![Simply Automated Incorporated logo]

Getting Started

Lamp (Dimmer) Module Accessory
For Models UML7 and UML8

Model UML7   **Model UML8**

Simply Automated Pre-Configured SimplySmart™ Series
Utilizes SimplySmart™ technology to make installation a breeze.
No computer programming required!
Simple-n-easy, ready to use lighting control.

UPB™
UNIVERSAL POWERLINE BUS

Simply Automated Pre-Configured SimplySmart™ Series
Utilizes SimplySmart™ technology to make installation a breeze.
No computer programming required! Simple-n-easy, ready to use lighting control.

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, disconnect 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. Do not connect multiple lamps that, when combined, exceed the maximum load rating of the product.
7. To avoid risk of fire, burns, personal injury and electric shock, install this product out of reach of small children.
8. Do not install in areas that can exceed 120°F (e.g., in an attic).
9. Do not cover the product with any material when in use.
10. This product uses polarized plugs and sockets (one blade is wider than the other) to reduce the risk of electric shock. These plugs and sockets fit only one way. If they do not fit, consult a technician. Do not use with an extension cord unless plugs can be fully inserted. Do not alter plugs.
11. SAVE THESE INSTRUCTIONS

Section 1: Very Important Pre-Installation Notes

- Your home should be no more than 2500 square feet and have only one breaker panel. A phase coupler is required in some home installations; especially homes > 2500 square feet or homes with more than 1 breaker panel. See Section 5 for more information.
- Not intended for use in multi-dwelling (condo, apartment) buildings with 3-phase power.
- Do not reset to factory default configuration, pre-configured settings will be lost.
- UPStart software and a computer interface module or Scheduler-Timer can be used with a PC for customizing pre-configured units and checking performance.

Section 2: Installation of Lamp (Dimmer) Module

Locate a lamp you would like to turn ON/OFF. Plug the lamp module into a wall outlet, then plug-in a lamp into the socket on the bottom of the lamp module. Turn the lamp ON using the lamp's ON/OFF switch. Leave the lamp on (do not turn off). You're done with the installation process! If necessary, please refer to the User Guide enclosed in the lamp module product box or see http://simply-automated.com/documents/452-0112-0201_RevC_UML-E-W_UserGuide_090512.pdf

Test the lamp module using a 4-button scene controller. Button 3 of the Tabletop Controller with 4- or 8-buttons (and Deluxe Dimmer with 4-buttons) is programmed from the factory to turn on each device (dimmers, receptacles and modules) at a 100% dim level. Button 4 is programmed from the factory to turn off each device (dimmers, receptacles and modules).

- Button 3 turns on/off each lamp module: Press (tap) button 3 one time to turn on each lamp module, press and hold button 3 to dim each lamp module up/down, press (quickly tap) two times to turn off each lamp module.
- Button 4 turns off each lamp module: Press (tap) button 4 one time to turn off each lamp module.

Helpful Hint: If tapping a button does not turn on a lamp, the lamp's switch may be in the off position. Go to the lamp and turn on using the lamp's on/off switch. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

The lamp can still be turned ON/OFF manually. For manual operation of either lamp, simply turn the lamp ON, OFF and ON again using the lamp's ON/OFF switch.

Simply Automated, Incorporated
6108 Avenida Encinas, Suite B, Carlsbad, CA 92011 USA
Technical Support: www.simply-automated.com or **800-630-9234**
452-0112-0203 Rev. C   Revised: September 14, 2011

2

Important Note: Each lamp module has a unique ID number. You can find the ID number on the back of each lamp module. Model UML7 has ID #7 and model UML8 has ID #8. This is important information to note as it relates to operation with the Scheduler-Timer accessory (sold separately).
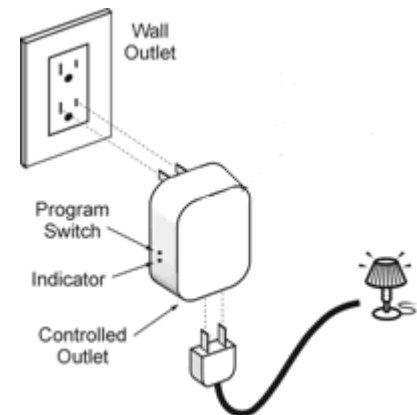
Section 3: Editing Buttons (Scenes) on Tabletop Controller (or Deluxe Dimmer) with 4- or 8-Buttons

Each button on the Tabletop Controllers (or Deluxe Dimmers) with 4- or 8-Buttons controls a SCENE that can easily be edited from the factory pre-sets. You can change the dimmers' levels or number of devices controlled by each button to create your own custom scenes!

Section 3.a. Adding a Lamp Module

Button 1. To add a lamp/dimmer module to button 1:

- Go to the Tabletop Controller (or Deluxe Dimmer), press button 1 to activate the scene. If any other devices were previously set to be controlled by button 1, check to make sure they are ON.

- Go to the lamp connected to the lamp module to be added. Turn on using the lamps on/off switch.

- Go to the lamp module to be added, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go to the Tabletop Controller (or Deluxe Dimmer), press (quickly tap) button 1 seven times. You have created a new scene!

Helpful Hint: If tapping button 1 does not turn on the lamp module, the lamp's switch may be in the off position. Go to the lamp and turn on using the lamp's on/off switch, repeat the three steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Button 2. To add a lamp module to button 2, follow the instructions outlined above in Section 3.a. noting you will need to press (tap) button 2 seven times to program the new scene.

Helpful Hint: After tapping five times, lamp module will stay in the program mode for approximately 5 minutes. You can always confirm if the lamp module is in the program mode by checking for a blinking green light next to the program switch. If the indicator is not flashing green, to place in the program mode, quickly tap the program switch five times. To exit the program mode, quickly tap the program switch two times.

Helpful Hint: The Tabletop Controller (or Deluxe Dimmer) can inadvertently be placed in the program mode by tapping a button five times. The indicator above button 1 will continuously blink green for five minutes. To exit the programming mode, quickly tap the button two times.

Important Note: To change the dimming level for a lamp module, refer to Section 3.c.

Simply Automated, Incorporated
6108 Avenida Encinas, Suite B, Carlsbad, CA 92011 USA
Technical Support: www.simply-automated.com or **800-630-9234**
452-0112-0203 Rev. C   Revised: September 14, 2011
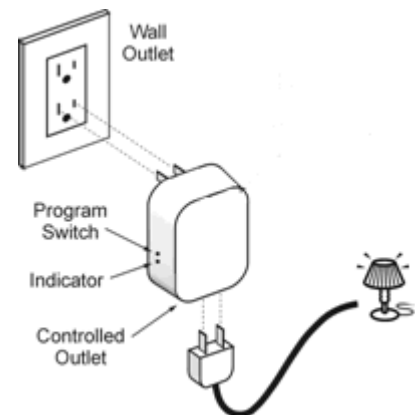
3

Section 3.b. Deleting a Lamp Module

If you would like to edit a scene and delete a lamp module from any button:

- Go to lamp module you would like to delete, press (quickly tap) the program switch (see illustration) 5 times using a non-metallic toothpick to place in the program mode. The indicator will continuously blink green to confirm the lamp module is in the program mode.

CAUTION: When programming the lamp module, do not insert any metal object (paperclip) into the module while it is connected to power.

- Go to the Tabletop Controller (or Deluxe Dimmer), press (quickly tap) the button you would like to delete the lamp module from <u>eight</u> times.

Helpful Hint: If you press (tap) a button and the lamp module you deleted still turns on, repeat the two steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Helpful Hint: You may add or delete as many devices as you like at one time by putting them in the program mode at the same time. Note when adding devices to a scene or changing dim level in a scene make sure the scene is activated first (i.e. press the button 1 time), before changing dim levels or adding a device.

Section 3.c. Changing the Dimming Level

Important Note: If you are using compact florescent or non-dimmable florescent lighting, you should not attempt to change the dimming level. Most florescent lighting cannot be dimmed, can only be turned on at a 100% dim level.

Button 1. To change the dimming level for lamp modules controlled by button 1:

- Go to the Tabletop Controller (or Deluxe Dimmer), press button 1 to activate the scene (lamp should be on). If any other devices were previously set to be controlled by button 1, check to make sure they are ON.

- Go to the Tabletop Controller (or Deluxe Dimmer), press and hold button 1 to the desired dimming level for the (first) lamp module. If additional lamp modules for button 1 need dim levels adjusted, then unplug this first lamp module after the desired dimming level is adjusted.

- If another lamp module needs to be adjusted for button 1, press and hold button 1 to the desired dimming level for this next lamp module. And then, with the lamp module at the desired dim level, unplug the lamp module. Repeat this step for additional lamp modules as needed; unplugging each once the desired dim level is achieved.

- Once all lamp modules have been adjusted and unplugged, go to the Tabletop Controller (or Deluxe Dimmer), press button 1 to activate the scene. If any devices, other than those lamp modules adjusted and unplugged, were previously set to be controlled by button 1, check to make sure they are ON.

- Plug in all the adjusted lamp modules for scene button 1. They will resume at the dim level they were when unplugged.

- Go to the Tabletop Controller (or Deluxe Dimmer), press (quickly tap) button 1 seven times. You have created a new scene!

- Test the button 1 scene by pressing button 1 one time to activate the scene and tapping two-times to deactivate the scene.

Simply Automated, Incorporated
6108 Avenida Encinas, Suite B, Carlsbad, CA 92011 USA
Technical Support: www.simply-automated.com or **800-630-9234**
452-0112-0203 Rev. C   Revised: September 14, 2011

4

Helpful Hint: If tapping button 1 does not change the dimming level, repeat the steps outlined above. Tapping should be done quickly ensuring contact is made from the button to the base sensor.

Button 2. To change the dimming level for button 2, follow the instructions outlined above in Section 3.c. noting you will need to press (tap) button 2 seven times to program the new scene.

Buttons 3 or 4. Button 3 is programmed to turn on both lamp modules at 100%. Button 4 is programmed to turn off both lamp modules. We recommend not editing these buttons since all devices (up to ten dimmers/lamp modules) in the Pre-Configured SimplySmart™ Series have similar settings -- one tap of button 3 turns all devices on, one tap of button 4 turns all devices off. This pre-programming is a very powerful and convenient feature using both the Tabletop Controller with 4- or 8-buttons and Deluxe Dimmer with 4-buttons. Examples include entering a home (button 3 for ALL ON), leaving a home (button 4 for ALL OFF), bedside for security and nighttime convenience (button 3 for ALL ON or button 4 for ALL OFF).

Important Note: Buttons 1 and 2 operate independently for the Tabletop Scene Controller Accessories (models USQT22, US2TP11 and US28OTP23) and the Tabletop Controller included with the Lamp Starter Kit (model DKIT-02) allowing one touch button control of more than 14 unique custom scenes. Create one scene for button 1 of the Tabletop Controller Accessory (model USQT22) and a second scene for button 1 of the Tabletop Controller from the Lamp Starter Kit (model DKIT-02). Create a third scene for button 2 of the Tabletop Controller Accessory (model USQT22) and a fourth scene for button 2 of the Tabletop Controller from the Lamp Starter Kit (model DKIT-02). And, the 8-button Tabletop Controller (model US28OTP23) has 6 independent buttons available for custom scene control.

Editing Buttons 3 and 4. Button 3 is programmed from the factory to turn ON/OFF all lamp modules, dimmers and accessories. Button 4 is programmed from the factory to turn OFF all devices. These buttons can be edited using the procedures for buttons 1 and 2: add a device Section 3.a, delete a device Section 3.b, adjusting dimming levels Section 3.c.

To make button 3 of a Tabletop Controller available for an independent scene and edit button 4 so that it turns all devices ON/OFF (instead of just off):

- Go to the Tabletop Controller, press button 3 one time to activate the 'All ON' scene. Any modules or dimmers configured for this scene button should be ON. If the lamp light is not lit, turn the lamp's ON/OFF switch ON.

- Press (quickly tap) button 4 seven times to store the 'All ON' levels. The modules and dimmers will turn off and back on indicating the level was stored.

- To test, press (quickly tap) button 4 two times to turn off all modules and dimmers, then press button 4 one time to turn on all modules and dimmers. Congratulations you have created a new scene! Button 3 is now available to edit for another scene and you can still turn all devices on/off with button 4.

Edit Button 3 so both (or multiple) Lamp Modules (or dimmers) dim to the same level. Button 3 is programmed from the factory to turn on both lamp modules (and dimmers) at a 100% dim level. To change the dimming level for both of the lamp modules (and dimmers) controlled by button 3:

- Go to the Tabletop Controller (or Deluxe Dimmer), press button 3 to activate the scene (both modules and all other dimmers should be on). Next, press and hold button 3 dimming down to the desired dim level. If necessary, press and hold button 3 a second time to dim up to the desired dim level.

- On the Tabletop Controller, press (quickly tap) button 3 seven times. Both lamps (and dimmers) will flash off and back on indicating the new level was stored correctly. You have created a new scene by re-programming button 3 from the previously pre-set dimming level.

Simply Automated, Incorporated
6108 Avenida Encinas, Suite B, Carlsbad, CA 92011 USA
Technical Support: **www.simply-automated.com** or **800-630-9234**
452-0112-0203 Rev. C   Revised: September 14, 2011

5

Edit Button 4 so both Lamp Modules dim to the same level. You can repeat the process outlined above for button 4. Button 4 is programmed from the factory to turn off both lamps.

Edit Buttons so each Lamp Module dims to a different level. Buttons 3 and 4 are pre-set at the factory to control all modules and dimmers. To set lamp modules at different dimming levels for a button follow Section 3.c.   Repeat as necessary for each lamp module.

Section 4: Simple-n-Easy Expansion for SimplySmart^{TM} Series. Fully Compatible. All Starter Kits and Accessories -- Dimmers, Tabletop Controllers, Controlled Receptacles, Lamp, Appliance and Fixture Modules, plus Scheduler-Timer.

Simply Automated Pre-Configured SimplySmart^{TM} Series offers simple-n-easy expansion capability. Begin with the Dimmer or Lamp Starter Kit, add other starter kits, additional standard dimmers, additional Deluxe Dimmers with 4-buttons, additional modules, Tabletop Controllers with 4 or 8-buttons or any of the other pre-configured kits or accessories. All the pre-configured kits and accessories can be edited and added to scenes as previously described – only limitation being not more than one of each model number or kit number per installation. One touch button convenience to turn ON/OFF up to ten or more Simply Automated devices – custom scenes you create!

Dimmer Starter Kit

Includes 2 dimmers and deluxe dimmer with 4-button scene controller (model: DKIT-01)

Lamp Starter Kit

Includes 2 lamp modules and tabletop controller with 4-button scene controller (model: DKIT-02)

Landscape Relay Starter Kit
Includes 2 relay modules and scheduler-timer (model: DKIT-05)

Landscape Dimmer Starter Kit
Includes 2 standard dimmers and scheduler-timer (model: DKIT-06)

Appliance (Relay) Modules

UMA25   UMA26

Dimmers

US1W9   US1W10

Tabletop Controllers
(with 4-button, 4-button with LEDs or 8–button scene control)

Controlled Receptacles
(top outlet controlled, bottom outlet always on)

Deluxe Dimmer
(with 4-button scene control)

US2TP11	USQT22	US2O8TP23	URD27	URD28	US2W12	US2W24

Important Note: only one of each pre-configured accessory model number can be ordered per home installation.

Add a Scheduler-Timer (model: UCS-01) to automatically turn ON/OFF indoor or outdoor security lighting. Or to create night time convenience pathway lighting. Energy savings dimming feature (from 10%, 20%, 30%, 40%, to 90% dimming levels). Random 'vacation mode' setting gives a home the lived in look. Built-in celestial clock computes sunrise and sunset. Calculates daylight savings time.

The Scheduler-Timer is easily and quickly programmed -- no PC connection is necessary. Just set the time, your location (using your zip code), the Network ID # (250), and you're ready to input on/off events using the device ID # for each lamp module (each dimmer and module has a unique device ID number). You can find the ID number on the front of each dimmer and on the back of each module. For the Accessories (E.g. UML7, UMA25, US1W9, US2W12, etc...), the number digits at the end of the model number indicate the device ID#. For example the accessories listed above have device ID#s 7, 25, 9, and 12, respectively.

Section 5: In Case of a Problem
Phone: 760-431-2100 Ext. 138 Monday-Friday 8AM-5PM (Pacific Time) for assistance, or write Support@Simply-Automated.com.

Phase Coupler: Your home should be no more than 2500 square feet and have only one breaker panel. A phase coupler is required in some home installations; especially homes > 2500 square feet or homes with more than 1 breaker panel. If you have tested the buttons for each lamp module, but one or more of the lamp modules do not turn on, the circuits in your home may need phase coupling or phase alignment. All homes have a 240V feed to the main breaker panel box, where the 240V is separated into 120V in two phases, an A and B. You will need to install a phase coupler, or use dimmers and modules on one phase (align or move lighting circuits, at the breaker, that have these dimmers and modules to either phase A or B, not both) see http://simply-automated.com/products/cats/phase_couplers.php for options.

Model #	Description
ZPCI-P30A	Plug-In Inverting Phase Coupler, fits a standard (NEMA 10-30) 240VAC / 30 Amp clothes dryer type outlet
ZPCI-P50A	Plug-In Inverting Phase Coupler, fits a standard (NEMA 10-50) 240VAC / 50Amp clothes dryer type outlet
ZPCI-W	Wire-in Inverting Phase Coupler
ZPCI-B	Breaker Panel Inverting Phase Coupler

Network ID #: The default Network ID # setting for the Pre-Configured Series is **250**. This information is needed when using the Scheduler-Timer.

Section 6: Simply Automated Custom Expansion Series

Powerful Custom Expansion Capability – up to 250 devices – using your PC and UPStart software! Devices include single rocker dimmers, deluxe dimmers with different faceplates (up to 8 buttons), lamp or appliance modules, tabletop pedestal with 8 buttons, wall receptacle, fixture relay, fixture dimmer or scheduler-timer. Control lighting and 120VAC appliances, heaters, fans, motors or pumps. Programmable dimming rates (1 second, 5 second, up to 4 hours). Energy saving countdown timer function. Lighting control for your entire home! Visit http://www.simply-automated.com/products/products.php