

**SCHEDULE NOTES**

Hint: complete the notes before programming the events.

Event # Example	Channel #; Description (days of the week - SMTWTFS)	Event Mode	On Time	Off Time	LA/D#
01)	Chnl 001; Front porch & drive (all)	R	Dusk	Dawn	LA
02)	Chnl 002; Back porch & yard (all)	R	Dusk	11:00PM	LA
03)	Chnl 003; Pool lights (SmtwtFS)	R	-----	12:00AM	LA
04)	Chnl 004; Exterior floods (all)	R	Dusk	Dawn	LA
05)	Chnl 005; Front drive lights (all)	R	-----	11:00PM	LA
06)	Chnl 006; Pool & patio (SmtwtFS)	R	Dusk+15	10:00PM	LA
07)	Chnl 007; Back porch (all)	R	-----	11:00PM	LA
08)	Chnl 008; Back yard lights (all)	R	Dusk	10:00PM	LA
09)	Chnl 009; Fountain (all)	R	Dawn	10:00PM	LA
10)	Chnl 010; Interior Lamps (all)	V	Dusk+30	11:00PM	LA



**Anywhere  
Virtual, Scheduler-Timer  
Model UCS-V0**

**User Guide**



**QUICK REFERENCE GUIDE**

**IDLE SCREEN**

Time → 03:50PM [RUN]  
Date → 05/09/06 Tue  
Day of the Week

**Schedule Mode (change via 'Set Time')**  
[OFF] = No Events Operate  
[RUN] = Run 'R' Events Operate  
[VAC] = Vacation 'V' and Run 'R' Events Operate  
[ALT] = Vacation 'V' Events Operate

**EVENT SCREEN**

Channel # → 01) 010 SMTWTFS V  
Event # → 01 to 32 events  
Days of the Week → lower case = off, capital = on  
Event Mode → 'r' = event disabled, 'R' = enabled in [RUN] and [VAC], 'V' = enabled in [VAC] and [ALT] with randomness  
On Time → Dusk+15  
Off Time → 11:00P  
Event Type → LA (LA = Channel Activator/Deactivator (always set for LA))

**Hint:** ENTER ↵ button selects a menu item, saves settings, executes commands and advances to the next editable field. The MENU button accesses the main menu or exits a screen without saving changed settings.

**MAIN MENU**

- 1) Set Event
- 2) Set Time
- 3) Set Location
- 4) Delete Events
- 5) Set Randomness
- 6) Tools

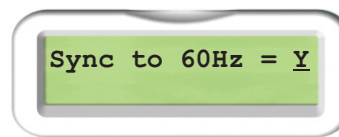
**TOOLS SUB-MENU**

- |                   |                 |
|-------------------|-----------------|
| A) CIM Mode       | F) Noise Log    |
| B) Add Channel    | G) Clock Source |
| C) Delete Channel | H) Set Contrast |
| D) Read Channel   |                 |
| E) Noise View     |                 |

**QUICK START**

- Step 1)** Plug Scheduler in to power.
- Step 2)** Press Menu button, select 'Set Time' and press Enter; set time, date, day of the week and mode [RUN], then press Enter to save and exit.
- Step 3)** Select 'Set Location' and press Enter; input zip code and press Enter (3 times as prompted) to save and return to main menu.
- Step 4)** Select 'Set Events' to begin editing schedule. Set Channel #, days of the week, On /Off times, AM/PM and 'LA' (Event Type). Press Enter to save.
- Step 5)** Press Enter again (with cursor on the event #) to test On. Press Enter again to toggle Off. Repeat if necessary.

**Clock Source**



The Scheduler-Timer is synchronized by the 60hz power signal for maximum accuracy. Selecting N for NO synchronization sets the Scheduler-Timer to operate using the internal clock, which has a maximum error of ± 1.7 seconds per day. For maximum accuracy select Y for YES to synchronize the Scheduler-Timer to the 60hz power source. Press Up / Down to select Y(es) or N(o).

Press ENTER ↵ button to save.

**Set Contrast**



The viewing angle of the UCS may be adjusted from 0-100 using the Set Contrast function. Adjusting the contrast down increases the viewing angle but makes it harder to see straight on. Increasing the contrast reduces the viewing angle and emboldens the text. A setting of 70 provides the best view for most users.

**Using the UCS, Virtual Scheduler-Timer**

The Scheduler-Timer is designed for accuracy and maximum flexibility. Simply set the UCS for time, date, day of the week and location, then finish by setting each event for the desired channel and ON and OFF time. Upon completion of configuring the Scheduler-Timer, switching from ON [RUN] to vacation [VAC] or alternate [ALT] vacation mode should be all that is needed for years of reliable use.

## Noise Log

The Noise Log lists up to 10 measurements of noise, as measured in the Noise View mode. To log noise, select Noise View from the Tools menu and let it run for some extended period of time (e.g. hours to days). When powerline noise is present the log will measure and record the noise, at a rate of one log per minute. The first reading listed in the log is the last minute the noise was present. The 10th or highest numbered noise event listed is the first noise event recorded (i.e. when the noise was first observed). For example, if noise is present for 1 hour the first reading was the last time noise was measured, and the other 10 readings are the previous noise events. This allows the user to determine when the noise started and how long it lasted.

## Trouble Shooting Noise and Low Signal Issues

UPB is a robust and reliable powerline communication technology. It will operate in the presence of powerline noise more reliably than most powerline technologies. However we do not recommend adding/deleting channels when noise is present on the powerline as it may adversely affect the unit's settings.

If noise is measured it may be possible to find the source by turning off or unplugging various loads/lights/appliances in the home. If the noise comes and goes at different times, or if you just want to check (pre-qualify) the home to see if there are noise sources, turn on as many loads (e.g. lights, appliances, TVs, pumps, motors, etc...) in the home as possible. This increases the chance of finding noise sources quickly. If the noise source was not apparent when turning on/off various loads, then use the Noise View and Noise Log functions to try and determine the times noise is present. This may help determine what was turned on at specific time and the source of the noise.

For fastest identification of noise sources, once the noise is sensed and is constant, go to the home's main breaker panel (use an extension cord for the UCS if needed); turn off the circuit breakers one at a time (leaving them off) while watching the noise meter - until the circuit breaker with noise is found (i.e. when the breaker is turned off/on/off, the noise reading disappears/reappears/disappears). Once the circuit with noise is identified, then it becomes a process of elimination, turning off or unplugging those loads powered by the circuit until the noise source is found.

For low signal levels, when phase couplers have been installed (see model ZPCI data sheet and user guide), identifying attenuating (signal reducing), capacitive loads can be accomplished just like finding noise sources (e.g. turn off breaker one breaker at a time and test signal level each time). The most common capacitive loads include: rack-mount AV surge-suppressors, uninterruptible power supplies (or battery chargers) and large (>40 inch) flat screen TVs. Each of these sources may knock a signal down 2-5%, which is usually not significant. However, if the home is large with multiple breaker panels and multiple capacitive loads, the cumulative affect can be significant and inhibit communication.

To isolate and resolve issues due to noisy or attenuating loads, see the Noise/Attenuation Isolator solution (model ZNF10A). Also note, using the Signal-Noise meter in UPStart (configuration software) is usually a quicker and more effective way to identify noise or attenuation when there are devices spread throughout the home. For assistance with noise or attenuation issues, please call Simply Automated Technical Support at 800-630-9234x138, or write Support@Simply-Automated.com.

## DESCRIPTION

The Anywhere Virtual Scheduler-Timer (model UCS-V0) controls of any number of Anywhere Virtual Switches and Modules using channel numbers and a user defined event or schedule of events. It connects to a standard (120VAC / 60Hz) receptacle, using either the L-shaped power connector or the 6 foot power cord, both included.

The UCS is simple and reliable. Once it is set (time, date, day of the week and zip code) it will maintain accurate time, even if power is temporarily lost (keeps time up to 1 week, when fully charged for 24 hrs). It is used to replace one or more of the old mechanical timers, which typically need to be reset for seasonal changes or power outages.

Scheduled 'Events' are used to activate or deactivate Anywhere Switches and Modules, 32 Events are available in the UCS-V0. An Event turns on (activates) and turns off (deactivates) an Anywhere 'channel' based on the on/off times input for the Event by the user. One or more Anywhere switches or modules set for a specific channel are controlled by the Event activating/deactivating that channel.

Each Event transmits the channel activate/deactivate commands based on: days of the week, time, sunrise (dawn), sunset (dusk) or a combination of a time ± minutes from sunrise or sunset. Each event has one of three Event Mode settings (e.g. on, off, or vacation) that defines how the event is processed by the Schedule Mode.

The Schedule Mode is used turn the scheduler on or off, or set the scheduler for Vacation Mode or Alternate Vacation Mode. For example if you wanted to turn the scheduler off, the Schedule Mode would be changed from RUN (on) to OFF using the Set Time menu option.

The Schedule Mode processes events differently based on the Event's mode setting. Specifically an event with Event Mode 'R' is enabled for normal Run [RUN] and Vacation [VAC] Schedule Modes. An event with Event Mode 'r' is disabled for all Schedule Modes. And, an event with Event Mode 'V' is enabled for [VAC] and Alternate Vacation [ALT] Schedule Modes, which utilizes randomized event time settings.

The Schedule Modes allow the user to quickly change the operation of the Scheduler-Timer so the corresponding Event Modes occur: [RUN] where all 'R' enabled events are processed, [OFF] where no events are processed, [VAC] where vacation 'V' and RUN 'R' events are processed, and [ALT] where only vacation 'V' events are processed. For example when the Schedule Mode is set for normal [RUN] operation only events set for Event Mode 'R' operate. However when vacation Schedule Mode [VAC] is selected, normal run 'R' events operate and vacation 'V' events operate with randomness. The Schedule Mode is changed from the Set Time screen.

The easy to navigate menus allow configuration without the use of a PC or software. The Scheduler-Timer is intended for use by an installer or homeowner, who knows which Anywhere channels are used.

FACT! The Scheduler-Timer expands applications of Anywhere switches and modules by adding and deleting 'receive' channel numbers (1 through 10). It also enables use of the Anywhere device's second 'receive' channel. The add/delete channel capability of the UCS unlocks the power of Anywhere devices, allowing expansion (10 channels) and multi-channel control for functions like "All On/Off".

**IMPORTANT SAFETY INSTRUCTIONS**

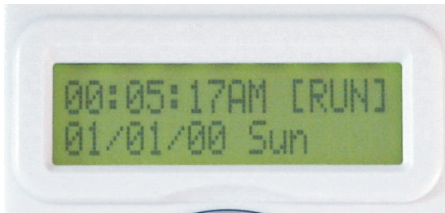
When using electrical products, basic safety precautions should always be followed, including the following:

1. READ AND FOLLOW ALL SAFETY INSTRUCTIONS.
2. Keep away from water. If product comes into contact with water or other liquid, unplug immediately.
3. Never use products that have been dropped or damaged.
4. Do not use this product outdoors.
5. Do not use this product for other than its intended use.
6. To avoid risk of fire, burns, personal injury and electric shock, install this product out of reach of small children.
7. Do not cover the product with cloth, paper or any material when in use.
8. This product uses polarized plugs and sockets (one blade is wider than the other) as a feature to reduce the risk of electric shock. These plugs and sockets fit only one way. If they do not fit, contact a qualified technician. Do not use with an extension cord unless plugs can be fully inserted. Do not alter or replace plugs.
9. SAVE THESE INSTRUCTIONS

**INSTALLATION**

The Scheduler-Timer is designed for indoor use. Simply plug the appropriate end of the power cord or L-shaped connector into the top of the UCS, and the other end into any standard 120 VAC outlet. For convenience the L-shaped power connector is designed to hang the unit from receptacle. The 6 foot power cord is used when programming events and is useful when manual event/channel control is desired (desk or table top use).

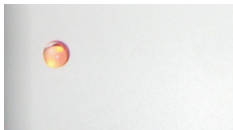
When the Scheduler-Timer's super-capacitor is fully charged (24 hours of powered / charging time required to achieve a full charge) the device can be unplugged or un-powered for up to one week without losing time. Programmed events are stored in non-volatile memory until manually deleted regardless of the clock's super-capacitor charge. This feature also makes programming and testing lighting easy; since the user can power and program the unit in one location, then unplug the device to move it to another 'plug-in' location without losing the time or programmed events.



When power is provided to the Scheduler-Timer the unit runs a start-up routine, and then displays the 'Idle Screen'.

Idle Screen showing: time Schedule 'RUN' Mode, date and day of the week.

The Diagnostic LED should be lit with an AMBER (green & red) color indicating the Scheduler-Timer is ready for use.



**Delete Channel (continued)**

Next, go to the UCS, press the Menu button. Press the Down button 5 times to select "6) Tools" and press Enter ↵. Then, press the Down button 2 time to select "C) Delete CHNL" and press Enter ↵. Use the Up/Down buttons to select a channel # (e.g. 1), then press the Enter ↵ button to delete the channel. If the unit(s) are all still in Setup Mode, press Enter ↵ again to delete the channel to the unit(s).

To test to see if the channel has been deleted, create a schedule event using that channel (e.g. 1) and toggle it on and off using the Enter ↵ button when the cursor is on the event number.

*Helpful Hint: If the channel was not deleted repeat the process making sure the unit is in setup mode. It may be helpful to plug the UCS into an outlet on the same circuit (breaker), or closer to the device which the channel is being deleted.*

You can now add a new channel to the Anywhere device using the Add Channel function under the Tools menu.

Note: deleting a 'receive' channel to an Anywhere switch does not change the (primary) channel it transmits. Switches can only be configured to transmit channels 1 through 4. Be sure to set the switch's transmitter channel before deleting a channel as changing the channel with the rocker adds the channel as a receive channel too.

**Read Channel**

The Read Channel function will sense a transmitted channel # over the power line and display the channel #. This function is helpful when trying to determine the channel transmitted from an Anywhere switch.

To read the channel # transmitted from a switch or another scheduler:

Go to the UCS and press the Menu button to view the main menu. Press the down button 5 times to select Tools, then press Enter ↵. Press the Down button 3 times to select Read CHNL, then press the Enter ↵ button.

The UCS screen will display <Monitoring UPB> until a channel transmission is sensed. Press a switch rocker that transmits the channel. When a channel command is received, the UCS will display the channel # and type (e.g. activate or deactivate).

Repeat as needed, the last link sensed will be displayed until the Enter ↵ or Menu button is pressed.

**Noise (and Signal) View**

The Noise View function senses and displays powerline noise and signal levels. When the UCS is in the Noise View mode it will not run scheduled events. When powerline noise is present the display shows the level, from 1 to 5 bars (5 being highest). If a signal is sensed, the signal measurement is displayed as a number between 1 and 120. Signals should be 13 or higher, with no noise present, for 100% reliable communication. These functions are useful when diagnosing communication issues. If the slightest noise is present on the power line the UCS displays the level and writes the measurement to the Noise Log (see Noise Log section, Pg. 14). If the UCS is left in the Noise View mode for an extended period of time (e.g. overnight, or for a few days), the Noise Log will record the time, day and level of the noise measured.

If no noise is measured and a receiving device is not turning on/off, communication can be checked by plugging in the UCS at a receiving device (or on the circuit of a receiving device) to read the signal level received from the transmitter. This can help with troubleshooting, determining if the signal is too low or if the receiving unit has a configuration or hardware issue (i.e. the signal is strong enough – 13 or higher - to be received, but the device is not responding).

### Add Link (continued)

Next, go to the UCS, press the Menu button. Press the Down button 5 times to select “(6) Tools” and press Enter ↵. Then, press the Down button 1 time to select “(B) Add CHNL” and press Enter ↵. Use the Up/Down buttons to select a channel # (e.g. 5), then press the Enter ↵ button to add the channel. If the unit(s) are all still in Setup Mode, press Enter ↵ again to add the channel to the unit(s).

Test the channel added by pressing the right button to select “Yes” and then press Enter ↵. The UCS will automatically deactivate the channel then activate the channel. The unit(s) with the new secondary channel should all be on (activated).

*Helpful Hint: If the device with the new secondary channel is not ON repeat the process making sure the unit is in setup mode. It may be helpful to plug the UCS into an outlet on the same circuit (breaker), or closer to the device which the channel is being added.*

You can now create an event to test and control the new channel. Or, if the channel number is 1, 2, 3, or 4 you can have an Anywhere switch, set for the specific channel, test or control the channel as well.

Note: adding a ‘receive’ channel to an Anywhere switch does not change the (primary) channel it transmits. Switches can only be configured to transmit channels 1 through 4. If both receive channels are full (already added), a new channel can not be added.

### Delete Link

The Delete Link function will delete a primary or secondary ‘receive’ channel # from Anywhere switches or modules. This is useful in applications where more than 4 channels (or lighting zones) are desired. For example, if there are more than 4 Anywhere switches or modules that need to be controlled individually by the scheduler, then deleting the primary channel # (e.g. 1) for the 5th and higher devices and adding a higher channel # (5, 6, 7, etc..) enables dedicated control of those additional devices. And, if desired, a secondary ‘receive’ channel can be added so one device can be controlled by two channels. This way an Anywhere device can have it’s own primary channel for individual control and a secondary control channel for ‘grouped’ control (e.g. All On/Off). There are many other applications where individual channel and ‘grouped’ channel control is useful. For example, one primary channel could be used for front yard light devices, another primary channel on different devices for back yard lights, then a third ‘secondary’ channel could be added to all devices in the front and back yard, for an ‘all yard lights’ channel.

To delete a channel from Anywhere switches and modules, do the following:

First, determine which channel number needs to be deleted. If the unit is in factory default, only the primary channel #1 is being received.

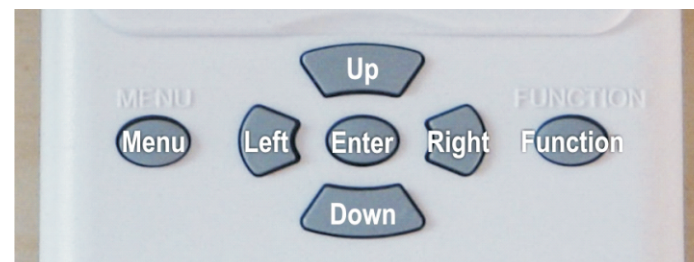
Go to the switch or module that needs a channel deleted and press (quickly tap) the rocker or program button (next to the LED) 5 times. The LED will start flashing, indicating ‘Setup Mode’.

*Helpful Hint: Modules and switches will stay in the setup mode for approximately 5 minutes. You can always confirm if the module/switch is in the setup mode by checking for a blinking LED indicator. If the indicator is not blinking, to place in the setup mode, quickly tap the switch's top rocker or modules program switch five times. To exit the setup mode, quickly tap the rocker or program switch two times.*

Note: If more than 1 module will have the same channel deleted, you can delete that channel from all those modules at the same time. Just go to each of the units and press their rocker/button 5 times quickly to put them in setup mode, so the channel can be deleted.

### FUNCTION / NAVIGATION

The Scheduler-Timer has an LCD display with 2 lines of 16 characters, a diagnostic LED, 7 buttons, a polarized power connector and a DB-9 serial port. The 7 buttons provide easy navigation through the menus on the LCD display and are described as follows:



**MENU:** Provides access to the main menu from the Idle Screen. It will also return the display to the previous menu or Idle Screen from any sub-menu by exiting the selection without saving the configuration data.

**ENTER:** Enters a menu item or saves a selected setting. It provides movement through a selected menu item's editable fields and executes commands.

**UP and DOWN:** Provide movement through the menus and toggles through characters when editing a selection.

**RIGHT and LEFT:** Provide movement across the display.

**FUNCTION:** Toggles the backlight on the LCD display.

**Diagnostic LED:** The indicator on the UCS will glow AMBER (green & red) when powered, flash RED when UPB messages are seen on the power line and flash GREEN when a command is transmitted from the Scheduler-Timer.

**DB9 Port:** The Scheduler-Timer can be used as a Computer Interface Module (CIM Mode) when connected to a PC running UPStart software for advanced powerline diagnostics. Note, an RS-232 cable (standard DB9, male to female) would be needed (not included) to connect the UCS and a computer's RS-232 port, or probably a USB to RS-232 serial adapter.

## INITIAL CONFIGURATION

With the UCS plugged into power, press **MENU** from the Idle Screen. The following menu selections are available:

### MAIN MENU

- 1) Set Event
- 2) Set Time
- 3) Set Location
- 4) Delete Events
- 5) Set Randomness
- 6) Tools

### TOOLS SUB-MENU

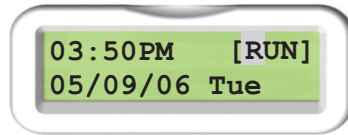
- |                   |                 |
|-------------------|-----------------|
| A) CIM Mode       | F) Noise Log    |
| B) Add Channel    | G) Clock Source |
| C) Delete Channel | H) Set Contrast |
| D) Read Channel   |                 |
| E) Noise View     |                 |

### Step A: Set Time

Press the Down button to select Set Time.



Press **ENTER** ↵ button to view the Set Time screen.



Move cursor with Right and Left buttons to select character to change. Use Up and Down buttons to change character. Adjust time by hours and minutes, Up or Down from character on the display. Use the Right button to select the Schedule Mode field, then use Up or Down buttons to select [OFF], [RUN], [VAC] or [ALT]. The Scheduler-Timer will be turned ON by selecting either run [RUN], vacation [VAC] or alternate [ALT] vacation mode. Choose [RUN] for normal Schedule Mode operation. See page 8 for a description of Schedule Mode operation. Adjust month / day / year and day of the week, similarly. When the time, mode, date and day of the week have been set, press the **ENTER** ↵ button to save the settings.

**NOTE:** Pressing the MENU button instead of the ENTER ↵ button will exit the screen without saving the settings.

## CIM Mode

To configure the Scheduler-Timer to operate as a Computer Interface Module (CIM), allowing a PC with UPStart to access the powerline and for advanced diagnostics, select the CIM mode on the Tools menu and press **ENTER** ↵ button to initiate CIM mode operation. Note the unit will not run scheduled events when in the CIM mode. During CIM mode operation pressing any button on the UCS will end the CIM mode function. There is no time-out period for CIM mode.

A screenshot of the Tools sub-menu on a green LCD. The text 'A) CIM Mode' and 'B) Add CHNL' is displayed in white on a green background. A white cursor is positioned under the letter 'A'.

The UCS may now be used via the RS-232 port as a Computer Interface Module. Note, an RS-232 cable (standard DB9, male to female) would be needed (not included) to connect the UCS and a computer's RS-232 port, or probably a USB to RS-232 serial adapter.

A screenshot of the CIM Mode screen on a green LCD. The text 'CIM Mode' and '[Events=OFF]' is displayed in white on a green background.

## Add Link

The factory default setting of Anywhere devices (switches and modules) is channel #1. Thus, by default, switches transmit and receive channel 1, and modules receive channel 1. The channel can be changed at the device by pressing and holding the rocker or button until the LED flashes, then release the rocker/button and tap in the desired channel number (1, 2, 3 or 4). A switch that has the channel changed (e.g. channel 2) will now transmit and receive the new channel (e.g. 2). Similarly, modules can receive the new channel (e.g. 2) once changed. That describes changing the primary channel function at the device.

There is a secondary receive channel in all Anywhere devices. The factory default of the secondary receive channel is 0 (empty).

The Add Channel function will add a secondary receive channel to Anywhere switches and modules. This is useful when devices are controlled by a switch (e.g. channel 1), but also need to be controlled by the Scheduler. For example let's say a switch on the front porch controls the porch light and controls one or more modules that are connected to outdoor lighting transformers or maybe driveway lights. Thus, the porch light can turn itself and the yard lights on and off. And, with use of the secondary receive channel (e.g. channel 5), the Scheduler can turn off the yard lights without turning off the front porch light.

To add a secondary channel to Anywhere switches and modules, do the following:

Go to the switch or module that needs a secondary channel added and press (quickly tap) the rocker or program button (next to the LED) 5 times. The LED will start flashing, indicating 'Setup Mode'.

*Helpful Hint: Modules and switches will stay in the setup mode for approximately 5 minutes. You can always confirm if the module/switch is in the setup mode by checking for a blinking LED indicator. If the indicator is not blinking, to place in the setup mode, quickly tap the switch's top rocker or modules program switch five times. To exit the setup mode, quickly tap the rocker or program switch two times.*

Note: If more than 1 module will have the same channel added, you can add the channel to all the modules at the same time. Just go to each of the units and press their rocker/button 5 times quickly to put them in setup, so the channel can be added.

Set Randomness



Vacation Events are designed so that the ON and OFF time can be random, from plus or minus 1 to 60 minutes, giving the home a 'lived in' look. As an example, if Vacation random limit is set to +/-10 minutes, and the Schedule Mode is set for [VAC] Vacation or Alternate [ALT] vacation, then all events set for Event Mode 'V' will turn ON and/or OFF within plus or minus 10 minutes of the scheduled ON or OFF time. A new random number, within the limit, is applied to each of the Vacation Events every day and is the same random number for both ON and OFF times.

Select the number of minutes then press **ENTER** ↵ button to save.

**TOOLS SUB-MENU SELECTIONS**

The Tools sub-menu is for advanced configuration and diagnostics.

**TOOLS SUB-MENU**

- A) CIM Mode            E) Noise View
- B) Add Channel        F) Noise Log
- C) Delete Channel    G) Clock Source
- D) Read Channel      H) Set Contrast

It allows the user to add, delete and read channel numbers of Anywhere Switches and Modules. It also offers a troubleshooting tool, Noise View, to check signal and powerline noise levels on specific circuits.

Delete Channel will delete either the primary or secondary 'receive' channel number of Anywhere devices. Using the Add Channel function, the UCS can add a secondary 'receive' channel (any channel 1-10) to Anywhere devices. If the primary receive channel was deleted, Add Channel will add a new primary channel #. These add/delete channel functions are powerful, as they enable Anywhere devices to be controlled by two separate sources (e.g. switches and events). Two receive channels allow secondary control functions like 'All On/Off'. It expands the number of channels (or zones) that can be controlled from 4 to 10.

Note! The UCS cannot be used to change the channel transmitted from Anywhere switch's buttons or rockers. That can only be done at the switch, channels 1-4.

The Read Channel function will indicate the channel number being transmitted by a switch or another scheduler.

The Scheduler-Timer can be used as a computer interface module (CIM Mode), allowing a PC with UPStart software to be used for advanced diagnostics.

However Anywhere devices can not be configured or changed with UPStart.

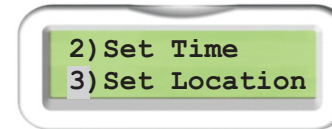
The Noise View function will provide signal strength and noise readings, as well as enabling the Noise Log function.

These functions provide all that is needed to have the UCS configure and control any number of devices on the 10 available channels.

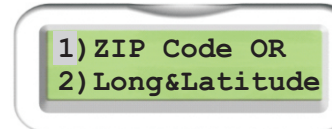
**Step B: Set Location**

Press **MENU** from the Idle Screen.

Press the **Down** button to select **Set Location**.



Press **ENTER** ↵ button to view the Set Location sub-menu



Select Zip Code and press Enter ↵.

- o Zip Code – Enter Zip by using Up / Down and Right / Left.
- o Press **ENTER** ↵ to save.
- o Screen will toggle to Longitude & Latitude screen.
- o Make adjustments if necessary and known, otherwise do not change.
- o Press **ENTER** ↵.
- o UCS will calculate and display Dawn (sunrise) and Dusk (sunset)

Press **ENTER** ↵ button to save.

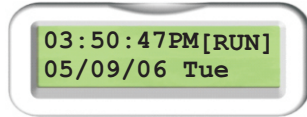
**Step C: Set Events**

Press **MENU** from the IDLE Screen

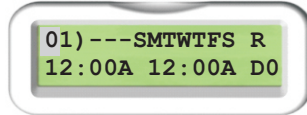


Select Set Events and press **ENTER** ↵ button.

Step C: Set Events (continued)



Or, from the IDLE Screen press the Up or Down button and scroll to an available event.



**Hint:** Each Event in the Scheduler-Timer requires the Channel Number of the Anywhere devices to be controlled. Before setting up the events it is helpful to write down the channel number and event times to be input (e.g. see back cover of this guide). This can prove useful when entering events, and checking them in the future (to see if something has changed).

Use the Right / Left buttons to move the cursor across the screen and the Up / Down buttons to change the character at the cursor.

The first two-digit number on the screen is the Event ID number. There are 32 Event ID numbers from which to choose, 01 to 32. We recommend selecting 01 as the first event, 02 as the second and so on, so that you can easily see how many events are used and know how many remain unused.

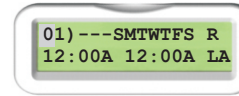
The three-digit number following the “)” represents the Channel # being controlled. Enter the Channel # for the event using the Up / Down buttons. The next characters represent the days of the week. A capital letter turns the event ON for that day and lower case turns the event OFF for that day. Using the Up / Down buttons, enter the days of the week in which the event should be ON (capital) or OFF (lower case).

The next character represents the Event Mode, which can be R, V or r.  
 ○ R = Event is enabled in Schedule Modes [Run] and [VAC] without random time settings.  
 ○ V = Event is enabled in the Schedule Mode [VAC] and [ALT] only; with random time settings applied (see page 10 for adjusting randomness).  
 ○ r = Event is disabled. The event will not occur in either [RUN], [VAC] or [ALT] Schedule Modes. This 'r' setting is used to temporarily turn off an event. For example if the user does not want an event to run when going on vacation, or to avoid deleting an event that may be used later (seasonally).

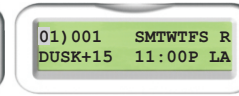
Select the desired Event Mode using the Up / Down buttons.

The following table details the Schedule Mode and Event Mode operation. Schedule Mode is displayed on the Idle Screen and adjusted from the Set Time screen. Event Mode is displayed and adjusted in the specific Event screen.

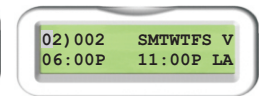
Schedule Mode: (as viewed on Idle Screen)	Event Mode: Off mode = 'r'	Event Mode: Run mode = 'R'	Event Mode: Vacation mode = 'V'
[OFF]	Off	Off	Off
[RUN]	Off	Run	Off
[VAC]	Off	Run	Run with vacation randomness
[ALT]	Off	Off	Run with vacation randomness



Event 01), factory default



Event 01), Channel 001, all days of the week, a RUN Event Type, activates at Dusk+15 minutes and deactivates at 11PM.



Event 02), Channel 002, all days of the week, a Vacation Event Type, activates at 6PM and deactivates at 11PM, with Randomness range if set.

**Set On Time / Off Time:**

- The Up / Down buttons scroll through the hours:minutes, AM / PM and deviations from Dusk and Dawn selections.
  - Examples:
    - 06:00P 11:00P, where the event turns on at 6PM and turns off at 11PM.
    - Dusk+15 Dawn-30, where the event turns on at Dusk plus 15 minutes and turns off at Dawn minus 30 minutes.
    - 11:00P, where the event only turns off at 11PM.
- This function is used to make sure one or more devices are turned off at a specific time (e.g. all off command). Conversely, an event could be set to only turn ON by entering an ON time and then entering “-----” for the OFF time.
- A = AM, P = PM.

**Set Event Type:**

- The event type should always be set for LA using. Event Type defines if the three digit number - after the event number - is a Channel # (LA) or Device Type (D0-D9). The Device Type is not used in this version of the Scheduler-Timer (model UCS-V0).

Press **ENTER** ↵ button to save Event.

Once the event is saved, press **ENTER** ↵ button to test Event On function and press **ENTER** ↵ button another time to test Event Off. The event must be displayed on the Scheduler-Timer screen with the cursor on the event number to run the tests, and the Channel # must be valid and stored (saved) for the specific event. This function can also be used to manually control the channels and those Anywhere devices on the specific event channel.

**OTHER MENU SELECTIONS**

**Delete Events**



A range of events can be deleted (cleared) by entering the event range. For example entering a range from 5 to 10, then pressing **ENTER** ↵ would clear events 5 through 10. A single event may be cleared by specifying the range to be the same number (e.g. from 5 to 5, would clear event 5).

Input the desired events to be deleted then press the **ENTER** ↵ button to clear the range of events.