HB80-30RGBW

Multifunctional radio control, rolling code, 433.92 MHz, 30 channels. Recommended for the control of RGB and RGBW lights. Up-down-on/off, select colour and tone, play-stop colour animation cycle and speed commands.
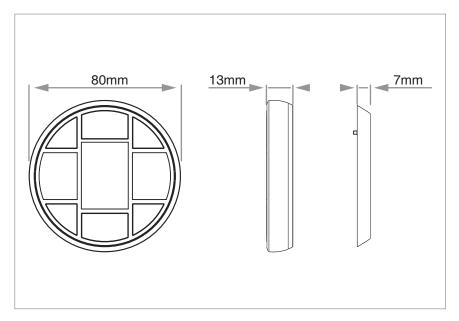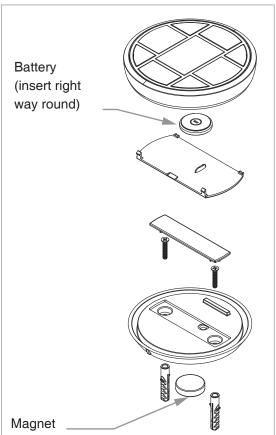
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1 - PRODUCT FEATURES

1.1 TECHNICAL DATA

Power supply	Type CR2450 lithium battery
Programmable channels	30
Groups	None
Radio frequency	433,92 MHz ISM
Code	Rolling code
Dimensions	Diameter 80 x 13

80mm   13mm   7mm

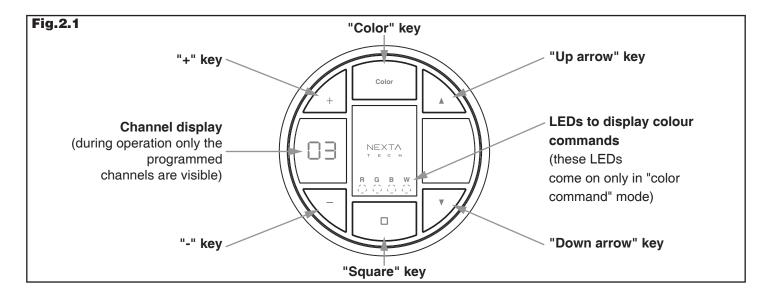Battery
(insert right
way round)

Magnet

2 - USE OF TRANSMITTER

2.1 DESCRIPTION OF TRANSMITTER

Multi-channel radio control to control 30 devices. Aluminium alloy structure and shock-absorbent polycarbonate plastic parts. Magnetic wall support

Fig.2.1

"Color" key

"+" key

"Up arrow" key

Channel display
(during operation only the programmed channels are visible)

LEDs to display colour commands
(these LEDs come on only in "color command" mode)

"-" key

"Down arrow" key

"Square" key

2.2 USE OF TRANSMITTER

To be able to use the transmitter you must first carry out the learning procedures on the receiver (see paragraph 3).

SEND A "BASIC" COMMAND TO A DEVICE:
1- With the "+" and "-" keys, select on the display the channel associated with the device that you want to use.
2- Send the desired command with the "square", "up arrow" or "down arrow" keys (see paragraph 2.3).
3- The transmitter remains in stand-by for 3 seconds and then switches off.

SEND A "COLOR" COMMAND TO A DEVICE:
WARNING: to be able to use the following commands, the channel of the device must be programmed on an "RGBW" type of controller (controller dedicated to the control of coloured lights) or a "CCT" controller (controller dedicated to the control of hot/cold lights).
1- With the "+" and "-" keys, select on the display the channel associated with the device that you want to use.
2- Press the "color" button, one of the "color commands display" LEDs switches on.
3- Send the desired command; see paragraph 2.4.
4- The transmitter remains in stand-by for 3 seconds and then switches off.

SWITCHING OFF THE TRANSMITTER
The transmitter automatically switches off after 5 seconds of inactivity; alternatively press the "-" key and the "down arrow" key at the same time.
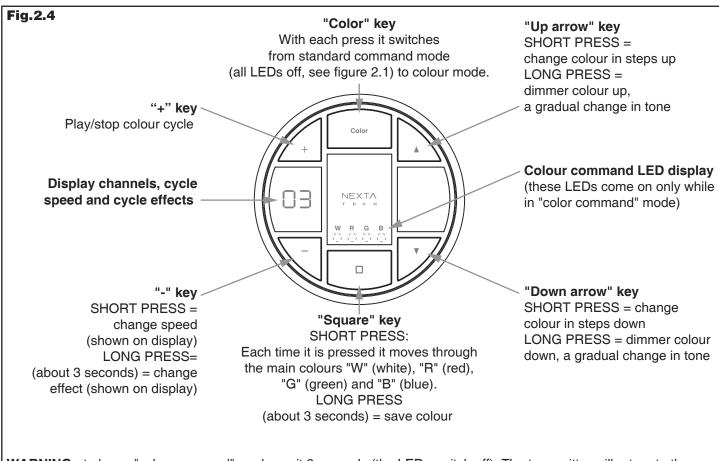
2.3 "BASIC" COMMANDS SENT FROM TRANSMITTER

The following table shows the different commands the transmitter sends depending on the device it is programmed on. The left-hand column shows the transmitter commands, the top row the type of controller

Transmitter key	Monostable device	Timed device	On/off device	Dimmer device	RGBW device	CCT device	Up/down/ stop device	Connector device
☐ Short	Pulse	Timer starts	On/Off	On/Off	On/Off	On/Off	Stop	On/Off
☐ Long (>3s)	-	Off	Off	Off	Off	Off	-	-
▲	-	Timer starts	On	LIGHT OFF:: On 60% LIGHT ON: Dimmer UP	Dimmer Up	Dimmer Up	Open	-
▼	-	Off	Off	LIGHT OFF: On 30% LIGHT ON: Dimmer down	Dimmer Down	Dimmer Down	Close	-

2.4 "COLOR" COMMANDS SENT FROM TRANSMITTER

WARNING: to be able to use the following commands, the channel of the device must be programmed on an "RGBW" type of controller (controller dedicated to the control of coloured lights) or a "CCT" controller (controller dedicated to the control of hot/cold lights). The following picture shows the commands that the transmitter sends in "color command" mode. To go into this mode from a transmitter on stand-by (display off), select the desired channel and press the colour key.

Fig.2.4

"Color" key
With each press it switches from standard command mode (all LEDs off, see figure 2.1) to colour mode.

"Up arrow" key
SHORT PRESS = change colour in steps up
LONG PRESS = dimmer colour up, a gradual change in tone

"+" key
Play/stop colour cycle

Display channels, cycle speed and cycle effects

Colour command LED display
(these LEDs come on only while in "color command" mode)

"-" key
SHORT PRESS = change speed (shown on display)
LONG PRESS= (about 3 seconds) = change effect (shown on display)

"Square" key
SHORT PRESS:
Each time it is pressed it moves through the main colours "W" (white), "R" (red), "G" (green) and "B" (blue).
LONG PRESS (about 3 seconds) = save colour

"Down arrow" key
SHORT PRESS = change colour in steps down
LONG PRESS = dimmer colour down, a gradual change in tone

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WARNING: to leave "color command" mode, wait 2 seconds (the LEDs switch off). The transmitter will return to the "basic command" screen for 3 seconds and will then go into stand-by.

DESCRIPTION OF OPERATION OF KEYS IN "COLOR MODE"

"COLOR" key: With each press it switches from standard command mode
(all LEDs off, see figure 2.1) to colour mode.

"Up arrow" key:
SHORT PRESS: Changes colour in steps up.
LONG PRESS: dimmer colour up, a gradual change in colour.

"Down arrow" key:
SHORT PRESS: Changes colour in steps down.
LONG PRESS: dimmer colour down, a gradual change in tone.

"Square" key:
SHORT PRESS: Each press changes the colour of the light, in sequence: red light ("R" LED on), blue light ("B" LED light on), green light ("G" LED light on) and white light ("W" LED light on).
LONG PRESS (about 3 seconds): saves the colour/intensity the load is set with at that time.

WARNING: After sending a "save color" command, the load will always switch on with the colour and intensity saved. To change the switch-on value another "save color" value must be sent (if you want the default value, just send the command with the load switched on with a white light and maximum intensity).

"+" key: play/stop cycle. Play is signalled by the load flashing, stop by the load flashing twice.

"-" key:
SHORT PRESS: At the first short press of the key, the speed of the cycle set will be shown on the display. By immediately giving another short press, the speed of the cycle will be changed, shown on the display, as in table 2.4a.
LONG PRESS: At the first long press of the key (about 3 seconds), the display will show the effect of the cycle set. By immediately giving another long press (about 3 seconds), the effect of the cycle will be changed, as in table 2.4b.

Tab. 2.4a

FIGURE SHOWN ON DISPLAYS	DURATION OF CYCLE
S1	10 seconds
S2	30 seconds
S3	90 seconds
S4	4 minutes
S5	15 minutes
S6	1 hour

Tab. 2.4b

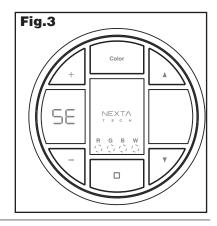| FIGURE SHOWN ON DISPLAYS	EFFECT OF CYCLE
C1	the colour cycle passes through all the tones
C2	colour cycle with green and blue tones
C3	colour cycle with blue and violet tones
C4	colour cycle with blue, violet and pink tones
C5	colour cycle with red and orange tones
C6	colour cycle with orange and yellow tones

HOT LIGHT/COLD LIGHT COMMAND

When operating the keys in "color mode", if I go to white light ("W" LED on) by making short presses on the "color" key, I can modify the temperature of the white light with the "up arrow" and "down arrow" keys.
With short presses I can change the temperature of the light in steps, with long presses I can change the temperature gradually.

3 - TRANSMITTER PROGRAMMING

If you try to select a channel by default the letters "SE" (setting) will appear on the display to indicate that no channel is programmed. To use the transmitter at least one channel must be programmed (paragraph 3.1).
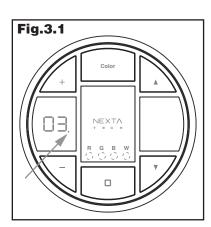
3.1 TRANSMITTER PROGRAMMING

Default: no channel programmed
This procedure is used to programme a channel in order to then associate it with a compatible receiver. Access to the receiver is required to carry out the following procedure.

PROCEDURE:
1- Activate the receiver on which you want to programme the transmitter in "multifunctional remote control radio programming" mode (see receiver manual).
2- With the transmitter in stand-by (transmitter off), hold down the "color" button until the figure "01" flashes on the display.
3- With the "+" and "-" keys, select the channel that you want to associate with the receiver (the channels that are already used have the dot lit up on the right on the display, see example in figure 3.1).
4- Press the "square" button to send a transmission.
5- The receiver flashes three times to confirm the learning procedure (see receiver manual).
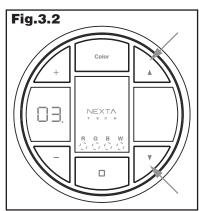**6-** The transmitter goes back into stand-by.

3.2 "REMOTE" ACTIVATION OF RECEIVER PROGRAMMING

Once the transmitter has been programmed following the procedure in paragraph 3.1, this transmitter can be used for remote activation of receiver programming and therefore to add further remote controls without accessing the receiver.

PROCEDURE:
1- Take up position near to the receiver.
2- With the transmitter already programmed, choose the channel associated with the receiver and press the "up arrow" and "down arrow" keys at the same time for 3 seconds (the transmitter will start to flash). The receiver on which the transmitter was programmed is activated for 30 seconds.
3- Send a command with the new transmitter that you want to programme (see transmitter manual for use).

WARNING: Once the signal has been received from the new transmitter, the control unit will go back to normal operation; if you want to programme other transmitters repeat the procedure.

4 - DELETION OF A CHANNEL

This procedure can be used to delete a previously created channel. WARNING: before deleting the channel from the transmitter (paragraph 4.2) it is advisable to delete it from the receiver's memory (paragraph 4.1).

4.1 DELETION OF THE CHANNEL FROM THE RECEIVER

This procedure is to delete one of the transmitter's channels from the memory of the receiver on which it was programmed.
PROCEDURE:
1- Access the receiver and carry out the "delete single transmitter" procedure (see receiver manual).

After this procedure the channel will no longer be associated with the receiver and therefore will have no effect; to also delete the visualisation of the channel from the transmitter in standard operation, see the procedure in paragraph 4.2.
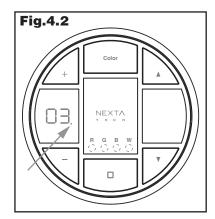
4.2 DELETION OF THE CHANNEL FROM THE TRANSMITTER

This procedure is used to delete a channel from the transmitter so that it can no longer be displayed or used.
WARNING: if the channel that you want to delete was associated with a receiver during the creation phase, it is advisable to delete it from the receiver's memory first (see paragraph 4.1).
PROCEDURE:
1- With the transmitter in stand-by (display off), hold down the "color" button until the figure "01" flashes on the display.
2- With the "+" and "-" keys, select the channel that you want to delete from the transmitter. The channels that are in se have the dot lit up on the right on the display (see figure 4.2).
3- Hold down the "down arrow" button for 3 seconds. The display flashes and the channel is deleted.
4- The transmitter goes back into stand-by.

Fig.4.2

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