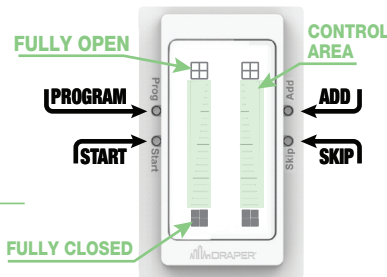


Section 1 - Programming Buttons

There are 4 programming buttons: **PROGRAM**, **START**, **ADD** and **SKIP**.

Each flash of the green LED indicates which zone is being programmed. A single flash indicates Zone 1. A double flash indicates Zone 2. **TAP THE CONTROL AREA** of either zone to select it for programming.



Section 2 - Assign Shades to a Switch Zone

By default, all switch zones will control every shade in the network. To limit the operation to a select group of shades use the following procedure.

1. Enter programming mode by **HOLDING PROGRAM BUTTON FOR 5 SECONDS**. The green LED will begin to flash.
2. **HOLD START BUTTON FOR 2 SECONDS** to begin. One shade will begin to identify.
3. **TAP ADD BUTTON** to assign that shade to switch zone, or **TAP SKIP BUTTON** to move on to the next shade. If at least one group of shades was previously assigned to any device in the network, then those existing groups will first identify to simplify the process of reusing them. Just like the individual shades, **TAP ADD BUTTON** to use the group or **TAP SKIP BUTTON** to move on to the next group. If all existing groups are skipped, the individual shades will identify so a new group can be created.
4. Once all shades for the group have been added, **TAP START BUTTON**. All shades in group will identify. **TAP START BUTTON** again to finish programming group.
5. **HOLD PROGRAM BUTTON FOR 5 SECONDS** to exit programming mode and return to normal switch operation. The green LED will stop flashing.

Section 3 - Setting Shade Limits

Please Note: It is recommended that shade limits be set using the Motor Limit Tool (PN: C202.030), however they can also be set by the wall switch using the following procedure.

1. Enter programming mode by **HOLDING PROGRAM BUTTON FOR 5 SECONDS**.
The green LED will begin to flash.
2. **PRESS THE FULLY OPEN ICON** for a shade zone and **HOLD FOR 7 SECONDS**.
The green LED will stop flashing, but the blue LED will remain on.
One shade will begin to identify.
3. **TAP SKIP BUTTON** to move on to a different shade, if necessary, until the shade to be set is identifying.
4. Position shade at desired limit position by **TAPPING THE FULLY OPEN** or **FULLY CLOSED** icons to jog shade, or swipe control area to move shade until control area is tapped.
5. **HOLD FULLY OPEN ICON FOR 5 SECONDS** to set upper limit to current position, or **FULLY CLOSED ICON FOR 5 SECONDS** to set lower limit.
The shade will jog to indicate that limit has been set.
6. **TAP SKIP BUTTON** to move on to the next shade, or **HOLD PROGRAM BUTTON FOR 5 SECONDS** to exit programming.

