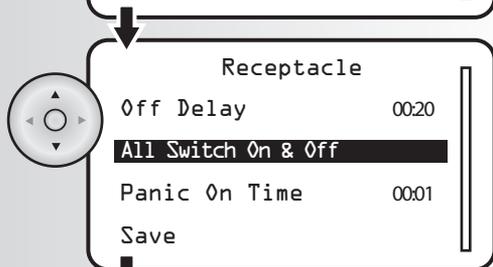
Install and Control Devices

Configure ALL ON and ALL OFF group (continued)

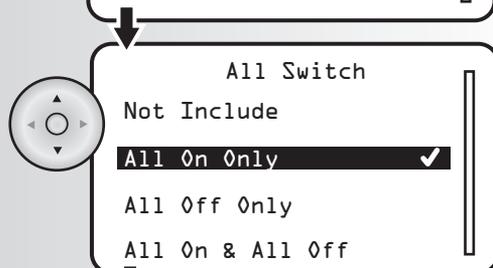
3. Highlight the specific device you would like to customize. Press the OK button.



4. Use the up and down arrows to scroll and highlight "All Switch All On & All Off." Press the OK button.

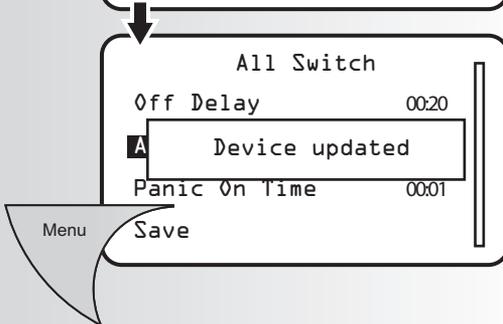


5. Checkmarks indicate the current all switch settings. Using the arrow pad, highlight your preferred level of functionality. Press the OK button to select or deselect the function. To save the changes, press the Menu button.



6. Repeat Steps 2-4 to customize other devices.

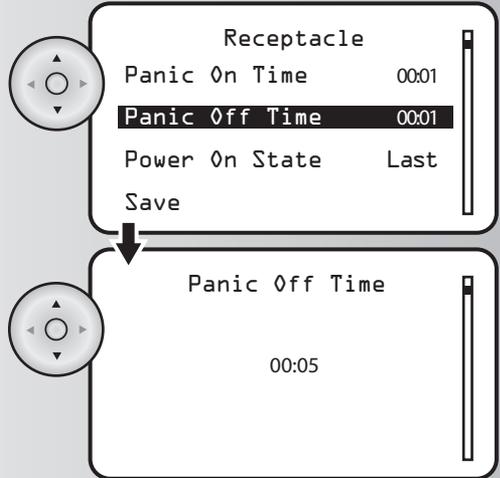
7. To save the changes, press the Menu button.



Configure Panic On and Off Times (for compatible products only)

Panic mode allows the user to trigger a group of devices to turn off and on in a pattern that attracts attention. You can customize the devices you would like to come on as well as the time interval they turn on and off. **Example:** You can program the overhead lights in your house to flash on for 2 seconds and off for 1 second, attracting attention of neighbors or authorities.

1. Highlight "Panic Off Time" or "Panic On Time" and press the OK button to select it.

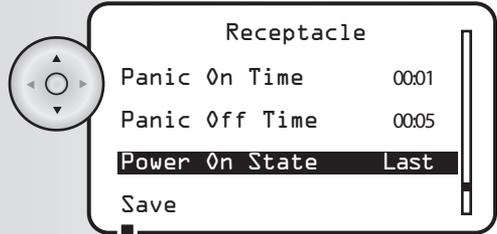


2. Using the arrow pad, highlight each number and scroll up or down to select your panic off time up to 04:14 seconds. Press the OK button to select the time.
- After configuring the way a device's Panic On/Off timer, you must still include them in the Panic Group. Refer to Page 28 for instructions.

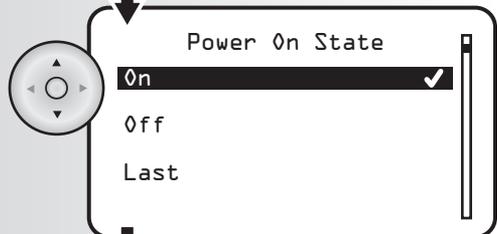
Configure Power On State (for compatible products only)

The Power On state defines what state the device powers up into when power resumes after an outage. After an outage, On will turn on the device, Off will leave the device off, and Last will return the device to its state before the outage.

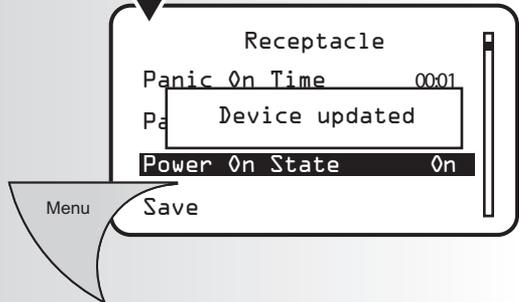
1. Highlight "Power On State" and press the OK button to select it.



2. Checkmark indicates the current power on state. Using the arrow pad, highlight your preferred power on state. Press the OK button to select the desired power on state.



3. Press the Menu button to save the device configuration. A window will display a message saying "Device updated."

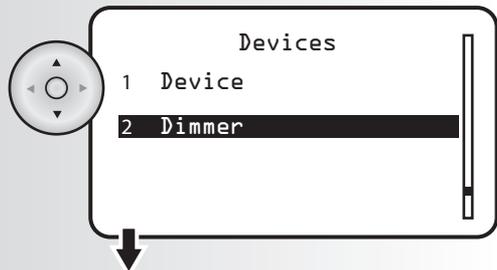


Configure Ramp Time (for dimmers only)

Ramp Time refers to the time it takes to fully ramp up or down the brightness level of a dimmer switch.

Example: If you choose 00:10 seconds, it will take 10 seconds to ramp up from 0% brightness to 100% brightness.

1. Use the up and down arrows to scroll and highlight the dimmer you would like to configure.

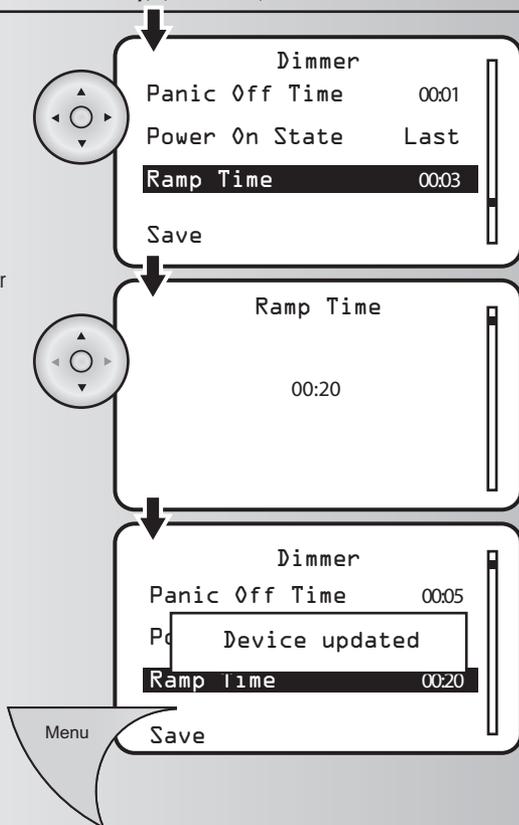




Install and Control Devices

Configure Ramp Time (for dimmers only) (continued)

2. Highlight "Ramp Time" and press the OK button to select it.
3. Using the arrow pad, highlight each number and scroll up or down to select your ramp time up to 4:14 seconds. Press the OK button to select the time.
4. Press the Menu button to save the device configuration. A window will display a message saying "Device updated."





Non-Cooper Parameters

This allows the user to configure the parameters for Cooper devices or non-Cooper devices. Normally this option will NOT be used for Cooper devices since all the configurable items are already listed.

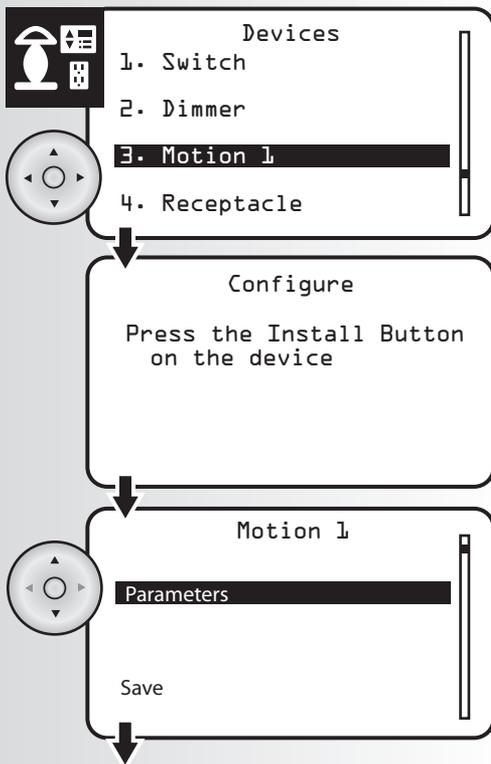
Note: Zen-Sys (Z-Wave) requires the configuration parameters to be published. Contact the device manufacturer if these are not available in the documentation with the device.

Example of a non-Cooper device:

1. Highlight specific device for which you would like to configure the parameters, and press the OK button.

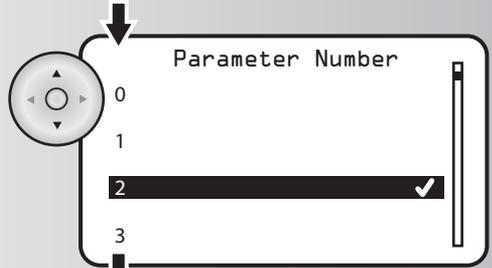
2. If the device is a battery operated device, like a motion detector for example, you will be prompted to press the install button on the device to wake it up.

3. This screen will appear with the name of the selected device at the top. Press the OK button.

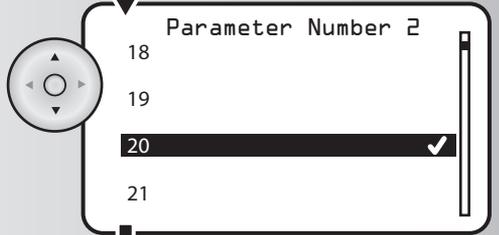


Non-Cooper Parameters (continued)

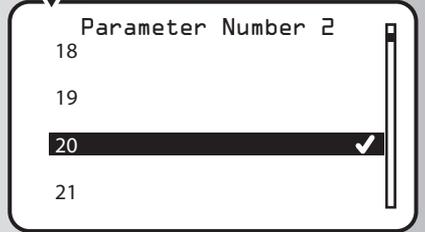
4. When this screen appears, scroll to the Parameter Number you wish to change. Press the OK button.



5. This screen is where you select the value for the Parameter Number you are configuring. The value currently in the device will be highlighted. Scroll to the value you want and then press OK. The values will range from 0 to 127 and then from -128 to -1.

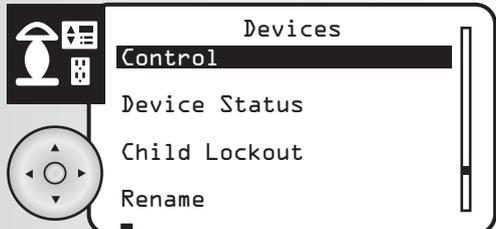


6. You will see a momentary indication that the device has been updated. After this, the screen will go back to the Parameter Number screen as shown in Step 4 so you may select additional Parameters to change as desired.

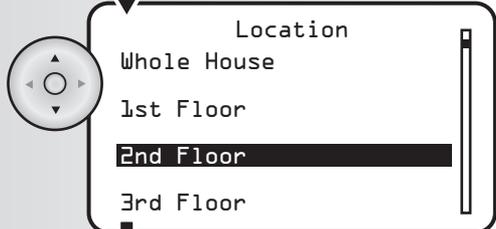


Activate Individual Devices

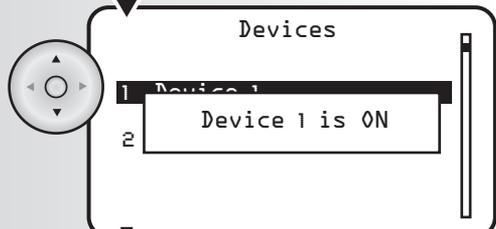
1. Select the "Control" option from the devices menu. Press the OK button.



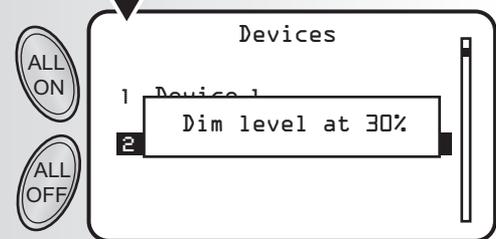
2. Highlight the location of the device you want to activate or choose "Whole House." Press the OK button.



3. To turn a device on or off, highlight the device. On the handheld controller, you can enter the number of the device you would like to highlight. Press the OK button. This can also be done by pressing the ALL ON button to turn the device on and by pressing the ALL OFF button to turn the device off while the device is highlighted.



4. For dimmer control, highlight the device, then use the ALL ON and ALL OFF buttons. A window will display the dim level from 0% to 100%.



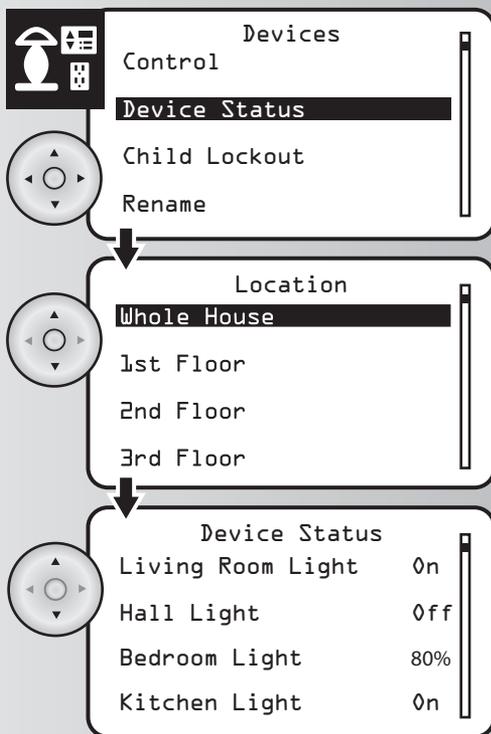
- **To increase the brightness level**, press and hold the ALL ON button on the controller. Release the ALL ON button when desired dim level is reached.
- **To decrease the brightness level**, press and hold the ALL OFF button on the controller. Release the ALL OFF button when desired dim level is reached.



Install and Control Devices

Check Device Status

1. Select the "Device Status" option from the devices menu. Press the OK button.
2. Select the location of the device(s) that you are checking or select Whole House. Press the OK button.
3. Scroll through the menu, allowing a few seconds for the system to fetch the device state for each device.

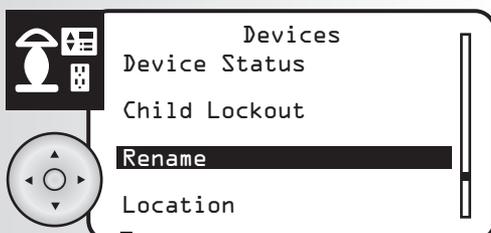




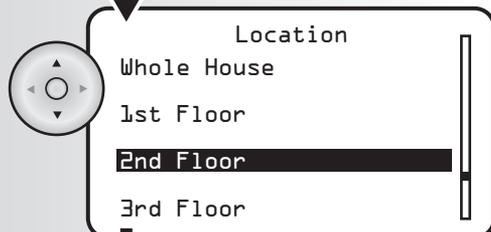
Install and Control Devices

Rename a Device

1. Select the "Rename" option from the devices menu. Press the OK button.



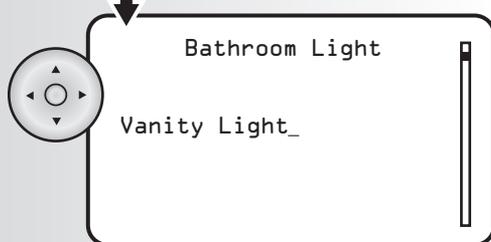
2. Using the up and down arrows scroll to highlight the location of the device that you would like to rename or select "Whole House." Press the OK button.



3. Highlight the specific device that you would like to rename. Press the OK button.



4. Use the left arrow to scroll left and erase the existing name (or portion of it) and then scroll up/down to enter the new name. Press OK to save the new name.

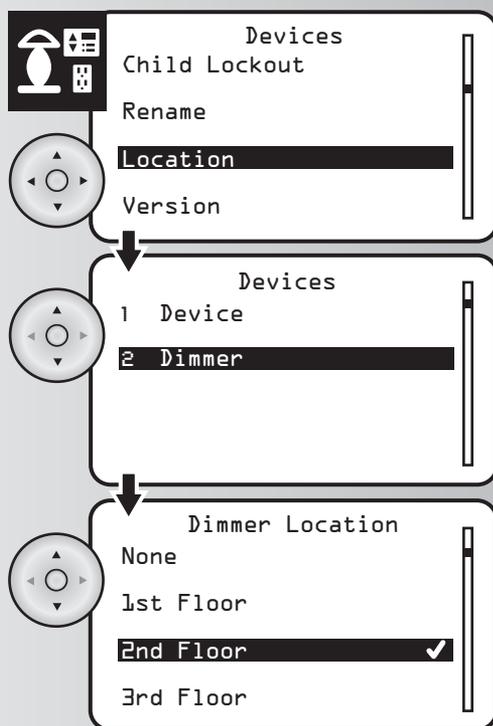




Install and Control Devices

Change a Location of a Device

1. Select the "Location" option from the devices menu. Press the OK button.
2. Using the up and down arrows to scroll and highlight the device whose location you would like to change. Press the OK button.
3. Using the up and down arrows to scroll and highlight the new location of the device. Press the OK button.

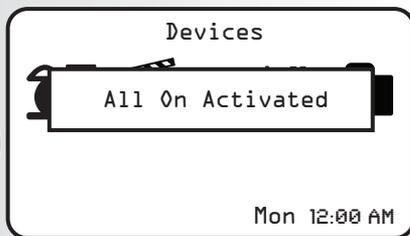




Install and Control Devices

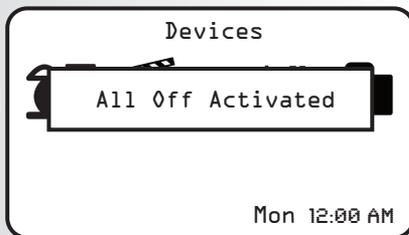
Activate ALL ON

1. Press the ALL ON button on the controller. All of the devices that are part of the ALL ON group will turn on. Each device can be programmed to be included with the ALL ON command. **Note:** The ALL ON command cannot be used in the Device Control screen. The ALL ON command can be used on all other screens.



Activate ALL OFF

1. Press the ALL OFF button on the controller. All of the devices that are part of the ALL OFF group will turn off. Each device can be programmed to be included with the ALL OFF command. **Note:** The ALL OFF command cannot be used in the Device Control screen. The ALL OFF command can be used on all other screens.



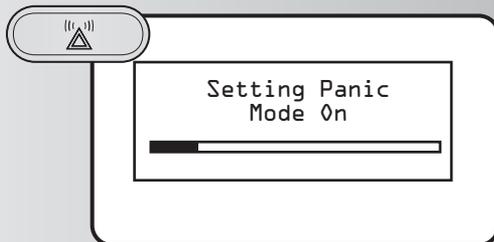


Install and Control Devices

Activate Panic Mode

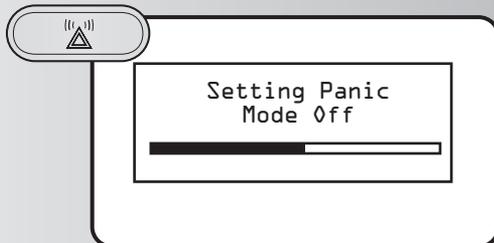
Panic mode allows the user to trigger a group of devices to turn off and on in a pattern that attracts attention. These devices must be configured to respond to the Panic mode feature.

1. Press and hold the Panic button on the handheld or tabletop controller for 2 seconds.



2. When ready to exit Panic mode, press the Panic button again.

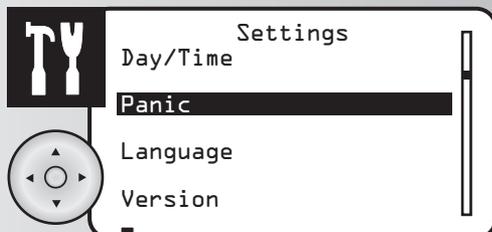
Note: Do not hold Panic button or Panic mode will be re-activated.



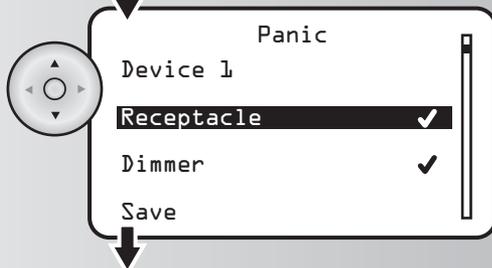
Customize Panic Group

Panic mode allows the user to trigger a group of devices to turn off and on in a pattern that attracts attention. After devices have been configured for the Panic On/Off delays you must now select whether a device will be included in the Panic Group.

1. Select the "Panic" option from the Settings menu. Press the OK button.



2. Checkmarks indicate the devices associated with the panic group. Using the arrow pad, highlight the device you would like to add or remove.

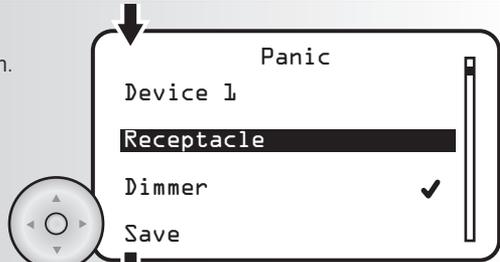




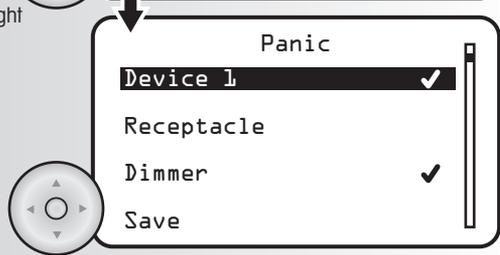
Install and Control Devices

Customize Panic Group (continued)

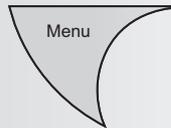
3. To remove a device from the panic group, highlight the device and press the OK button. The checkmark will be removed.



- To add a device to the panic group, highlight the device and press the OK button. A checkmark will appear next to the device.



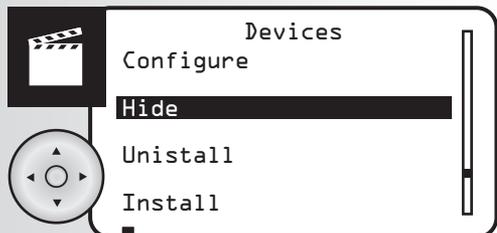
4. To save changes, press the Menu button.



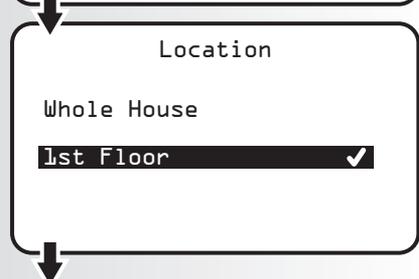
Hide Devices

The "Hide" function allows a user to customize a particular Hand Held or Tabletop controller, such that some devices included in the network are not displayed on the device list. The hiding of devices may be preferred if control of those devices is not desired from that controller. The hiding of devices does not remove them from the network, but rather only removes them from being visible on that controller.

1. Select "Hide" option from the Devices menu. Press the OK button.



2. Select the location within the home that you would like to hide devices.

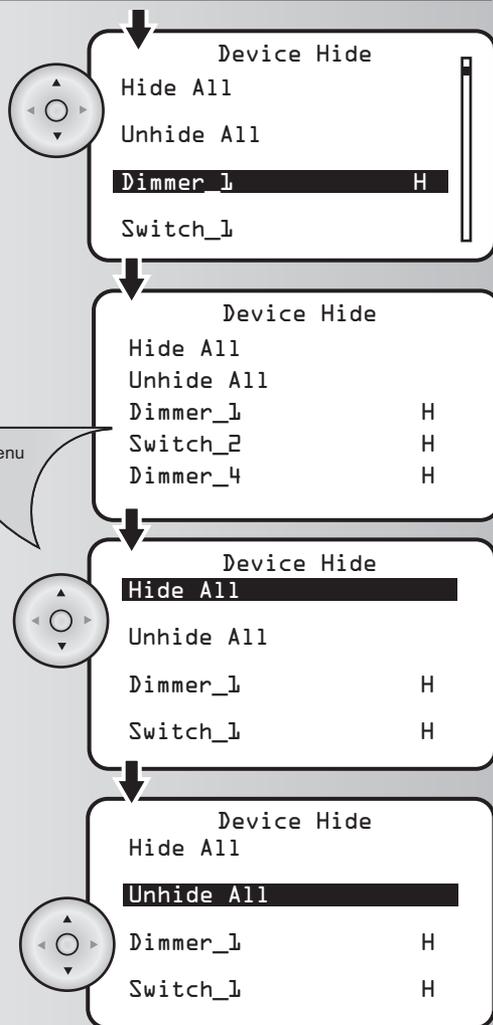




Install and Control Devices

Hide Devices (continued)

- To hide a device, use the arrow pad to highlight the desired device to be hidden, and press OK. A letter "H" will appear beside the device indicating that the device will be hidden.
- Repeat the process for all devices to be hidden. After placing an "H" beside all devices to be hidden, press the Menu button to return to the main menu.
- Within the "Hide" feature you may also select "Hide All." Use the arrow pad to highlight "Hide All," and then press OK. This will place an "H" beside all devices. You can then use the arrow pad to move to only the devices that you wish to unhide and press OK to remove the "H."
- An "Unhide All" feature exists to allow you to unhide all devices with one quick step. Use the arrow pad to highlight "Unhide All" and press OK. All devices will be unhidden with this single step.





Create and Control Scenes

Create a Scene

A scene is a combination of lighting or appliance devices selected by the user that can be controlled as a group by the wireless system. Now that you've installed devices into the system, you can program your controllers to create and control up to 64 scenes in your home. Up to 32 devices can be included in one scene. **Example:** When watching movies, you can create a Scene that dims the overhead light and turns on accent lights.

After reviewing this section, you will be able to perform the following basic functions:

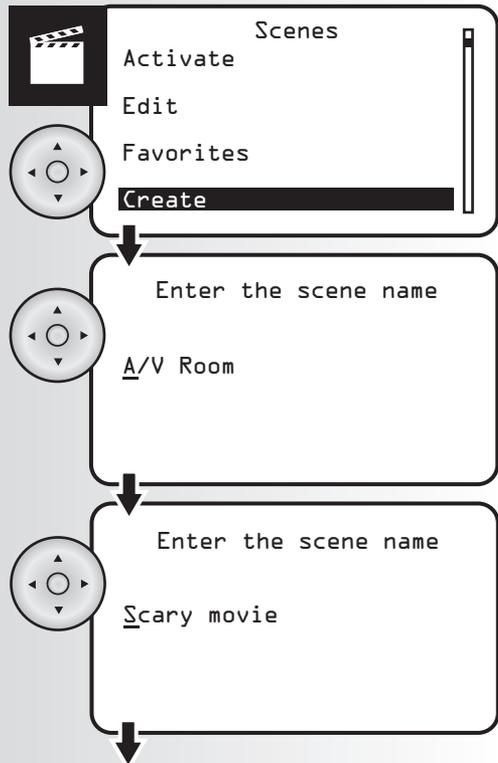
- Create a Scene
- Activate a Scene
- Create Favorite Scenes
- Rename a Scene
- Renumber a Scene
- Delete a Scene
- Edit a Scene
- Transfer a Scene to a Wall Mount Controller
- Hide Scenes

1. Select the "Create" option from the Scenes menu. Press the OK button.

2. Using the arrow pad, enter a name for the scene.

• **To use one of the system's pre-programmed scene names**, press the up arrow and scroll through the options until you find the desired name. You can also use the right arrow to scroll to the end of the pre-programmed name and add additional characters or remove part of the name. Press the OK button to save.

• **If you want another name**, press the down arrow once. Scroll through the alphabet until you find the first letter of the name. When the letter appears, press the right arrow and continue the process until the name is spelled out. Press the OK button to save.



Create and Control Scenes

Create a Scene (continued)

3. Highlight the first device that you would like in the scene and press the OK button.

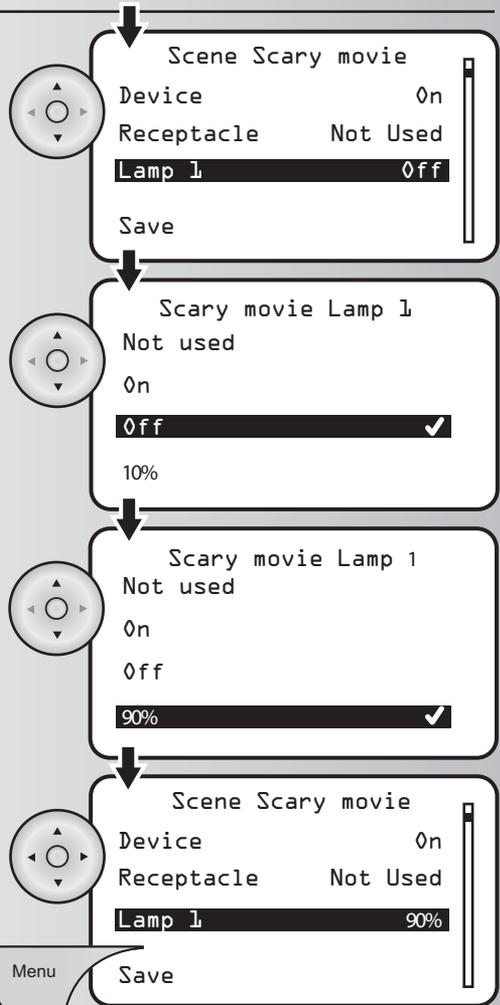
4. Highlight one of four setting options for the device: Not used, On, Off, or a specific light level (dimmers only). Press the OK button.

- **To select a specific light level**, you can select a percentage from 90% to 0%. On will be 100% and Off will be 0%. Use the up and down arrows to select desired light level. Press the OK button when finished.

Note: If a device does not allow a specific light level, you will not be given the option.

5. Repeat Steps 3-5 for all devices within the scene.

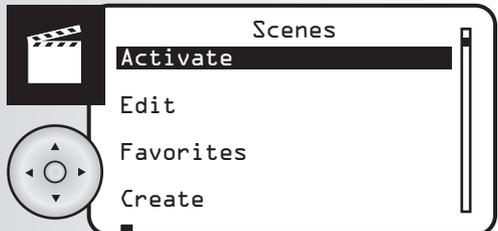
6. To save the scene, press the Menu button.





Activate a Scene

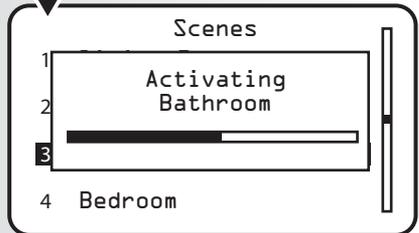
1. Select the "Activate" option from the Scenes menu. Press the OK button.



2. Use the up or down arrows to highlight the scene you want to activate. Press the OK button.



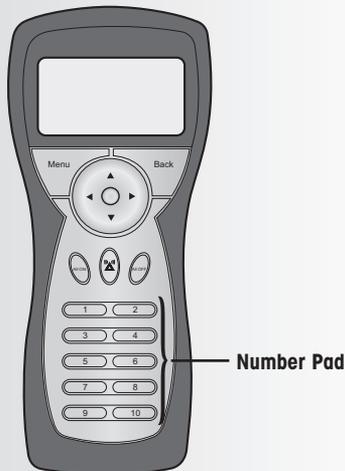
3. When activation is complete you will return to the Scenes menu.



4. When using the Handheld Controller, you can activate a scene by pressing a number or numbers then press the OK button.

Example: Pressing 1 will take you to Scene 1, and pressing a combination of 1 then 2 will take you to Scene 12.

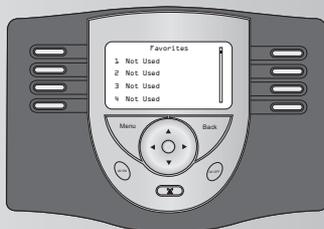
Note: To quickly activate a scene, press and hold the button for the desired scene number on the handheld controller. For Scenes 1-9, press and hold the desired scene button. For Scenes 10-64, press and release the first number and then press and hold the second number to activate the scene.



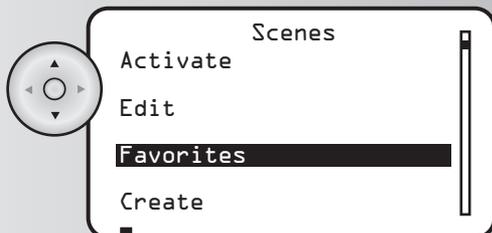
Create and Control Scenes

Create Favorite Scenes (for Table Top Controller only)

The Table Top Controller's main menu is a scene screen where eight of your favorite scenes can be accessed directly. You will have easy one-touch control.



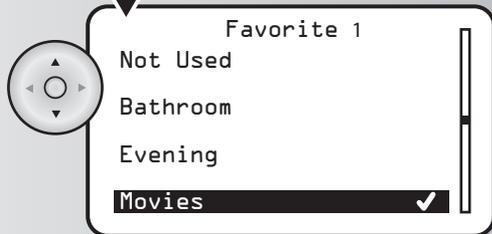
1. Select the "Favorites" option from the Scenes menu. Press the OK button.



2. Use the up and down arrows to scroll and highlight the number that you would like to assign to your favorite scene. Press the OK button.



3. Use the up and down arrows to scroll and highlight your favorite scene. Press the OK button.

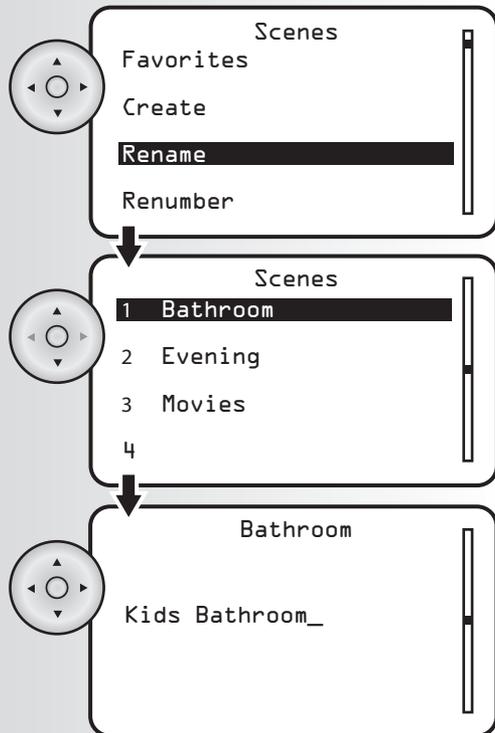


Note: For the Table Top Controller it will automatically be added to the favorites. The user may change this using the above steps to reverse the favorite display.



Rename a Scene

1. Select the "Rename" option from the Scenes menu. Press the OK button.
2. Use the up and down arrows to scroll and highlight the scene to be renamed. Press the OK button.
3. Use the left arrow to erase name and the up and down arrows to input the new scene name. Press the OK button.



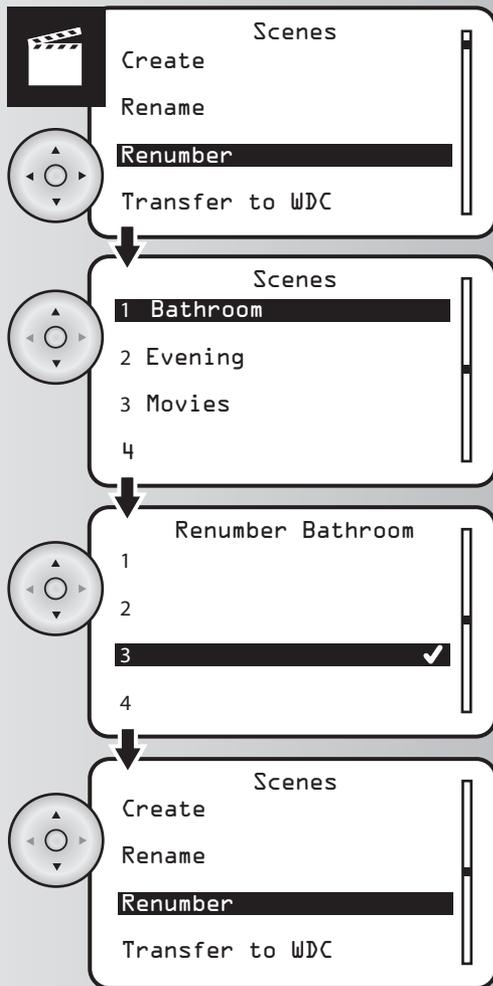


Create and Control Scenes

Renumber a Scene

This feature allows the user to reorder the scenes displayed on the selection menu.

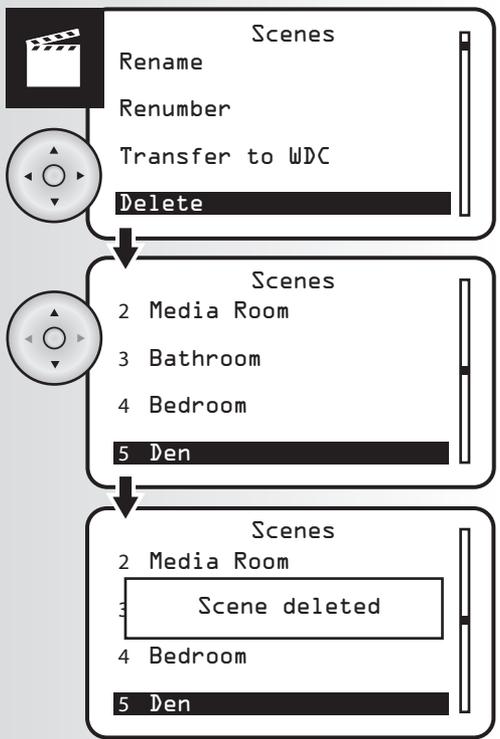
1. Select the "Renumber" option from the Scenes menu. Press the OK button.
2. Use the up or down arrows to scroll and highlight the scene to be renumbered. Press the OK button.
3. A check mark will appear next to the current number of the scene. Using the arrow pad, move the check mark next to the new number for the scene. Press the OK button.
4. The Scenes menu will appear. To reorder additional Scenes press the OK button.





Delete a Scene

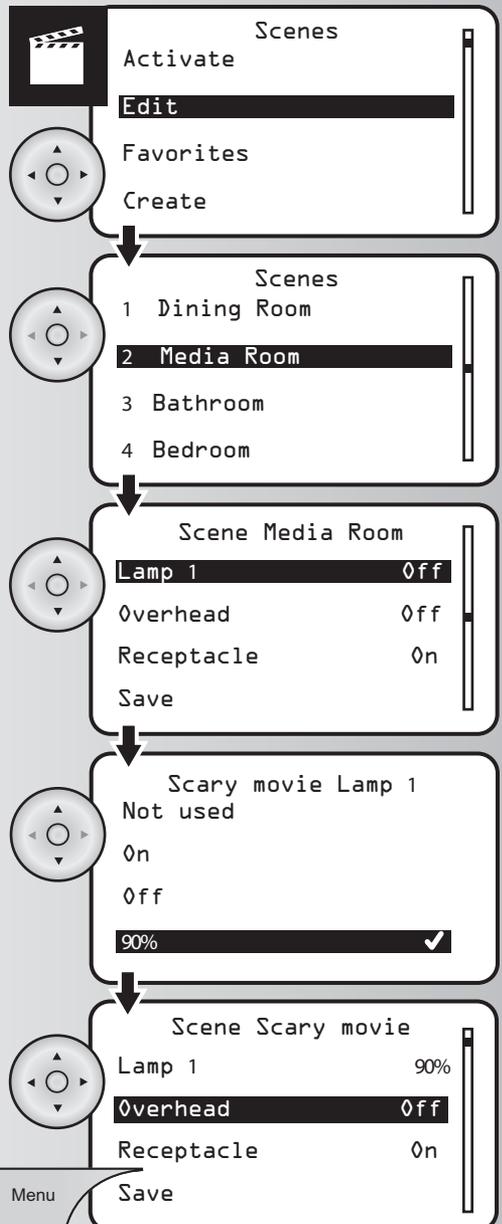
1. Select the "Delete" option from the Scenes menu. Press the OK button.
2. Use the up and down arrows to scroll and highlight the scene to be deleted. Press the OK button.
3. When the scene is deleted, a window will display a message saying "Scene deleted."



Create and Control Scenes

Edit a Scene

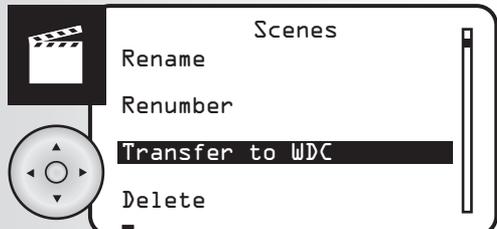
1. Select the "Edit" option from the Scenes menu. Press the OK button.
2. Use the up and down arrows to scroll and highlight the scene to be edited. Press the OK button.
3. You will go to a screen detailing the device status for the selected scene. Use the up and down arrows to scroll through the list to see the status of the scene. To change the status of a device, highlight the device and press the OK button.
4. Highlight one of four setting options for the device: Not used, On, Off, or a specific light level. Press the OK button.
 - **To select a specific light level**, you can select a percentage from 90% to 0%. On will be 100% and Off will be 0%. Use the up and down arrows to select desired light level. Press the OK button when finished.
Note: If a device does not allow a specific light level, you will not be given the option.
5. Repeat Steps 3-5 for all devices within the scene.
6. To save the scene, press the Menu button.





Transfer a Scene to Wall Mount Controller

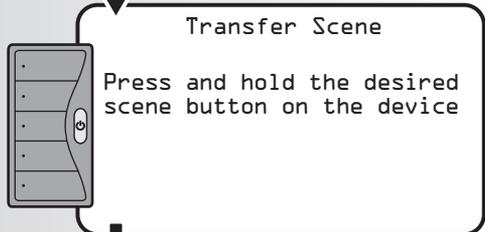
1. Select the "Transfer to WDC" option from the Scenes menu. Press the OK button.



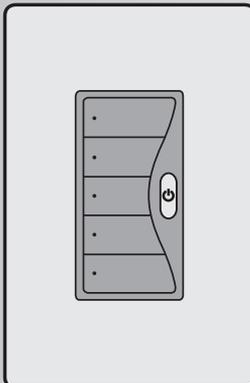
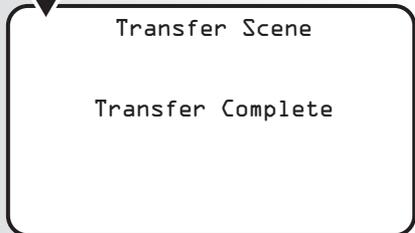
2. Use the up or down arrows and scroll to highlight the scene to be transferred. Press the OK button.



3. Press and hold the desired scene button on the Cooper scene controller for approximately 5 seconds. A LED on the scene controller will flash when it is receiving information. Release the button.



4. A window will momentarily display a message saying that the operation was successful. The LED on the Scene controller will also continue to blink for a few seconds. When the LED stops blinking the process is complete.



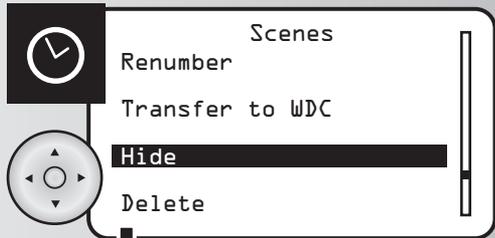
Wall Mount Scene Controller

Create and Control Scenes

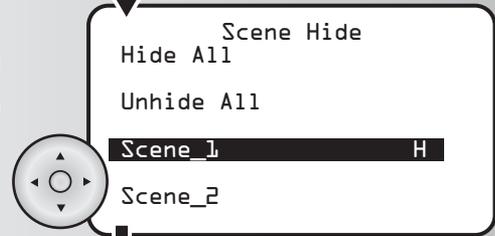
Hide Scenes

The "Hide" function allows a user to customize a particular Handheld or Table Top Controller, such that some scenes that have been created are not displayed on the scene list. The hiding of some scenes may be preferred if control of those scenes is not desired from that controller. The hiding of scenes does not delete them, but rather only removes them from being visible on that controller.

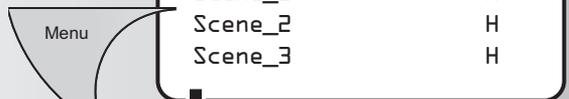
1. Select "Hide" from the Scenes menu. Press OK button.



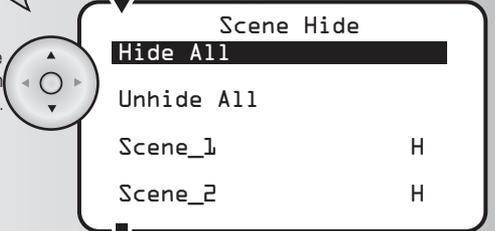
2. To hide a scene, use the arrow pad to highlight the desired scene to be hidden, and press OK. A letter "H" will appear beside the scene indicating that the scene will be hidden.



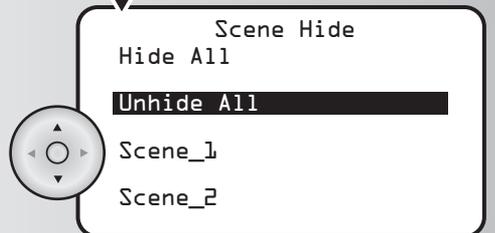
3. Repeat the process for all scenes to be hidden. After placing an "H" beside all scenes to be hidden, press the Menu button to return to the main menu.



4. Within the "Hide" feature you may also select "Hide All." Use the arrow pad to highlight "Hide All," then press OK. This will place an "H" beside all scenes. You can then use the arrow pad to move to only the scenes that you wish to unhide, and press OK to remove the "H."



5. An "Unhide All" feature exists to allow you to unhide all scenes with one quick step. Use the arrow pad to highlight "Unhide All," and press OK. All scenes will be unhidden with this single step.



Create an Event

An event is a scheduled one-time or recurring program that automatically controls a scene. You can program your controllers to create and control up to 32 events in your home. **Example:** If you plan on watching your favorite movie, an Event can be set to start a Scene you have created for watching movies.

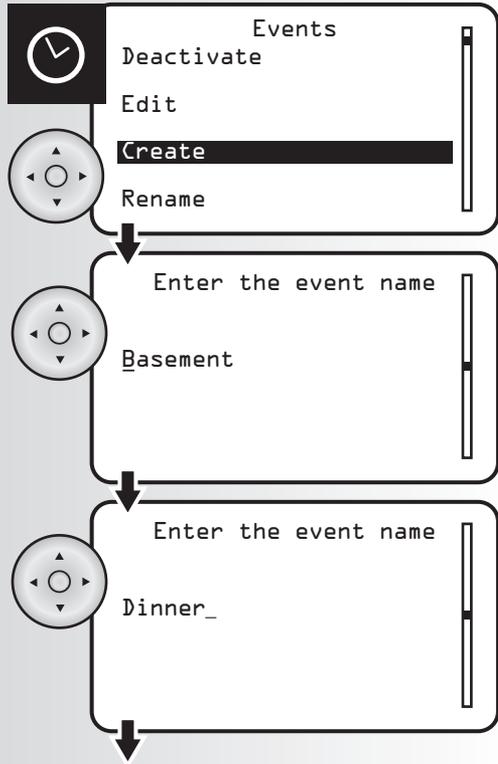
After reviewing this section, you will be able to perform the following basic functions:

- Create an Event
- Activate and Deactivate an Event
- Activate or Deactivate All Events
- Rename an Event
- Delete an Event
- Edit an Event

1. Select the "Create" option from the Events menu. Press the OK button.

2. Using the arrow pad, enter a name for the event.

- **To use one of the system's pre-programmed event names**, press the up arrow and scroll through the options until you find the desired name. You can also use the right arrow to scroll to the end of the pre-programmed name and add additional characters or remove part of the name. Press the OK button to save.
- **If you want another name**, press the down arrow once. Scroll through the alphabet until you find the first letter of the name. When the letter appears, press the right arrow and continue the process until the name is spelled out. Press the OK button to save.



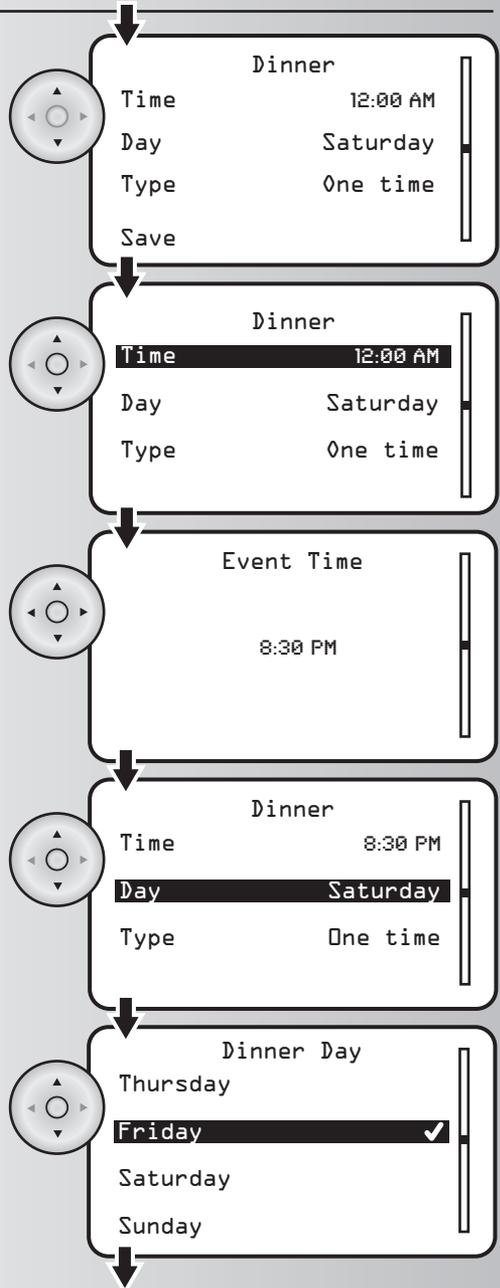
Create and Control Events

Create an Event (continued)

3. Scroll through the menu to view the setting options for the event: Time, Day, Type, Scene, and Active.

- **To select the time**, highlight "Time" and press the OK button.
- Once you are in the time settings, the hour number will be flashing slowly. Use the up and down arrows to select the correct hour, then use the right arrow to proceed to the next hour, then to minutes, then select AM or PM. Press the OK button to save. **Note:** To enter 8:30 PM the user must enter 08:30 PM
- **To select the day**, highlight "Day" and press the OK button.

- Use the up and down arrows to scroll and highlight the day of the week, Everyday, Weekdays, or Weekend and press the OK button.





Create and Control Events

Create an Event (continued)

- To create the type, highlight "Type" and press the OK button. You can make your event a one-time or recurring event with this setting.

- Using the arrow pad, highlight "One Time" or "Recurring." Press the OK button to save.

- To select the scene, highlight "Scene" and press the OK button.

- You will see a list of existing scenes in your system. Using the arrow pad, highlight the desired scene for the event. Press the OK button to save.

4. To save the event, press the Menu button.
Note: To view and activate the event you've created you can select "Active" and change the setting to "Yes".



Dinner

Day Friday

Type One time

Scene Dining Room

Save



Dinner — Type

One Time

Recurring ✓



Dinner

Type One time

Scene Dining Room

Active No

Save



Dinner — Scene

Bedroom

Kitchen ✓

Basement

Porch



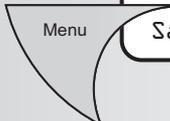
Dinner

Type One time

Event updated

Active No

Save



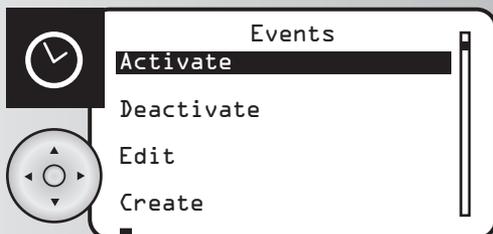


Create and Control Events

Activate or Deactivate an Event

Activating an event means the event will occur at the programmed time.

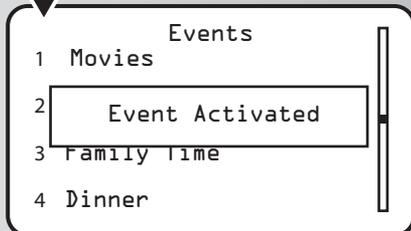
1. Select the "Activate" or "Deactivate" option from the Events menu. Press the OK button.



2. Use the up or down arrows to scroll and highlight the event to activate or deactivate. Press the OK button.

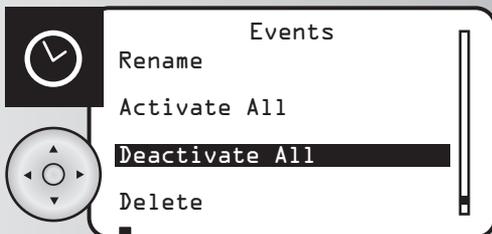


3. When the activation or deactivation is complete, a window will display a message saying the operation was successful.

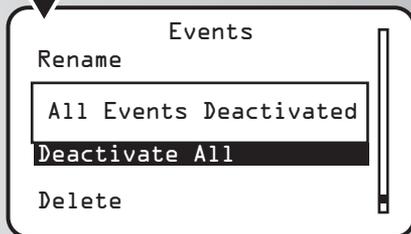


Activate or Deactivate All Events

1. Select the "Activate All" or "Deactivate All" option from the Events menu. Press the OK button.



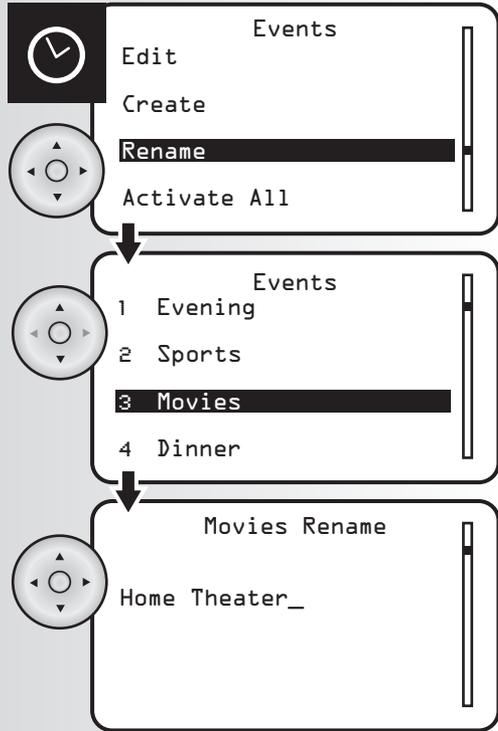
2. When the activation or deactivation is complete, a window will display a message saying the operation was successful.





Rename an Event

1. Select the "Rename" option from the Events menu. Press the OK button.
2. Use the up and down arrows to scroll and highlight the event to be renamed. Press the OK button.
3. Use the left arrow to erase name and the up and down arrows to input the new event name. Press the OK button to save.

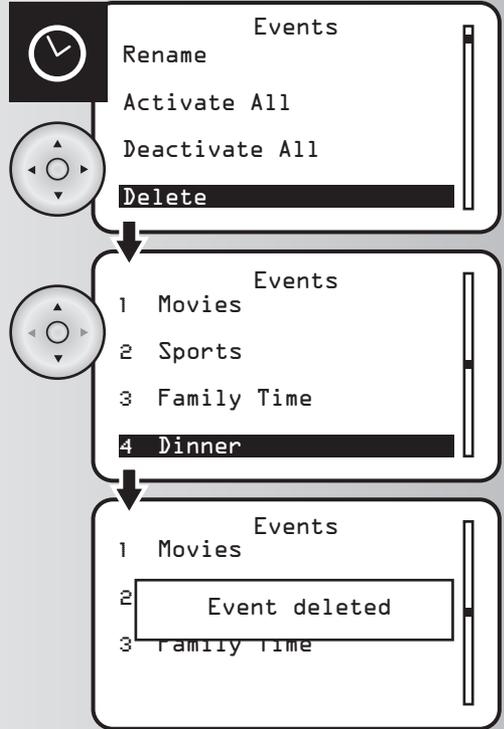




Create and Control Events

Delete an Event

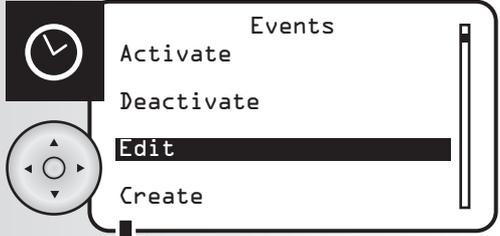
1. Select the "Delete" option from the Events menu. Press the OK button.
2. Use the up and down arrows to scroll and highlight the event to be deleted. Press the OK button.
3. When the event is deleted, a window will display a message saying "Event deleted."





Edit an Event

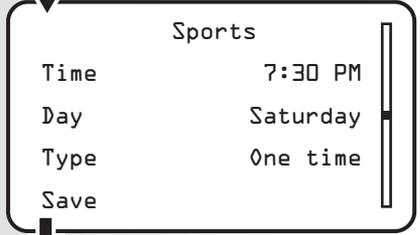
1. Select the "Edit" option from the Events menu. Press the OK button.



2. Use the up and down arrows and scroll to highlight the event to be edited. Press the OK button.



3. Scroll through the menu to view the setting options for the event: Time, Day, Type, Scene, and Active.



• **To edit the time**, highlight "Time" and press the OK button.



• Once you are in the time settings, the hour number will be flashing slowly. Use the up or down arrows to select the correct hour, then use the right arrow to proceed to the next hour, then to minutes, then select AM or PM. Press the OK button to save. **Note:** To enter 8:30 AM the user must enter 08:30 AM

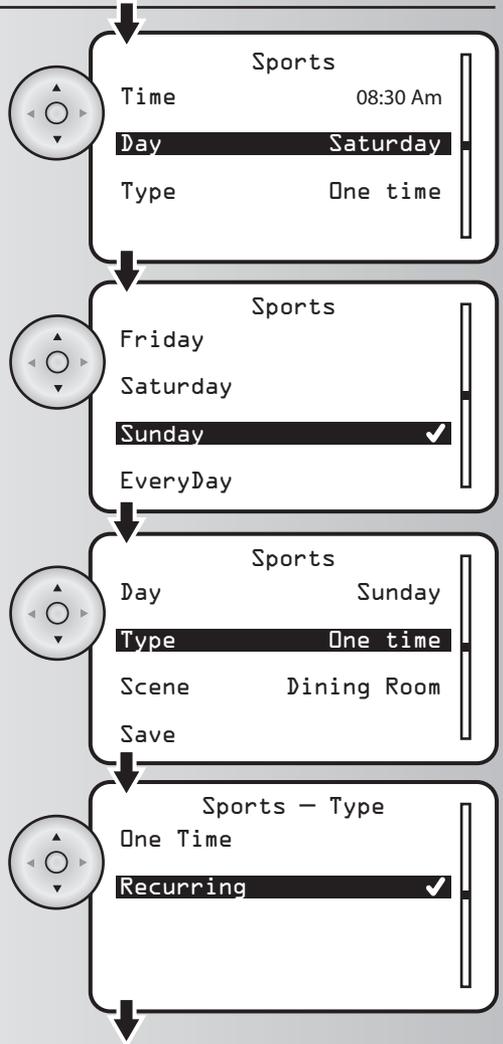




Create and Control Events

Edit an Event (continued)

- **To create the day**, highlight "Day" and press the OK button.
- Using the up and down arrows, highlight the day of the week, Everyday, Weekdays, or Weekend and press OK.
- **To edit the type**, highlight "Type" and press the OK button. You can make your event a one-time or recurring event with this setting.
- Using the arrow pad, highlight "One Time" or "Recurring". Press the OK button to save.





Edit an Event (continued)

- To select the scene, highlight "Scene" and press the OK button.

Sports

Type One time

Scene Bedroom

Active No

Save

- You will see a list of existing scenes in your system. Using the arrow pad, highlight the desired scene for the event. Press the OK button to save.

Sports - Scene

Bedroom

Kitchen

Basement ✓

Porch

4. To save the event, press the Menu button.

Romantic Dinner

Type One time

Event updated

Active No

Save

Menu



Edit and Control the Away Feature

Edit the Away Feature

The away menu allows the user to edit and control a group of devices in set intervals that will be randomly controlled. This gives the impression that the house is still occupied during the absence of its residents. Each interval can set a specified start time, stop time, and which devices to be used. The Away Feature supports up to 4 different sequential intervals.

After reviewing this section, you will be able to perform the following functions:

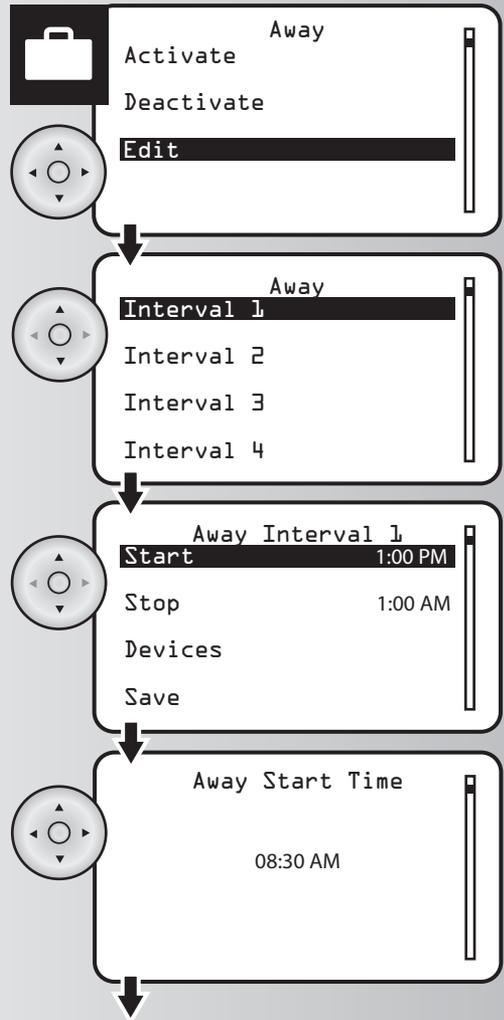
- Edit the Away Feature
- Activate or Deactivate the Away Feature

1. Select the "Edit" option from the Away menu.
Press the OK button.

2. Use the up and down arrows to scroll and highlight desired interval. Press the OK button.

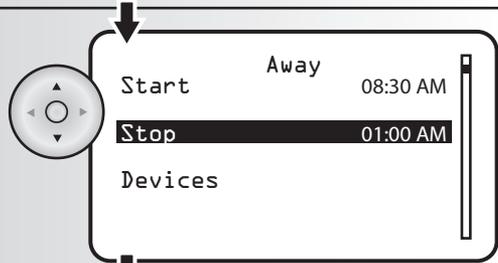
3. Highlight the "Start" option to program the time when the Away mode will begin. Press the OK button.

4. Once you are in the away start time setting, the hour number will be flashing slowly. Use the up or down arrows to select the correct hour, then use the right arrow to proceed to the next hour, then to minutes, then select AM or PM. Press the OK button to save.
Note: To enter 8:30 AM the user must enter 08:30 AM

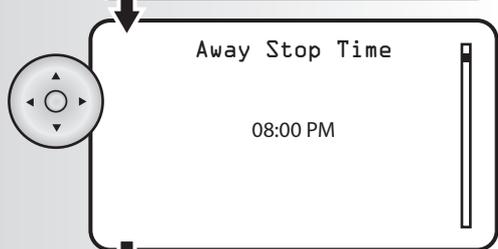


Edit the Away Feature (continued)

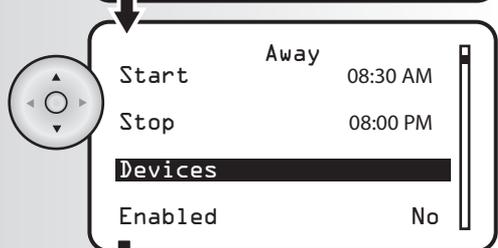
- Highlight "Stop" to program the time when the Away feature will be deactivated. Press the OK button.



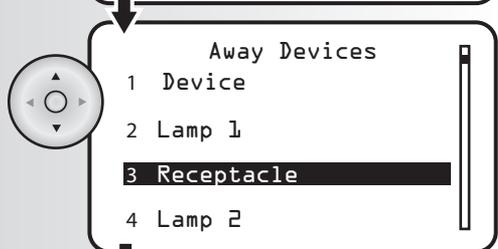
- Once you are in the away stop time setting, the hour number will be flashing slowly. Use the up and down arrows to select the correct hour, then use the right arrow to proceed to the next hour, then to minutes, then select AM or PM. Press the OK button to save. **Note:** To enter 8:00 PM the user must enter 08:00 PM



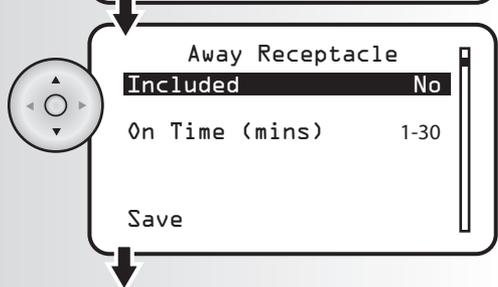
- Highlight the "Devices" option to select the devices to be included in the away mode.



- Use the up and down arrows to scroll through the list of devices. Highlight and press the OK button to select a device.



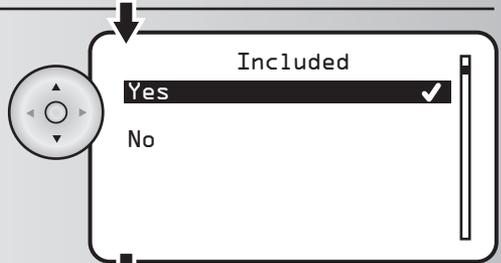
- Highlight "Included" and press the OK button.



Edit and Control the Away Feature

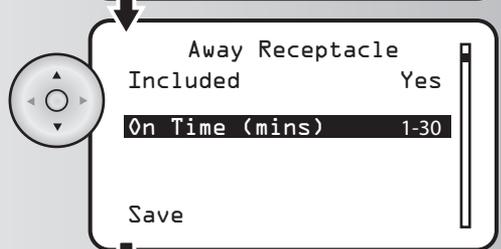
Edit the Away Feature (continued)

10. Using the arrow pad, highlight "Yes" or "No". Press the OK button to save.



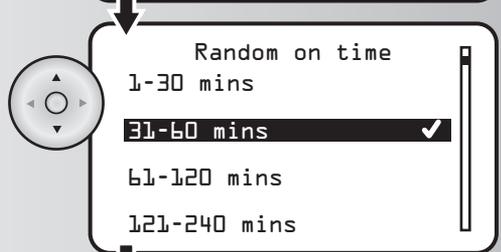
A screenshot of a menu titled "Included". The menu has two options: "Yes" and "No". The "Yes" option is highlighted with a black bar and a white checkmark to its right. To the left of the menu is a circular arrow pad with four directional arrows. A white arrow points down to the top of the menu.

11. Highlight "On Time (mins)" and press the OK button. This feature allows you to select how long devices will turn on, during this function.



A screenshot of a menu titled "Away Receptacle". The menu has two columns of options: "Included" and "Yes". The "On Time (mins)" option is highlighted with a black bar and "1-30" is shown to its right. Below the options is a "Save" button. To the left of the menu is a circular arrow pad. A white arrow points down to the top of the menu.

12. Using the arrow pad, highlight the desired on time. Press the OK button to save.

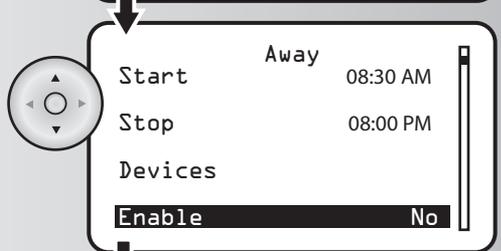


A screenshot of a menu titled "Random on time". The menu has five options: "1-30 mins", "31-60 mins", "61-120 mins", and "121-240 mins". The "31-60 mins" option is highlighted with a black bar and a white checkmark to its right. To the left of the menu is a circular arrow pad. A white arrow points down to the top of the menu.

13. Highlight "Enable" and press the OK button.

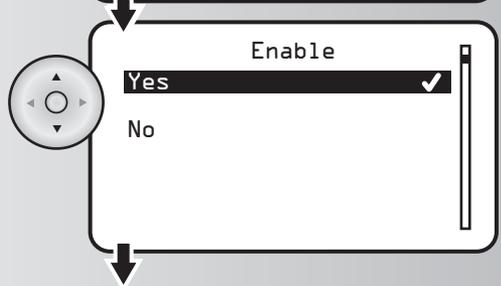
Note:

- For the Away feature to function, the selected interval must be enabled by highlighting "yes."
- You must still activate the Away function for the Away feature to be turned on.



A screenshot of a menu titled "Away". The menu has two columns of options: "Start" and "Stop". The "Start" option is set to "08:30 AM" and the "Stop" option is set to "08:00 PM". Below these is a "Devices" section with an "Enable" option highlighted with a black bar and "No" shown to its right. To the left of the menu is a circular arrow pad. A white arrow points down to the top of the menu.

14. Using the arrow pad, highlight "Yes" or "No". Press the OK button to save.



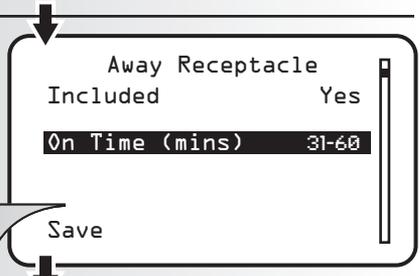
A screenshot of a menu titled "Enable". The menu has two options: "Yes" and "No". The "Yes" option is highlighted with a black bar and a white checkmark to its right. To the left of the menu is a circular arrow pad. A white arrow points down to the top of the menu.



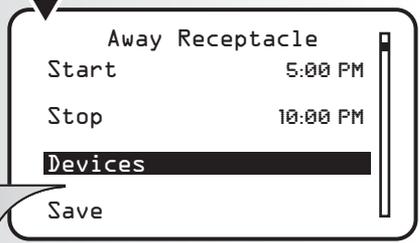
Edit and Control the Away Feature

Edit the Away Feature (continued)

15. To save the away interval, press the Menu button.



16. To save away features, press the Menu button.

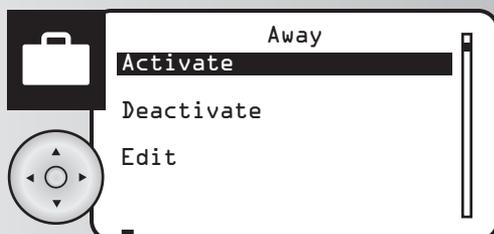




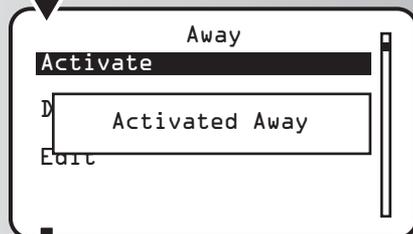
Edit and Control the Away Feature

Activate or Deactivate the Away Feature

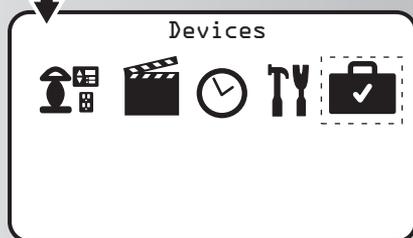
1. Select the "Activate" or "Deactivate" option from the Away menu. Press the OK button.



2. When activation or deactivation is complete, a window will display a message saying that the operation was successful.



3. When the away feature is activated, the away icon on the main menu will show a checkmark inside the suitcase.





Make Advanced Changes to Your System

After learning about the basics of your wireless control system, you may want to make further changes to the system. In this section, you will learn to perform these additional functions:

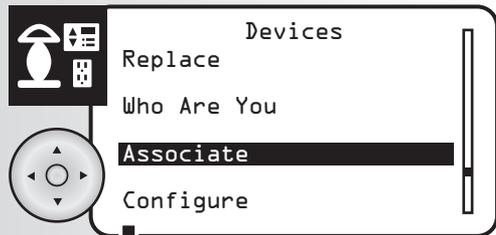
- Create an Association Between Devices
- Replicate Handheld Information to a Second Controller
- Select a New Primary Controller
- Uninstall a Device
- Activate Child Lock Exit
- Reset the System
- Scan for Devices

Create an Association Between Devices

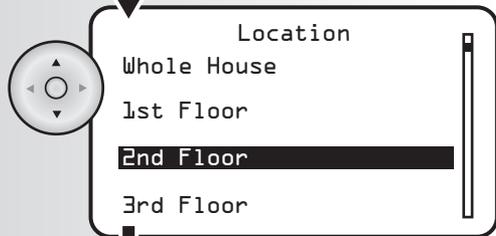
An association is a feature that you can program to allow a device in your system (source device) to control another device (destination device). Source device can only be a dimmer or switch. Your Aspire RF wireless system supports up to five associations for each source device. **Example:** By associating two dimmer switches you can turn on both by only turning on one device.

1. Select the "Associate" option from the Devices menu. Press the OK button.

Note: Associations only work from device to device—Not from controllers.



2. Use the up and down arrows and scroll to highlight the location of the device that you would like to associate and press the OK button.



3. Use the up and down arrows and scroll to highlight the specific source device that you would like to associate and press the OK button.



4. Using the arrow pad, highlight the desired destination device. A checkmark indicates associated devices. Press the OK button to Associate or Disassociate devices. To save the association, press the Menu button. To create additional associations, repeat steps 1-4.

Note: For multi-way associations, destination devices can be associated back to the source device—So devices can be controlled from either location.



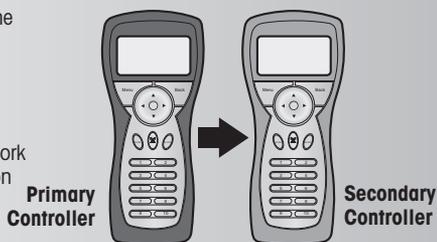


Make Advanced Changes to Your System

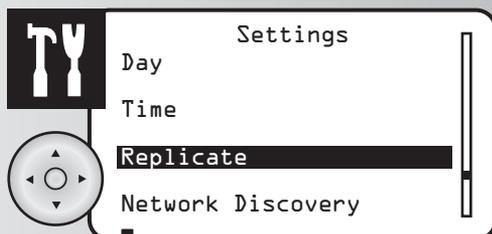
Replicate Handheld Information to a Second Controller

Replication allows you to duplicate the information from one controller (primary) to another controller (secondary). The primary controller is the only controller capable of adding devices to the network. The network can support only one primary controller and multiple secondary controllers.

Replication includes device information and complete network information (settings, events and scenes). **Note:** Replication will work with any combination of Tabletop and Handheld Controllers (favorite scenes cannot be transferred from a tabletop to a handheld controller).



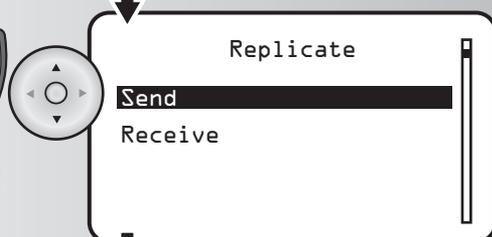
1. On both controllers, select the "Replicate" option from the Settings menu. Press the OK button.



2. Prepare both controllers for the replicate process.

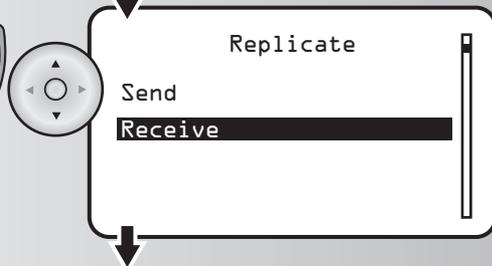
- On the **primary controller**, use the arrow pad to highlight "Send". Press the OK button.

Primary Controller



- On the **secondary controller**, use the arrow pad to highlight "Receive". Press the OK button.

Secondary Controller





Make Advanced Changes to Your System

Replicate Handheld Information to a Second Controller

3. Replication requires choosing whether the controller is a Cooper controller or an unknown controller.

- **On the primary controller**, choose to send "To Cooper Controller" or "To Unknown Controller." Press the OK button.

Primary Controller



Replicate Send

To Cooper Controller
To Unknown Controller

- **On the secondary controller**, choose to receive "From Cooper Controller" or "From Unknown Controller." Press the OK button.

Secondary Controller



Replicate Receive

From Cooper Controller
From Unknown Controller

4. The primary will then give you the option to remain the primary controller or shift the primary controller to the secondary controller. Select one and press the OK button.

Primary Controller



Replicate Send

Remain Primary
Shift Primary

5. When the replication is complete, windows on both controllers will display a message saying that the operation was successful. To return to the main menu press the Menu button.

Menu

Replicate

Replication Complete

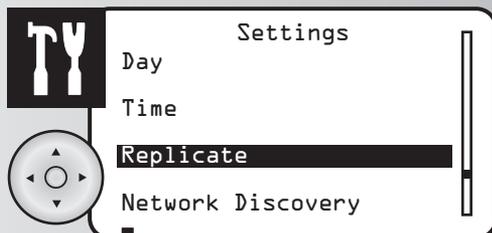


Make Advanced Changes to Your System

Select a New Primary Controller

The replicate function allows you to shift primary control from one controller to another.

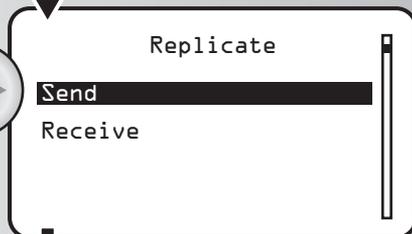
1. On both controllers, select the "Replicate" option from the Settings menu. Press the OK button.



2. Prepare both controllers for the replicate process.

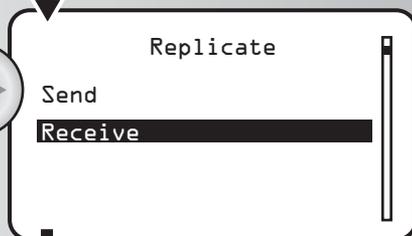
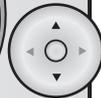
- **On the primary controller,** use the arrow pad to highlight "Send". Press the OK button.

**Primary
Controller**



- **On the secondary controller,** use the arrow pad to highlight "Receive". Press the OK button.

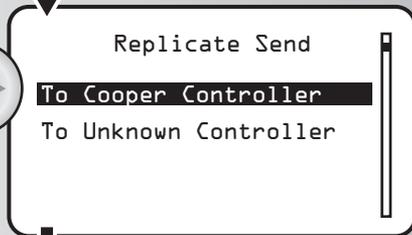
**Secondary
Controller**



3. Replication requires choosing whether the controller is a Cooper controller or an unknown controller.

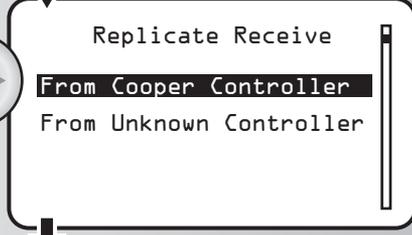
- **On the primary controller,** choose to send "To Cooper Controller" or "To Unknown Controller." Press the OK button.

**Primary
Controller**



- **On the secondary controller,** choose to receive "From Cooper Controller" or "From Unknown Controller." Press the OK button.

**Secondary
Controller**



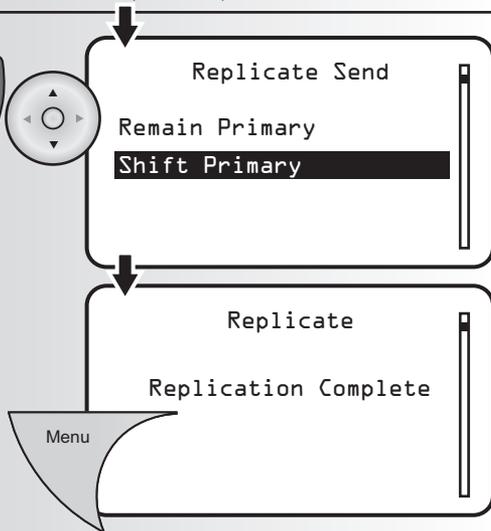


Make Advanced Changes to Your System

Select a New Primary Controller (continued)

- Use the down arrow to scroll and highlight "Shift Primary." Press the OK button.

Primary Controller

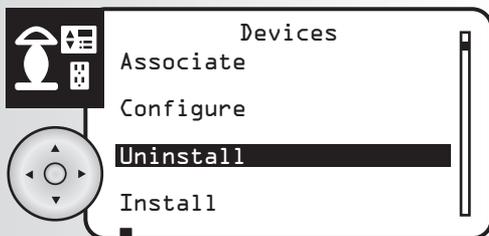


- When the replication is complete, windows on both controllers will display a message saying that the operation was successful. To return to the main menu press the Menu button.

Uninstall a Device

Before uninstalling a device, the device must be installed in the wireless system. If you receive an "Unknown device" error message during this operation, the device is not installed in your system.

- Select the "Uninstall" option from the Devices menu. Press the OK button.

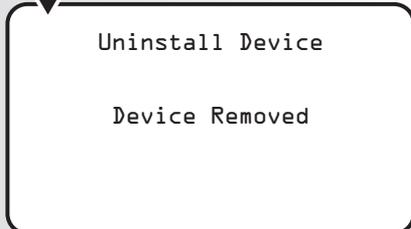
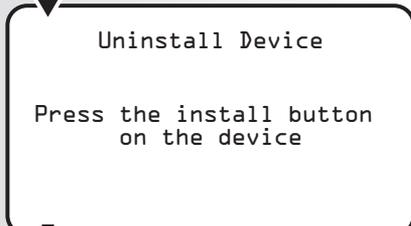


- Press the Install button on the device that you want to uninstall.

- The process to uninstall the device will last several seconds.
- If you don't want to uninstall the device, press the Back button on the controller during the waiting period.

- When the uninstall is complete, a window will display a message saying that the operation was successful.

- The LED on the device will blink when it has been successfully uninstalled.





Make Advanced Changes to Your System

Activate Child Lockout

This function allows you to protect children from electrical devices. You can choose from "No Lockout," which will offer no child protection, "Sequence Control," which will allow the device to be controlled locally by a key press sequence, or "Remote Control Only," which will only allow a device to be controlled with a wireless controller.

1. Select the "Child Lockout" option from the Devices menu. Press the OK button.

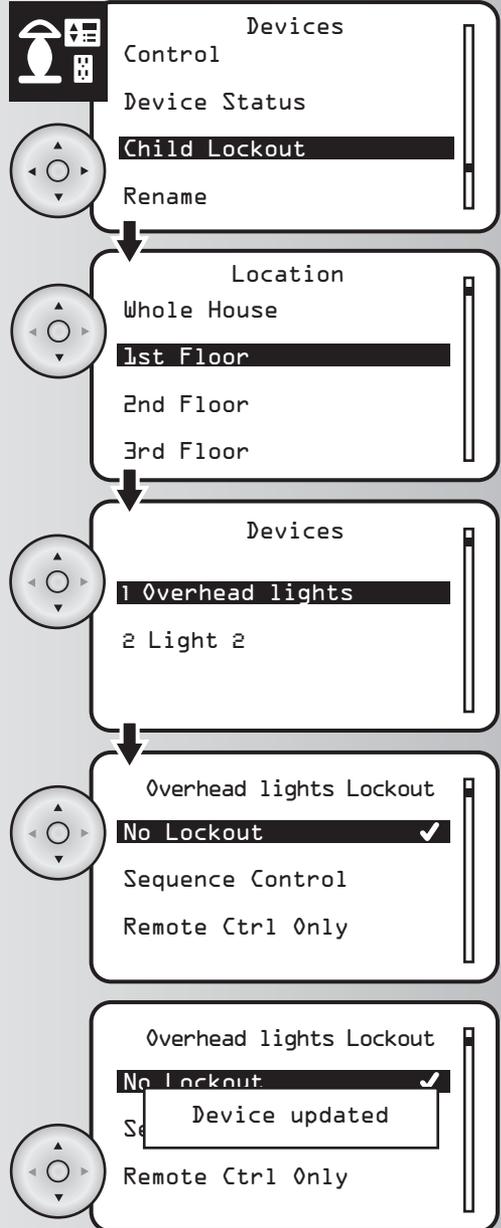
2. Use the up and down arrows to scroll and highlight the location of the device for child protection. Press the OK button.

3. Use the up and down arrows to scroll and highlight the specific device for child protection. Press the OK button.

4. The current level of protection will be marked with a checkmark. If you want a different level, use the arrow pad to highlight one of the three available protection levels. Press the OK button.

- If you select "No Lockout", the device will not be protected.
- If you select "Sequence Control" for a Cooper device, press the button on the device three times in less than 2 seconds to turn the device on or off.
- If you select Remote control only, the device will only be controlled by the handheld or table top controller.

5. To confirm changes press the OK button to save the settings, wait for a pop-up window to display "Device updated."





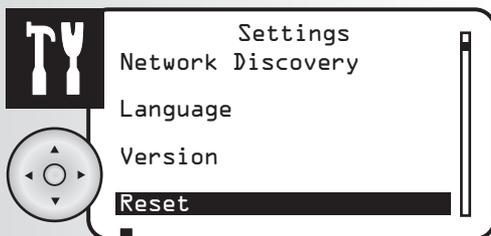
Make Advanced Changes to Your System

Reset the System

This function allows you to clear your handheld controller of all devices, scenes, and events.

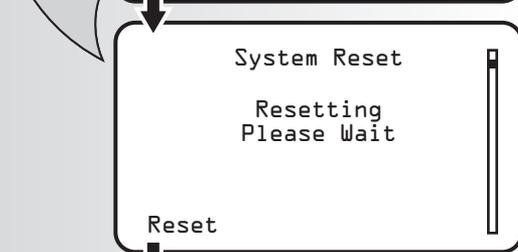
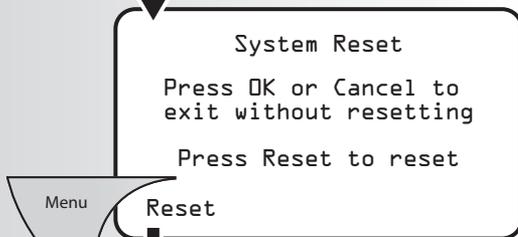
Note: Resetting a Primary Controller will result in a loss of ALL pre-programmed scenes, events, and all devices will be removed from the controllers memory.

1. Select the "Reset" option from the Settings menu. Press the OK button.

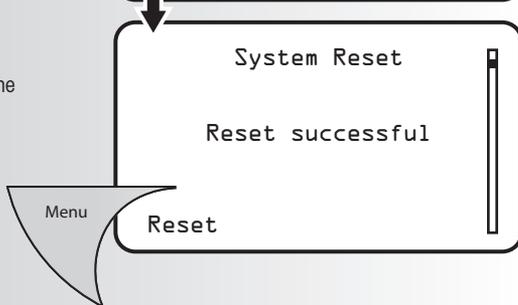


2. To reset the system, press the Menu button. The process to reset the system will last several seconds.

- If you don't want to reset the system, press the OK or Back button on the controller.



3. When the system reset is complete, a window will display a message saying that the operation was successful. To return to the main menu press the Menu button.

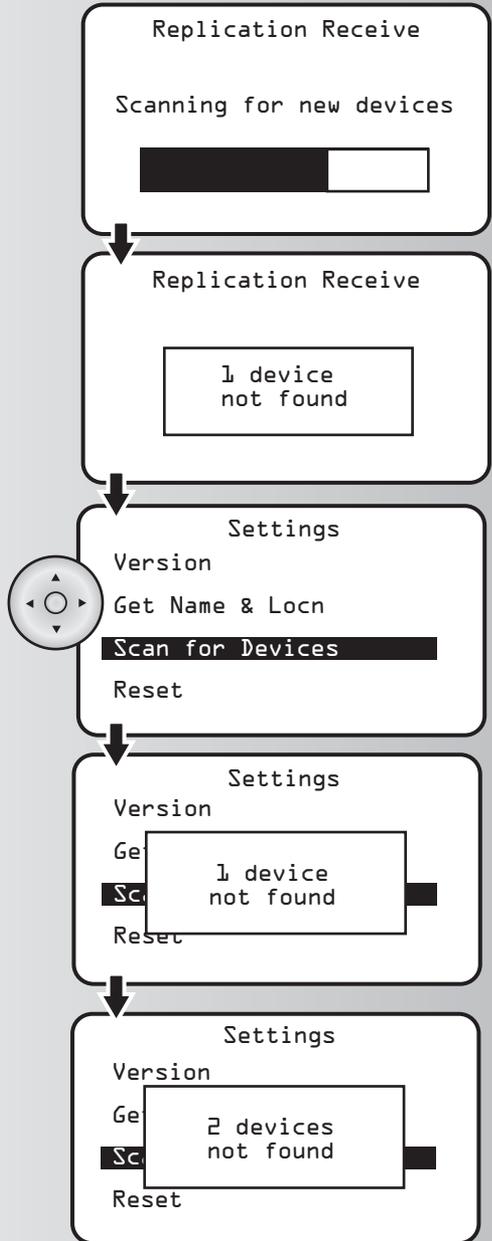


Make Advanced Changes to Your System

Scan for Devices

When copying (replicating) from a non-Cooper controller, some device information may not copy completely. This includes Device Type, Device Name and Device Location. In the event that some device information is not received, the "Scan for Devices" function allows the user to rescan in order to obtain the missing device information.

1. During the replication process if any devices are not found a message is momentarily displayed that indicates the device is not found.
2. In order to obtain the device information from any devices not found during the initial replication select "Scan for Devices" from the Settings menu. Press the OK button. The display will show a progress bar while devices are being scanned..
3. At the completion of the scan, if any devices cannot be reached, the display will provide a prompt indicating how many devices were not communicated with that location.
4. If any device cannot be reached during the first scan, move to another area of the house, and repeat the Scan. This process should be repeated until there is no prompt indicating devices were not found.



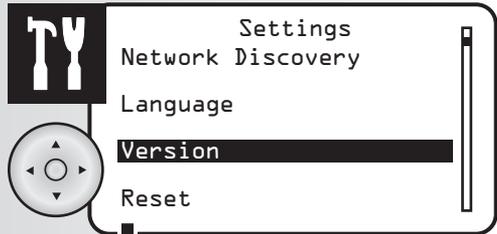
Troubleshooting Guide and Maintenance

Use this section to learn about the following functions:

- Retrieve Version Information about your System
- Retrieve Version Information about Individual Devices
- Retrieve Device Information (“Who Are You” feature)
- Update Secondary Controller Device Information (“Get Name & Locn” feature)
- Remove a Failed Device
- Replace a Failed Device
- Utilize Network Discovery

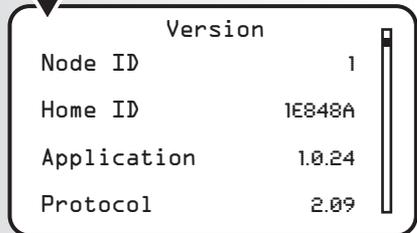
Retrieve Version Information about your System

1. Select the “Version” option from the Settings menu. Press the OK button.

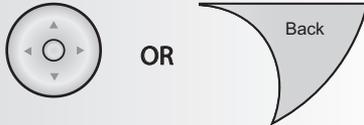


2. View version information about the wireless control system.

Note: The numbers shown here may be different from your controller.



3. When finished, press the OK or Back button to return to the main settings menu.



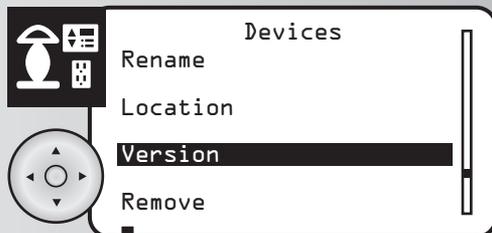
Note: “Range Test” and “Send Node Info” functions, which are listed within this function are for factory use only.



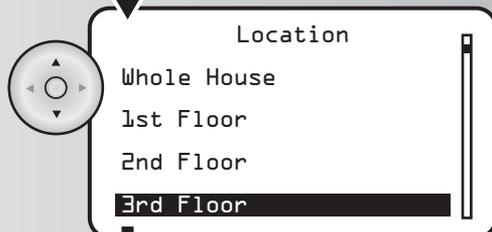
Troubleshooting Guide and Maintenance

Retrieve Version Information about an Individual Device

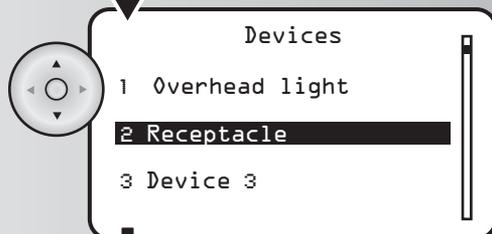
1. Select the "Version" option from the Devices menu. Press the OK button.



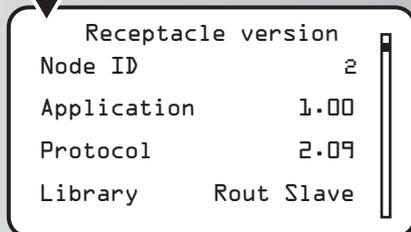
2. Use the up and down arrows to scroll and highlight the location of the device. Press the OK button.



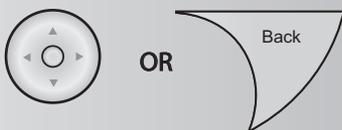
3. Use the up and down arrows to scroll and highlight the specific device. Press the OK button.



4. View version information about the device.
Note: The numbers shown here may be different for each device.



5. When finished, press the OK or Back button to return to the main settings menu.



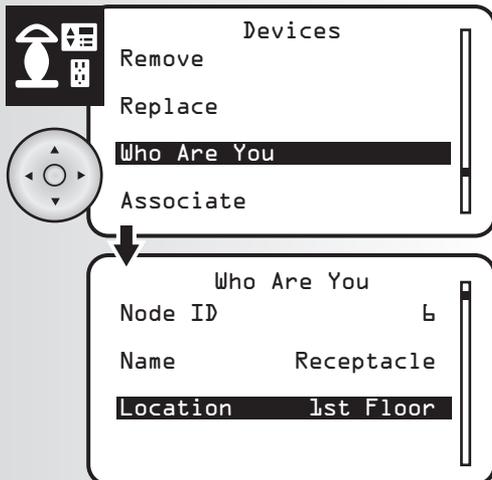


Troubleshooting Guide and Maintenance

Who Are You Feature

This feature allows you to view the Node ID, Name, and Location of any installed device.

1. Select the "Who Are You" option from the Devices menu. Press the OK button.



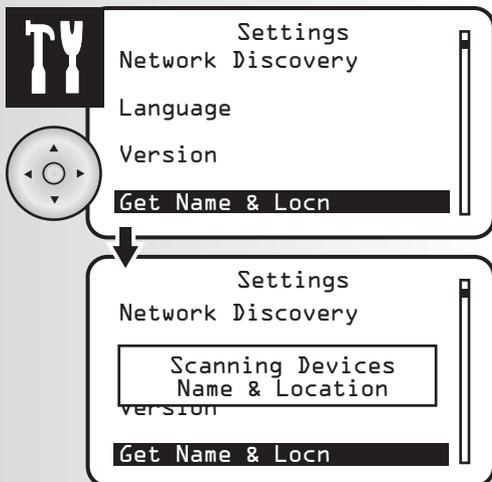
2. Press the install button on a device. The screen will display Node ID, Name and Location for the device.

Note: this information will go away after five seconds or be replaced if you press another device install button.

Get Name & Location Feature

This feature allows a Secondary Controller to update itself with the device naming information that is contained within each device. The device information for "Name & Location" may be updated with a PC-based Primary Controller, however, these updates would not be reflected in the Secondary Controller.

1. Select the "Get Name & Locn" option from the Settings menu. Press the OK button.



The Secondary Controller will request the name & location of all network devices, and will update this information inside the Secondary Controller. During the update a progress bar will provide indication of the status of this request.

Note: Cooper controllers will truncate any device names or locations to 16 alphanumeric characters.



Troubleshooting Guide and Maintenance

Replace a Failed Device

Use this function to replace a failed device. When you use the "Replace" function, the configuration of the replaced device, device association, and Scene/Event information will no longer be available for the new device. The user must reconfigure the device, reconfigure associations, as well as edit Scenes and Events that use this device. **Note:** Scenes and Events names will still show in the Scene list and Event List. The user must edit these functions and resave.

1. Select the "Replace" option from the Devices menu. Press the OK button.

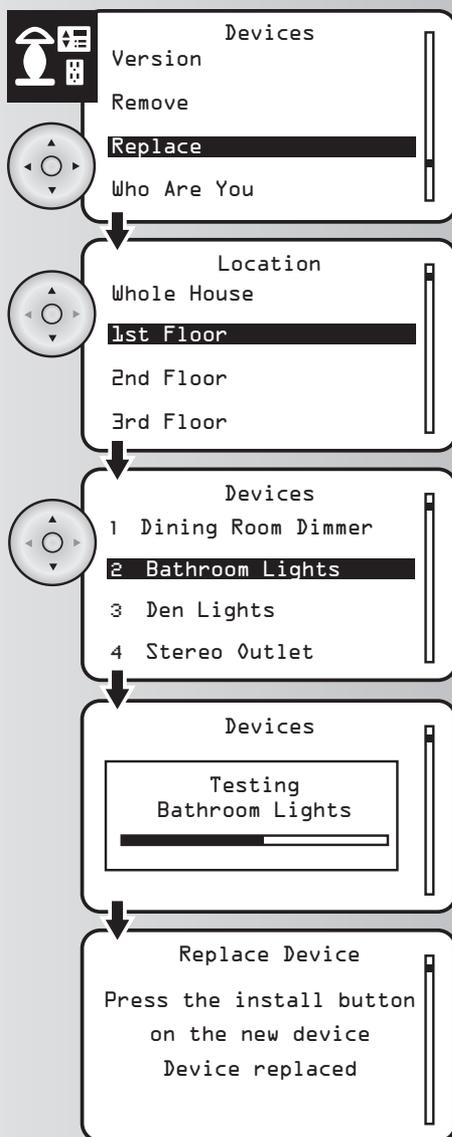
2. Use the up and down arrows to scroll and highlight the location of the device to be replaced. Press the OK button.

3. Use the up and down arrows to scroll and highlight the specific device to be replaced. Press the OK button.

4. The controller will check the device. If the device has failed, the controller will prompt you to install a new device.

5. Press the install button on the new device. The controller will generate new node information for the system and complete the replacement process. The installation process may last thirty seconds (in larger networks time may be longer). A message will confirm that the device has been replaced.

Note: The new device will be installed at its default settings.



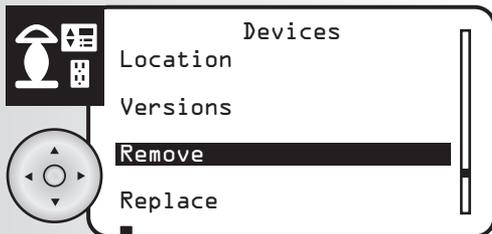


Troubleshooting Guide and Maintenance

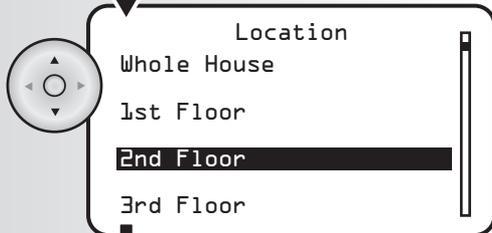
Remove a Failed Device

Note: Use this function to remove a failed device from the network that you do not want to replace.

1. Select the "Remove" option from the Devices menu. Press the OK button.



2. Use the up and down arrows to scroll and highlight the location of the device to be removed. Press the OK button.



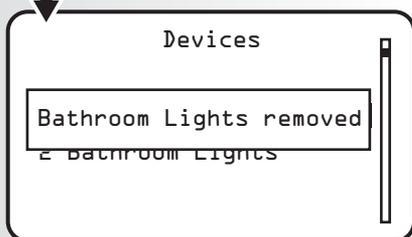
3. Use the up and down arrows to scroll and highlight the specific device to be removed. Press the OK button.



4. The controller will check the system to confirm that the device has failed.



5. A message will confirm that the device has been removed.



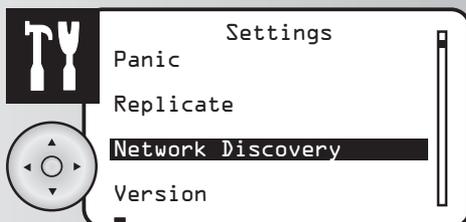


Troubleshooting Guide and Maintenance

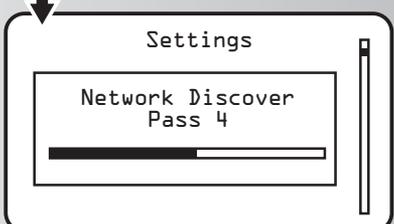
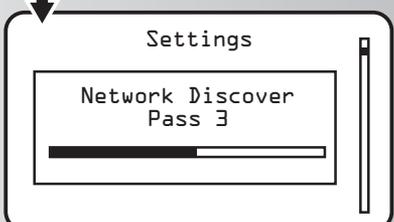
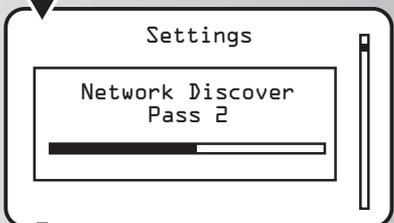
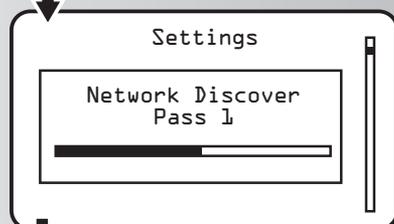
Utilize Network Discovery

Network discovery is a network management function that forces the controller to search for devices and update the network routing tables contained in the devices and in the controllers. It is rarely used in the day-to-day operation of the wireless system. Use this function to update the network when new devices or settings have been added to the network. On large networks, this process may take several minutes.

1. Select the "Network Discovery" option from the Settings menu. Press the OK button.



2. The discovery process will last several seconds. This process occurs in 4 steps, indicated by Pass 1, Pass 2, Pass 3 and Pass 4. When the operation is completed you will be taken back to the Settings menu.





Ordering Information

Ordering Information for Cooper Wiring Devices

Description	Desert Sand		Silver Granite	White Sand		
RF Dimmers - Wire Leads						
600W Smart INC (no neutral)	RF9534DS		RF9534SG	RF9534WS		
600W Smart INC/MLV	RF9534-NDS		RF9534-NSG	RF9534-NWS		
600W Smart ELV	RF9535-NDS		RF9535-NSG	RF9535-NWS		
1000W Smart INC (no neutral)	RF9536DS		RF9536SG	RF9536WS		
1000W Smart INC/MLV	RF9536-NDS		RF9536-NSG	RF9536-NWS		
1000W Smart ELV	RF9537-NDS		RF9537-NSG	RF9537-NWS		
RF Accessory, compatible only with no neutral RF dimmers	RF9542DS		RF9542SG	RF9542WS		
RF Accessory, compatible only with RF Smart Dimmer	RF9542-ZDS		RF9542-ZSG	RF9542-ZWS		
RF Switches - Wire Leads						
	Rating					
	A	V/AC				
Single Pole	15	120	RF9501DS	RF9501SG	RF9501WS	
Single Pole (no neutral) (call for availability)	8	120	RF9518DS	RF9518SG	RF9518WS	
RF Accessory, compatible only with RF Switches		120	RF9517DS	RF9517SG	RF9517WS	
Universal Switch/Dimmer (uses two CR2025 batteries), includes single gang wallplate, use with RFBS22 for multi-gangs			RF9500DS	RF9500SG	RF9500WS	
RF Receptacles - Wire Leads						
	Rating					
	A	V/AC	NEMA			
Duplex (Split control only)	15	125	5-15R	RF9505-TDS	RF9505-TSG	RF9505-TWS
RF Controllers						
	Rating and/or power source					
Handheld	Two AA Batteries		—	RFHDCSG	—	
Table Top	AC Power Supply or Three AA Batteries		—	RFTDCSG	—	
Wall Mount	120V/AC Wiring		RFWDCDS	RFWDCSG	RFWDCWS	
USB Controller, includes software	—		—	RFUSB	—	
USB Installer Controller, includes software	—		—	RFUSB-PRO	—	
SDIO Card Controller, includes software	—		—	RFMCC	—	

Ordering Information

Ordering Information for Cooper Wiring Devices

RF Accessories

Type	Description	
Computer Network Accessories	Internet Gateway (call for availability)	RFBER
Garage Door Accessories	Plug-in Gateway Module	RFBGD
	Garage Door Opener Conversion Module	RFUGR
	Keychain Remote Control	RFKGT
	Wallmount Keypad	RFWGT
Lighting Control Accessories	300W Plug-in Lamp Dimming Module (call for availability)	RFLDM
	15A Plug-in Switch Appliance Module (call for availability)	RFAPM

Description	Desert Sand	Silver Granite	White Sand
Aspire Mid-Size Wallplates			
1-Gang	9521DS	9521SG	9521WS
2-Gang	9522DS	9522SG	9522WS
3-Gang	9523DS	9523SG	9523WS
4-Gang	9524DS	9524SG	9524WS
5-Gang	9525DS	9525SG	9525WS
6-Gang	9526DS	9526SG	9526WS
Inner Wallplate for RF9500 (use in multigang applications)	For all colors...		RFBS22

Note: Features and specifications are subject to change.

Glossary of Terms

- All Off** – Turns OFF all controlled devices unless specifically changed in the All Switch section of the Devices menu.
- All On** – Turns ON all controlled devices unless specifically removed in the All Switch section of the Devices menu.
- Association** – A feature that you can program to allow a device in your system (source device) to control another device (destination device). Your ASPIRE RF system supports up to 5 associations for each source device. You can also create "2 way" associations so that both source and destination devices control each other.
- Away Mode** – This feature allows you to schedule certain devices to turn on for a period of time while you're away or on vacation.
- Child Lockout** – Your Aspire RF devices (dimmer, switch or receptacle) can have a Child Lockout feature activated. See the advanced settings section of the manual to activate this feature. Options are – **No Lockout** (default for all Cooper Aspire RF devices) devices may be turned on and off normally by pressing the paddle on a switch or dimmer; **Sequence Control** – in this mode the paddle of the light switch or dimmer must be pressed three times in two seconds for the device to turn on or off.; **Remote Control Only** – The device may only be turned on or off using remote controllers. The device will not function if the paddle switch is pressed at the device.
- Configure** – The process of defining power on feature and functions for devices that are used selectable. Cooper devices have defined parameters that are configurable.
- Device Status** – This feature allows the user to query the status of a device.
- Event** – A preset time, saved on the controller, for a scene to take place.
- Favorites** – A group of scenes that appear on the Tabletop Controller screen and enable convenient one button control scene.
- Get Name & Location**– A function that allows a controller to update the devices name and location information.
- Install** (Also referred to as "Inclusion") – Process used to include devices into the ZWave network. When a device is installed into the network it is assigned a device ID and a Home ID automatically by the Primary Controller.
- Network Discover** – A feature that allows the network to be reintegrated in order to refresh the routing table. This process is done when the RF network has changed and is no longer performing optimally.
- Off Delay** – Sets the time delay for a light to turn off after holding down the switch or dimmer paddle for 2 seconds – Local control only at the device. Off Delay will not work from the controller.
- Panic** – Flashes all controlled devices in the home unless some are specifically removed in the Panic section of the Settings menu.
- Panic Off Time** – The period of time, in seconds, that a selected light will stay off for each flash during a Panic event.
- Panic On Time** – The period of time, in seconds, that a selected light will stay on for each flash during a Panic event.
- Power On State** – Determines whether a light will be on, off or in its last dim level when power resumes after a power outage.
- Primary Controller** – Main controller of the ZWave network. The Primary Controller may control all Z-Wave compatible devices. There may only be one Primary Controller in a network. The Primary Controller is the only controller which may be used to install additional devices to the network.

Glossary of Terms (continued)

Ramp Time – The period of time it takes a dimmer to go from Off to fully bright (or its preset level), or from fully bright (or its preset level) to off.

Replace– A function used for replacing a non-function device and keep the device in the RF network.

Replicate (Replication) – A function used to transfer the information stored in the Primary Controller to a secondary controller (Table-Top to Hand Held or to USB stick for control of network by software).

Remove – A function used for removing a non-function device or a device that you want to remove from the network.

Reset – A function for resetting the controller back to factory setting.

Scene – A group of lights set to react together to a single command. A scene might turn some devices on, others off and still others may dim to a preset level.

Secondary Controller – Another controller to which all information has been transferred except the Primary Controllers ID information. Secondary controllers are capable of all functions except adding devices to the network.

Transfer to WDC – A feature for transferring scenes from a primary controller to a 5 button Scene Controller (RFWDC).

Version– Use for checking the Software revision, Node ID, Home ID and protocol of the controller or devices..

Uninstall (Also referred to as "Exclusion") – Process used to remove (exclude) devices into the Z-Wave network.

Who Are You – Function used to quickly identify what the Node ID of a device is, what its name is and what location it is listed under in the controller.

Limited Warranty

Cooper Wiring Devices warrants our products against defects in material or workmanship under normal operating conditions during their initial installation for various periods of time, depending on the item category as follows: Cooper Wiring Devices will replace or repair the item provided that it has not been altered or subjected to abuse, accident, improper installation or improper use, and is returned prepaid to Cooper Wiring Devices Quality Assurance Department at the address shown below. If the product has been discontinued and replacement is deemed necessary by Cooper, replacement will be made with the nearest available equivalent model. This warranty does not cover consumables (such as fuses). Proof of purchase in the form of a bill of sale or receipted invoice that shows that the item is within the applicable warranty period must be presented to obtain the repair or replacement provided by the warranty. REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CUSTOMER. COOPER WIRING DEVICES SHALL NOT BE LIABLE FOR INJURY, PROPERTY DAMAGE OR INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES ARISING DIRECTLY OR INDIRECTLY FROM THE USE OF ITS PRODUCTS, NOR LOST PROFITS, OR FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY ON ANY OF ITS PRODUCTS. THESE LIMITATIONS SHALL APPLY REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT OR IN TORT, INCLUDING NEGLIGENCE. EXCEPT TO THE EXTENT LIMITED OR PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE ON THESE PRODUCTS IS LIMITED IN DURATION TO THE DURATION OF THIS WARRANTY. Some states do not allow the exclusion or limitation of incidental, special or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other rights that vary from state to state.

Category	Warranty
Wireless Lighting Control	Limited 5 Year
Wallplates	Limited 2 Year



