

Set-Up and Operating Instructions for MS12A Motion Sensor

The MS12A Motion Detector sends Wireless Radio Frequency (RF) signals to an X10 Transceiver (RR501 or TM751) or any X10 security system base receiver. The receiver then passes the signals onto your house wiring to turn on lights (or appliances) around your home. You plug your lights and appliances into X10 Modules (sold separately). The MS12A also works with the CM11A Two-Way Computer Interface to initiate macros (routines) so you can set up a “coming home” routine which is initiated by the Motion Detector as soon as it “sees” you.

Note: The MS12A has a built-in photocell that detects when it's dark. It therefore only turns lights on when it's dark. It does not transmit during daylight. Care should be taken therefore to place the MS12A where it sees plenty of sunlight during the day (such as near a window). If you place it in a dark corner, it might always turn lights on (even during the day). Care should also be taken not to place the MS12A near the light it is controlling, otherwise when the light turns on it might “fool” the MS12A into thinking it's daytime!

Remove the battery cover on the front of the MS12A and install two AAA alkaline batteries. The unit defaults to Housecode A and Unit Code 1, so if that's what code you want it to control, you are finished setting up the MS12A. Refit the battery cover. **Place the MS12A in a dark drawer for several minutes before testing it.**

Plug in an X10 RF Transceiver (model RR501 or TM751, sold separately) or any X10 security system base receiver (sold separately) and set it to Housecode A. Plug a lamp into an X10 Lamp Module (sold separately) and set it to Housecode A and Unit Code 1. Plug the module into any AC outlet.

To test the MS12A: After the MS12A has stabilized in a dark place for a few minutes take it out of the dark and move it. It will “see” you and transmit a signal to the transceiver. (Note: the red light blinks the appropriate number of times for the code that is set, once for A1, 4 times for A4, etc.).

Place the MS12A on a shelf or mount it on a wall at least 6 feet above the ground. Let it settle for a minute and then walk past it (**if it's dark**). The lamp connected to any X10 Module set to A1 will turn on.

The light will turn off approx. 6 minutes later as long as no motion has been detected. You can also turn the light off from any X10 controller or set up a CM11A Computer Interface (sold separately) to initiate a macro when it receives A1. This macro could for example turn on a group of lights (e.g. B2, C7, and H9) when you walk into a room and turn them off after a preset time.

To change the Unit Code for the MS12A: Press and hold the Unit button (under the battery compartment lid) until the red light blinks twice, then release and press the button the desired number of times for the Unit Code you want (once for Unit Code 1, twice for Unit Code 2, etc.). The light blinks each time you press, and confirms your entry by blinking the number of times you pressed the button about 2 seconds after your last press. Use the same procedure to change the Housecode (pressing the House button instead). One press for Housecode A, two presses for B, etc. To check what code you've set: press and release the House or Unit code button - the light blinks back the appropriate number of times for the code that is set.

To turn lights on when it gets dark. The MS12A sends signals when it detects dusk and dawn so it can turn a light on when it gets dark and turn it off when it gets light (in addition to turning lights on when it detects motion, when it's dark). To have it turn a light on at dusk and off at dawn plug the light into an X10 Module and set it to the same Housecode as the MS12A and to a Unit Code that is **one number higher** than the Unit Code of the module that turns on when motion is detected. I.E. if the MS12A turns on A1 when it detects motion, it will turn on A2 when it gets dark and turn it off when it gets light.

FCC CAUTION: 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 UNDESIRE OPERATION.

NOTE: NO CHANGES OR MODIFICATIONS MAY BE MADE TO THE UNITS. ANY CHANGES MADE TO THE UNITS WILL VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

LIMITED 1-YEAR WARRANTY

X10.com, a division of X10 Wireless Technology, Inc. (X10) warrants X10 products to be free from defective material and workmanship for a period of one (1) year from the original date of purchase at retail. X10 agrees to repair or replace, at it's sole discretion, a defective X10 product if returned to X10 within the warranty period and with proof of purchase.

Please visit www.x10.com/warranty to complete your on-line warranty registration. Thank you.

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