

# CordLift WireFree™ Programming & Operation Instructions

## CT-32RT-12V

### New & Improved Programming

New programming applies to all CordLift WireFree™ motors released after **August 2006**. These motors will have new packaging as well as a new colored label on them.

### Before you begin

Motors are shipped without limit switch settings and transmitter ID's. Steps (1-6) must be completed to ensure proper shade programming and functionality. Power should **ONLY** be connected to current shade being programmed. All other shades should be disconnected from their respective power while programming is in progress. While programming (step 4), shade should not be inactive for longer than 2 minutes or motor will exit programming mode.



### Programming Instructions are for use with Telis 1&4, Decora 1&4 or Chronis Timer

The following illustrations and instructions represent the Telis hand-held remote, and may also be applied to the Decora wireless wall switch and Chronis Timer.



Telis 1 Transmitter



Decora 1



Chronis Timer

### 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.



Press and hold UP & DOWN Button

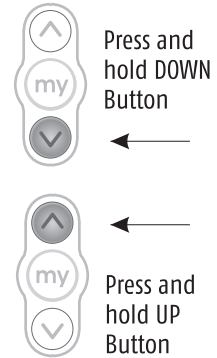
**NOTE:** This step cannot be performed if the transmitter has already been programmed (memorized) to shade.

**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. Shade will jog. Shade direction is now corrected. Shade movement should now correspond to the direction button on the transmitter.

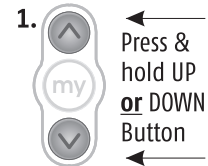
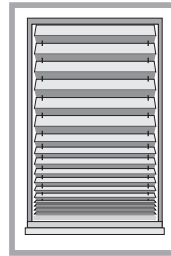


**STEP FOUR**

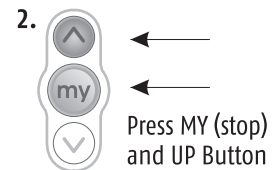
**Setting Limits (Shade Positions)**

**Starting with shade in down position.**

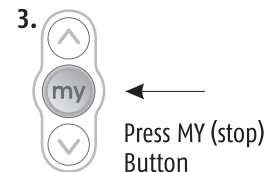
- 1) Press and hold the **UP or DOWN button** on the transmitter to reach the desired lower limit (shade position).



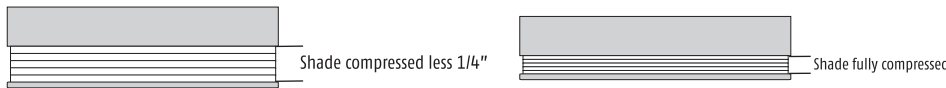
- 2) Once the desired lower limit (shade position) is reached, press and hold the **MY (Stop) and UP buttons** simultaneously until the shade begins to move up, then release.



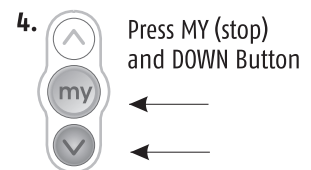
- 3) Press the **MY (Stop) button** when the shade reaches the desired upper limit (shade position). If necessary, adjust the desired shade position with a brief press of either the **UP or DOWN button**.



**NOTE: Do not compress fabric into headrail when setting upper limit. Bottom bar should be 1/4 in. lower than fully compressed position and should move freely once shade position is set.**



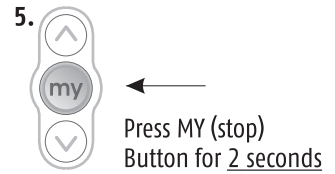
- 4) Once desired upper limit (shade position) is reached, press and hold the **MY (Stop) and DOWN buttons** simultaneously until the shade begins to move down, then release.



**NOTE: Do not compress fabric into headrail when setting upper limit. Bottom bar should be 1/4 in. lower than fully compressed position and should move freely once shade position is set**

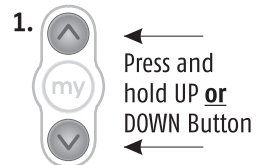
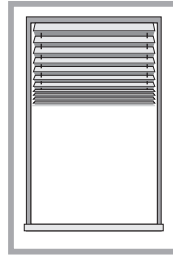
- 5) Once shade stops at previously set lower limit (shade position), press the **MY (stop) button** for 2 seconds until the shade jogs. This confirms both limits (shade positions).

To complete programming, proceed to **STEP FIVE**

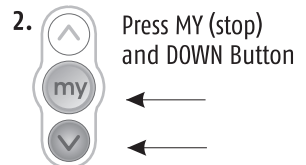


### Starting with shade in up position

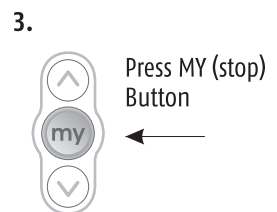
- 1) Press and hold the **DOWN or UP button** on the transmitter to reach the desired upper limit (shade position).



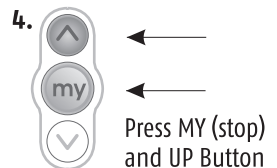
- 2) Once the desired upper limit (shade position) is reached, press and hold the **MY (Stop)** and **DOWN buttons** simultaneously until the shade begins to move down, then release.



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

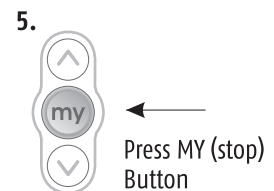


- 4) Once desired lower limit (shade position) is reached, press and hold **MY (Stop)** and **UP buttons** simultaneously until the shade begins to move up, then release.



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

To complete programming proceed to **STEP FIVE**

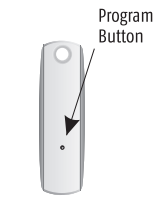


**STEP FIVE**

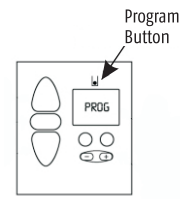
**Completing & Exiting Programming Mode**

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

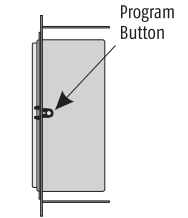
**Note: If power is disconnected from shade before Step 5 is completed, TRANSMITTER WILL NOT BE MEMORIZED to the programmed shade however limits (shade positions) will remain programmed. If this occurs, go back and repeat step 2 (Initiate Programming). Then omit step 4 (Setting Limits) and resume with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



Telis Transmitter (back view)



Chronis RTS Timer with cover removed



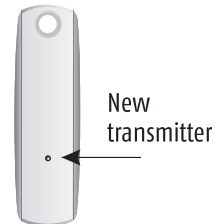
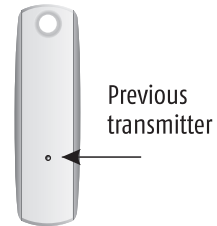
Decora Wireless Wall Switch, (side view)

**STEP SIX**

**Adding Additional Transmitters or Assigning Channels**

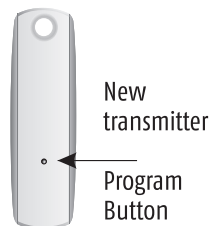
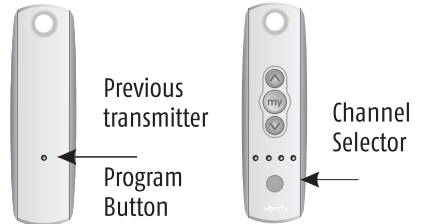
**Adding Additional Transmitters (Single Channel)**

- 1) Using a paperclip or pen, press and hold the **PROGRAM button** on the previously addressed transmitter until the shade jogs.
- 2) Using a paperclip or pen, 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.



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

- 1) Using a paperclip or pen, 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, ALL PREVIOUSLY PROGRAMMED SHADES should be UNPLUGGED until Programming is complete.**

### Deleting Specific Channels/Transmitters

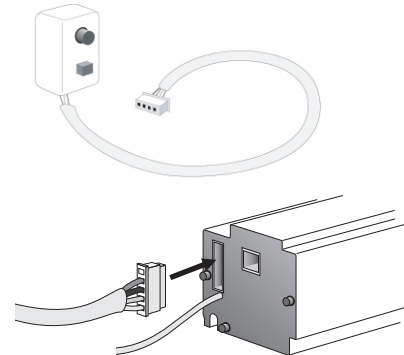
- 1) Using a paperclip or pen, press and hold the **PROGRAM button** on the previously addressed transmitter until the shade jogs.
- 2) Select the desired channel (1-4 or all) or transmitter (single channel) to be deleted.
- 3) Press and hold the **PROGRAM button** on the transmitter until the shade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



### STEP SEVEN

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

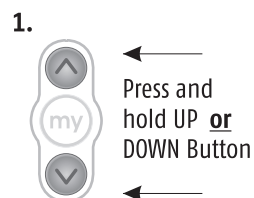
- 1) Insert reset tool into connector on motor.
- 2) **To delete all the transmitters**, press and hold the **program button** located on the reset tool for 7 seconds. Release the **programming button** after the LED starts flashing. The motor jogs one time. The transmitters are deleted but the limits remain in memory.
- 3) **To delete all previous settings**, press and hold the **PROGRAM button** located on the RESET TOOL (approximately 12 seconds) until LED blinks rapidly and extinguishes. (Motor is now reset to factory mode.) Motor limits will need to be reset.



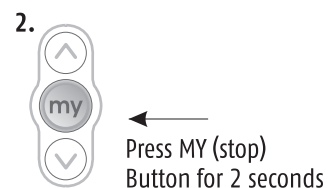
### OPTION ONE

### Setting an Intermediate Position (IP)

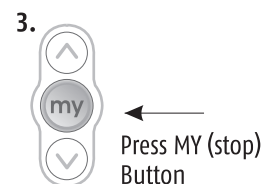
- 1) Press the **UP or DOWN** directional button on the previously addressed transmitter until the shade reaches a desired intermediate position, then press the **MY (Stop)** button to stop. If necessary adjust the desired position with a brief press of either the **UP or DOWN button**.



- 2) Press and hold the **MY (Stop)** button on the transmitter until the shade jogs. Intermediate position is now added to memory



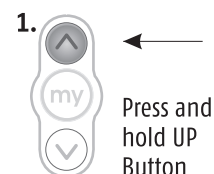
- 3) Activate the shade intermediate position by pressing the **MY (Stop)** button from ANY shade position.



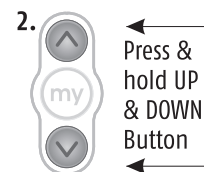
**Note:** Shade should be stationary prior to activating intermediate position function. If shade is actively moving (in-motion) MY (Stop) button should be pressed twice. To Delete: Activate shade to (IP) position, then press and hold the MY (Stop) button for 5 seconds.

#### OPTION TWO Re-adjusting Upper Limit (UP Shade Position)

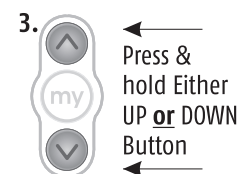
- 1) Press the **UP directional button** on the transmitter. Shade will travel to the pre-set UP limit.



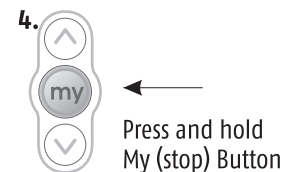
- 2) Once shade stops at pre-set up limit, press and hold the **UP and DOWN buttons** simultaneously on the transmitter until the shade jogs.



- 3) Press and hold either the **UP or DOWN button** on the transmitter to adjust shade to new position.

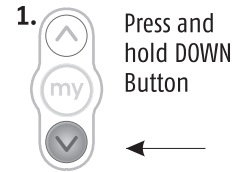


- 4) Press and hold the **MY (Stop)** button until the shade jogs. New Upper Limit (Up Stop Position) is now added to memory.

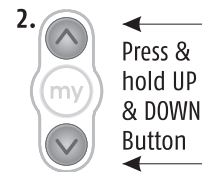


**OPTION THREE**    **Re-adjusting Lower Limit (DOWN Shade Position)**

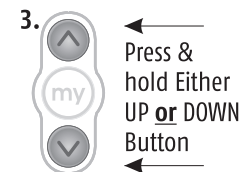
1) Press the **DOWN** directional button on the transmitter. Shade will travel to the pre-set **DOWN** limit.



2) Once shade stops at pre-set down limit, press and hold the **UP and DOWN buttons** simultaneously on the transmitter until the shade jogs.



3) Press and hold either the **UP or DOWN button** on the transmitter to adjust shade to new position.



4) Press and hold the **MY (Stop) button** until shade jogs.  
New lower limit (Down Stop Position) is now added to memory

