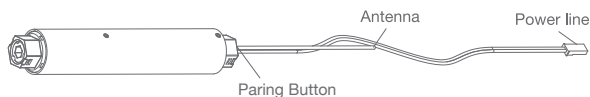
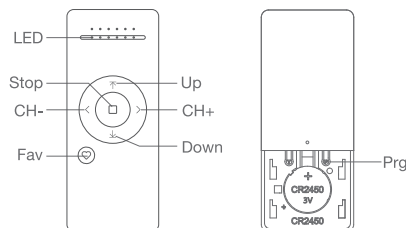


Venetian Blind Motor User Manual

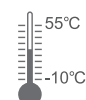
01 Product Info



Remote Controller Buttons



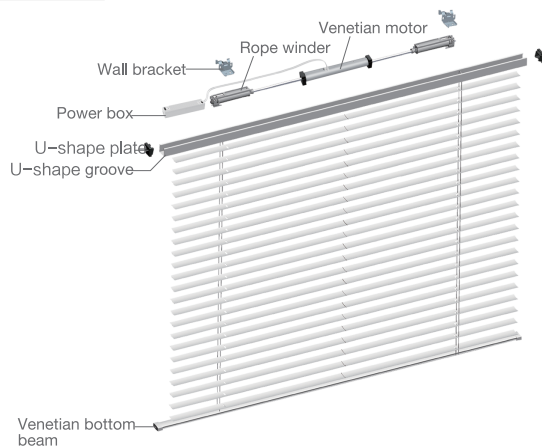
Working temperature



Models & Parameters (more info please refer to the nameplate)

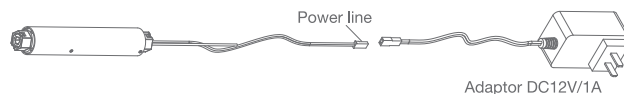
JCV	24	S	AE	S	06	30
AC Motor	24:φ25mm	S: Standard	AE:with adapter supply (External Wi-Fi/Zigbee optional)	Single driving	Torque:0.6N.m	Speed: 30Rpm

02 Installation

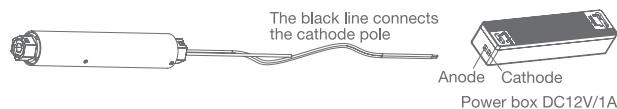


03 Power Options

Adapter



Power box



04 Caution!



- 1.This product is for indoor use only, do not use outdoor or in humid environments.
- 2.Power supply: adapter 12V/1A,power box 12V/1A.
- 3.The motor will jog in operation, please do not proceed to the next step until it complete.
- 4.During operation, the effective interval of the transmitter button operation is 10 seconds.
If there is no effective transmitter operation for more than 10 seconds, it will automatically exit the current mode.
- 5.The motor can be paired with max 10 controllers.
- 6.Upper&Lower limits cannot be set at the same position, limits saved even power off.
- 7.The motor runs constantly for at 6 mins max without any other operation.
- 8.Do not lift the motor by grabbing and pulling the power wire or the antenna.

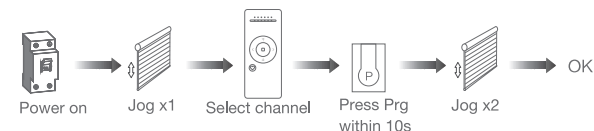
05 Instructions

Pairing Button functions

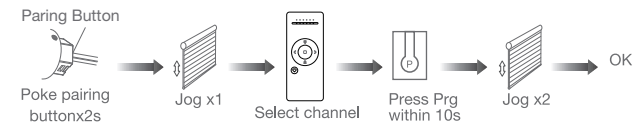
Functions	Operation	Jogging time	Note
Control the UP/STOP/DOWN of the Shade	Short press	/	It should be used when limits being set
Adding/Removing Controller	Hold for 2s	Jog*1	Operation needs be done within 10s
RF Control Inactive	Hold for 6s	Jog*2	Hold Pairing button for 6s, jog twice to show the motor RF control is inactive; Hold Pairing button for 2s, the RF control is active again.
Direction Reverse	Hold for 10s	Jog*3	All settings saved after direction reversed
Reset	Hold for 16s	Jog*4	All settings deleted

a.Pairing Motor with Controller

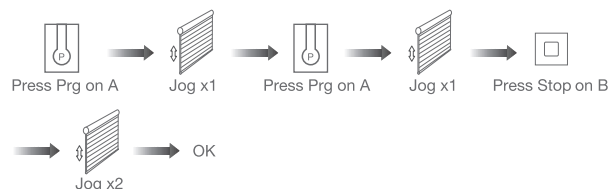
Way 1: Power on, add a new controller



Way 2: After motor is powered on for more than 10s



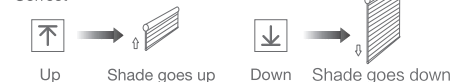
Way 3:Power on,add controller B via pre-existing controller A



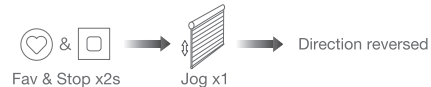
Note: Pairing can not be done under group channel or 0 channel.

b.Direction Reverse

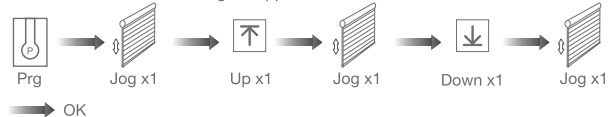
Correct



If the limits are not set, and direction goes opposite.

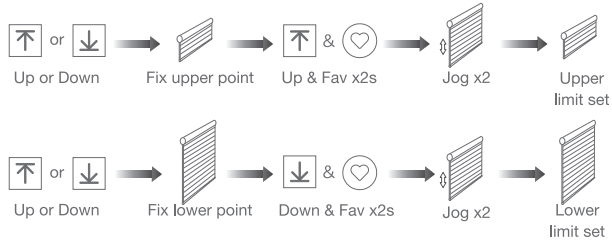


If limits are set and direction goes opposite.



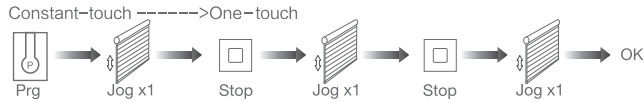
Note: Do reverse the direction when it goes opposite.

c.Upper&Lower Limits Setting



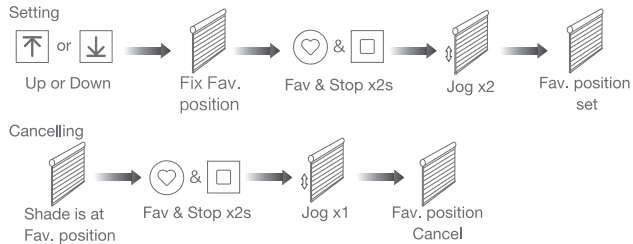
Note: Upper&Lower limits cannot be set at the same point.
 Before limits set, the motor will run in one-touch mode by pressing Up or Down, hold Up or Down for 2s, motor runs in constant-touch mode.
 Once limits set, press Up or Down, motor runs in constant-touch mode.

d.One-touch/Constant-touch Mode

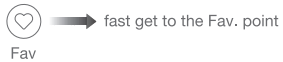


Same operation can toggle from one-touch to constant -touch mode.
 Note: When motor in one-touch mode, hold Up or Down for more than 2s, it will run in constant-touch mode.

e.Setting and Cancelling Favorite Position

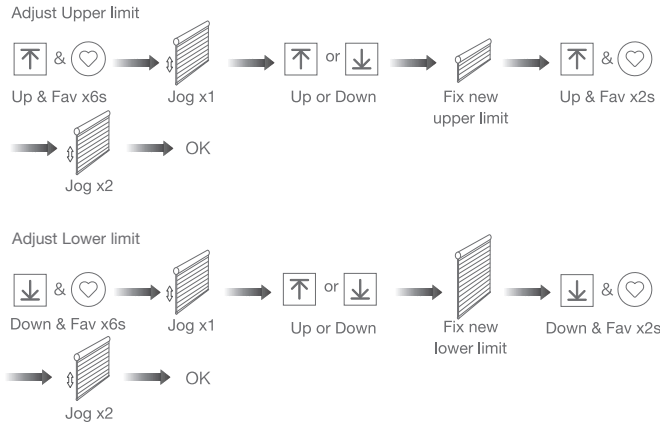


f.Hot key to the Fav. Position



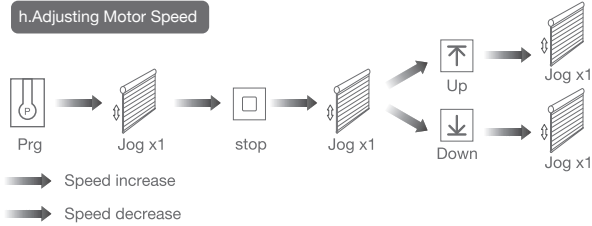
Note: The Fav.position setting only can be done after upper&lower limits set.

g.Adjusting Upper & Lower Limits



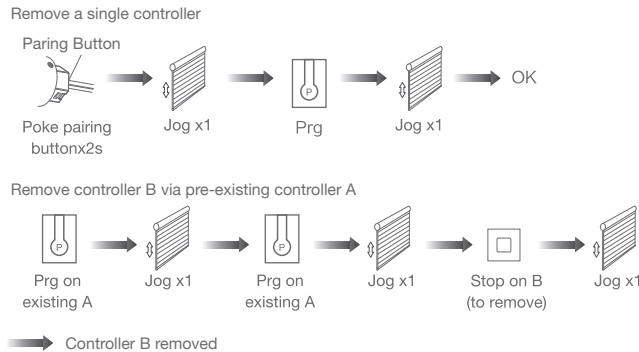
Note: The operation should be done within 4mins.

h.Adjusting Motor Speed



Note: If motor doesn't jog, the max/min speed has already been reached.
 There are 3 speeds adjustable.

i.Removing Controllers

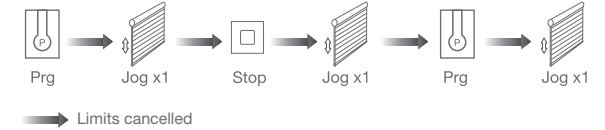


Remove all controllers:



Note: All the settings are saved even controllers removed(limits set are saved).
 Controller A/B are already paired to motor.

j.Cancelling Limits



Note: It is forbidden to run the motor if installed into the shade without limits.
 Limits should be set immediately to protect the shade.

06 Troubleshooting

Fault	Cause	Solution
Motor does not work	1.Controller not paired 2.Motor inactive	1.Add controller 2.Poke Pairing button x2s to activate motor
Motor stops suddenly	1.Upper & Lower limit set incorrectly 2.Shade exceed rated load	1.Re-set Upper & Lower limits 2.Adjust load
Motor just goes in one direction	Wrong limits set	Cancel original limits, set new limits