

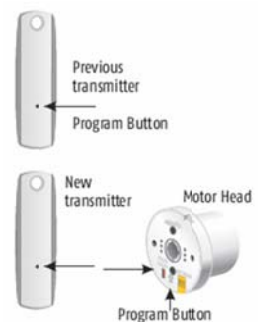
Programming Transmitters with Roll-Up Canvas Artwork



Canvas art motor must first be placed into programming mode by either using an existing programmed transmitter or directly from the motor.

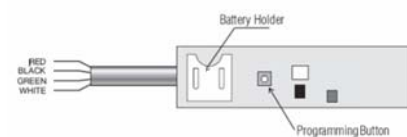
Programming Additional Remotes

- 1) Using a paperclip, press and hold the PROGRAM button on the previously programmed transmitter until the canvas jogs. ("jog" is a brief back and forth movement) Now the motor is in programming mode.
- 2) Using a paperclip, press and hold the PROGRAM button on the new transmitter until the canvas jogs. The new transmitter has now been added to the canvas motor's memory.



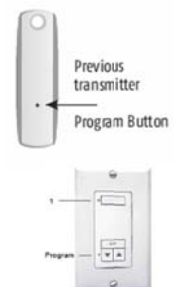
Adding a Dry Contact Sensor

- 1) Using a paperclip, press and hold the PROGRAM button on the previously programmed transmitter until the canvas jogs. Now the motor is in programming mode.
- 2) Open up the dry contact sensor and using a paperclip, press and hold the PROGRAM button on the dry contact sensor until the canvas jogs. The dry contact transmitter has now been added to the canvas motor's memory.



Adding a Décora Wall Switch

- 1) Using a paperclip, press and hold the PROGRAM button on the previously programmed transmitter until the canvas jogs. Now the motor is in programming mode.
- 2) On the Décora Wall Switch, press the horizontal upper button then using a paperclip, press and hold the PROGRAM button on the lower left corner until the canvas jogs. The wall switch transmitter has now been added to the canvas motor's memory.



Dry Contact Sensor Integration

For integration with advanced third party home automation systems, the Dry Contact Sensor can be utilized to transmit an RF command to your roll-up art.



Wiring diagrams for each brand of controller are available at <http://framemytv.com/c86/Support.htm>



Dry Contact Sensor Commands

To send a command using your controller, make the following momentary contacts to send a command to control your canvas artwork.

Command to Transmit	Momentary Contact Closure
UP	White – Green
DOWN	Black – Green
STOP	Red – Green