

CUSTOMIZING OPERATION

Modify and Save the Light Levels of a Scene

1. Change lighting levels as desired by pressing \uparrow or \downarrow on individual devices.
2. Press and hold the desired scene button on the room scene remote until the LED flashes twice (about 2 seconds) to save the new settings.

Removing or Adding Devices to a Scene

1. Press \updownarrow on the MRH6 until the LED begins flashing (about 2 seconds).
2. Press the scene button that you wish to program. LEDs on all wireless Miro devices begin to flash. You now have 5 minutes to complete this process.
3. To include or exclude a device in the scene press \updownarrow on the device until the LED changes color.

Yellow flashing LED = Included in the active scene

Green flashing LED = NOT included in the active scene

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

NOTE: You must include devices that are off in the room scene if you want them to turn off when that scene is recalled.

4. Return to the MRH6 used in step 1. Press \updownarrow for 2 seconds or until all the status LEDs in the room turn green. The MRH6 continues to flash (about 20-25 seconds). Wait for the LED to stop flashing before pressing a button.

Removing or Adding Devices to the \uparrow Paddle “On” Function

1. Press \updownarrow on the MRH6 until the LED begins flashing (about 2 seconds).
2. Tap the \uparrow paddle on the MRH6. The LEDs on all the Miro wireless devices begin to flash. You now have 5 minutes to complete this process.
3. To include or exclude a device press \updownarrow on the device until the LED changes color.

Yellow flashing LED = Included in paddle operation

Green flashing LED = NOT included in paddle operation

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

4. Return to the MRH6 used in step 1. Press \updownarrow for 2 seconds or until all the status LEDs in the room turn green. The MRH6 continues to flash (about 20-25 seconds). Wait for the LED to stop flashing before pressing a button.
5. To test, tap \uparrow on any room scene controller that is bound to the same room to switch included devices to on (dimmers go to full bright).

Removing or Adding Devices to the \downarrow Paddle “Off” Function

1. Press \updownarrow on the MRH6 until the LED begins flashing (about 2 seconds).
2. Tap the \downarrow paddle on the MRH6. The LEDs on all the Miro wireless devices begin to flash. You now have 5 minutes to complete this process.
3. See step 3 above.
4. See step 4 above.
5. To test, tap \downarrow on any room scene controller that is bound to the same room to switch or fade included devices to off (dimmers go to 0%)

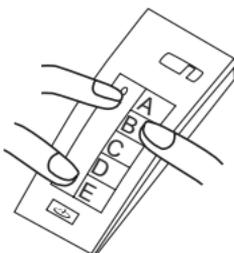
MORE SCENES

Up to 15 scenes are available per room, in sets of 1-5, 6-10, and 11-15. The MRH6 can access sets 1-5 or 6-10. It is assigned to scenes 1-5 when shipped. Binding multiple room level controllers (MRH6, MRD6, or DRD6) to the room and assigning each to a different scene set, lets you dedicate a controller to each scene set. You can bind more room scene controllers to the room to control the same scenes from multiple locations.

All room scene controllers with the same scene assignment operate the 5 scenes the same way as all other room scene controllers with the same set. Scene buttons on controllers with scene set 6-10 default to 0%/All room devices OFF. Use ROOM BINDING and CUSTOMIZING OPERATION procedures to set up the additional scene controllers.

To assign scenes **6-10**, simultaneously press \updownarrow and **B** until the LED blinks twice (about 2 seconds).

To change the assignment back to scenes **1-5**, simultaneously press \updownarrow and **A** until the LED blinks twice (about 2 seconds).



Assigning the MRH6 for scene set 6-10

LOCK ROOM CONFIGURATION

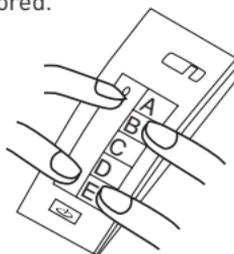
The Lock Configuration function operates from a wireless room level controller, and prevents the Miro wireless devices in the room from being reprogrammed. Other operations such as dimming, switching and scene recall are not affected.

When the configuration is locked, if \updownarrow is pressed and held on any Miro wireless device, the device's LED flashes red and the command is ignored.

To lock the configuration:

Go to any room scene controller. Simultaneously press \updownarrow and buttons **B** and **E** until the LED flashes (about 2 seconds) to toggle in and out of Lock Configuration.

- If the mode changes from unlocked to locked, the LED flashes **red** for 2 seconds, indicating that configuration is now locked.
- If the mode changes from locked to unlocked, the LED flashes **green** for 2 seconds, indicating that configuration is now unlocked.



BATTERY INFORMATION

The MRH6 operates using three 1.5V Alkaline AAA size batteries. The remote goes to sleep whenever it is not performing a function. When asleep, its LED is off. To check battery status, press any button to wake up the remote.

IMPORTANT: Observe the color of the LED immediately after you wake it up.

- **GREEN** indicates the batteries are good.
- **RED** indicates the batteries are getting weak and should be replaced.

The battery compartment is on the bottom of the remote. Gently press up on the battery door latching tab, then lift the cover to expose the batteries. Replace all three using the same brand. Observe the pole orientation (+ -) illustration on the bottom of the battery compartment. The SEEK list is automatically rebuilt. Wait for the LED to stop flashing before attempting to use the MRH6.

TROUBLESHOOTING

During house ID binding, the LED is not flashing on some devices.

- **If LED is solid green before initiating house ID binding:**

The device already has another house ID. Reset it to the factory default so that it can be bound to the desired house ID. See "I made a configuration mistake. I need to start over" on the next page.

- **If LED is solid yellow after initiating house ID binding:**

The device may be out of range of the initiating device. Add a MRR2 Wireless Repeater to boost signal range.

During binding or customizing, all LEDs stop flashing before I press ↕.

The 5 minute binding process timer may have expired. Restart the timer by repeating steps 1 and 2 of the procedure you were using. Notice that the devices you previously excluded are flashing green; those included are flashing yellow; simply finish the process from where you left off.

The device LED flashes red when I press ↕ .

The house or room configuration may be locked.

Go to any house level scene controller and simultaneously press ↕ and buttons **B** and **E** until the scene controller LED flashes GREEN.

Go back to the previously locked device and press ↕ .

- If it flashes green or yellow, you have unlocked the house configuration.
- If the device still flashes red, the configuration may be locked by a room level scene controller such as the MRD6 or MRH6 or DRD6.

Go to the room scene controller and simultaneously press ↕ and buttons **B** and **E** until the scene controller LED flashes GREEN.

Go back to the previously locked device and press ↕ .

- If it flashes green or yellow, you have unlocked the room configuration.
- If the device still flashes red, the configuration may be locked by another room level scene controller in the house. Repeat the procedure from different controllers until the device is no longer flashing red.

The Seek button does not pick up all the devices in the Room.

When a remote is 'asleep' it cannot respond to room binding changes. Maybe a new device was added, and the remote doesn't know about it. Press ↕ for two seconds TWO TIMES, and the remote will re-tabulate its list of room members.

I made a configuration mistake. I need to start over.

To reset any Miro wireless device to factory default settings, press and hold  until the LED changes to solid yellow (approximately 10 seconds). During the process, the LED flashes yellow. When complete, it becomes solid yellow. The device can then be reconfigured, exactly like any new device.

FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

Warranty Information

Manufacturer warranties its products to be free of defects in materials and workmanship for a period of five (5) years. There are no obligations or liabilities on the part of manufacturer for consequential damages arising out of, or in connection with, the use or performance of this product or other indirect damages with respect to loss of property, revenue or profit, or cost of removal, installation or reinstallation.

Legrand Customers contact:

Vantage Customers contact:

 **legrand**[®]

 V A N T A G E

301 Fulling Mill Road Suite G .
Middletown, PA 17057
Phone: 800.321.2343
www.legrand.us/onq

Please
Recycle



IS-0522

1061 South 800 East
Orem, UT 84097
Phone: 800.555.9891
www.vantagecontrols.com

MRH6

Wireless Room Scene Remote



Specifications

Power Supply Three AAA Alkaline Batteries, provided
Operating Temperature..... 32°F to 104°F (0°C to 40°C)

Patents pending

 **legrand**[®]

 V A N T A G E

Installation Instructions

UNIT DESCRIPTION

The Miro MRH6 Wireless Room Scene Remote is a room level scene controller. It provides instant recall of five user-recorded lighting scenes (or presets) assigned to a room or designated area. It also provides off and on functions, overall control of the room's light level and control of individual devices, all with convenient, handheld portability.

It can be identified by the icon on its front, which resembles the outline of a door leading to a room. It is used to control a variety of Miro wireless devices including dimmers, switches, plug-in appliance modules and plug-in lamp modules.



Room icon

The MRH6 is a battery operated portable device, so you can use it to control its designated room from anywhere in the house. Each MRH6 is assigned to one room and cannot operate devices that are bound to different rooms (see (ROOM BINDING)).

The MRH6 has the same functionality as the wall-mounted MRD6 wireless room controller, but also has a SEEK button. The SEEK feature allows you to use the remote to find up to 30 room devices or groups of devices and remotely adjust light levels or turn switch devices on or off.



Seek button

You can control up to 10 scenes in the room with a MRH6 (see MORE SCENES section). You can use additional room scene remotes or MRD6 room scene controllers to control those scenes from multiple locations.

Note: To control the entire house, use a Miro wireless house scene controller (a wall mounted MRD5 or a handheld MRH5 remote).

Miro Wireless

Miro wireless devices use radio signals to communicate with each other to control lighting and other types of electric loads in selected areas. They use the 900MHz band for high-speed control communication. Using the Watt Stopper's own "frequency-agile" Top Dog™ technology, Miro wireless devices avoid interference with other 900MHz devices, such as cordless phones and baby monitors.

Application Assistance

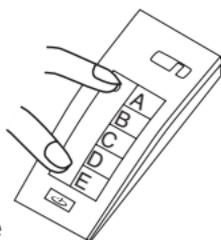
The **Miro Installation Guide** provides more information about configuring scenes. Instructions for installation and use are included with the relevant Miro wireless devices. Application support information and the **Miro Installation Guide** is available online.

SET HOUSE ID

All Miro wireless devices installed in the same home must acquire the same unique House ID before use. This process is known as house binding. Each Miro wireless device is bound to all other Miro wireless devices in the house.

New Installation

1. With all devices installed and energized, make sure that every Miro wireless device LED is yellow. If any LED is off, be sure the circuit breaker is on and the device is correctly installed. The MRH6 remote shuts down when it is not in use. Press any button to activate the remote and illuminate its LED.



When you see ⇄ in the instructions, firmly press and hold both the top and bottom of the paddle until the LED changes (about 2 seconds).

2. Press ⇄ on any device paddle until the LED flashes yellow (about 2 seconds). This indicates that it has acquired a unique House ID.
3. Make sure that all other Miro wireless device LEDs are flashing green, indicating that they have acquired the same House ID. For MRH5 or MRH6 remotes, be sure that the units are awake during the binding process. Press any button to activate the remote and illuminate its LED.
4. Return to the device used in step 2, which is still flashing yellow. Press ⇄ until the LED changes to solid green (about 2 seconds). All device LEDs in the House change to solid green, indicating house binding is complete.

Adding an MRH6 to an Existing Installation

If you're adding or replacing a device in a Miro wireless installation that is already operating, the new device must be bound to the same House ID as the other Miro wireless devices in the house. After the new MRH6 is powered up, the LED should be solid yellow. This indicates that it has not yet acquired a House ID. To acquire the House ID for the existing system:

1. Press ⇄ on any previously bound device until the LED flashes yellow (about 2 seconds).
2. Be sure that the MRH6 is awake during the binding process. Press any button to activate the remote and illuminate its LED. Verify that the new MRH6 LED is flashing green, indicating that it has acquired the House ID.
3. Return to the same previously bound device used in step 1 and press ⇄ until the LED changes to solid green (about 2 seconds). All device LEDs should now be solid green.

ROOM BINDING

After the House ID is set in the MRH6, you create a room by binding devices to the MRH6. You can also add the MRH6 to an existing room. When a new MRH6 is added to a room, its scene buttons execute the same scenes as other room scene controllers with the same scene set assignment (see MORE SCENES). Paddle functions are the same at every room scene remote and controller that is bound to the same room, regardless of scene set assignment.

IMPORTANT: If you are planning to use Groups in the room, you should bind those devices together before beginning the room binding process. Group binding instructions are provided with individual devices.

Binding a New Room

1. With all devices installed and energized, make sure that every Miro wireless device LED in the room is green.
2. Press  on the MRH6 until its LED flashes yellow (about 2 seconds). You now have 5 minutes to complete this process.
3. To include or exclude a device press  on the device until the LED changes color.
Yellow flashing LED = Included in room
Green flashing LED = NOT included in room

If you get to a device and it is NOT flashing, see TROUBLESHOOTING.

4. Return to the MRH6. Press  for about 2 seconds until the status LED stops flashing yellow and begins flashing green rapidly. It flashes for up to 25 seconds. It is now recording the devices controlled by the SEEK button. During this time, the MRH6 ignores all button presses. When complete, the LED turns off and all the status LEDs in the room should be green.

Adding an MRH6 to an Existing Room

To an MRH6 in a room where room level scene control is already operating, the new MRH6 must first acquire the House ID (see Adding an MRH6 to an Existing Installation). Then it must be bound to the existing room as follows:

1. Press  on any previously bound MRD6 room controller or MRH6 room remote in the room until the LED flashes yellow (about 2 seconds).
2. Press any button on the new MRH6 to wake it up and illuminate its LED. Verify that the new MRH6 LED is flashing green. All other devices included in the room are flashing yellow. Press  on the new MRH6 until its LED changes color.
Yellow flashing LED = Included in room
Green flashing LED = NOT included in room
3. Return to the same previously bound MRD6 or MRH6 used in step 1 and press  until the LED changes to solid green (about 2 seconds). The MRH6 stops flashing yellow and begins rapidly flashing green. It flashes for up to 25 seconds. During this time, the MRH6 ignores all button presses. When complete, the LED turns off.

STANDARD OPERATION

The MRH6 is shipped with most functions preprogrammed for ease of installation and initial use. This section summarizes the default operation of the MRH6. To make changes from this standard operation, such as changing light levels and including or excluding devices from specific scenes, see CUSTOMIZING OPERATION.

Paddle Functions

Use the rocker paddle to begin and end binding functions. It also functions as an On/Off switch and a master light level Raise/Lower control for the room. All devices bound to the same room as the MRH6 are included in the paddle operation (except fan controls).

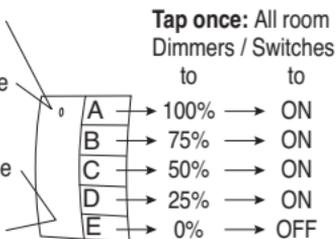
Scene Button Functions

The smaller buttons, labeled A–E in the illustrations, are used to record and recall scenes. You can write the function of each button on the label on the back of the remote. All devices bound to the same room as the MRH6 are included in each scene button (except fan controls).

The following illustration shows the default operation for scene set 1-5:

Paddle

- ↑ **Tap once:** Raise all room devices to 100% (ON)
- ↑ **Press and hold:** Raise the current scene's level ^{1,2}
- ↓ **Press and hold:** Lower the current scene's level ¹
- ↓ **Tap once:** Lower all room devices to 0% (OFF)



Press and hold:

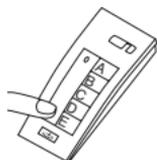
Saves the current device settings as the scene that is recalled the next time you tap this button. See CUSTOMIZING OPERATION.

NOTES:

- 1 Pressing and holding the paddle does not affect the operation of switched devices. They will maintain their present state.
- 2 If the lights were turned off using the default E scene button or any customized scene button programmed for 0%/ALL OFF, pressing and holding ↑ will not raise the light level. It will raise the light level if the lights were turned off by tapping ↓.
- 3 Scene buttons on MRH6 controllers with scene set 6-10 are preprogrammed to turn off all room devices.



When you see \uparrow in the instructions, touch the top of the paddle as directed.



When you see \downarrow in the instructions, touch the bottom of the paddle as directed.

SEEK FEATURE

The seek feature lets you find up to 30 Miro Wireless devices or groups in the room, adjust light levels and turn devices on or off without leaving your chair.

When you press the seek button, the remote finds the first device on its internal list of devices bound to the room. As each device or group is found, device LEDs blink green for 3 seconds. To further identify the load controlled by a dimmer or lamp module, it fades the load to 0%, up to 100%, and back down to the previous level, over a period of 1 second. Press the seek button again within 6 seconds to step to the next device or group.

Use \uparrow and \downarrow on the MRH6 to turn a switch or appliance module on or off or change the light level on a dimming device. You can also use a scene button to quickly set a dimmer or lamp module to 0%, 25%, 50%, 75% or 100%.

While in seek mode, the remote's LED flashes green. It will time out 6 seconds after the last button press. You cannot use other functions until the time out is complete and the LED stops blinking.

Setup and Maintenance of Seek Operation

When the room remote is first bound to the room, it has to compile its internal list of all the other devices present in the room.

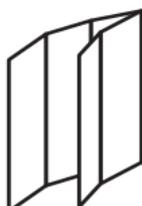
When the room binding operation is closed (by pressing and holding \updownarrow for about two seconds) and when the MRH6 batteries are replaced, the LED changes color from yellow to green, and flashes rapidly, for up to 25 seconds. During this time, the MRH6 is establishing which devices should be controlled by the SEEK button. During this time, the device is busy, and will ignore all other button presses. When the operation is complete, the LED will extinguish.

Each time a device controlling a load is added to or removed from the room, the following steps should be taken on each MRH6 to ensure that the SEEK button will operate all appropriate devices:

1. Press and hold \updownarrow on the MRH6 until the LED begins flashing yellow.
2. Press and hold \updownarrow again, until the LED begins flashing green rapidly.
3. Wait for the LED to stop flashing (about 20-25 seconds). While the LED is flashing, the remote is busy and other functions are not available. When the LED stops flashing, the handheld is prepared for SEEK button operation and other functions.

REV	DESCRIPTION	INT:	REV. DATE	APPROVED
1	ECO# C00887	MJS	6/09/04	CG
2	ECO# C024112	DR		

TITLE BOX PAGE ONLY.
DO NOT MAKE FILM • DO NOT PRINT



5-FOLD

- Print: 2-sides
- Ink Color: Black
- Paper: White 16lb (60g/m sq)
Uncoated, prefer recycled stock
- Final trim size: 20" (Wide) x 6" (High).
- Five (5) fold.
- Final folded size: 4" (Wide) x 6" (High).

IF YOU HAVE ANY QUESTIONS REGARDING SPECIFICATIONS OR REQUIRE ADDITIONAL FILE FORMATTING, PLEASE CONTACT Mary Jo Sowinski.
 Phone: 408-486-7511
 Email: maryjo.sowinski@wattstopper.com

All information in this drawing is the property of Watt Stopper/Legrand and cannot be copied or used without the written approval of Watt Stopper/Legrand.

Drawn by	REVEL	 Watt Stopper  legrand® SANTA CLARA, CALIFORNIA
PLM		
MarCom		
Engineering		
QA		
TITLE BOX PG Scale: 1:1		Title: MRH6Installation Instructions
		Drawing #: 03883
		Orig. Drawing Date: 9 JUN 04
		Revision Date: 26 SEP 07
		Rev. #: 2