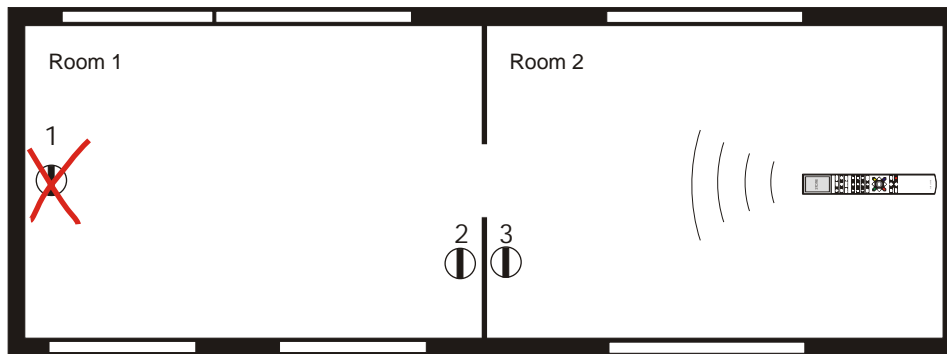# Technical information

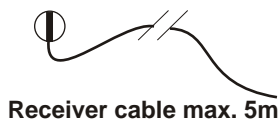## Building - Technology

1. Placing of receiver

The receiver must be placed so that nothing prevents it from receiving the signals from a Bang & Olufsen remote control. When deciding on the position of the receiver, remember that it should not be possible to activate more than one receiver at a time using a remote control terminal.
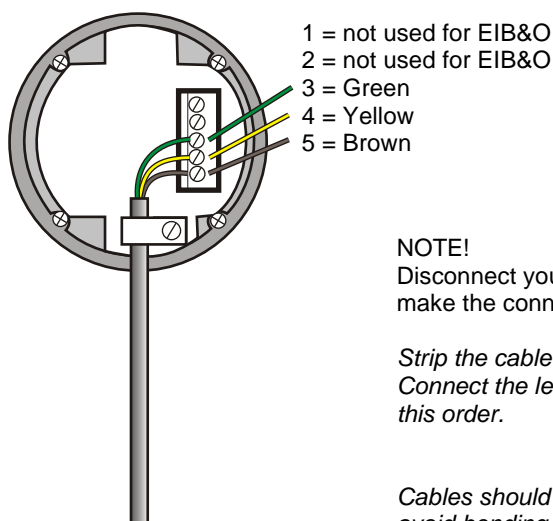

The diagram shows that receiver 3 is placed appropriately, whereas receiver 1 can be activated from room 2. Receiver 1 should be placed as receiver 2 instead. The receiver should not be placed in direct sunlight or direct artificial light (e.g. spotlight) or near objects producing electric noise (e.g. dimmers) as this reduces the sensitivity of the receiver (shorter range). If the receiver is placed outdoors, please note that it does not function at temperatures above 55ºC or below 0ºC. If higher or lower temperatures may occur, it should be possible to switch it off by means of a switch. Otherwise it can block the operation of the whole system.

2. Dimensioning

The cable between the receiver and BeoLink Active/Passive may not exceed 5 m. A special 15 m low capacity receiver cable can be ordered, part no. 6270668.

Receiver cable max. 5m

3. Connections receiver

1 = not used for EIB&O
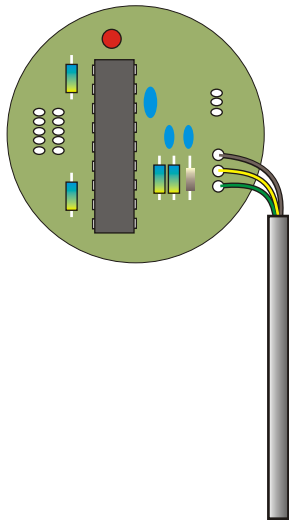2 = not used for EIB&O
3 = Green
4 = Yellow
5 = Brown

NOTE!
Disconnect your entire Bang & Olufsen system from the mains while you make the connections!

Strip the cable end. Twist the cores in each lead and bend them back. Connect the leads in the receiver cable to the terminals inside the receiver in this order.

Cables should always be handled with great care. When running the cables, avoid bending them too sharply and be careful not to twist them. Avoid subjecting the cables to pressure or impact.

4. Connections interface

Brown
Yellow
Green

NOTE!
Disconnect your entire Bang & Olufsen system from the mains while you make the connections!
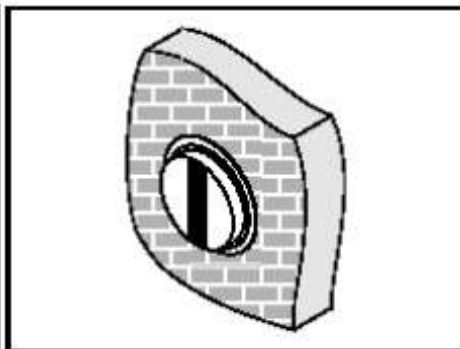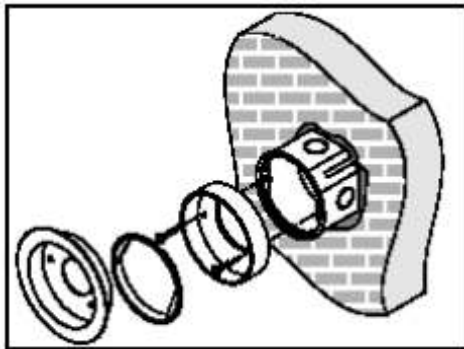
Strip the cable end. Twist the cores in each lead and bend them back. Connect the leads in the receiver cable to the terminals inside the receiver in this order.

Cables should always be handled with great care. When running the cables, avoid bending them too sharply and be careful not to twist them. Avoid subjecting the cables to pressure or impact.
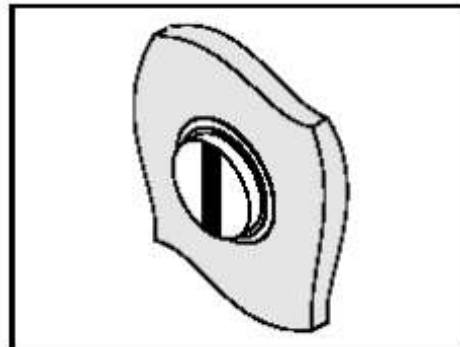
5. Build-in kit for IR-eye
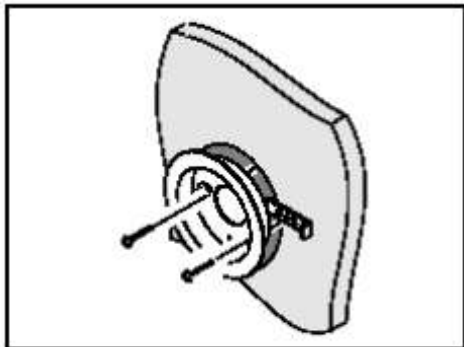
The build-in kit for IR-eye is used for invisible installations. There are two different build-in kits.
One for solid walls (part no. 3375187), which contains a fixture box, a spacer piece, a plastic cover (to close the box under construction) and an ornamental ring.

The other kit is for light partition walls (part no. 3375188) and contains two brackets and an ornamental ring.

Programming

1. PROGRAM MODE ON
   Press STAND-BY key 3 sec.

2. PROGRAMMING
   a. Press LIGHT key
   b. Enter desired number X (0..9)
   c. Press LIST key until STORE is shown on display
   d. Press GO key
   e. Enter desired function mode Y
   f. Enter Main group GG (must be 2 characters)
   g. Enter Sub group SSSS (must be 4 characters)
   h. Make sure STORE is shown on display (if not press LIST key until shown)
   i. Press GO key

   <LIGHT> X STORE (LIST) <GO> Y GG SSSS STORE (LIST) <GO>
   X   = LIGHT KEY NUMBER 0 , 1 , 2 , 3 , 4 , 5 , 6 , 7 , 8 , 9
   Y   = Function (see below)
   GG   = GROUP (0-15)   NOTE: ALWAYS 2 DIGITS !!!!
   SSSS   = SUB-GROUP (0-2047)   NOTE: ALWAYS 4 DIGITS !!!!

3. PROGRAM MODE OFF
   Press EXIT key

Functions

	description	ETS	Button description	Function
0	SCENE	1 byte	Green=0 / Yellow=3 / Red=4 / Bleu=7	
1	CONFORT	1 bit	LIGHT TV / 3 seconds STAND-BY	ON/OFF
2	ON/OFF	1 bit	GO / STOP	ON/OFF
3	ON/OFF	1 bit	STEP-UP / STEP-DOWN	ON/OFF
4	DIMMER	1 bit	GO	TOGGLE ON/OFF
5	DIMMER	4 bit	STEP-UP / STEP-DOWN	DIM UP / DIM DOWN
6	CURTAIN	1 bit	SHORT STEP-UP / SHORT STEP-DOWN	START / STOP
7	CURTAIN	1 bit	LONG STEP-UP / LONG STEP-DOWN	CURTAIN UP / CURTAIN DOWN
8	CURTAIN	1 bit	SHORT << / SHORT >>	START / STOP
9	CURTAIN	1 bit	LONG << / LONG >>	CURTAIN CLOSE / CURTAIN OPEN

Important note

a. If you forget to give a LIGHT KEY NUMBER it will be a default value 0 !

b. LIGHT 0 and LIGHT TV / STAND-BY use the same memory location.

   If you write something in memory 0 it will overwrite the LIGHT TV / STAND-BY command / function !

Example 1 : ON/OFF

Send a 1BIT command on GROUP ADDRESS 00/0010 when we press LIGHT 8 GO

1. PROGRAM MODE ON
   Press STAND-BY key 3 sec
2. PROGRAMMING
   Press LIGHT 8 LIST STORE GO 2 00 0010 LIST STORE GO
3. PROGRAM MODE OFF
   Press EXIT key

Example 2 : DIM

Send a 1BIT command ON GROUP ADDRESS 01/0250 when we press LIGHT 1 GO or STOP
Send a 4BIT command ON GROUP ADDRESS 03/0250 when we press LIGHT 1 STEP-UP or STEP-DOWN

1. PROGRAM MODE ON
   Press STAND-BY key 3 Sec.

2. PROGRAMMING   LIGHT 1 'STORE' (LIST) GO 4 01 0250 'STORE' (LIST) GO
   Press LIGHT 1 LIST STORE GO 4 01 0250 LIST STORE GO

3. PROGRAMMING   LIGHT 1 'STORE' (LIST) GO 5 03 0250 'STORE' (LIST) GO
   Press LIGHT 1 LIST STORE GO 5 03 0250 LIST STORE GO

4. PROGRAM MODE OFF
   Press EXIT key