

Wired seeTouch® QS Wallstation: Advanced Programming Mode

Wired seeTouch® QS Wallstations contain an Advanced Programming Mode (APM) that allows installers to customize wallstations that are part of QS stand-alone systems. This document serves as a supplement to the seeTouch® QS Wallstations Installation Guide. Before using APM, it is important to have a good understanding of the advanced features.

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	• Allows the user to change the number of buttons that are used on a wallstation. Ex. A wallstation was shipped from the factory as a 7-button wallstation, but a 3-button button kit was ordered.	
	• Allows the user to divide a wallstation into more than one column that can each have different column types and be assigned to different loads, etc. Ex. A 10 button wallstation can be modified to have two 5 button columns that each act as an independent wallstation.	
	• A wallstation can be divided into no more than 4 columns.	
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	• For Scene columns, also has the option of changing the recalled scenes of the column when the CCI is closed versus when the CCI is open. This is known as “Scene Banking”. Ex. A Scene 1-3 column can become a Scene 4-6 column when CCI1 is closed, and back to a Scene 1-3 column when CCI1 is open.	
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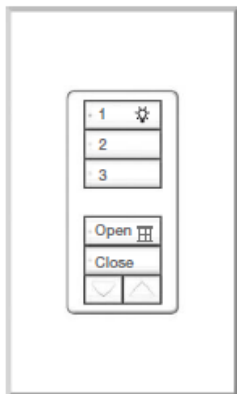
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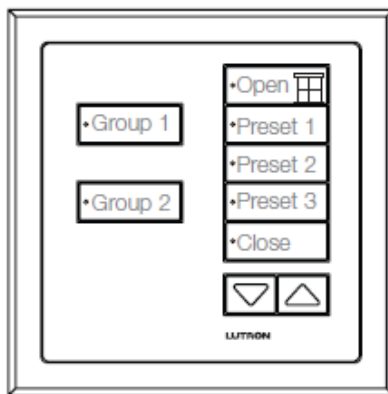
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	<ul style="list-style-type: none"> • Allows the user to associate different types of IR remotes to different columns on the wallstation. • If in pass-through mode, the IR remote activates its default actions. Ex. A Scene IR remote with 5 buttons would activate Scenes 1-4 and OFF. Ex. A Shade IR remote with 5 buttons would activate Shade Open, Preset1, Preset2, Preset3, and Shade Close. • Button-mapping mode allows the buttons on the IR remote to map to the buttons on the wallstation. Ex. Any type of IR remote with 5 buttons pointed at a Scene 7-10 & OFF wallstation would recall Scenes 7-10 & OFF when the buttons are pushed. Ex. Any type of IR remote with 5 buttons pointed at a 5 button Zone Toggle wallstation would perform the same actions that the wallstation buttons perform when the buttons on the IR remote are pressed. 	
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A Wallstation Overview

North American style wallstation



European style wallstation

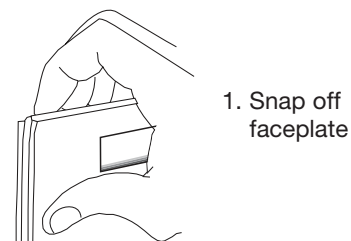
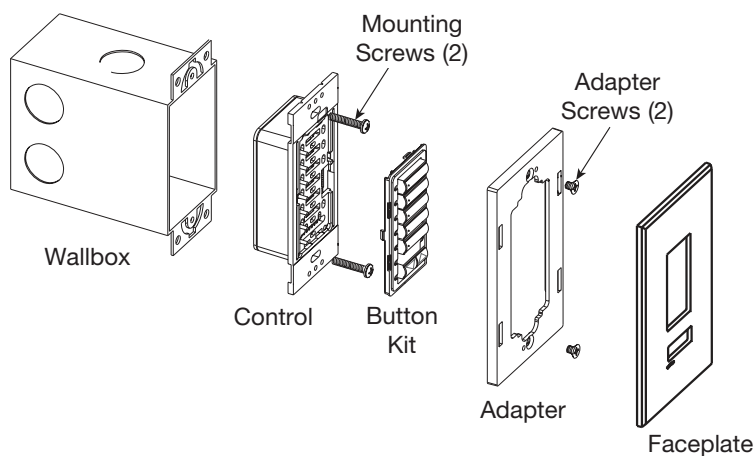


Note: Several advanced features require the use of a “raise” or “lower” button and/or a button that the user may not be able to access on a fully assembled wallstation. In this case, the user should:

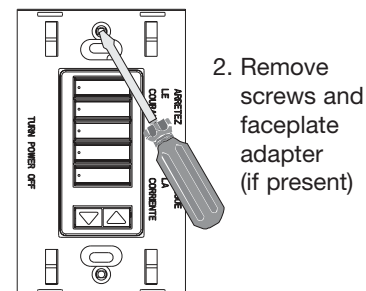
1. Snap off the faceplate of the wallstation.
2. Remove the screws and the faceplate adapter (if present).
3. Gently pry off the button kit

This should allow access to all buttons, status LEDs, and backlight LEDs.

North American style wallbox

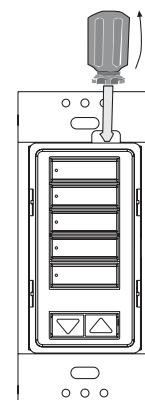
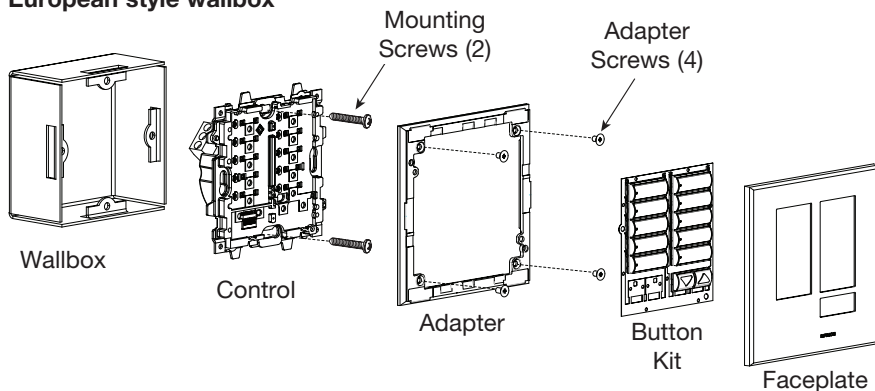


1. Snap off faceplate



2. Remove screws and faceplate adapter (if present)

European style wallbox



3. Gently pry off button kit

B Entering and Exiting Advanced Programming Mode (APM)

To Enter APM (from Normal Mode):

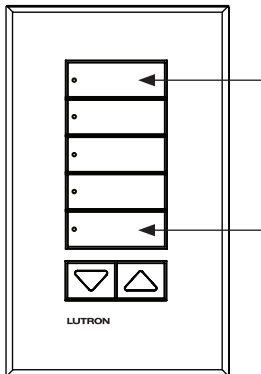
Simultaneously hold the top and bottom button of the column for 30 seconds (if it is a single button [1B] column, hold the single button for 60 seconds). Once the hold time elapses, the status LEDs in that column will all blink rapidly to indicate that the column is in APM and all backlight LEDs of that column will be solid on. You may now release the held buttons.

To Exit APM:

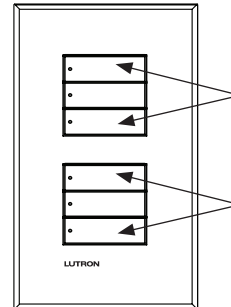
Simultaneously hold the top and bottom button of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once the hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

Note: APM will timeout after 10 minutes and will return to Normal Mode.

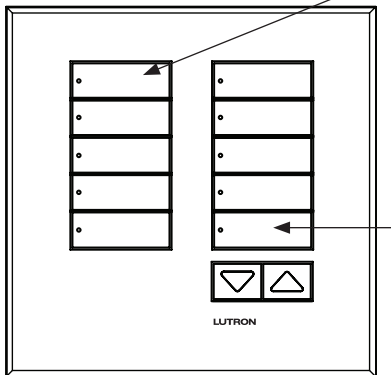
North American style wallstation



Note: For wallstations with two sets of buttons, you will program each set as if they were separate wallstations.



European style wallstation



C Changing Wallstation Button Columns

Note: Some wallstation models ship from Lutron with certain buttons disabled (i.e. European style wallstations with spaces between the buttons). If buttons are disabled on a wallstation, they must first be enabled before they can be added to new columns. Please see section **D** “Enabling or disabling a button, backlight LED, and/or status LED” on page 6.

Functionality:

To change the number of buttons in a column:

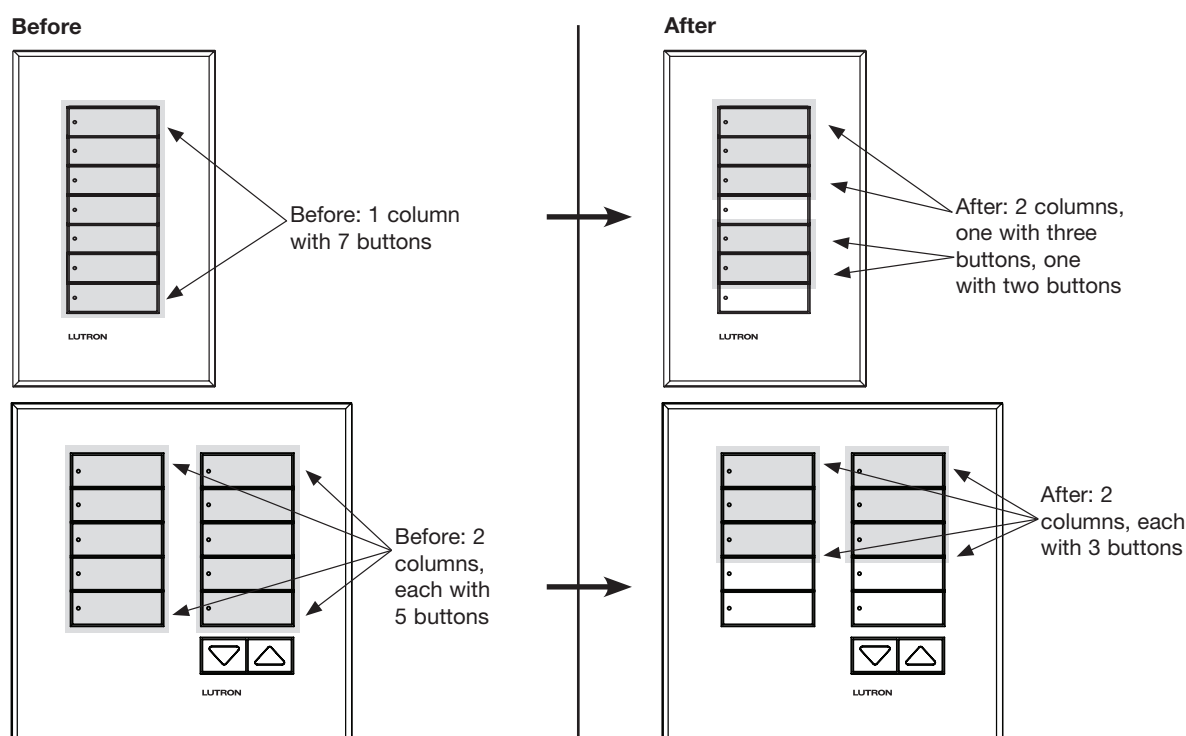
1. Hold down the top and bottom buttons of the new column you wish to create for 30 seconds. (If creating a one button column, hold down the appropriate button for 60 seconds)
2. Once the hold time elapses, the status LEDs of the newly created column will blink simultaneously. This puts the newly created column into APM.
3. To exit APM, hold the top and bottom buttons of the new column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds).
4. Once the hold time elapses, the wallstation will return to Normal Mode.

To create more than one column on a wallstation:

- Up to four separate and independently functioning columns on a wallstation can be created by using the same steps above but with unused buttons.
- Wallstation columns cannot overlap.
- Each column created can be programmed with its own column type, be associated to different areas or devices, etc. as if it were its own individual wallstation.
- A wallstation can be divided into no more than four columns. One button (1B) columns are allowed.

Ex. A 10 button (10B) wallstation can be modified to have two 5 button (5B) columns; One column can be a scene type that is associated to Area 1 of a GRAFIK Eye® QS control unit and the other can be a shade type associated to a group of Lutron® Sivoia® QS shades/draperies.

Note: Custom engraving, faceplates, and button kits are available for single column wallstations as well as for dual and multi column wallstations (for both North American and European wallstations).



D Enabling or Disabling a Button, Backlight LED, and/or Status LED

1. Enter APM.
2. Hold any button for 6 seconds. Once the hold time elapses, all backlight LEDs will turn off and all status LEDs will be periodically blipping (pulsing on for a very short duration) together. This is Advanced Configuration Mode (ACM).

Functionality:

Upon entering ACM, all status LEDs will blip in unison to indicate that the wallstation is in ACM. This initial blip of all status LEDs is the ACM Default Mode where each button is unaffected until pressed. Once a button is pressed, it will acquire the functions shown in the table below and will not return to the unaffected Default Mode until you enter ACM again.

Each press of a button will cycle that button through the following possible states:

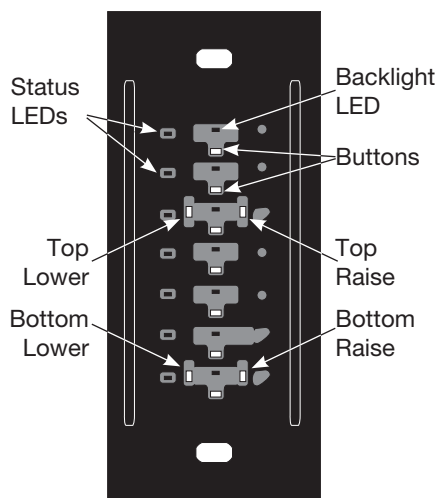
State	Feedback in Advanced Configuration Mode		Resulting State in Normal Mode		
	Backlight LED Feedback	Status LED Feedback	Button	Backlight LED	Status LED
1	ON	ON	Enabled	Enabled	Enabled
2	ON	OFF	Enabled	Enabled	Disabled
3	OFF	ON	Enabled	Disabled	Enabled
4	OFF	OFF	Enabled	Disabled	Disabled
5	OFF	Blips	Disabled	Disabled	Disabled

To exit :

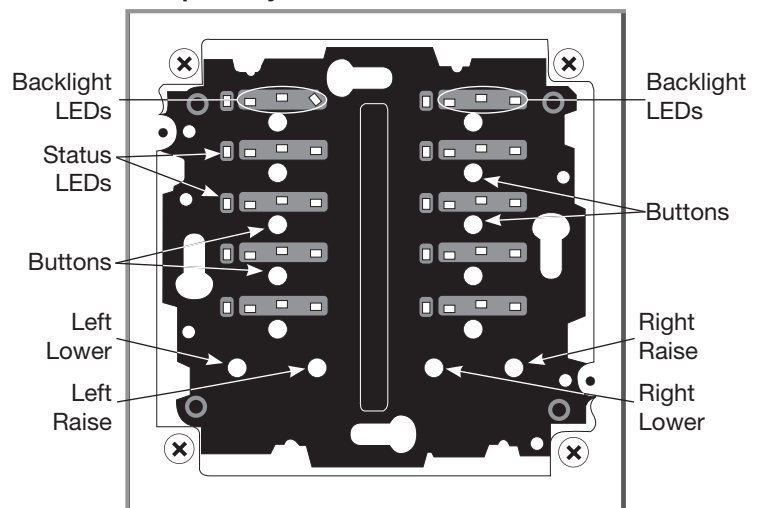
1. Hold any button for 6 seconds.
2. Once the hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

Note: The settings chosen from the table above will automatically save upon exiting ACM.

North American style wallstation



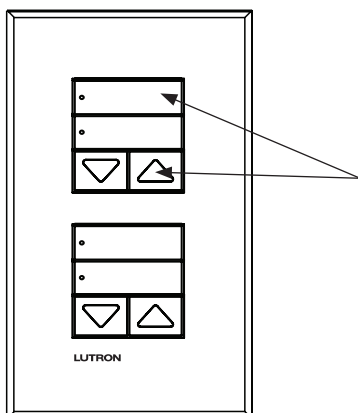
European style wallstation



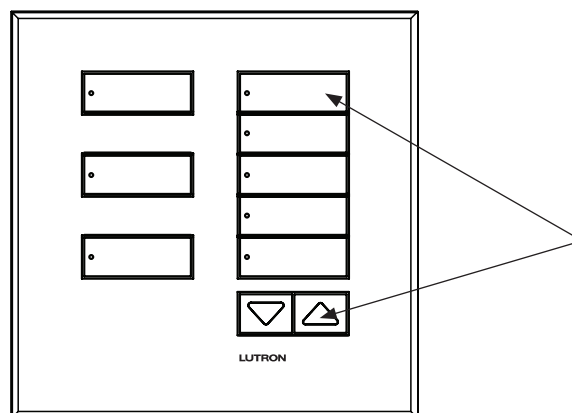
E Contact Closure Input (CCI) Assignment and Scene Banking

1. Enter APM.
2. Simultaneously press and hold any button of the column in APM along with any “Raise” button for 3 seconds.
3. Once the hold time elapses, all backlight LEDs in that column will go off, the status LED of the button to which the CCI is currently programmed will remain solid ON, and the remaining status LEDs of that column will flash once every 8 seconds.

North American style wallstation



European style wallstation



If the button to which the CCI is currently programmed is a raise or lower button, it will be indicated by the following:

LED Indication	Currently Programmed Button	
	North American Style Wallstations	European Style Wallstations
Button 1 backlight ON	Upper Lower Button	Left Lower Button
Button 2 backlight ON	Upper Raise Button	Left Raise Button
Button 3 backlight ON	Bottom Lower Button	Right Lower Button
Button 4 backlight ON	Bottom Raise Button	Right Raise Button

Note: At any time, you can exit CCI assignment mode back to APM by holding any button of the APM column along with any “Raise” button for 3 seconds.

When remapping CCIs, the CCI actions are programmed in the following order:

1. “CCI1 closed” action - indicated by status LEDs of that column (except currently programmed button) flashing once every 8 seconds.
2. “CCI1 open” action - indicated by status LEDs of that column (except currently programmed button) flashing twice every 8 seconds.
3. “CCI2 closed” action - indicated by status LEDs of that column (except currently programmed button) flashing three times every 8 seconds.
4. “CCI2 open” action - indicated by status LEDs of that column (except currently programmed button) flashing four times every 8 seconds.
5. Wallstation will automatically return to APM each time after cycling through the CCI actions.

(continued on next page...)

E CCI Assignment and Scene Banking *(continued)***Functionality:**

Once in the CCI programming mode, the following options are available:

1. Make the button to which a CCI action is currently programmed do “nothing”:
 - Hold the currently programmed button for 3 seconds to make the selected CCI action be “nothing”.
 - The wallstation will automatically move on to programming the next CCI action.
2. Change the button to which the CCI action is currently programmed:
 - Hold a button for 3 seconds to make that button the currently programmed button for the selected CCI action.
 - The wallstation will automatically move on to programming the next CCI action.
3. Not changing the settings of the selected CCI action:
 - Tap any button to move on to programming the next CCI action.
4. Assign a scene bank to the selected CCI action:
 - Simultaneously hold the top and bottom buttons of a scene column for 3 seconds to make that scene column “bank” when this CCI action happens.

Ex. A Scene 1-3 column can become a Scene 4-6 column when CCI1 is closed, and back to a Scene 1-3 column when CCI1 is open.

 - The wallstation will automatically move on to programming the next CCI action.
5. Unassign a scene bank from the selected CCI action
 - Simultaneously hold the top and bottom buttons of a scene column (that has been programmed to “bank”) for 3 seconds.
 - The wallstation will automatically move on to programming the next CCI action.

Note: The wallstation will not always cycle through all four CCI options. The exception occurs when the currently programmed button is a raise or lower button, or a fine tune button.

Ex. If the currently programmed button is a lower button, “CCI closed” will be like pressing that lower button (dimming the load) and “CCI open” will be like releasing it (stop dimming). In this case, the wallstation would skip programming the “CCI1 open” (since it is automatically set) and jump to programming “CCI2 closed.”

After the final (“CCI 2 Open”) action has been programmed, the wallstation will automatically return to APM. Exit APM by simultaneously pressing and holding the top and bottom buttons of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once the hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

F Changing the Column Type

Columns

A “column” in a seeTouch® QS multi-column wallstation is defined as a group of (typically adjacent) buttons that all perform a similar logic feature.

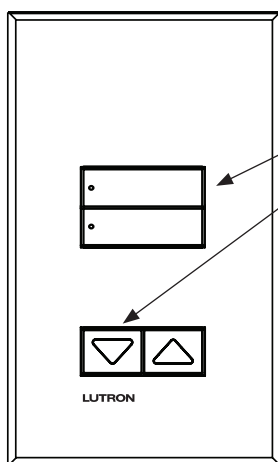
Column Type

The “type” of a column determines the logic of how that column operates.

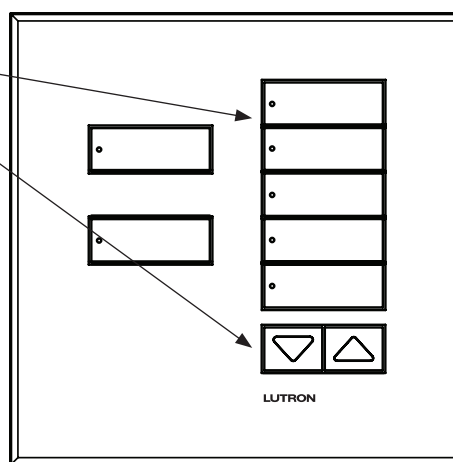
To change your wallstation’s column types using Column Type Change Mode:

1. Enter APM.
2. Simultaneously press and hold any button of the column in APM along with any “Lower” button for 3 seconds.

North American style wallstation



European style wallstation



3. Once the hold time elapses, all backlights of that column will remain solid on and the status LEDs will blip in the following pattern (each column type is listed below and explained in subsequent pages):

- 1 blip every 8 seconds = “Scene with OFF” column type (not an option for 1B column)
- 2 blips every 8 seconds = “Scene” column type
- 3 blips every 8 seconds = “Zone Toggle” column type
- 4 blips every 8 seconds = “Partition” column type
- 5 blips every 8 seconds = “Shade” column type (not an option for 1B column)
- 6 blips every 8 seconds = “Shade Toggle” column type
- 7 blips every 8 seconds = “Shade Group” column type (not an option for 1B column)
- 8 blips every 8 seconds = “Panic”, “Sequence”, or “Timeclock” column type (2B columns only)
- 9 blips every 8 seconds = “Fine Tune” column type (2B columns only)
- 10 blips every 8 seconds = (Although the device allows the user to select this column type, it currently has no functionality. Do not use.)

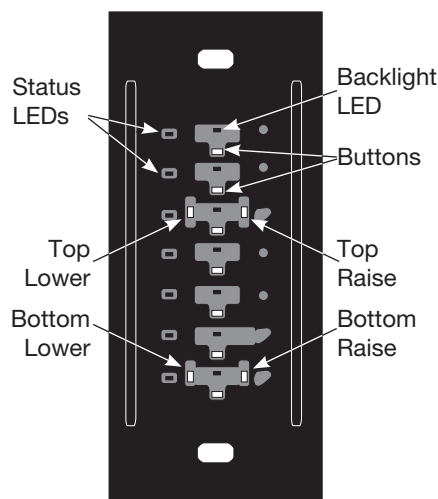
Note: Wallstation will skip certain blip patterns depending on the capabilities of the wallstation being currently programmed (Ex. A column must have only 2 buttons in order to be programmed with the “Sequence” or “Fine Tune” column types).

Note: While a 1B column will accept “Scene” column type and will not accept “Scene With Off” column type, a 1B scene column always toggles between the programmed Scene and Scene Off.

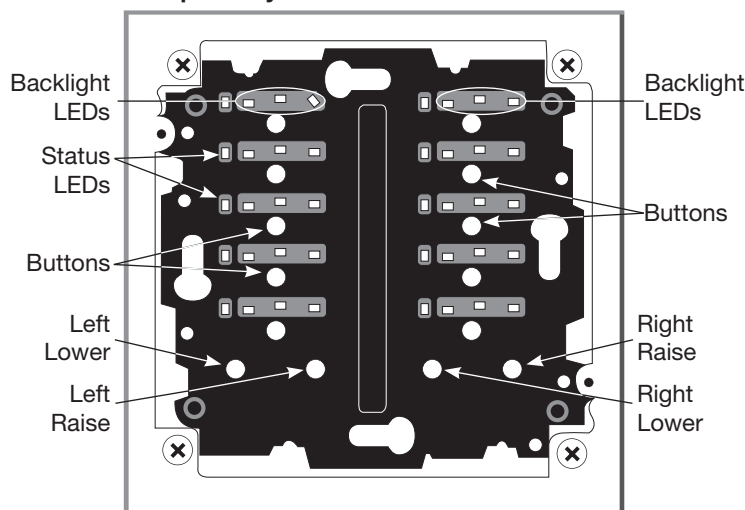
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F Changing the Column Type *(continued)*

North American style wallstation



European style wallstation



Column Type

The following is a listing of all the possible column types for a seeTouch® QS wallstation:

Scene Type (with OFF): Controls scenes on a scene controller (such as a Grafik Eye® QS control unit, or an area on an Energi Savr Node™ unit) or multiple scene controllers. All buttons in the column will always control the same scene controllers (you cannot have different buttons within the column controlling different scene controllers). The scene recalled by the first button is programmable, the subsequent buttons recall the next numerical scene, and the last button always recalls Scene OFF.

Ex. A 5-button (5B) column with this column type set to start at Scene 3 would recall Scenes 3, 4, 5, 6, and OFF respectively.

Scene Type (without OFF): Same as Scene Type With OFF, except the last button - rather than recalling Scene OFF - recalls the next consecutive scene.

Ex. A 5-button (5B) column with this column type set to start at Scene 3 would recall Scenes 3, 4, 5, 6, and 7 respectively.

Zone Toggle Type: Zone toggle buttons toggle a zone or group of zones between programmable preset values (each zone can be programmed to a different value), and OFF (all zones are OFF). Each button in a Zone Toggle column can be individually programmed to different loads.

Partition Type: Allows the user to assign individual buttons of a column to different scene controllers (GRAFIK Eye® QS control unit and/or Energi Savr Node™ unit areas). When a button is pressed on the wallstation, the LED is lit on the wallstation for that button, and the partition is open. When it is pressed again, the LED is OFF for that button, and the partition is closed. An open partition makes the devices programmed to that button talk to each other in both directions. A closed partition makes the devices not talk to each other in either direction.

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F Changing the Column Type *(continued)*

Two-Button (2B) Special Functions

2B Partition Type: Same as normal Partition type except that a top button press opens the partition and a bottom button press closes the partition.

2B Fine Tune Type: The buttons of the wallstation in this mode function as raise and lower buttons for the assigned zones. Tapping the buttons will raise/lower the level of all assigned zones by one percent. Holding the buttons will smoothly raise to high end or smoothly lower to low end.

2B Sequence Type: The sequence column type causes all the assigned scene controllers to continuously cycle through their scenes (either Scenes 1-4 or Scenes 5-16) using the programmed fade times for each scene. This is useful for spaces that desire dynamic lighting such as decorative lighting or displays in retail stores.

2B Panic Type: Panic type causes all the assigned scene controllers to go to Scene 16, and temporarily disables all buttons presses and ignores scene or zone level changes.

2B Timeclock: Timeclock type allows the user to enable or disable the Timeclock on a Grafik Eye® QS control unit. Pressing the top button of the 2B column enables the Timeclock and pressing the bottom button disables the Timeclock.

Shade Type: In shade type, the top button of a column becomes the Open button and the bottom button becomes the Close button for the associated Lutron® Sivoia® QS shades/draperies or third party AC shades. If the wallstation has more than two buttons, the middle buttons between Open and Close serve as programmable preset buttons for Lutron® Sivoia® QS shades/draperies, or “stop” buttons for third party AC shades.

Shade Group Type: A shade group column can only exist on a multi-column wallstation, where one of the other columns is a shade column. The shade group column will make the shade column appear to operate as multiple independent wallstations (one independent wallstation per group). The purpose of the shade group column is to select which of the independent wallstations is currently active (one group is always active; namely the group button whose LED is on).

Ex. If a shade group column has 3 buttons, the shade column will operate as 3 independent shade wallstations. If the top group button is pushed its LED will turn on and the first independent wallstation is selected, if the second group button is pushed its LED will turn on and the second independent wallstation is selected, and if the 3rd group button is pushed its LED will turn on and the 3rd independent wallstation is selected.

Shade Toggle Type: Each button in the column can be programmed to an independent shade or group of shades. Pressing the button will cause the assigned shades/draperies to toggle (on each subsequent button press) between the following states:

- Move towards Open limit
- Stop (if any assigned shade/drapery is still moving)
- Move towards Close limit
- Stop (if any assigned shade/drapery is still moving)

If the column has Raise/Lower buttons, they will affect the shades/draperies associated to the last button that was pressed.

Ex. A two button Shade Toggle column that has button B1 that affects shade/drapery S1, and button B2 that affects shade/drapery S2. If you press B1 and then Raise/Lower, S1 will Raise/Lower. If you press B2 and then Raise/Lower, S2 will Raise/Lower.

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F Changing the Column Type *(continued)*

Functionality:

Once in the Column Type Change Mode described on previous page, the user has the following options:

1. Tapping any button will continue scrolling to the next valid column type option.
2. If the wallstation type is Scene with OFF, Scene, or 2B Special Functions, the user may choose a subtype as follows:
 - Press and hold any button of that column for 3 seconds.
 - Once hold time elapses, all status LEDs will go to OFF indicating that the user entered the sub mode. Then, the status LEDs will blip in the following pattern:

Column Type Programming Mode Selection	Status LED Indication	Sub Mode Options
Scene with OFF	1 blip every 8 seconds	Starts with Scene 1
	2 blips every 8 seconds	Starts with Scene 2
	3 blips every 8 seconds	Starts with Scene 3
	...Continues sequentially...	...Continues sequentially...
	16 blips every 8 seconds	Starts with Scene 16
Scene	1 blip every 8 seconds	Starts with Scene 1
	2 blips every 8 seconds	Starts with Scene 2
	3 blips every 8 seconds	Starts with Scene 3
	...Continues sequentially...	...Continues sequentially...
	16 blips every 8 seconds	Starts with Scene 16
2B Special Functions	1 blip every 8 seconds	Panic
	2 blips every 8 seconds	Sequence Scenes 5-16
	3 blips every 8 seconds	Sequence Scenes 1-4
	4 blips every 8 seconds	Timeclock Disable

- Each tap of any “Raise” button will progress forward through the different options and each tap of any “Lower” button will progress backwards through the different options.
 - To automatically save the chosen subtype:
 - Exit the sub mode by holding any button of that column for 3 seconds.
 - Once hold time has elapsed, the column will return to Column Type Change Mode with all backlight LEDs of the column solid ON and all status LEDs of that column blipping to indicate the selected column type.
 - For scene columns, certain options in the sub mode may not be available, depending on the number of buttons in the column.
- Ex.** a 10B column with “Scene” column type can only go up to Scene 7 as the starting scene (the 10 buttons will recall Scene 7 through Scene 16 respectively). A 10B column with “Scene with OFF” column type can go up to Scene 8 as the starting scene (the first 9 buttons will recall Scene 8 through Scene 16, and the final button will recall Scene OFF).
3. Save the selected column type automatically by exiting Column Type Change Mode.
 - Simultaneously press and hold any button of the column along with any lower button for 3 seconds.
 - Once hold time elapses, the column will return to APM with all backlight LEDs of the column solid on and all status LEDs of the column flashing rapidly.

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F Changing the Column Type *(continued)*

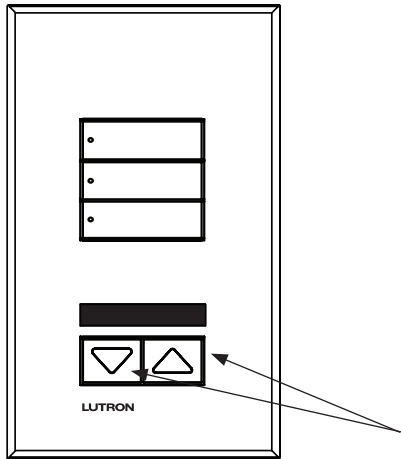
Note: If one column on a dual column wallstation enters Column Type Change Mode, all other columns on that wallstation will also enter Column Type Change Mode to allow the user to more easily change the column type of more than one column without having to exit and re-enter APM.

Exit APM by simultaneously pressing and holding the top and bottom buttons of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

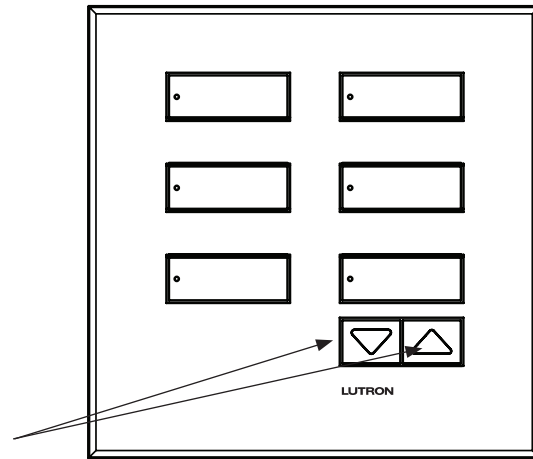
G “Raise” and “Lower” Button Remapping

1. Enter APM.
2. Simultaneously press and hold the “raise” and “lower” buttons that you wish to assign to the column in APM for 3 seconds.
3. Once hold time elapses, status LEDs of that column will flash slowly for 3 additional seconds, indicating that the “Raise” and “lower” buttons have been assigned to that column, then return to APM.

North American style wallstation



European style wallstation



4. Exit APM by simultaneously pressing and holding the top and bottom buttons of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

H Assigning an IR Remote

1. Enter APM
2. Point an IR remote toward the wallstation in APM
2. Hold the Raise button for 3 seconds
4. Status LEDs on the wallstation will then flash slowly for 3 seconds to indicate that the IR remote has been successfully assigned
5. Wallstation will automatically return to APM
6. Exit APM by simultaneously pressing and holding the top and bottom buttons of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

IR Remote Pass-through and Button-mapping Modes

1. Enter APM.

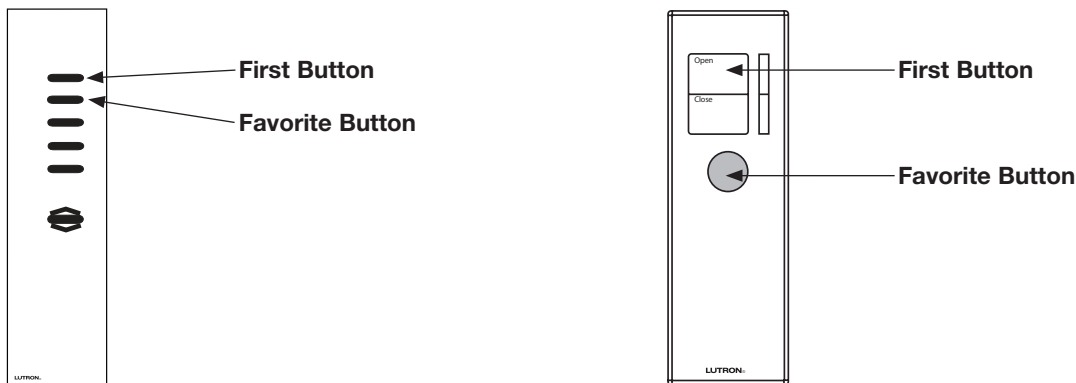
Functionality:

Note: The default mode for any IR remote is pass-through mode.

Once in APM, the user has the following options:

A. Enable button-mapping mode:

- Press and hold the favorite button of the IR remote for 3 seconds
- Once hold time elapses, status LEDs of that column will flash slowly for 3 additional seconds, indicating that the column has switched to button-mapping mode, then return to APM.



B. Enable pass-through mode:

- Press and hold the first button (top button) of the IR remote for 3 seconds.
- Once hold time elapses, status LEDs of that column will flash slowly for 3 additional seconds, indicating that the column has switched to pass-through mode, then return to APM.

Note: If a column is set to a “Zone Toggle” type, an IR remote in either mode will act as remote button presses.

2. Exit APM by simultaneously pressing and holding the top and bottom buttons of the column for 3 seconds (if it is a 1B column, hold the single button for 10 seconds). Once hold time elapses, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

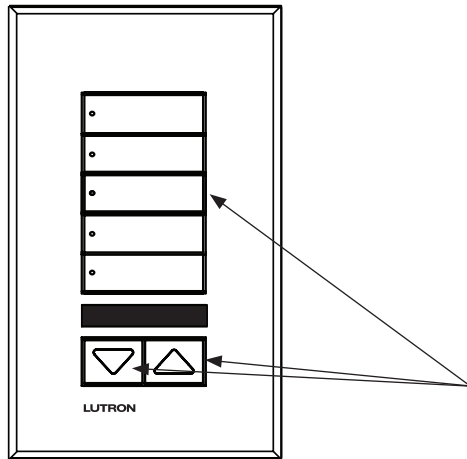
I Programming lockout

Functionality:

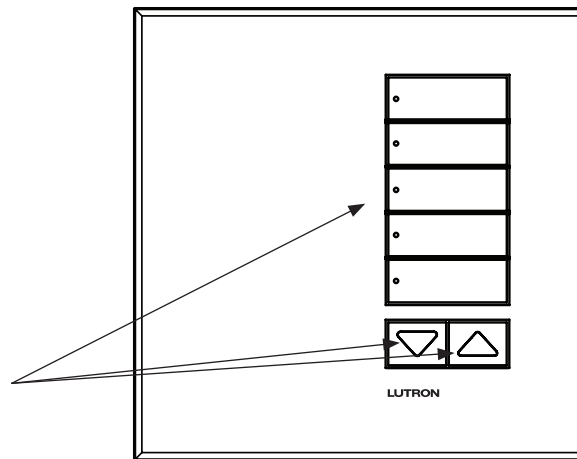
To enable programming lockout mode:

1. Simultaneously press and hold “Raise”, “Lower”, and any active button for 30 seconds.

North American style wallstation



European style wallstation



2. Once the hold time elapses, all status LEDs will light in a sequential flash of status LEDs from the bottom to top of the wallstation, indicating that the user has locked out of programming mode. (This sequence of flashes is known as a reverse waterfall).
3. Then, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

Note: Each time the user attempts to enter a programming mode after locking out of programming mode, all status LEDs will light in a sequential flash of status LEDs from the bottom to top of the wallstation indicating that all programming is locked out.

To disable programming lockout mode:

1. Simultaneously press and hold “raise”, “lower”, and any button of the column in APM for the 30 seconds.
2. Once the hold time elapses, all status LEDs will light in a sequential flash of status LEDs from the bottom to top of the wallstation (reverse waterfall), indicating that the user has removed the programming lockout.
3. Then, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

J Information Display Sequence

Functionality:

1. Tap the same button in a column 20 times consecutively. This will cause status LEDs to begin flashing.
2. The first 3 times the status LEDs flash consecutively, they are showing the code revision of the wallstation (with the format x.yz).

Note: A number “0” is displayed not by zero flashes, but instead by a quick sequential flash of status LEDs from the bottom to top of the column (for 1 second).

- Once the user has tapped the same button of a column 20 consecutive times, the column will enter information display mode and the status LEDs will immediately begin flashing consecutively “x” amount of times.
 - Count the “x” number of flashes.
 - A short pause will occur, then the status LEDs will flash consecutively for the second time (6 seconds after entering information display mode), “y” amount of times.
 - Count the “y” number of flashes.
 - A short pause will occur, then the status LEDs will flash consecutively for the third time (12 seconds after entering information display mode) “z” amount of times.
 - Count the “z” number of flashes.
 - Once the user has reached this step, the wallstation has shown the full number (x, y, z) representing the code revision of the wallstation.
3. The next time the status LEDs flash consecutively, they are showing the type hardware inside the wallstation
 - A short pause will occur, then the status LEDs will flash consecutively for the fourth time (18 seconds after entering information display mode), for “n” amount of times.
 - Count the “n” number of flashes.
 - The “n” number of flashes represents the following:

“n”	Hardware Type
1	V1 Hardware, NOT HomeWorks® QS enabled
2	V2 Hardware, NOT HomeWorks® QS enabled
3	V1 Hardware, HomeWorks® QS enabled
4	V2 Hardware, HomeWorks® QS enabled

- Once the user has reached this step, the wallstation has shown the number representing the type of hardware inside the wallstation.

(continued on next page...)

J Information Display Sequence *(continued)*

4. The next time the status LEDs flash consecutively, they are showing the column type of column.
 - A short pause will occur, then the status LEDs will flash consecutively for the fifth time (24 seconds after entering information display mode), for “m” amount of times.
 - Count the “m” number of flashes.
 - The “m” amount of consecutive flashes represents the following:

“m”	Column Type
1	Scene with OFF
2	Scene
3	Zone Toggle
4	Partition
5	Shade
6	Shade Toggle
7	Shade Group
8	2B Special Functions
9	Fine Tune

- Once the user has reached this step, the wallstation has given the user the number representing the type of the selected column.
5. Once the column has sequenced through the code revision, hardware type, and column type, all status LEDs and backlight LEDs will return to their appropriate settings in Normal Mode.

K Shade Toggle Type Programming**Programming a Shade Toggle Type Column:**

1. Enter the column into programming mode by holding the “top” and “bottom” buttons of the shade toggle type column together for 5 seconds (if it’s a 1B column, hold the single button for 10 seconds).
2. Tap the button that you wish to program. Its LED will blink rapidly.
3. Each time you tap this same button, the next shade/drapery will be selected. Each time you double tap it, the previous shade/drapery will be selected.
4. To assign the currently selected shade/drapery, tap the “Lower” button. To unassign the currently selected shade/drapery, tap the “Raise” button.
5. Once all shades/draperies are assigned to that button, tap the next button and repeat the process. Repeat for all buttons in the column.
6. Once programming is complete, hold the “top” and “bottom” buttons for 5 seconds to return to Normal Mode (if it’s a 1B column, hold the single button for 10 seconds).

L L. Restoring Factory Defaults

To restore factory defaults to a wallstation, use any enabled button on the wallstation to perform the following:

1. Tap button, tap button, tap button and hold (until all LEDs on the wallstation start to blink slowly).
2. Release the button and immediately tap button, tap button, tap button (all LEDs on the wallstation will blink rapidly).

Only once the LEDs are blinking rapidly has the wallstation started restoring its factory defaults (if this procedure does not function properly, leave the wallstation idle for a few seconds, and then try again).

After the LEDs stop blinking, they will go off for a short interval, and then the wallstation will turn on in its factory default state.

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