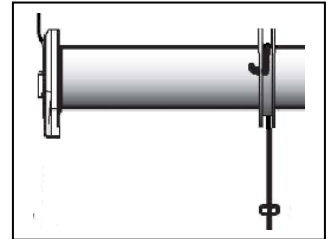


## Assembly Instructions for Motorized Roller Lift Systems

### 1) Lift Reels

Slide Lift Reels onto lift tube centering them directly over Lift cords. Attach lift reels to tube with screws provided ensuring that Lift Reel knot holes are all positioned on the same side and position on the tube. Carefully drill pilot holes with a 1/16" drill bit. ⚠ Do not drill through motor.



### 2) Attach Shade to Board

Attach shade to board by means of Velcro or stapling.

### 3) String Shade

Use of .9mm lift cord is recommended for light shades or 1.4 mm cord for heavier. The length of lift cord must equal the length of the shade + 8 inches. Direct the cord to the Lift Reel and through the inside opening of the knot hole. On the outside of the reel, tie a double or triple knot that is large enough so it will not pull through.

### 4) Adjust Lift Cords with Orbs

With shade laying flat and square on table, string lift cord from Lift Reel down through the shade rings and through bottom of last ring. Loop cord through Adjusting Orb twice pulling any additional slack out of line. Do this for all lift cords ensuring the same amount of tension on all. **Note:** For heavier shades, once all lift cord tensions have been adjusted, tie a knot around Lift Orb so line will not pull out.



### 5) Program Limits

Install shade in window or temporary work area so that movement is not restricted. Shade will be at the bottom limit, so programming will start from this point. **Note:** Only one shade can be programmed at a time. Disconnect power from all other shades except the one being programmed.

## STEP ONE

### Connect Power to Motor

- 1) Connect 12V battery wand or transformer to the motor.  
Motor should already be installed in shade.



Telis 4 Transmitter

## STEP TWO

### Initiate Programming – (for use with Telis 1 & 4, Decora 1 & 4 or Chronis Timer)

For Single Channel Transmitters (Telis 1, Decora 1, or Chronis Timer)

- 1) On the transmitter, press and hold the **UP** and **DOWN** buttons simultaneously until the shade jogs (shade has a short up and down movement).



For Multi-Channel Transmitters (Telis 4 or Decora 4)

- 1) Using the channel selector, select the desired channel.
- 2) On the transmitter, press and hold the **UP** and **DOWN** buttons simultaneously until the shade jogs.

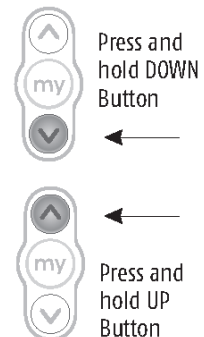
**NOTE:** This step cannot be performed if the transmitter has already been programmed (memorized) to shade.

## STEP THREE

### Check Polarity (Shade direction) MUST BE DETERMINED BEFORE SETTING SHADE LIMITS

Press and hold the **DOWN** button and confirm the shade moves down.  
Press and hold the **UP** button and confirm the shade moves up.

- If shade direction is correct, continue to Step 4.
- If shade direction is not correct (in reverse), press and hold the **MY (stop) button** on the transmitter for 2 seconds until the shade jogs. Shade direction is now corrected. Shade movement should now correspond to the direction button on the transmitter.

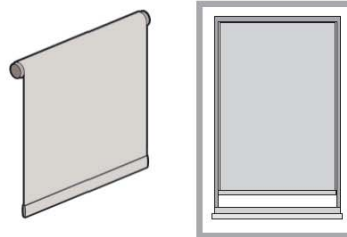


## STEP FOUR

### Setting Limits (Shade Positions)

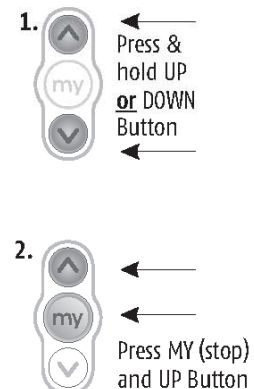
Starting with shade in down position.

- 1) Press and hold the **UP or DOWN** button on the transmitter to reach the desired lower limit (shade position).

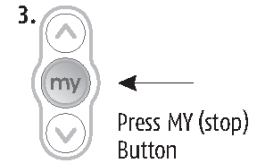


**NOTE:** During limit setting, shade operates in approximately 3ft. increments only. If shade stops prior to reaching desired limit (final shade position) release then press and hold the down button until the shade begins to move.

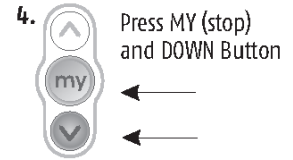
- 2) Once the desired lower limit (shade position) is reached, press and hold the **MY (stop)** and **UP** buttons simultaneously until the shade begins to move up, then release.



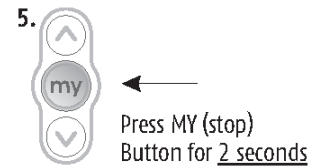
3) Press the **MY (stop) Button** when the shade reaches the desired upper limit (shade position). If necessary, adjust the desired shade position with a brief press of either the **UP** or **DOWN** button.



4) Once desired upper limit (shade position) is reached, press and hold the **MY (stop)** and **DOWN** buttons simultaneously until the shade begins to move down, then release.



5) Once shade stops at previously set lower limit (shade position), press the **MY (stop) button** for 2 seconds until the shade jogs. This confirms both limits (shade positions).



## STEP FIVE

## Completing & Exiting Programming Mode

Using a paperclip, press and hold the **PROGRAM** button on the back of the transmitter until the shade jogs.  
TRANSMITTER IS NOW MEMORIZED AND PROGRAMMING IS COMPLETE.

**Note:** If power is disconnected from shade before Step 5 is completed, **TRANSMITTER WILL NOT BE MEMORIZED** to the programmed shade however limits (shade positions) will remain programmed. If this occurs, go back and repeat step 2 (Initiate Programming). Then omit step 4 (Setting Limits) and resume with step 5.

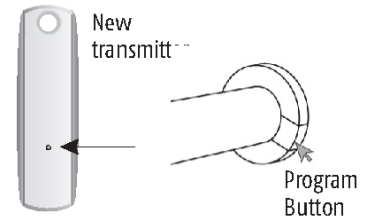
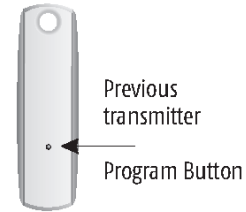


Shade is now programmed. For additional information see following pages.

### Adding Additional Transmitters (Single Channel)

#### With a Remote Control

- 1) Using a paperclip, press and hold the **PROGRAM button** on the previously addressed transmitter until the shade jogs.
- 2) Using a paperclip, press and hold the **PROGRAM button** on the Additional (new) transmitter until the shade jogs. Additional (new) transmitter is now added to shade memory and can be used to operate shade.



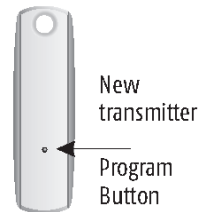
#### With the Program Button on the Motor

- 1) Using a paperclip, press and hold the **PROGRAM button** on the motor head, LED will blink once then remain on, release button and motor will jog.  
If you cannot see LED light (because of certain mounting constraints) press and hold **Programming button** for 2 seconds then release, shade will then jog.
- 2) Using a paperclip, press and hold the **PROGRAM button** on the Additional (new) transmitter until the shade jogs. The Additional (new) transmitter is now added to shade memory and can be used to operate shade.



### Assigning Specific Channels to Shade (Multi-channel transmitters only)

- 1) Using a paperclip, press and hold the **PROGRAM button** on the previously addressed transmitter until the shade jogs.
- 2) Select the desired channel (1-4 or all) by momentarily pressing the **Channel Selector button** on the multi-channel transmitter.
- 3) Press and hold the **PROGRAM button** on the multi-channel transmitter until the shade jogs. Additional (new) channel is now added to shade memory and can be used to operate shade.



**Note:** To prevent unwanted Channel/Transmitter assignments, it may be necessary to unplug power from all previously programmed shades until programming is complete.

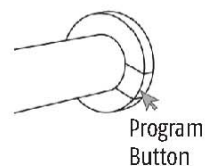
### Deleting Specific Channels/Transmitters

- 1) Using a paperclip, press and hold the **PROGRAM button** on the previously addressed transmitter until the shade jogs.
- 2) Select the desired channel (1-4 or all) or transmitter (single channel) to be deleted.
- 3) Press and hold the **PROGRAM button** on the transmitter until the shade jogs. Channel or transmitter is now deleted from shade memory and will not operate shade.



**To delete ALL transmitter channels:** Using a paperclip, press and hold the **PROGRAM Button** located on the motor head until LED light begins to flash on and off, release button and motor will jog.

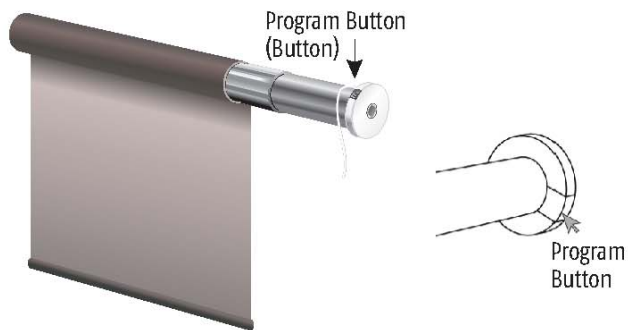
If you cannot see LED light (because of certain mounting constraints) press and hold **Programming button** for 7 seconds then release, shade will then jog.



## STEP SEVEN

## Resetting Motor (Erasing all Previously Programmed Limit Settings and Channels)

**To delete all previous settings:** Using a paperclip, press and hold the **PROGRAM button**, located on the motor head for 12 seconds. All transmitters and limits will be erased. (Motor is now reset to factory mode.) Motor limits will need to be reestablished.



## OPTION ONE

## Setting an Intermediate Position (IP)

- 1) Press the **UP or DOWN directional button** on the previously addressed transmitter until the shade reaches a desired intermediate position, then press the **MY (stop) button** to stop. If necessary adjust the desired position with a brief press of either the **UP or DOWN button**.

