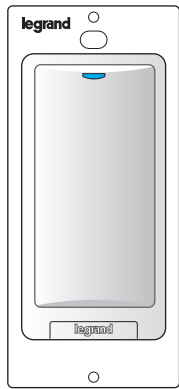


## Catalog Number • Numéro de Catalogue • Número de Catálogo: LMDM-601

Country of Origin: Made in China • Pays d'origine: Fabriqué en Chine • País de origen: Hecho en China



Once paired to an LMRC-611 wireless room controller or LMBC-650 wireless bridge, this unit is set for Plug n' Go operation, adjustment via the DLM Configuration App is recommended to meet the local energy code where installed.

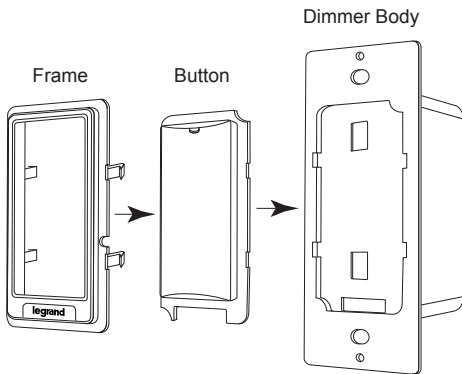
The DLM Wireless 1-Button dimmer switch is a wireless battery powered wall switch intended for operation with wireless room controllers.

Do not apply cleaning solvent directly onto unit. Apply cleaning solvent onto a cloth, then wipe the unit to clean it.

**NOTE:** Installation shall be in accordance with all applicable regulations, local, and NEC codes

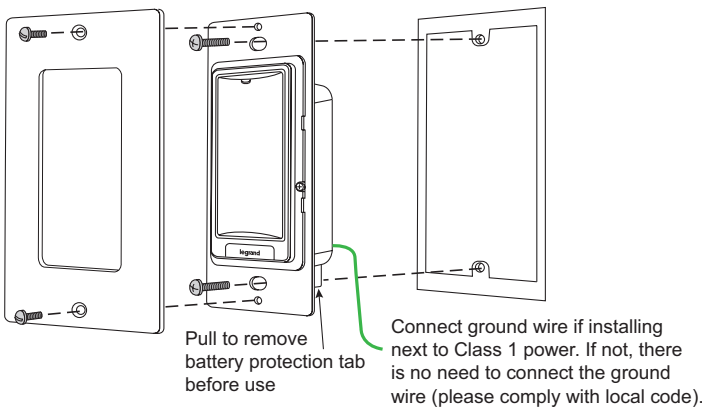
## INSTALLING THE BUTTON

The LMDM-601-W (White) ships with the button installed. All other switch colors ship with our quick install button kit. To install:



Place button into Body, then snap-on frame, pressing down till tabs click.

## INSTALLING THE SWITCH



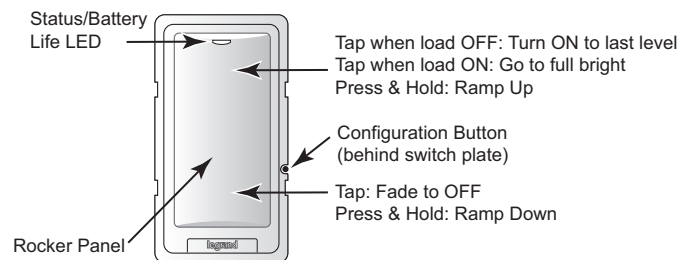
Pull to remove battery protection tab before use

Connect ground wire if installing next to Class 1 power. If not, there is no need to connect the ground wire (please comply with local code).

## SPECIFICATIONS

Power Supply .....	Battery powered, CR123A Lithium Ion, 3 VDC
Connection to DLM Network.....	Wireless via LMRC-611 room controllers
Wireless Hardware	
Radios: .....	Two IEEE 802.15.4
Frequency: .....	2.4Ghz
Antennas: .....	IPv6 Mesh and Bluetooth low energy
Wireless Standards	
Radio 1: .....	IPv6 Mesh (6LoWPAN)
Range: .....	up to 60 ft.
Radio 2: .....	Bluetooth low energy
Range: .....	up to 30 ft.
Wireless Encryption	
AES-128 bit symmetric key, randomly generated per PAN	
Shared via secured DTLS only	
Environment .....	For Indoor Use Only
Operating Temperature .....	32° to 104°F (0° to 40°C)
Storage Temperature .....	23° to 140°F (-5° to 60°C)
Relative Humidity .....	5 to 95% (non condensing)
Compliance/Regulatory	
FCC, RoHS,	
Bluetooth certified	
UL and cUL listed (E101196)	
Patent Pending	

## BUTTONS AND INDICATORS



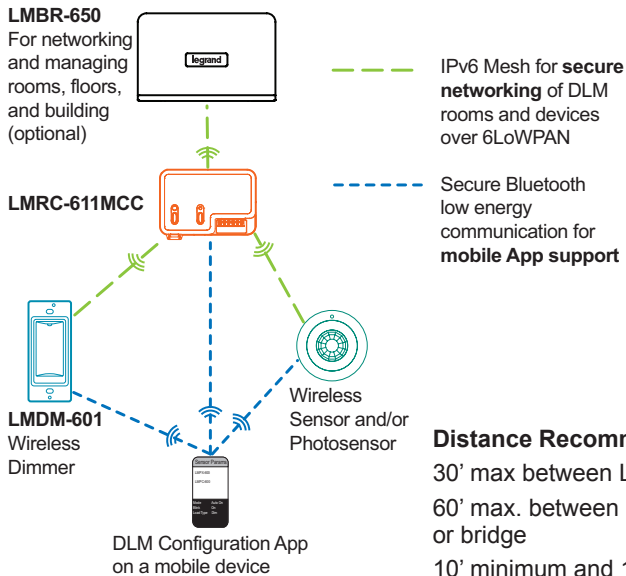
Tap when load OFF: Turn ON to last level  
Tap when load ON: Go to full bright  
Press & Hold: Ramp Up

Configuration Button (behind switch plate)

Tap: Fade to OFF  
Press & Hold: Ramp Down

LED Color	Function
White	Unit Boot Up
Green, 1 Blink	Config Button Pressed
Blinking Green	Push to Pair Mode
Red, 1 Blink	In normal operation, if any button press, indicates low battery Also blinks if Reset button is pressed
Blinking Red	Push n' Learn Mode
Blue	Any button or paddle pressed during normal operation

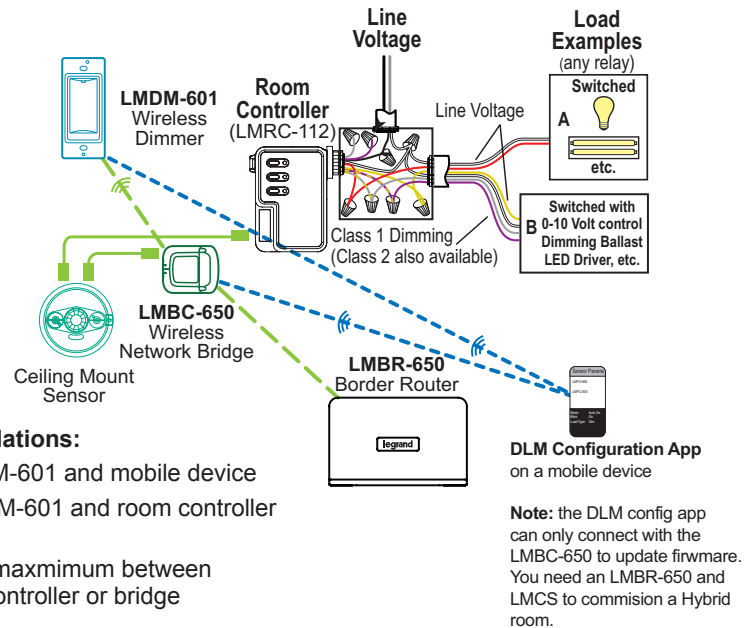
## WIRELESS ROOM CONNECTION



### Distance Recommendations:

- 30' max between LMDM-601 and mobile device
- 60' max. between LMDM-601 and room controller or bridge
- 10' minimum and 100' maximum between LMBR-650 and room controller or bridge

## HYBRID ROOM CONNECTION



## SETTING UP A ROOM NETWORK BY PAIRING DEVICES

Pair wireless devices to a room controller to create a secure individual room network and enable Plug N' Go operation.

Device pairing can be done by using Push-to-Pair (PtP) mode on the room controller and all other wireless devices, or by using the DLM Config App.

To pair devices in a network, they must all have the same wireless channel and Network ID. By default the channel is 15 and the Network ID is 1. Using Push-to-Pair mode, the Network ID for all devices being paired is migrated to a new number, so that only those device communicate with each other. Note that while the channel remains at its default value using Push-to-Pair, if you pair devices using the DLM Config app, you can also change the channel.

### Recommended Pairing Methods for Different Scenarios

	Rooms with One Room Controller	Rooms with Multiple Room Controllers
<b>Set Up a new room network</b>	DLM Config App or Push-to-Pair Mode	DLM Config App or Push-to-Pair Mode
<b>Add a device to an existing room network</b>	DLM Config App or Push-to-Pair Mode	DLM Config App

**NOTE:** LMCS-100 software, version 4.7 or later can also be used to pair devices. However, LMCS-100 requires use of an LMBR-650.

## DEVICE PAIRING USING PUSH-TO-PAIR MODE

### Push-to-Pair in a room with a single LMRC-611 Room Controller

**NOTE:** Once you enter PtP mode on the room controller, a three minute timer begins. If the Config button on any device in the room is pressed, the timer resets and begins the three minute countdown again. If no Config button is pressed within three minutes, the room controller will exit PtP mode.

- Enter PtP mode on the room controller.** Press the Config button three times (within three seconds) until the LED on the room controller flashes green.
- Enter PtP mode on the LMDM-601.** Using a pointed tool, press the Config button three times. As with the room controller, the LED on the switch will flash green.
- Pair the LMDM-601.** Press the Config button on the LMDM-601 once to pair it to the room controller. The load connected to the room controller will toggle once (if the load is OFF, it will turn ON; if ON, it will turn OFF) to indicate that pairing was successful. Also, the LMDM-601's blinking LED will turn to solid green as another indicator of a successful pairing.

**NOTE:** If there are any wireless sensors, dimmers, or additional switches in the room, repeat steps 2 and 3 for each of those devices so that all devices are paired together in the same network. For each device, the load will toggle during step 3 and its config LED will turn solid green.

- Exit PtP mode.** Exit PtP on the room controller, by pressing the Config button 3 times. The LED on the room controller will flash blue while it completes the pairing process. The default Network ID on all devices will change to a new number, based on the last four digits of the Mac address on the room controller, and now those devices will communicate only with each other and not any devices which have not been paired. Once complete, the switches and sensors will automatically exit PtP mode and will reboot. The LED on each switch or sensor will flash white at least once before resuming normal operation.

**NOTE:** It is important to exit PtP mode within the three minute time limit mentioned above. If you do not, none of the device pairings will be remembered and you have to start the process over from the beginning.

## Push-to-Pair in a room with multiple LMRC-611s

In a room with multiple loads, there may be more than one LMRC-611. They can all be paired to the same room network, allowing the scene switch to set each load to different levels per scene. One of the room controllers will become the master, determining the Network ID and channel settings for all the devices in the network.

1. **Enter wireless Push-to-Pair (PtP) mode on all room controllers.** Press the Config button three times on each LMRC-611 to put them all in PtP mode. The green LEDs will flash on all room controllers. The first room controller placed into PtP will become the master.
2. **Pair the room controllers together.** Press the Config button once on each room controller. This indicates to the room controllers that they will be paired with each other.  
The master room controller's LED blink rate will double once the first device is paired to it. This faster blink rate is convenient when multiple room controllers are present on the same network.
3. **Enter PtP mode on the LMDM-601.** Using a pointed tool, press the Config button three times. As with the room controller, the LED on the switch will flash green.
4. **Pair the LMDM-601.** Press the Config button on the LMDM-601 once to pair it to the room controllers. The loads connected to the room controllers will toggle once (if the load is OFF, it will turn ON; if ON, it will turn OFF) to indicate that pairing was successful.

**NOTE: If there are any wireless sensors, dimmers, or additional switches in the room, repeat steps 3 and 4 for each of those devices so that all devices are paired together in the same network. For each device, the load will toggle during step 4.**

5. **Exit PtP mode.** From any device, press the Config button 3 times. The LED on the room controller will flash blue while it completes the pairing process. The default Network ID on all devices will change to a new number, based on the last four digits of the Mac address on the room controller, and now those devices will communicate only with each other and not any devices which have not been paired. Once complete, the switches and sensors will automatically exit PtP mode. The LED on each switch or sensor will flash white at least once before resuming normal operation.

**NOTE:** It is important to exit PtP mode within the three minute time limit mentioned above. If you do not, none of the device pairings will be remembered and you have to start the process over from the beginning.

## Pairing a device to an existing network

If you need to add the LMDM-601 to an existing in room network, follow the procedure below:

1. **Enter wireless Push-to-Pair (PtP) mode on the room controller.** Press the Config button three times (within three seconds) until the LED on the room controller flashes green.
2. **Enter PtP mode on the LMDM-601.** Using a pointed tool, press the Config button three times. As with the room controller, the LED on the switch will flash green.
3. **Pair the devices.** Press the Config button on the LMDM-601 once to pair the LMDM-601 to the room controller. The load connected to the room controller will toggle once (if the load is OFF, it will turn ON; if ON, it will turn OFF) to indicate that pairing was successful and its config LED will turn solid green.
4. **Exit PtP mode.** Exit PtP on the room controller, by pressing the Config button 3 times. The LED on the room controller will flash blue while it completes the pairing process. The Network ID of the LMDM-601 will change to the value used by the previously paired devices and the room controller also returns to that value.

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## DEVICE PAIRING AND UNIT ADJUSTMENT USING THE DLM CONFIG APP

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The DLM Config App is available for both iOS® and Android® devices. Search "DLM Config" on your device to download.



The app provides the ability to pair various devices in a room. Additionally, you can modify load binding and edit various DLM parameters for each device.

For details on the features and operation, download the DLM Config App User Guide from the wattstopper web site at :

<https://www.legrand.us/wattstopper.aspx>

**NOTE:** LMCS-100 software, version 4.7 or later can also be used to pair devices and edit DLM parameters. However, LMCS-100 requires use of an LMBR-650.

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## PLUG N' GO OPERATION (PNG)

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All loads are automatically bound to the LMDM-601.

The rocker paddle on the LMDM-601 controls all loads on the DLM Local Network. Tap the top of the rocker to turn ON all loads to the last light level. Tap the bottom to turn OFF all loads. Dimmable loads dim (ramp down or up) in response to a press and hold of the appropriate portion of the rocker paddle. Switched loads turn OFF when ramped down below 50% and turn ON when ramped up above 50%.

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## UNIT ADJUSTMENT USING PUSH N' LEARN

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**NOTE:** Although Push n' Learn™ can be used to modify load binding for wireless switches, Wattstopper recommend using the DLM Config App for ease of use and available features.

### Load Selection Procedure

In situations in which there is more than one load in a room, the configuration button allows access to Push n' Learn™ technology to change the binding relationship between control devices and loads.

**NOTE:** PnL cannot be used to change the binding on wireless sensors, although it is possible to enter PnL mode from a sensor.

## Step 1 Enter Push n' Learn

Press and hold the Config button (on any DLM device) for 3 seconds.

The LED on the LMDM-601 begins to blink red. The LED on all switches and sensors, and the Config LED on room controllers in the local room network will also blink red. The LEDs will continue to blink until you exit PnL mode.

**NOTE:** If a switch or sensor is currently “asleep”, it will not blink. To ensure the switch is currently awake before initiating PnL, press a button first, or initiate PnL from that switch.

All loads in the room turn OFF immediately after entering PnL, then one load will turn ON. This is Load #1. On the LMRC-611 for that load, the blue Load LED will also be ON.

## Step 2 Load selection

Press and release the Config button to step through the loads connected to the DLM Local Network. Each time you press the Config button, the next load in the series will turn ON along with its Load LED, and the previous load will turn OFF.

To bind or unbind a button or paddle from the load press that button or paddle on the LMSW-605 or LMDM-601. The LED on the paddle will blink once blue or red, and then revert to blinking red. Each time you press the paddle, it will cycle to the next option:

- **Blue** – The button or paddle is bound to the load.
- **Red** – The button or paddle is not bound to the load.

## Step 3 Exit Push n' Learn

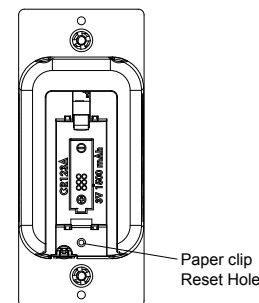
Press and hold the Config button until the red LED turns OFF, approximately 3 seconds.

## RESETTING THE LMDM-601

When you reset the LMDM-601, the Channel and Network ID will return to their default values, and if the switch was previously paired, it will no longer be connected to that room network. All DLM parameters are also returned to their default values.

There are two ways to reset the LMDM-601:

- Press the Config button (behind the wall plate) 10 times. The LED will blink green each time the Config button is pressed (except for the 7th press which will blink blue). On the 10th press, the LED will blink red. Then it will turn red again and then briefly turn white indicating it is rebooting.
- Remove the battery cover on the back to expose the recessed reset button. Use a paper clip to press and hold the reset button for 10 seconds. When you first press the reset button, the LED will blink red once, then after the 10 seconds will reboot and the LED will briefly turn white, indicating it is rebooting.



## FCC REGULATORY STATEMENTS

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

This device complies with FCC and IC safety levels of radio frequency (RF) exposure for Mobile devices.

This device is only authorized for use in a mobile application. At least 20 cm of separation distance between this device and the user's body must be maintained at all times.

Any changes or modifications not expressly approved by The Watt Stopper Inc. could void the user's authority to operate the equipment.

### WARRANTY INFORMATION

Wattstopper warrants 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 Wattstopper 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.

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