URC Lighting: Removing a Device From the Project Tree

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URC Lighting-Removing a Device From the Project Tree

In some cases, installers may have issues removing a device from the <u>TRF-ZW10</u> project tree when that device is red (Off-Line).

This information is for when the device needed to be removed is a known device and is NOT in the Unknown Device Section.

This article details the step-by-step process for removing the device(s) from the TRF-ZW10 project tree.

Step 1: Pull the Air Gap on the URC <u>LT-3100 dimmer</u> or <u>LT-3200 switch</u>, so there is no power being supplied to the device. This ensures that there is no communication at all being sent to the <u>TRF-ZW10</u>. (The 'Air Gap' will remain pulled out for the duration of these steps). Simply use your fingernail to pull the air gap switch <u>straight out</u> towards you.

Note: The LT-3100 dimmer is shown below. The LT-3200 switch air-gap is in the same location.

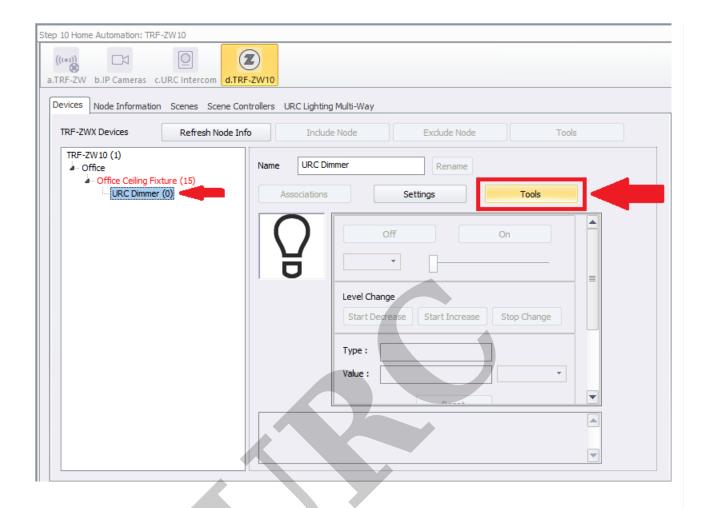
LT-3100 Dimmer



- A. Config Button: This button is used to enter the configuration menu on your dimmer. When you hold it down for 10-15 seconds, the LED Bar (B) will light up Yellow to indicate you are in config mode. It can also be used to trigger a favorite scene. After setting up the scene, tap the button one time to trigger it.
- **B. RGB LED Notification Bar:** This LED bar serves as a visual display for the dimness level of your lights as well as offering visual notifications based on events that are setup via the Gateway. It can be further configured, disabling or setting certain brightness levels.
- C. Responsive Paddle: The paddle works in a similar manner to a standard dimmer. When you hold either up or down, the light dimmer will brighten or dim the lights to the preferred level. Tapping up will set the light to the last dim level. Tapping down will shut off the light. The paddle may also be used for scene control. After creating the scenes, the paddle can be tapped up or down 1-5 times to trigger a scene.
- **D. Air Gap Dimmer:** This will cut the power to the load your dimmer is wired to.

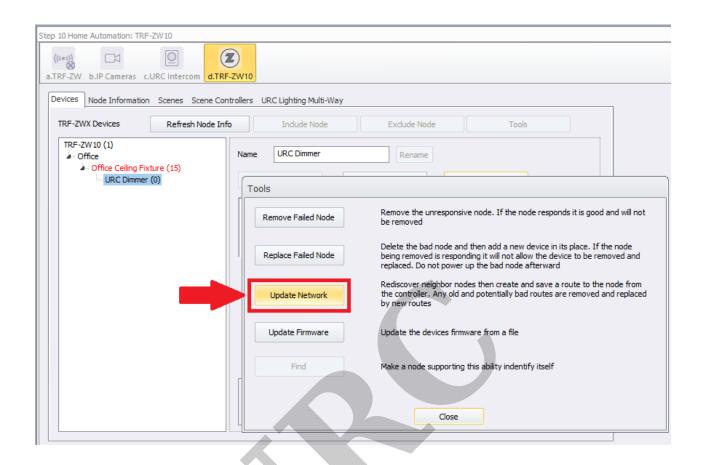
Step 2: Go to the lighting **Device** in the <u>TRF-ZW10</u> project tree and then go to "Tools"

Note: IMPORTANT: DO NOT go to <u>TRF-ZW10</u>'s Tools. <u>It must be the **Z-Wave**</u> Device>Tools.

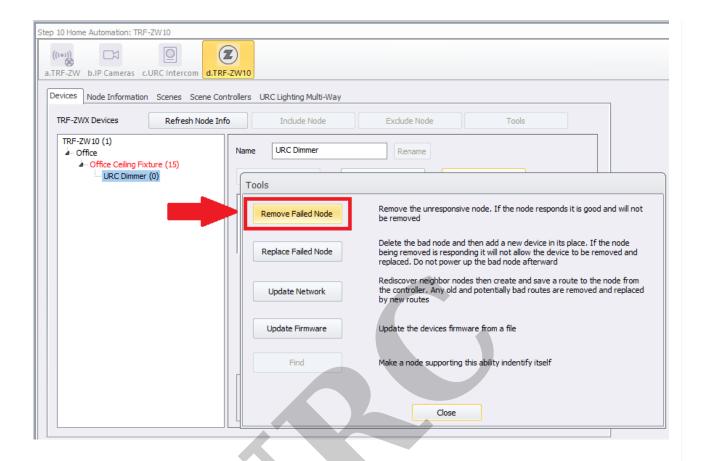


Step 3: <u>Under the Tools section of the Z-Wave device</u> select the "Update Network". When this item is selected it will ensure there is no communication between the device and the <u>TRF-ZW10</u>.

Note: IMPORTANT: DO NOT go to <u>TRF-ZW10</u>'s Tools. <u>It must be the **Z-Wave**</u> Device>Tools.



Step 4: Once the Update Network has been successful, you can now "Remove Failed Node" under the Z-Wave device>Tools section.



Additional Information & Resources:

Please refer to the article **URC Dimmer (LT-3100) Parameters** for additional information on setting device parameters.

Please refer to the article **URC Switch (LT-3200) Parameters** for additional information on setting device parameters.

Please refer to the article **URC Dimmer/Switch (LT-3300) Parameters** for additional information on setting device parameters.

Please refer to the article **URC Dimmer/Switch (LT-3300) Specifications** for additional information for this device.

Please refer to the article **LT-3300 Single Pole Connection Examples** for additional information for this device.

Please refer to the article LT-3300 3-Way Connection Examples for additional information for this device

Please refer to the section on **URC Lighting** for additional information using URC Lighting in Accelerator 3.

To learn more about Accelerator 3 configuration and programming, please see the Accelerator 3 online **Programming Guide**.