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**Connect** Instructions



Thank you for purchasing an SI product. If you have any questions or need any assistance with your Connect product, we would love to help you.

**Technical Support:** 512.832.6939

**Hours of Support:** 7:30am - 5pm CST

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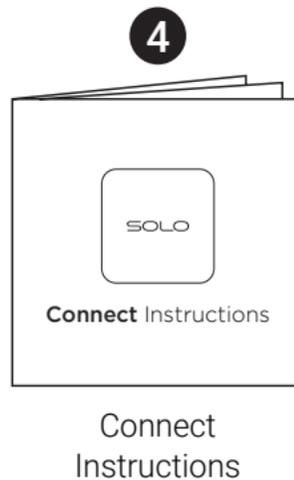
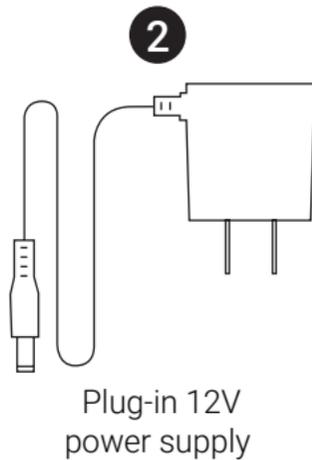
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# INITIAL INFORMATION

Unpack the Connect from the shipping box.

Parts in the Box:

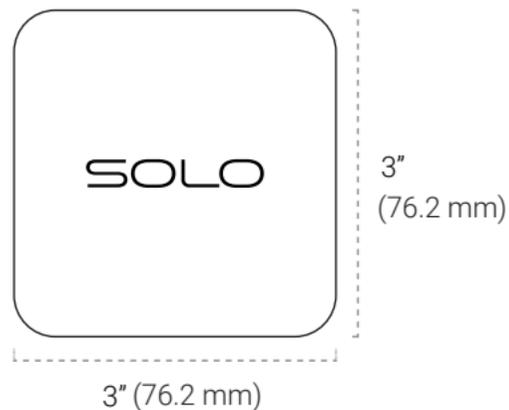
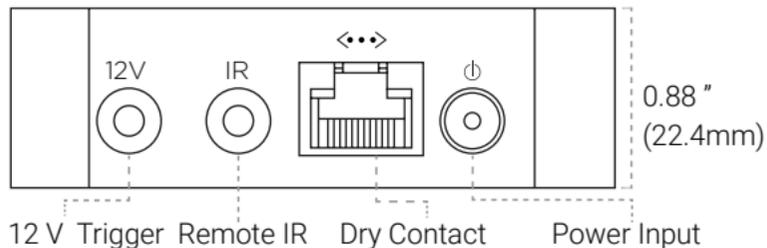


## More about Connect

Connect converts common A/V control signals into Somfy wireless RTS control commands to operate Somfy RTS motors. It operates at 433.42MHz and has a typical transmission range to the Somfy screen motor of about 50 feet with no attenuation. The range will be reduced if radio signal interfering items are in the transmission path.

Connect operates independently of the Solo Remote. The unit should be mounted with the base down and at least 1" of air gap around the Connect to provide for some cooling. It may be operated with the case on its side, with 1" of air gap around the Connect. It weighs only 2.3 oz. and with a small foot print of 3" x 3" x 7/8", placement is easy. The 12V power supply operates on 110VAC to 240VAC, 60/50Hz and has a rated current draw of 300mA. Operating temp. range is 0°C - 50°C.

## Connect Inputs



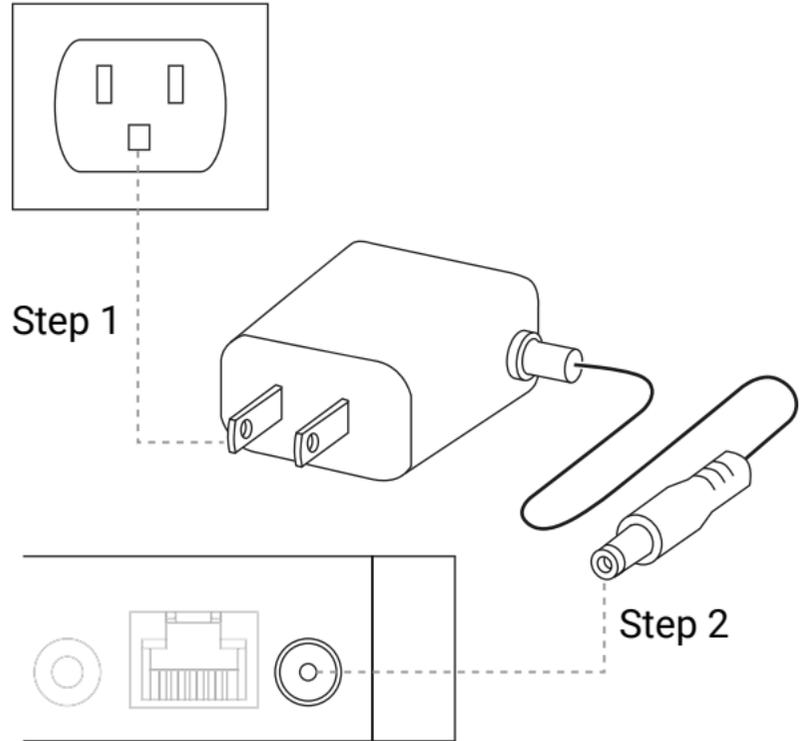
# INSTALLATION

## Step 1

Plug the 12V power supply into the wall socket.

## Step 2

Plug the barrel connector on the power supply into the power port. The status indicator LED will light up and is viewable through the case on the side opposite the ports.

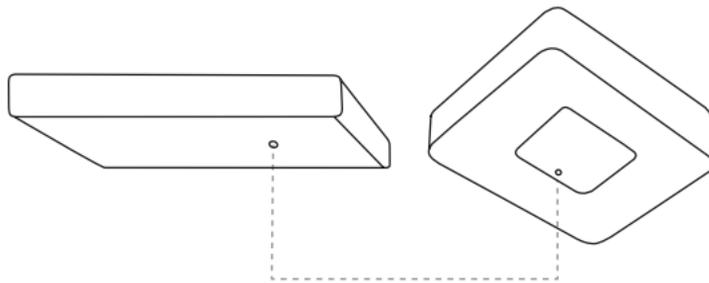


### Step 3 - Pair Your Connect

If the Connect was shipped with your Solo, it will be paired with the screen. If purchased separately, the Connect will need to be paired to the screen. There are two ways to pair the screen and the Connect.

### Pairing Method A - Using the Solo Remote

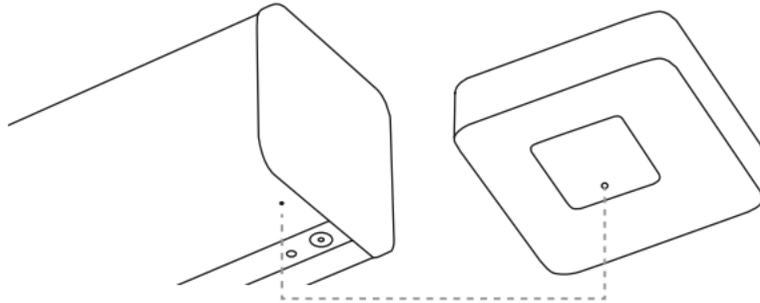
With a large paperclip, press the button on the back of the remote until the screen jogs once. Using the paperclip again, briefly press the button inside the Connect through the small hole on the case bottom.



The screen will jog once to show that the Connect is now paired to the Solo screen. Use the SI Infrared remote to verify that the Connect is paired. Press the down button. The screen will move down if paired.

## Pairing Method B - Without the Solo Remote

With a large paperclip, press the button on the motor through the small hole near the right-hand side screen opening until the screen jogs once. Using the paperclip again, briefly press the button inside the Connect through the small hole on the case bottom.



The screen will jog once to show that the Connect is now paired to the Solo screen.

**Caution:** Holding the button longer than one jog, may erase the motor settings and unpair every remote. All remotes will then have to be re-paired and all limits reset using the Solo remote.

## Step 4 - Control

Determine the desired control signal method.

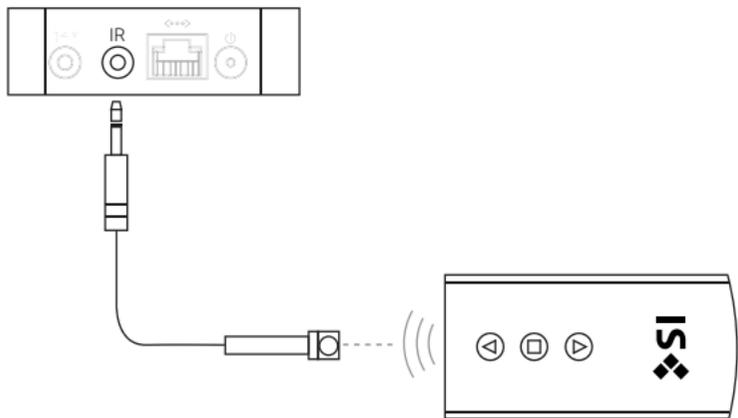
Details for connection and use are below:

- A. Infrared Control ..... LINE-OF-SIGHT
- B. 12VDC Trigger ..... NON-LINE-OF-SIGHT
- C. Momentary Dry Contact ..... NON-LINE-OF-SIGHT

### Control Method A: Infrared Control

Once the Connect is paired to the screen, the SI IR remote is ready to use up to a distance of 35 feet between the remote and the Connect. In all cases, make sure that the built-in IR eye is visible to the IR Remote. The built-in IR eye is located to the left of the power indicator light (when you are facing it.) The buttons on the SI IR Remote operate the same as the buttons on the Solo Remote.

The IR port on the Connect allows a remote IR eye (not included) to be connected. The port is a standard 3.5mm mono audio jack. The remote IR eye can now be placed in a location accessible to the IR remote while the Connect is kept hidden. Once the remote IR eye is plugged in, the internal eye is bypassed. Unplugging the remote IR eye restores the internal IR eye to original use.



Third party IR universal control systems may be used to control the screen and commands may be learned from the SI IR Remote or using these hex codes:

(Available on the website too.)



0000 006c 0000 000c 0006 011b 0006  
011b 0006 00bb 0006 00bb 0006 00bb  
0006 00bb 0006 00bb 0006 00bb 0006  
00bb 0006 00bb 0006 011b 0006 08a4



0000 006c 0000 000c 0006 011b 0006  
011b 0006 00bb 0006 00bb 0006 00bb  
0006 00bb 0006 00bb 0006 00bb 0006  
00bb 0006 011b 0006 011b 0006 08a4



0000 006c 0000 000c 0006 011b 0006  
011b 0006 00bb 0006 00bb 0006 00bb  
0006 00bb 0006 00bb 0006 00bb 0006  
00bb 0006 011b 0006 00bb 0006 08a4

## Control Method B: 12VDC Trigger

A DC trigger voltage will cause the Connect to send RF commands to the screen to operate it. This wiring method is usually used to allow the projector to directly control the screen. When a projector with a trigger output is turned on, it sends out a constant voltage that may be used to deploy the screen. This method requires hard wiring between the point of control and Connect.

With the Connect, a constantly applied DC voltage in the range of 5V – 12V will send a wireless command to deploy the screen to the lower limit. The screen will stay in that position until the voltage is removed. Removing the trigger voltage sends a wireless command to roll-up the screen.

The center pin is positive and the outer contact (barrel) is negative.

## Control Method C: Dry Contact

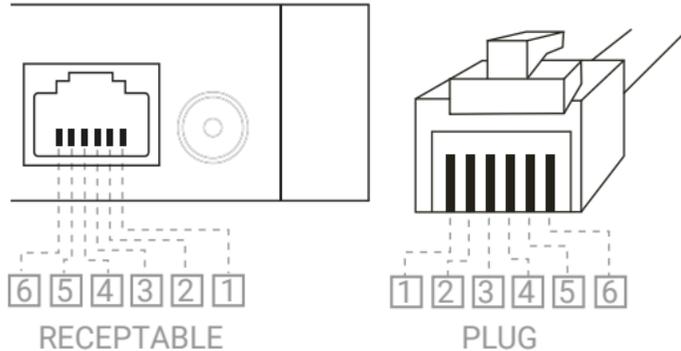
This method of control is for use with momentary contact switches, such as a push button switch, or relays, commonly found in control systems. It requires hard wiring from the point of control to the Connect. Momentarily shorting the appropriate leads either sends the screen down to the lower limit or up to the fully rolled-up position. No current or extra power supply is needed to operate the screen.

**Power should not be applied to the dry contact connections. Doing so may damage the Connect and void the warranty.**

To send the screen DOWN, momentarily connect the wires to pins 3 and 4. The Connect power LED will go dark during RF transmission and the screen will unroll to the lower limit.

To send the screen UP, momentarily connect the wires to pins 4 and 6. Likewise, the Connect power LED will go dark and the screen will roll up to the upper limit.

There is no STOP command. The screen cannot be made to stop at an intermediate position using the dry contact controls.



## SUBSEQUENT INSTALLATION

If Connect needs to be moved, simply unplug the connections, move it to the new location, and reconnect the power and wiring. Re-pairing is not necessary. The motor stores all device addresses internally and remembers the Connect when powered again.

**Note:** Connect is not designed to be used in wet environments. Keep its ambient temperature within the limits specified earlier.

## CONNECT TROUBLESHOOTING

| Symptom                        | Possible Cause                         | Solution  |
|--------------------------------|--|---|
| No Power Light                 | Power supply not plugged in            | Plug in power supply                            |
|                                | Breaker tripped                        | Determine cause, correct, and turn breaker on   |
|                                | Power supply defective                 | Order replacement power supply                  |
|                                | Connect defective                      | Order replacement/Connect                       |
| SI IR Remote is non-responsive | Remote not aimed at the Connect IR eye | Orient Connect so IR beam hits the correct face |
|                                | Battery is low or dead                 | Replace battery - (1) CR2025 3V Li.             |

| Symptom                                | Possible Cause                      | Solution   |
|--|-------------------------------------|--|
| SI IR Remote is non-responsive (cont.) | Connect is not paired with screen   | Pair Connect with the remote or screen               |
|  | Greater than 35 feet away           | Move closer  |
|  | Screen is not charged or plugged in | Charge for 10 min. or plug in if a non-battery motor |
| Plug-In IR Eye is non-responsive       | Eye is not plugged in completely    | Replug the eye into the jack                         |
|  | IR beam is not reaching the eye     | Orient the eye so it "sees" the remote               |
|  | IR eye is defective                 | Try another IR eye                                   |
|  | Greater than 35 feet away           | Move closer  |

| Symptom                                  | Possible Cause                                 | Solution  |
|--|--|---|
| Plug-In IR Eye is non-responsive (cont.) | Screen is not charged or plugged in            | Charge for 10 min. or plug in if a non-battery motor                    |
|  | Connect is not paired with screen              | Pair Connect with the remote or screen                                  |
| 12VDC Trigger is non-responsive          | Polarity is reversed                           | Make sure center contact is positive "+" and the barrel is negative "-" |
|  | Voltage is outside of range                    | Voltage must be within 5 to 12VDC. Check wire gauge and/ length.        |
|  | Trigger wiring is damaged or wired incorrectly | Trace wiring and repair if damaged or incorrect                         |

| Symptom                                 | Possible Cause                               | Solution   |
|---|--|--|
| 12VDC Trigger is non-responsive (cont.) | Triggering device is not sending the voltage | Repair or replace the device, or use another method  |
|   | Connect is not paired with the screen        | Pair Connect with the remote or screen               |
| Dry contacts are non-responsive         | Bad plug connection                          | Remove plug and replace ensuring a positive click    |
|   | Screen is not charged or plugged in          | Charge for 10 min. or plug in if a non-battery motor |
|   | Switches are faulty                          | Replace if bad                                       |
|   | Power applied to the contact leads           | Replace the Connect                                  |
|   | Wiring is damaged or wired incorrectly       | Trace wiring and repair if damaged or incorrect      |