

Installation and User Instructions

Features

- 7-Day Control Schedule
- Up to 7-Events per day
- Works with multiple load types including: incandescent, compact fluorescent, HID, motor, and heater
- Available in White, Ivory, and Light Almond

Ratings

- 15A @ 125V / 1875W Resistive / Heater
- 8A @ 125V / 1000W Tungsten
- 8A @ 125V / 1000VA Inductive / Ballast
- 1/4 HP @ 125V Motor

Leads

- Black = Line
- White = Neutral
- Red = Load
- Green = Ground

WARNING-Risk of Fire or Electric Shock

- Electrical shock hazard. To avoid fire, shock, or death, turn off power at circuit breaker and test that power is off before wiring.
- Follow local electrical codes during installation.
- Connect to copper conductors only.
- Connect to Class 1 wiring only.

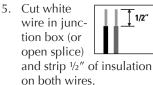
NOTICE

· No user-serviceable parts.

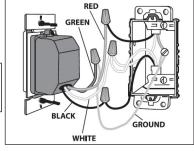
Installation Instructions

WARNING: To avoid risk of fire or shock which could result in injury or death, turn off power at circuit breaker and test that power is off before wiring.

- Remove wall plate and disconnect existing light switch.
- 2. Make sure both "hot" and neutral wires are present in the junction box. If both wires are not present, additional wiring will be necessary before installation can be completed.
- 3. Connect red timer wire to wire from fixture using wire connector.
- 4. Connect black timer wire to the "hot" (usually black or red) wire in junction box using wire connector.







Electronic 7-Day In-Wall **Time Switch**



- 6. Connect white timer wire to white wires in junction box using wire connector.
- 7. If the wall switch you are replacing had separate grounding conductors connected to the GREEN screw on the switch, make sure to connect these to the green wire from the timer with a wire connector.
- 8. Check that all wire connections are secure.
- 9. Place all wires inside junction box.
- 10. Fit timer into junction box and install using two (2) mounting screws (furnished).
- 11. Reconnect the electrical power.

Setting the Clock

- 1. Press and HOLD the CLOCK button.
- 2. Press the **DAY** button until the display shows the current day.
- 3. Press the **HOUR** button until the display shows the current hour.
- Press the MIN (Minute) button until the display shows the current minute.

Setting Programs

1. Press the **PROG** (Program) button once. The display will look as shown at the right.

You will now set up the time in which you want your device turned ON.

The number 1 in the lower left hand corner indicates that you are now programming EVENT 1.

- Press the **DAY** button repeatedly until the display shows the day(s) when you want the timer to turn on. The options are:
 - All days of the week (MO TU WE TH FR SA SU)
 - Individual days of the week (MO etc.)
 - Weekdays only (MO TU WE TH FR)
 - Weekends only (SA SU)
- 2. Press the **HOUR** and **MIN** (Minute) buttons to set the time when you want the timer to turn on.
- 1. Press the **PROG** (Program) button again. The display reads as shown at the right.



MO TH WE THER

- 1. Repeat Steps 2-4 to set the OFF time for Event 1.
- 2. When programming is complete, press the **CLOCK** button to display the current time.

Things you should know about programming events:

- You can repeat the ON and OFF programming procedures outlined above for up to 7 events, as needed.
- Warning: While setting events the timer may prematurely turn on the load, if you press the **MODE** button.
- Three kinds of settings can cause the timer to work in an unexpected way:
 - Set up events in progressive order of time (for example, 8:00 pm ON, 9:00 pm ON, 10:00 pm ON *NOT* 8:00 pm ON, 10:00 pm ON, 9:00 pm ON).
 - Do not overlap event times(for example, 8:00 pm ON /12:00 pm OFF, and 9:00 pm ON / 11:00 pm OFF).
 - Do not set ON / OFF events within 30 minutes or less from one another if you are going to use the timer in the Random Mode. The Random Mode interval is \pm 15 minutes from the programmed times, and programs set too close together may overlap one another.

Reviewing Events Programmed

- 1. In the current time display, press the **PROG** (Program) button repeatedly to check your settings.
- 2. When finished, press the **CLOCK** button to return the display to the time of day.

Clearing (Deleting) an Event

- Press the PROG (Program) button as many times as necessary to locate the setting you want to clear.
- 2. Press and hold the **MODE** button.
- 3. Press the **PROG** button to clear the setting.
- 4. When finished, press the **CLOCK** button to return the display to the time of day.

Operating the Time Switch

Press the **MODE** button repeatedly to set the timer to Automatic, Random or Manual mode.

NOTE: For the time switch to run programmed events, it must be set to "AUTO" mode.

- AUTO runs all events automatically, according to the schedule you have set. The word "AUTO" appears in the display.
- RND (Random) runs all events in a RANDOM mode. This is a security feature in which ON and OFF times randomly differ ± 15 minutes from the programmed times, creating a more "lived-in" look. The word "RDM" appears in the display.

NOTE: DO NOT set the ON / OFF events within 30 Minutes or less from one another if you are going to use this timer in the RANDOM MODE. The RANDOM MODE is \pm 15 minutes of programmed times and may overlap one another, causing the timer to possibly not work as desired.

 MANUAL — turns ON and OFF only when the user presses the ON or OFF button. The display is blank, showing neither RDM or AUTO.

Overriding Timer Settings

The **ON** or **OFF** buttons override the current programmed events. To override the current program (either ON or OFF), press the **ON** or **OFF** button.

NOTE: If the timer is not in "Manual" mode, it will obey the next programmed event. This allows the user to manually turn a light on and allow the program to shut the light back off at a preset time.

Resetting the Timer

In case of an operational failure of the timer, press the **RESET** button to clear all settings and restart.

LIMITED ONE-YEAR WARRANTY

If within one (1) year from the date of purchase, this product fails due to a defect in material or workmanship, Intermatic Incorporated will repair or replace it, at its sole option, free of charge. This warranty is extended to the original household purchaser only and is not transferable. This warranty does not apply to: (a) damage to units caused by accident, dropping or abuse in handling, acts of God or any negligent use; (b) units which have been subject to unauthorized repair, opened, taken apart or otherwise modified; (c) units not used in accordance with instructions; (d) damages exceeding the cost of the product; (e) sealed lamps and/or lamp bulbs, LED's and batteries; (f) the finish on any portion of the product, such as surface and/or weathering, as this is considered normal wear and tear; (g) transit damage, initial installation costs, removal costs, or reinstallation costs.

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