

In- Wall Remotes

We offer 3 models of In-Wall Roller Shade Remotes:





1 Channel SKU: ML-541RS

2 Channel SKU: ML-542RS



15 Channel SKU: ML-543RS

These switches are designed to be mounted into the wall via a standard junction box or a low-voltage cut in ring (recommended). No wiring is needed as it controls the shade(s) via radio frequency (RF). Requires two AAA batteries.

These remotes are available for online purchase at https://fabtexshop.com/.



All are compatible with these RF-controlled motors:



Battery Motor (1.5" ID tube) SKU: ML-280BC-USBC-K



External Battery Motor (1.5" ID tube) SKU: ML-280SC

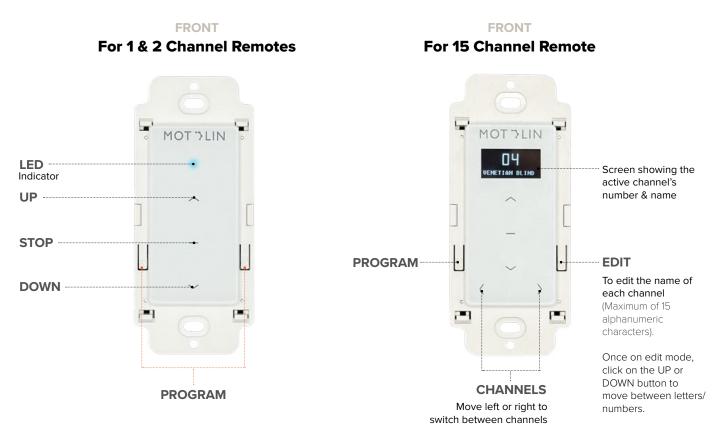


Battery Motor (2" ID tube) SKU: ML-350BC-USBC-K



Hardwire/Plug-in Motor (2" ID tube) SKU: ML-350F

Parts



Just as physical obstacles can prevent you from passing from one room to another (walls, for example), obstacles can block, reduce, or reflect signals, too. The frequency of the remote's signal, 433MHz, comes into play, as does the composition of the walls— brick, drywall, glass, and steel all have different properties. Ultimately, the range of the remote depends on the environment in which the shading system is deployed.



ROLLER SHADE MOTOR



Definitions

- **Beep :** short high-pitched sound emitted by the motor.
- **Jog** : motor movement where it runs up/down in a single short cycle.
- **Motor :** device that converts electric energy into mechanical energy and the driving mechanism of our roller shades.
- **Remote:** device used for wireless control of the motor; communicates with the motor via RF (Radio Frequency); also called a Transmitter or Control/Controller.

Programming Quick Start

Step 1: Power Up

With the roller shade installed, connect power. The motor will confirm power with a beep and jog. At this point the motor will be in program mode for 10 seconds.

Step 2: Pair Motor to Remote

- 1. If it has been more than 10 seconds since powering up, the motor will need to be put back into Programing Mode. To do this, Press the PROGRAM button on the MOTOR for 2 seconds, the motor will Beep and Jog, entering into pairing mode for 10 seconds.
- 2. On your REMOTE, press and hold STOP for 3 seconds. The motor will jog twice and beep three times, signaling the remote is paired to the motor.

Note: In programming mode, the motor will move in ¹/₂" increments. Press and Hold UP or DOWN direction for faster travel.

Step 3: Reverse Remote Direction

Check if the remote's arrow directions operate as intended. To reverse directions:

Via REMOTE: press & hold up/down simultaneously (2-3 seconds) until it jogs once, signaling the control direction has changed.

Via MOTOR: Press & hold Program button, releasing after the 3rd jog (8-10 seconds). The motor will beep thrice confirming the direction has changed.

Step 4: Set Limits

Adjust to the desired top limit set point. Press & hold UP + STOP simultaneously (2-3 seconds) until the motor jogs twice and beeps thrice.

Adjust to desired bottom limit set point. Similarly, press & hold DOWN + STOP simultaneously for 2-3 seconds until the motor jogs twice and beeps three times.

Step 5: Test your Limits

The motor automatically enters User Mode upon setting the top & bottom limits. Check your limits by pressing on the UP or DOWN buttons. If everything looks good, your programming is complete.

Add Additional Remotes

- 1. Press the PROGRAM button on the already paired REMOTE twice. The motor will jog once each time you press the button.
- 2. Press the PROGRAM button once on the new REMOTE. The MOTOR will beep 3 times and jog to confirm addition of the remote.

Adjust the Top Limit

- 1. Press & hold (UP+STOP) for five seconds, the motor will jog once and beep once.
- 2. Go to new desired top position. Motor will be in Jog Mode.
- 3. Press & hold (UP+STOP) for two seconds, the motor will jog twice and beep three times to signal that the new top limit is set.

Adjust the Bottom Limit

- 1. Press & hold (DOWN+STOP) for five seconds, the motor will jog once and beep once.
- 2. Go to new desired bottom position. Motor will be in Jog Mode.
- 3. Press & hold (DOWN+STOP) for two seconds, the motor will jog twice and beep three times to signal that the new bottom limit is set.

Operate Shade Manually

1. Short press the PROGRAM button on the MOTOR. Motor will go up, stop, or go down. Top & bottom limits must be set for this function.

Mute the Motor

This will "mute" the motor when you do not want it to respond to commands from the remote to which it is paired. This is used most often when programming multiple motors to the same remote.

Press & hold the PROGRAM button on the MOTOR for 2 jogs (approximately 6 seconds). Release immediately after the 2nd jog. The motor will beep 2 times to confirm.

Pressing the PROGRAM button on themuter MOTOR once will restore it to normal operation.

Reset to Factory Defaults

To delete all programming and reset your motor to factory defaults, press & hold the PROGRAM button on the MOTOR, releasing after the 4th jog (12-14 seconds). The motor will beep/ jog 4 times confirming the factory reset.

Enter User Mode

Motolin motors have an advanced feature that allows dual button presses to work. To prevent accidental programming when users press and hold 2 buttons at once, it is recommended to put the remote into User Mode after programming is complete.

Press & hold STOP until the blue indicator light on the remote stops flashing and turns solid blue (approximately 15 seconds) to enter User Mode. This will prevent the user from using button combinations and accidentally making programming changes.

Repeat the process to switch back to Programming Mode.

Turn OFF/ON Radio Frequency Receiving

Press & hold the PROGRAM button on the MOTOR, releasing after the 2nd job (4-6 seconds). The motor will beep/jog 2 times confirming RF receiving has been turned OFF.

Turn RF ON: Press the PROGRAM button on the MOTOR once to reactivate RF receiving.

Switch between Jog Mode and Normal Mode

- 1. Press & hold (UP+DOWN) for five seconds, the motor will jog once.
- 2. Press STOP once, the motor will jog twice and beep three times to signal the mode has changed.

[Video]

Our In-Wall remotes follow the same programming as our Surface Mount remotes. You may defer to this instuctional video on surface mount remotes as an additional resource:

Alternate Programming

If you encounter difficulties with the steps under the Quick Start guide, try these alternate methods:

Pair the Motor to the Remote

- 1. Press the PROGRAM button on the MOTOR for 2 seconds, the motor will beep and jog, entering into pairing mode for 10 seconds.
- 2. Press the PROGRAM button on the REMOTE once, the MOTOR will beep.
- 3. Press the PROGRAM button on the REMOTE once again, the MOTOR will beep again.
- 4. Press the UP button on the REMOTE once, the MOTOR will beep 4 times and jog.

Set Limits

- 1. Press the PROGRAM button on the REMOTE once, motor will beep.
- 2. Press the UP button once, the motor will beep.
- 3. Press the PROGRAM button on the REMOTE once again, the motor will beep 3 times and jog.
- 4. Go to the top limit point and set it by pressing & holding STOP for 5 seconds until the motor responds with a jog.
- 5. Go to the bottom limit point and set it by pressing & holding STOP for 5 seconds until the motor responds with a jog.

Switch Transmitter Frequency — AM/FM (or Switch between the FL & ML Modes)

New, unprogrammed wireless wall switches come from the factory in LM (FM) mode. To make it operate in FT (AM) mode:

1. Determine the frequency. Press P2 once. The REMOTE will respond by emitting a blue light at the front:

3 quick blue flashes = ML Motor (FM)

1 solid blue flash = FT Motor (AM)

- 2. Remove the battery in the REMOTE.
- 3. Press and hold the P2 button with the battery out.
- 4. Replace/insert the battery and release the P2 button.

Reset to Factory Defaults

Press & hold the PROGRAM button on the MOTOR, releasing after 3 jogs (6-8 seconds). 1st motor jog at the 2-4 second mark— keep holding;

2nd motor jog at the 4-6 second mark— keep holding;

3rd motor jog at the 6-8 second mark— release the PROGRAM button.

The MOTOR will beep 3 times to confirm the change.