



QCTZ16SY

16 channels hand held display remote with timer

INSTALLER MANUAL



TECHNICAL DATA

Radio frequency: 434.15 MHz Protection rating: IP 30 Operating temperature: 0°C to + 60°C (+ 32°F to + 140°F) Dimensions: 150 x 47 x 12 mm Power supply: 1 x 3V 2450 Lithium battery

DESCRIPTION

The QCTZ16SY hand-held display remote which allows you to control up to 16 motors or groups of motors wirelessly.

Features:

- LCD display
- Easy customization of groups (Up to 8)
- Pre-set ALL channel control
- Easy recall of groups

SAFETY

1. Safety and responsibility

Please read this guide carefully before installing and using this product.

Any use outside the sphere of application defined by GAPOSA is prohibited. This invalidates the warranty and discharges GAPOSA of all liability, as does any failure to comply with the instructions given herein. Never begin installing without first checking the compatibility of this product with the associated equipment and accessories.

2. Specific safety instructions

To avoid damaging the product:

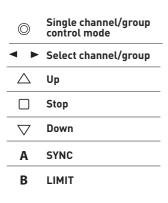
- Avoid impacts!
- Do not drop it!
- Do not spray or immerse in liquids.
- Keep out of the reach of children.

- Hide unused channel function (to be implemented)
- Magnetic wall mount
- Timer functions

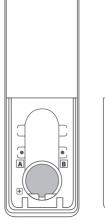
- Do not use abrasive products or solvents to clean the product. Its surface can be cleaned with a soft, damp cloth.

PLEASE NOTE: do not use motors with remote controls in areas with risks of radio disturbs over the norm (i.e. airports or radio repeaters). These units may also be disturbed by telecommunication and/or transceiver systems working on the same frequency.

BUTTONS









SELECTING A CHANNEL/GROUP

When pressing the circle button \bigcirc sequentially the modes can be switched from single channel control mode to group control mode.

Briefly press the circle button \bigcirc to enter single channel mode, scroll the channels with the arrow buttons $(\blacktriangleleft \text{ or } \triangleright)$: each channel is identified by a number.

Briefly press the circle button \bigcirc to enter group control mode. The first aroup to appear is the all channels group. Scroll through the pre-made groups with the arrow buttons (\blacktriangleleft or \blacktriangleright): each group is identified by a number.

Note: Only the groups that have been created previously (see section below) will appear. No groups will appear if groups have not been created previously.

CUSTOMIZATION OF THE GROUPS

- 1. Briefly press the circle button 🔘 to enter in group control mode
- 2. To create a group press both arrow buttons (◀ and ►) for 2 seconds. The icon SEL appears and channel 1 starts flashing.
- 3. Using the arrow buttons (\blacktriangleleft or \blacktriangleright), scroll to the channel to be set into the group.
- 4. Press for 2 seconds both arrow buttons (◄ and ►) to select the channel. Then move to the other channels to be set and select each one in the same fashion.
- 5. When all the desired channels of the group are set press the ∇ UP, \Box STOP or \triangle DOWN button to confirm the group. The group is identified by a number. The group you set takes the first number available in progressive fashion from 1 to 8.

Note: Only 8 groups can be created.

DELETING GROUPS

- 1. Enter the group screen by pressing the circle button \bigcirc .
- 2. Press and hold the circle button \bigcirc until $dE \perp \Box$ appears on screen.
- 3. Press the STOP button to enter the delete groups mode.
- 4. Page through the saved groups using the left and right arrow buttons.

5. Once the group that needs to be deleted is selected, press the 🗖 STOP button to confirm the deletion. Note: the delete groups mode can be exited at any time by pressing the circle button \bigcirc again.

HIDING CHANNELS

- 1. Make sure the channel selection screen is visible, it can be changed by pressing the circle button \square .
- 2. Press and hold the circle button \bigcirc until H IdE appears on screen.
- 3. Press the \Box STOP button to enter $H \Box E$ channels mode.
- 4. By pressing the left and right arrow buttons, the required hidden channels can be selected.
- 5. Once the required hidden channels are selected, press the 🖸 STOP button to confirm the hidden channels. The numbers on the screen will blink quickly for confirmation.

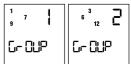
Note: Channels can be unhidden using the same process. Just deselect the channels.

٢H

2

٢H

7







TIMER FUNCTIONS

CLOCK SET-UP (Note: The clock is in 24-hour format)

- 1. From the channels or groups screen, press and hold the circle button O until H IdE or dEL G appears on the screen. Press the circle button O again and the timer/ clock screen will appear.
- 2. Press the 🗖 STOP button to enter the menu.
- 3. Set the hour by using the Δ UP / abla DOWN buttons and press the \square STOP button to confirm.
- 4. Set the minutes by using the Δ UP / ∇ DOWN buttons and press the \Box STOP button to confirm.
- 6.□FF now appears on screen. By using the arrow buttons (◄ and ►) you can scroll between □FF and □n to choose between having the clock displayed or not in stand-by mode.

Note: During operation, the clock is shown only in Automatic Mode or Random Mode (see section: "Understanding and changing the operational mode")

CREATING OR EDITING A SCHEDULE

- 1. After setting the clock, from either the channels or groups screen, press and hold the button ^(O) until H IdE or dEL ^(I) appears on the screen. Press the button ^(O) again two times until the Pr d^(I) screen is reached. Press the ^(I) STOP to enter the menu.
- 2. The 6 schedules can now be chosen: **O1 O2 O3 O4 O5 O6**
- 4. Use the \triangleleft LEFT/ \blacktriangleright RIGHT buttons to select the day of the week: Su Mo Tu We Th Fr Sa
- 5. Press the UP / DOWN buttons to select or deselect one or multiple days of the week. Once the day or days of the week have been selected, press the STOP to confirm. Note: When the day of the week is blinking slow, the day is not selected, and when the day of the week is blinking fast, the day has been selected.
- 6. Use the Δ UP / ∇ DOWN buttons to select the hour. Press the \Box STOP to confirm.
- 7. Use the Δ UP / ∇ DOWN buttons to select the minutes. Press the \Box STOP to confirm.
- 8. Choose the command to be sent. Use the Δ UP / ∇ DOWN buttons to select between the UP command, DOWN command, and Intermediate Position command. Press the \Box STOP to confirm.
- 9. Choose the channels to add to the Scene. Use the \triangleleft LEFT/ \blacktriangleright RIGHT buttons to move between channels, and the \bigtriangledown UP / \triangle DOWN buttons to select or deselect the channel. Press the \square STOP button to create the schedule.

Note: When the channel is blinking slow, the channel is not selected, and when the channel is blinking fast, the day has been selected.

The schedule is now created.

SCHEDULE DELETION

- 1. From the channels or groups screen, press and hold the circle button O until HIdE or dEL Gappears on the screen. Press the circle button O again three times until dEL P appears on screen.
- 2. Press the 🗖 STOP button to enter the menu.
- 3. Select the schedule to be deleted and press the STOP button to confirm.
- The schedule is now deleted.

UNDERSTANDING AND CHANGING THE OPERATIONAL MODE

The remote operational mode can be changed between Automatic Mode [**AUT**], Random Mode [**m**] and Manual mode [*no icon*]. The operational mode can be changed by pressing the Left and Right buttons. With each press of the button, the transmitter will change from manual to automatic, to random, to manual, etc. In automatic mode and random mode, the clock will appear on the screen instead of the channel or group lettering.

Manual Mode: The transmitter works only by sending up stop and down commands to channels or groups by manually pressing the button on the transmitter.

Automatic Mode: The transmitter will operate with manual control as well as executing schedules automatically.

Random Mode: The transmitter will operate with manual control and all schedules will execute with a delay from 0-30 minutes. For example, if the schedule is set to go off at 8:00, when in random mode, the schedule will go off anywhere between 8:00 and 8:30.

PROGRAMMING TRANSMITTER (Fig.1)

CAUTION: If more motors with receiver have to be installed, it is important to power up **only one motor at time** during the first programming session, in order to avoid any interferences with the others.

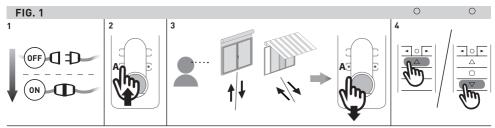
- 1. Power up the motor to be programmed.
- 2. Hold SYNC pressed until the motor starts moving.
- 3. Check the rotation of the motor, then release SYNC (the motor stops).
- 4. Within 5 seconds press the corresponding button (i.e. UP if the motor rotates upwards or DOWN if vice versa).

In this way the transmitter has been programmed and the rotation of the motor has been synchronized.

ADDING TRANSMITTER (Fig.1)

- 2. Hold SYNC pressed of a transmitter **already paired** until the motor starts moving.
- 3. Check the rotation of the motor, then release SYNC (the motor stops).
- 4. Within 5 seconds press the corresponding button (i.e. UP if the motor rotates upwards or DOWN if vice versa) on the **new transmitter being added**.

Additional transmitter is now added



CHECKING/CHANGING DIRECTION (Fig.2)

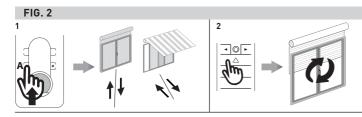
IMPORTANT: change direction must be performed before starting limit setting otherwise limits must be reset.

Press Δ UP or ∇ DOWN button the motor should go UP or DOWN, otherwise to change direction:

1. Press and hold SYNC button till the motor starts moving

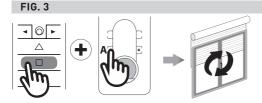
2. Press 🔲 STOP button: The motor makes a brief jog.

Direction of the motor has been reversed.



ERASING TRANSMITTERS (Fig. 3)

Push simultanously SYNC and STOP of the transmitter until the motor makes a brief movement in both directions. *Only the transmitter used for this procedure has been deleted from motor memory*



RESET MOTOR MEMORY

OPTION 1 (Fig. 4) - Using an already programmed transmitter

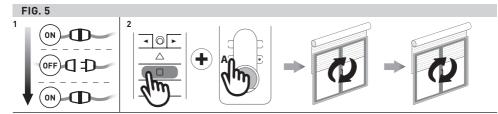
Press and hold both SYNC and STOP buttons till the motor makes first a brief jog and, after a while, a second long jog. Memory is now empty.

FIG. 4



OPTION 2 (Fig. 5) - Without an already programmed transmitter

- 1. Switch the motor power supply OFF. Then switch it ON.
- 2. Within 8 seconds, using any Gaposa transmitter, press and hold both SYNC and STOP buttons until the motor makes a long jog. Memory is now empty.

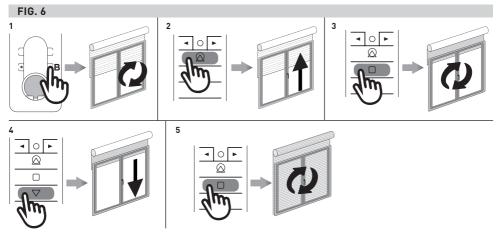


LIMIT SWITCH SETUP (Fig. 6) (Just for motors with electronic limit switch)

ATTENTION: ALWAYS SET THE UP LIMIT SWITCH FIRST

- 1. Push LIMIT till the motor makes a brief movement in both direction
- Note: during "programming mode" the operations are in "deadman control"
- 2. Press and hold the Δ UP button and run the motor to the desired UP limit position.
- 3. Press the 🗖 STOP to set the UP limit position. The motor makes a brief jog.
- 4. Press and hold the $\,
 abla$ DOWN button and run the motor to the desired DOWN limit position.
- 5. Press the STOP to set the DOWN limit position. The motor makes a brief jog.

Note: accurate limit setting can be performed when UPWARD or DOWNWARD by pressing a second time LIMIT: the motor then moves slowly in steps towards to the desired limit. Always press STOP button to set the limit position.



AUTOMATIC SETTING OF THE LIMITS

(Just for motors with electronic limit switch)

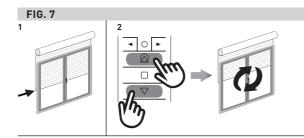
For limits set with torque sensor (mechanical stop of shutters or cassette awnings/shades), press and hold Δ UP button until the bottom bar hits the cassette or shutter box.

A short jog will indicate that the UP position has been memorized. The same procedure can be followed for DOWN limit **but only for roller shutters.**

INTERMEDIATE POSITION SETUP (Fig. 7)

(Just for motors with electronic limit switch)

Stop the shutter/awning in the desired intermediate position, then press simultaneously the UP and DOWN buttons until the motor makes a brief movement in both directions.



TRANSMITTER FACTORY RESET

The factory reset will un-hide any hidden channels and delete all custom groups.

- 1. Remove the battery cover on the back of the transmitter.
- 2. Remove the battery.
- 3. Press and hold the circle button () while reinserting the battery, once the screen comes back on and displays, **rESEL** will appear and the circle button () can be released.
- 4. After about 3 seconds the transmitter will start up and all channels will be un-hidden, and any groups deleted.



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