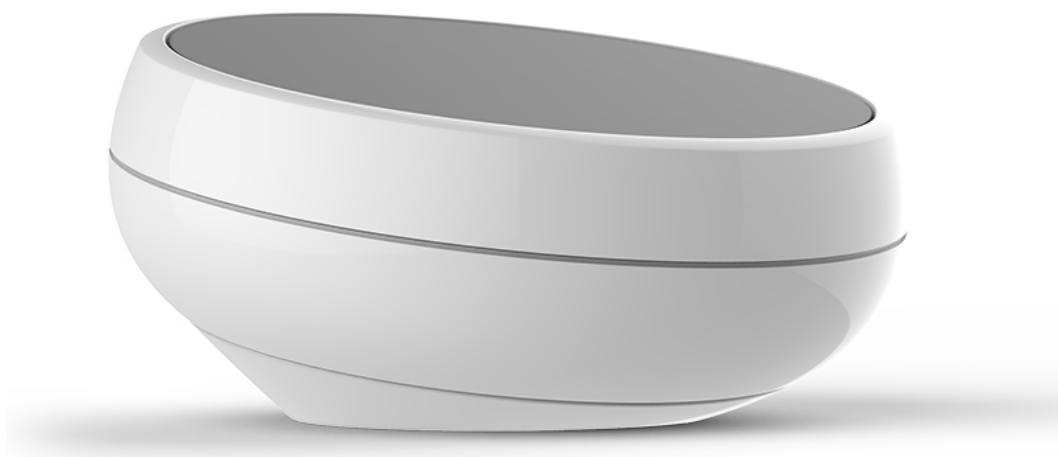# HB90-6LT

*6-channel remote control rolling code 433.92 MHz. On-off commands, dimmer, select colour, colour tone and white light temperature CCT, play-stop colour animation cycle, cycle type and speed.*

**NEXTA**
**T E C H**

# CONTENTS

# 1 - PRODUCT FEATURES

## 1.1 TECHNICAL DATA

| Power supply | 2 type AA batteries |
|---|---|
| Programmable channels | 6 |
| Radio frequency | 433,92 MHz ISM |
| Code | Rolling code |
| Dimensions | Diameter 90 H 30 |



90mm     30mm

Batteries
(be careful
to insert right
way round)
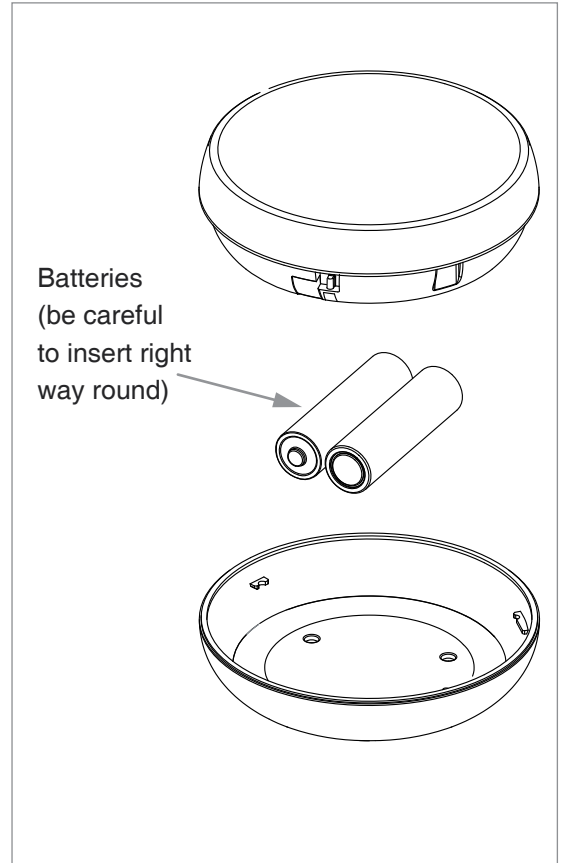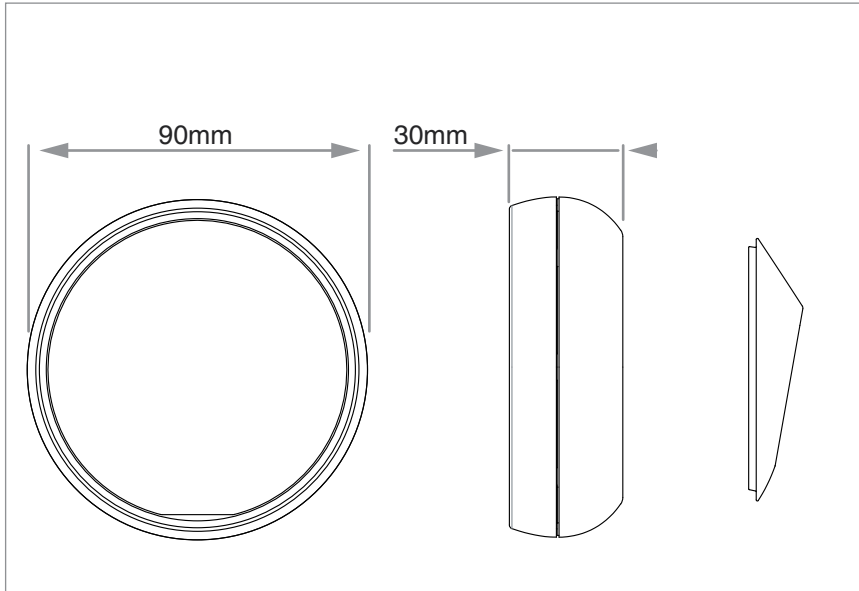


## 1.2 FIXING OPTIONS

As the front ring can be rotated through 180°, it is possible to fit HB 90 to a wall or table.

**Fig.1.2a PORTABLE TRANSMITTER TO TABLE**
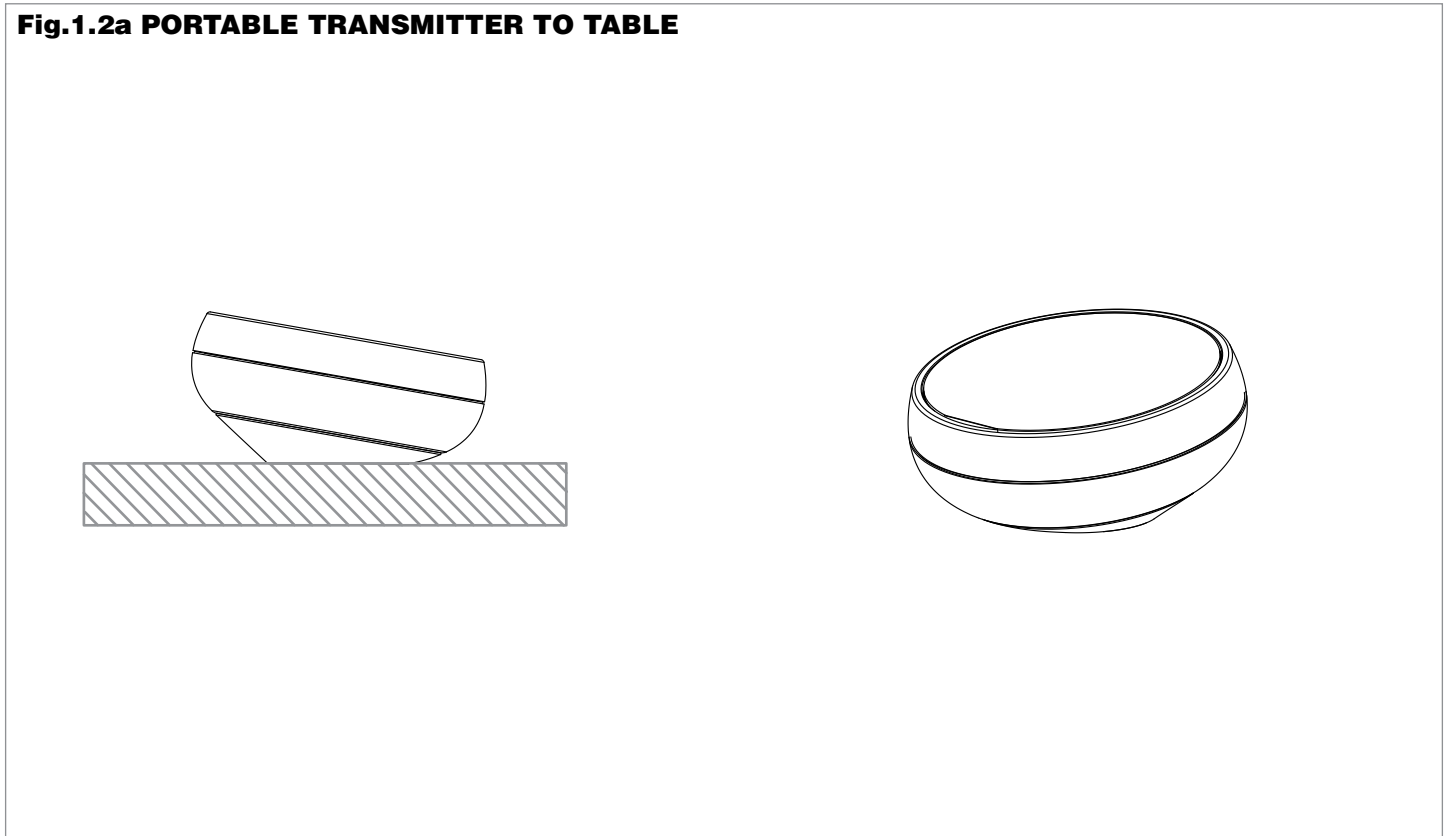
## Fig.1.2b PORTABLE TRANSMITTER WITH WALL BRACKET

Transmitter

Wall bracket

Wall bracket

36mm

↑UP

## Fig.1.2c TRANSMITTER FIXED TO WALL

Transmitter

Base

Base

37mm

# 2 - USE OF TRANSMITTER

## 2.1 DESCRIPTION OF TRANSMITTER

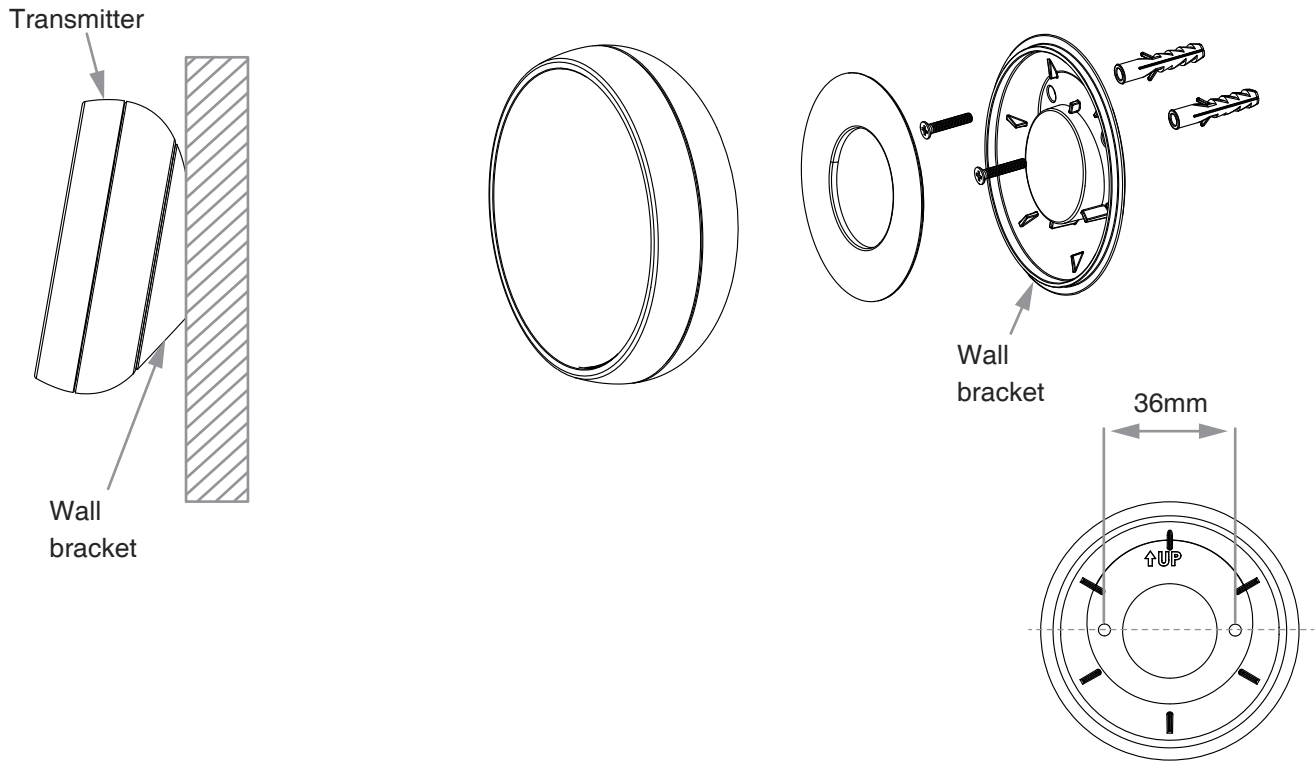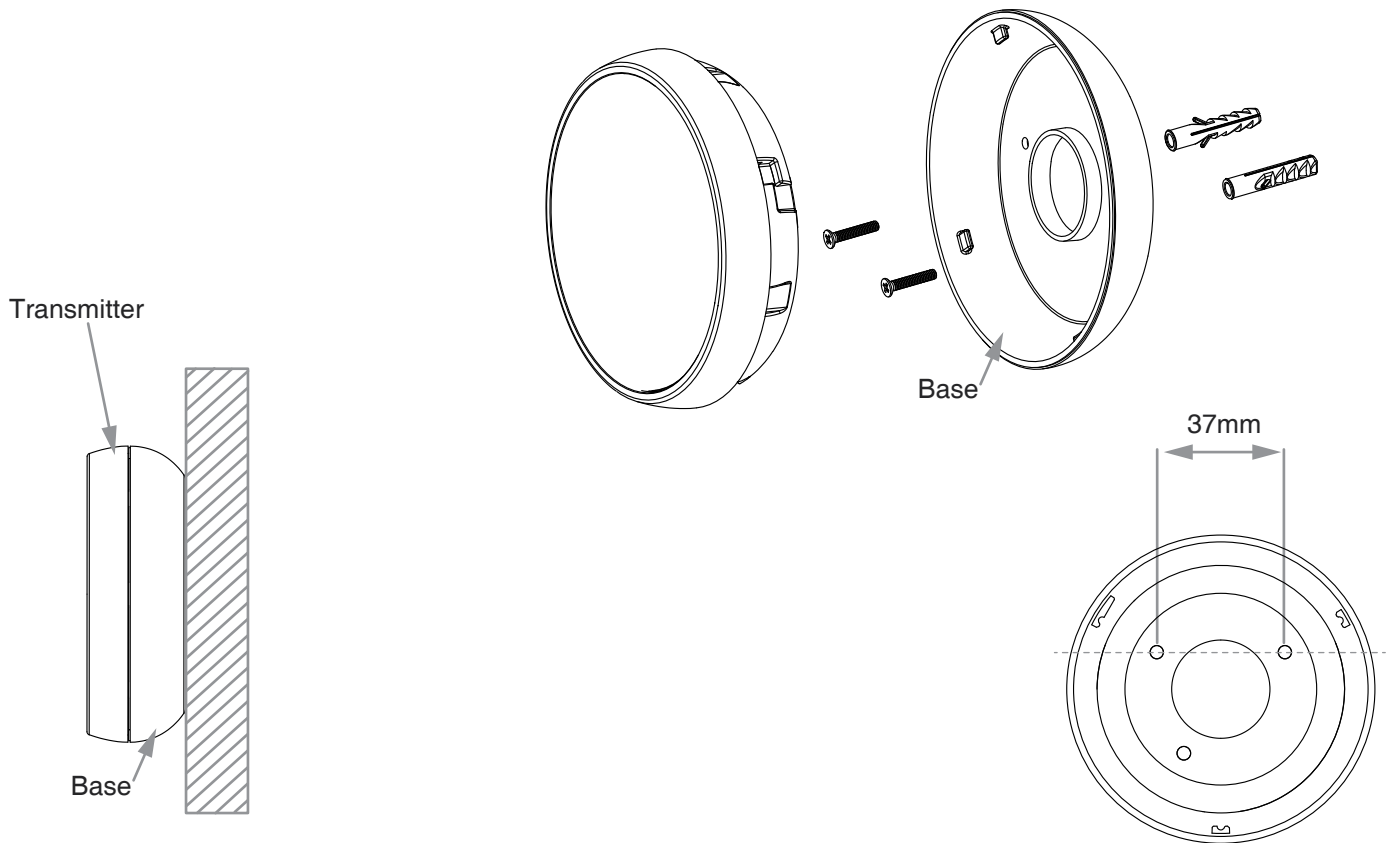To be able to use the transmitter it is first necessary to carry out the command interface creation procedure (see paragraph 3.1) and then the learning procedure on the receiver (see paragraph 3.2).
At the bottom of the application screen to be configured there will be a different command interface.

**SWITCHING ON:**
By default switching on the transmitter is accomplished by putting your finger under the words "NEXTA tech" (see picture 2.1a).
This setting can be changed with the procedure shown in paragraph 3.3 by setting automatic switch-on upon movement, i.e. the transmitter comes on automatically when it is moved.
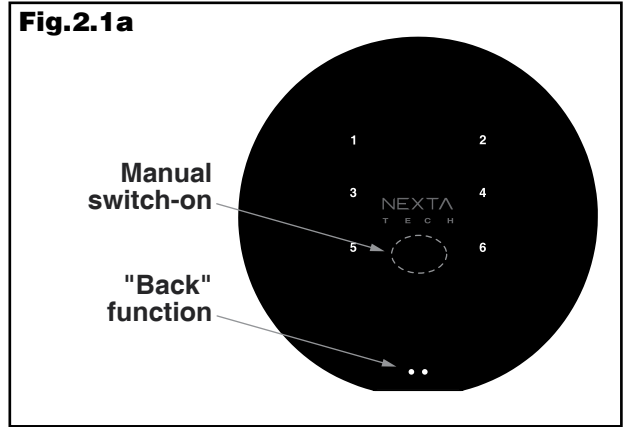
**CHANNEL SELECTION**
If only one channel is programmed the screen set will be displayed immediately upon switching on.
If more than one channel is programmed, the numbers corresponding to the different screens will be displayed upon switching on.
To go into a channel press the corresponding number, to go back to channel selection press the "two dots" symbol (see picture 2.1a).



Fig.2.1a

Manual switch-on

"Back" function

**SWITCHING OFF**
To switch off the transmitter press the "two dots" key on the channel selection screen.
The transmitter turns off automatically after 30 seconds in any case.

**DESCRIPTION OF COMMANDS**
The command interfaces that can be set with the procedure in paragraph 3.1 are:
- command of single colour dimmer lights, see picture 2.1b
- command of CCT (correlated colour temperature) lights to adjust the temperature of white light (warm white/cool white), see picture 2.1c
- command of RGB or RGBW lights, see picture 2.1d

---

### Fig.2.1b - INTERFACE FOR SINGLE COLOUR DIMMER TYPE DEVICES



| TOUCH ZONE | FUNCTION |
|---|---|
| from 1 to 8 | Adjust light intensity (1 minimum intensity, 8 maximum intensity) |
| ⏻ | On/Off |
| • • | Go back to previous screen |

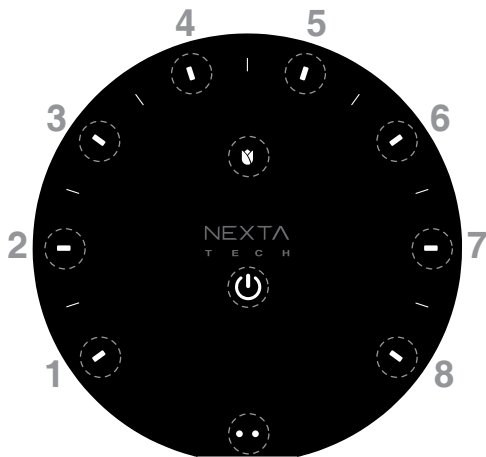**NOTE: The dotted circles correspond to the touch zones**

**DESCRIPTION OF COMMANDS**
**Surround:** Zones 1 to 8 correspond to the various values of intensity that can be set.
Only the thicker lines correspond to zones that can be selected.
**"On/Off" key:** This key changes the status of the load (on/off)
**"Two dots" key:** This key takes me back to the previous screen, until the device goes into stand-by

## Fig.2.1c - INTERFACE FOR CCT TYPE DEVICES (DYNAMIC WHITE TEMPERATURE CONTROL)



**SCREEN 1 CCT**

| TOUCH ZONE | FUNCTION |
|---|---|
| from 1 to 8 | Adjust the temperature of white light (1 warm light, 8 cool light) |
| ✿ | Send "colour saved' command |
| ⏻ | On/Off |
| •• | Go back to previous screen |

**NOTE: The dotted circles correspond to the touch zones**

### DESCRIPTION OF COMMANDS

**Surround:** Zones 1 to 8 correspond to the various values of light temperature that can be set.
Only the thicker lines correspond to zones that can be selected.
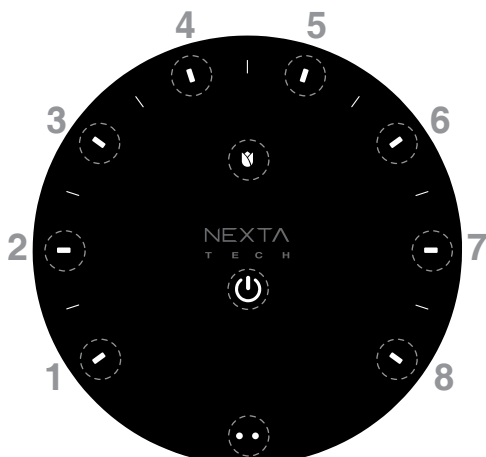After selection, the intensity selection interface will appear (see screen 2 CCT).
**"Flower" key:** Calls up the saved colour screen and sends the switch-on command of the load at this value.
The surround prepares for dimming.
**"On/Off":** This key changes the status of the load (on/off)
**"Two dots" key:** This key takes me back to the previous screen, until the device goes into stand-by



**SCREEN 2 CCT**

| TOUCH ZONE | FUNCTION |
|---|---|
| from 1 to 8 | Adjust light intensity (1 minimum intensity, 8 maximum intensity) |
| ✿ | Save the status of the load |
| ⏻ | On/Off |
| •• | Go back to previous screen |

### DESCRIPTION OF COMMANDS

**Surround:** Zones 1 to 8 correspond to the various values of intensity that can be set.
Only the thicker lines correspond to zones that can be selected.
**"Flower" key:** Saves the temperature of white light and the intensity at which the load is set at that time.
After saving the status of the load, when I send an "ON" command (by wire or radio), the control unit will
switch on the light with this value.
**"On/Off":** This key changes the status of the load (on/off)
**"Two dots" key:** This key takes me back to the previous screen, until the device goes into stand-by

## Fig.2.1d - INTERFACE FOR RGB OR RGBW TYPE DEVICES
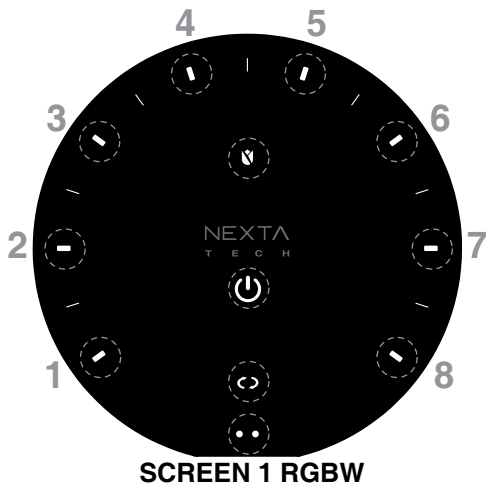
**SCREEN 1 RGBW**

| TOUCH ZONE | FUNCTION |
|---|---|
| from 1 to 8 | Selection of light colour |
| 🌷 | Send "colour saved' command |
| ⏻ | On/Off |
| ⟷ | Display cycle interface |
| •• | Go back to previous screen |

**NOTE: The dotted circles correspond to the touch zones**

### DESCRIPTION OF COMMANDS

**Surround:** The zones 1 to 8 correspond to the different colours that can be selected.
Only the thicker lines correspond to zones that can be selected.
After selection, the intensity selection interface will appear (see screen 2 RGBW).
**"Flower" key:** Calls up the saved colour screen and sends the switch-on command of the load at this value.
The surround prepares for dimming.
**"On/Off":** This key changes the status of the load (on/off)
**"Cycle" key:** This key takes me to the "cycle" interface, see screen 3 RGBW.
**"Two dots" key:** This key takes me back to the previous screen, until the device goes into stand-by

**AFTER HAVING SET A COLOUR (BY PRESSING ON A ZONE FROM 1 TO 8), THERE WILL BE THE FOLLOWING INTERFACE**
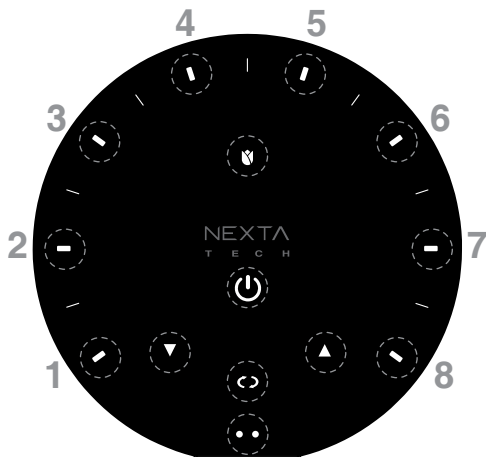
**SCREEN 2 RGBW**

| TOUCH ZONE | FUNCTION |
|---|---|
| from 1 to 8 | Adjust light intensity (1 minimum intensity, 8 maximum intensity) |
| 🌷 | Save the status of the load |
| ⏻ | On/Off |
| ▼ | Dimmer colour down, a gradual change in tone |
| ▲ | Dimmer colour up, a gradual change in tone |
| ⟷ | Play/Stop cycle. |
| •• | Go back to previous screen |

### DESCRIPTION OF COMMANDS

**Surround:** Zones 1 to 8 correspond to the various values of intensity that can be set.
Only the thicker lines correspond to zones that can be selected.
**"Flower" key:** Saves the colour and the intensity with which the load is set at that time.
After having saved the status of the load, when I send an "ON" command (by wire or radio),
the control unit will switch on the light with this value.
**"On/Off":** This key changes the status of the load (on/off)
**"Down arrow":** Dimmer colour down, a gradual change in colour tone
**"Up arrow" key:** Dimmer colour up, a gradual change in colour tone
**"Cycle" key:** This key takes me to the "cycle" interface, see screen 3 RGBW.
**"Two dots" key:** This key takes me back to the previous screen, until the device goes into stand-by

**SCREEN 3 RGBW**

| TOUCH ZONE | FUNCTION |
|---|---|
| 1 | the colour cycle passes through all the tones |
| 2 | colour cycle with green and blue tones |
| 3 | colour cycle with blue and violet tones |
| 4 | colour cycle with blue, violet and pink tones |
| 5 | colour cycle with red and orange tones |
| 6 | colour cycle with orange and yellow tones |
| �▶ | Play/stop cycle. |
| ▼ | Change of speed of "down" cycle |
| ▲ | Change of speed of "up" cycle |
| • • | Go back to previous screen |

**NOTE:  The dotted circles correspond to the touch zones**

**DESCRIPTION OF COMMANDS**
**Surround:** On this screen the surround displays the cycle effects, i.e. the colours displayed during the cycle, set with numbers 1 to 6
**Numbers from 1 to 6:**  These keys are used to set the various cycle effects, the effect is shown on the surround
**"Play" key:** This key activates/deactivates the colour cycle
**"Down arrow" key:**  This key increases the speed of the cycle, the speed is confirmed by the corresponding number flashing, see table
**"Up arrow" key:**This key decreases the speed of the cycle, the speed is confirmed by the corresponding number flashing, see table
**"Two dots" key:**  This key takes me back to the previous screen, until the device goes into stand-by

| NUMBER ON SCREEN | DURATION OF CYCLE |
|---|---|
| *1* | 10 seconds |
| *2* | 30  seconds |
| *3* | 90  seconds |
| *4* | 4 minutes |
| *5* | 15 minutes |
| *6* | 1 hour |

**WARM LIGHT/COOL LIGHT COMMAND**
if I select white (touch zone "1") on screen 1, I move on to screen 2. From here, by pressing the "down arrow" and "up arrow' keys I can modify the temperature of the light to warmer or cooler.

# 3 - TRANSMITTER PROGRAMMING

## 3.1 CREATION OF COMMAND INTERFACE

### ASSOCIATING INTERFACE/RECEIVER CONTROL UNIT

With a new transmitter, there is no command screen, see picture 3a. If you try to switch on the device, only the "two dots" key will be displayed for switching off. The command interface to be created depends on the device on which I am going to programthe transmitter channel.

The following table shows the recommended association between command interface and control unit code

**Fig.3.1a**

"Back" function
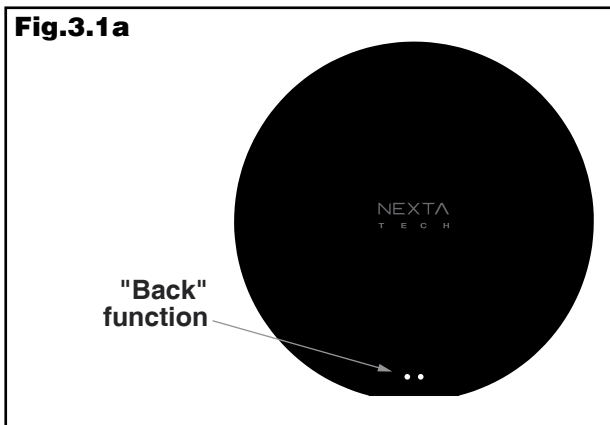
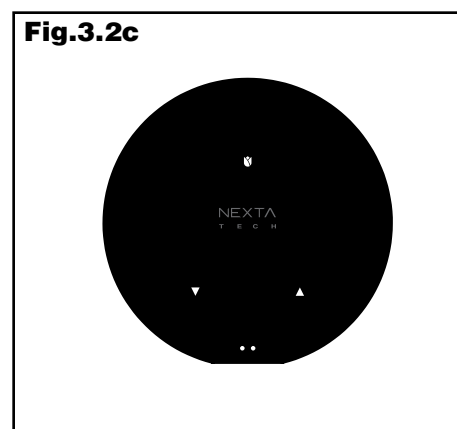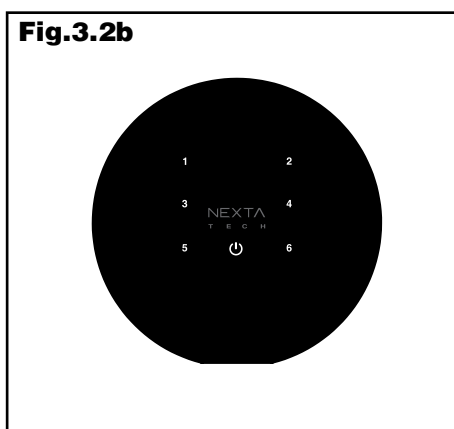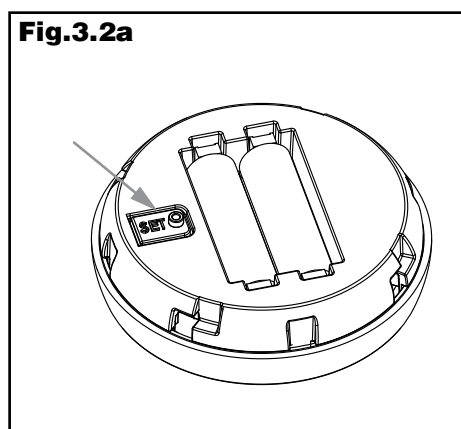| INTERFACE | NEXTA TECH RECEIVER CONTROL UNIT CODEH | DESCRIPTION |
|---|---|---|
| Single colour dimmer | Mcu-dm150, Mcu-V5, Top-0110, Top-V8/4, Top-A/3, | This interface makes available commands to dim the light and switch on/off |
| Cct | Top-V8/CCT2, Mcu-V4 CCT | This interface makes available commands to dim the light, switch on/off and control the temperature of the light |
| Rgbw | Top-V8/RGBW, Top-A/RGB, Mcu-V3/RGB | This interface makes available commands to dim the light, switch on/off, control colour, cycle and temperature of the light |

### PROCEDURE FOR CREATING INTERFACES

To create a command interface carry out the following procedure:

**1-** Press SET inside the back of the transmitter for 5 seconds, see picture 3.2a. All 6 available channels and the On/Off key are displayed, see picture 3.2b

**2-** Select the channel that you want to use by touching the relative zone, the other numbers go out and the symbols corresponding to each interface are displayed, see picture 3.2c

**3-** Press on the symbol corresponding to the interface you want to create, see picture 3.2d. The "two dots" symbol flashes to confirm the operation and the transmitter goes back into stand-by
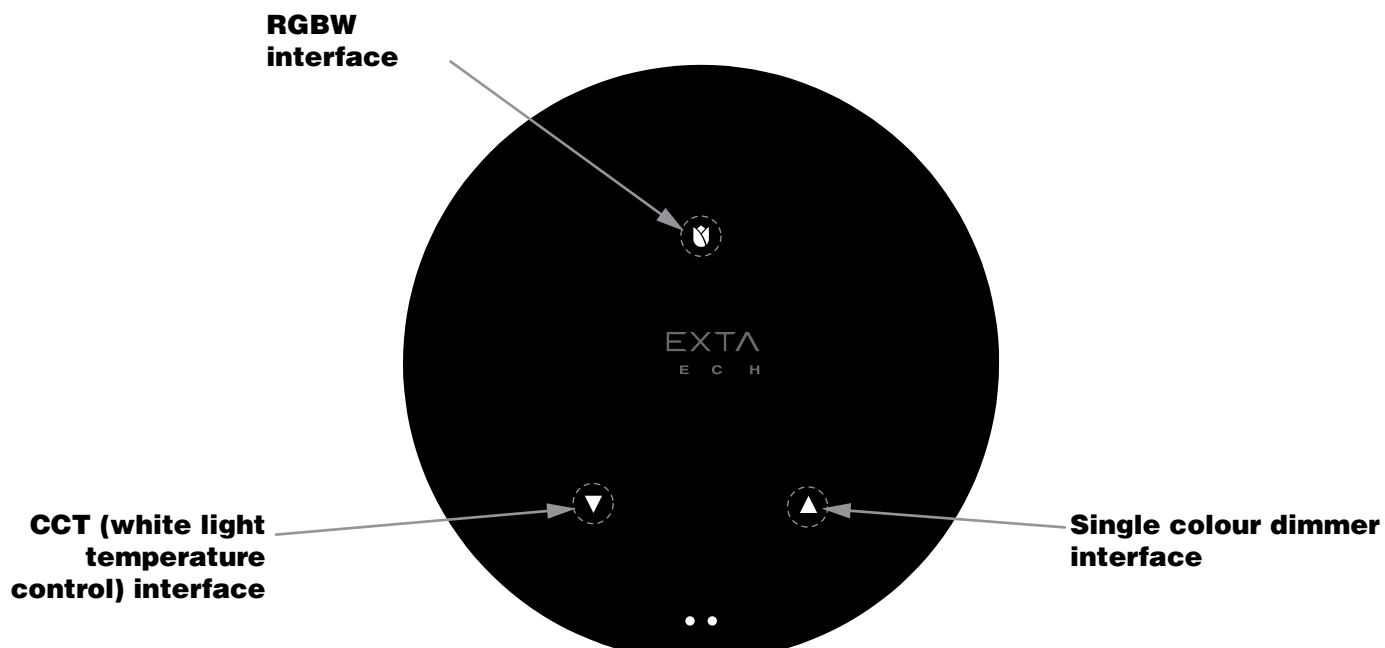
**NOTE:** if only one channel has been programmed, the command interface programmed will be displayed straight away on switching on.
If more than one channel has been programmed, the available channels will be displayed on switching on.

**Fig.3.2a**

**Fig.3.2b**

**Fig.3.2c**

## Fig.3.2d

**RGBW interface**

**CCT (white light temperature control) interface**

EXTA
E C H

**Single colour dimmer interface**

**NOTE: The dotted circles correspond to the touch zones**

---

## 3.2 PROGRAMMING THE TRANSMITTER IN THE RECEIVER

This procedure is used to associate a channel created with the procedure in paragraph 3.1 with the receiver.
Access to the receiver is required to carry out the following procedure.

### PROCEDURE

**1-** Activate the receiver on which you want to program the transmitter in "multifunctional remote control radio programming" mode (see receiver manual).
**2-** Select the channel that you want to program and send a command (see paragraph 2.1)
**3-** The receiver flashes three times to confirm the learning procedure.

Repeat the procedure for each channel created, associating it with the relative receiver.

# 3.3 SELECTION OF SWITCH-ON MODE

Default= manual switch-on

By default to switch on the transmitter it is necessary to put your finger under the words NEXTA TECH. With the following procedure it is possible to activate the use of the accelerometer to switch on the transmitter when moved.

**PROCEDURE:**
**1-** Press SET inside the back of the transmitter for 5 seconds, see picture 3.3a. All 6 available channels and the
        On/Off key are displayed, see picture 3.3b
**2-** Press the "On/Off" key, the numbers go out and the first and last line of the surround are displayed, see picture 3.3c
**3-** Press the line on the left to activate automatic switch-on (with accelerometer), the one on the right for manual
activation. The line corresponding to the setting selected is lit up more brightly.



Fig.3.3a



Fig.3.3b



Fig.3.3c

Automatic switch-on

Manual switch-on
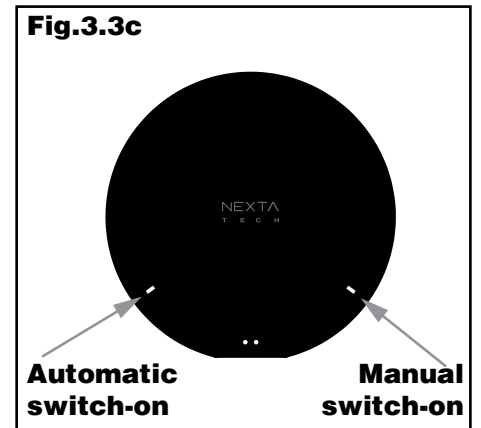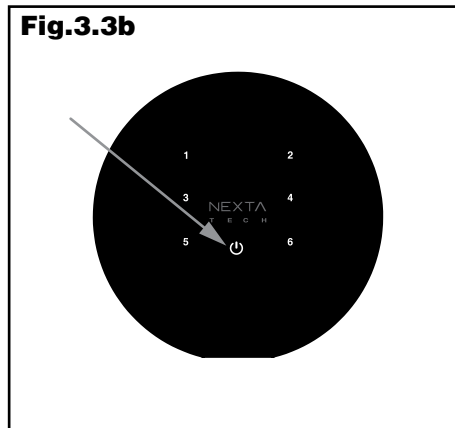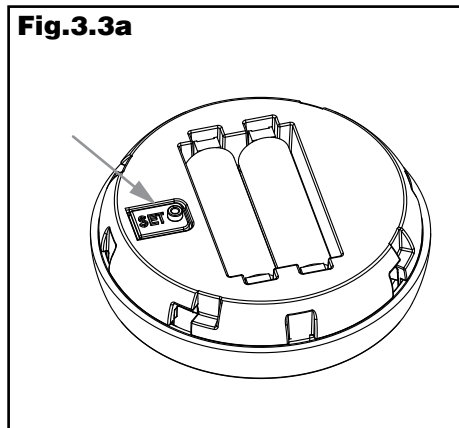
# 4 - DELETION OF A CHANNEL

This procedure can be used to delete a previously created channel.
**NOTE:** if the channel that you want to delete was associated with a receiver, it is advisable to delete it from the receiver's memory first (see 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 displaying of the channel from the transmitter in standard operation, see the procedure in paragraph 4.2.
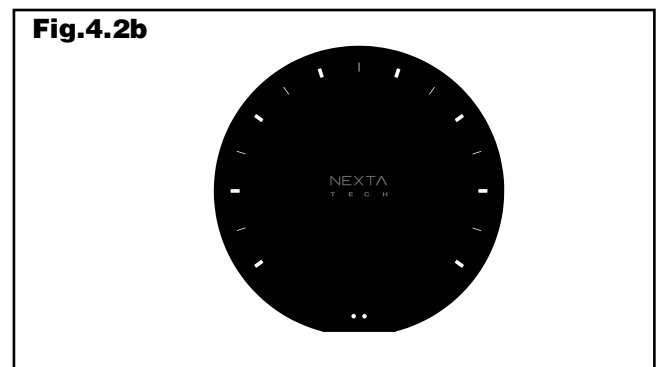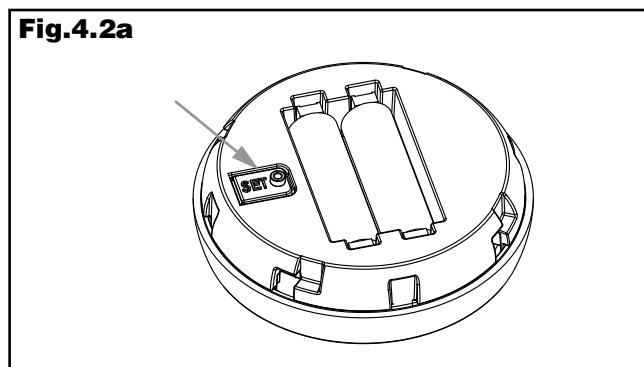
## 4.2 DELETION OF ALL THE CHANNELS FROM THE TRANSMITTER

This procedure is used to delete all the channels from the transmitter so that they can no longer be displayed or used.
**NOTE:** if one of the channels was associated with a receiver, it is advisable to delete it from the receiver's memory first (see paragraph 4.1).

**PROCEDURE:**
**1-** Hold down SET inside the back of the transmitter for 8 seconds, see picture 4.2a. The LEDs in the surround flash red (see figure 4.2b)
**2-** Whilst they are flashing, quickly press SET to confirm the deletion



Fig.4.2a



Fig.4.2b

CE