



Connect
Installation Instructions



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[https://support.screeninnovations.com/accessories/
connect/](https://support.screeninnovations.com/accessories/connect/) to access updated documents & videos
related to product and latest instructions.



Connect

Thank you for purchasing an SI product. If you
have any questions or need any assistance with
your Solo/Pro, we would love to help you.

Technical Support: 512.832.6939

Hours of Support: 7:30am - 5pm CST

screeninnovations.com

screensupport@screeninnovations.com

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INITIAL INFORMATION

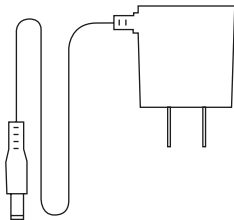
Unpack the Connect from the shipping box.

Parts in the Box:

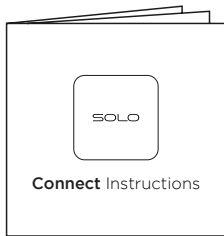
1 Connect



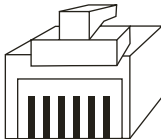
2 Plug-in 12V power supply



4 Connect Instructions



5 RJ 12

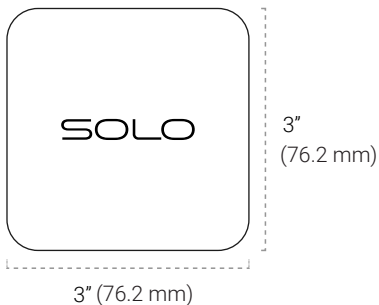
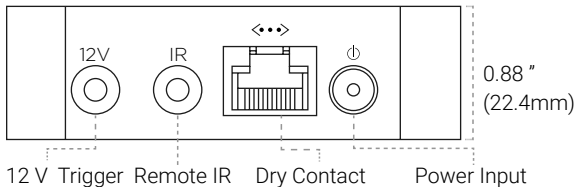


More about Connect

Connect converts common A/V control signals into Somfy wireless RTS control commands to operate Somfy RTS motors. It operates at 433.42MHz and has a typical transmission range to the Somfy screen motor of about 30 feet with no attenuation. The range will be reduced if radio signal interfering items are in the transmission path.

Connect operates independently of the Solo Remote. The unit should be mounted with the base down and at least 1" of air gap around the Connect to provide for some cooling. It may be operated with the case on its side, with 1" of air gap around the Connect. It weighs only 2.3 oz. and with a small foot print of 3" x 3" x 7/8", placement is easy. The 12V power supply operates on 110VAC to 240VAC, 60/50Hz and has a rated current draw of 300mA. Operating temp. range is 0°C - 50°C.

Connect Inputs



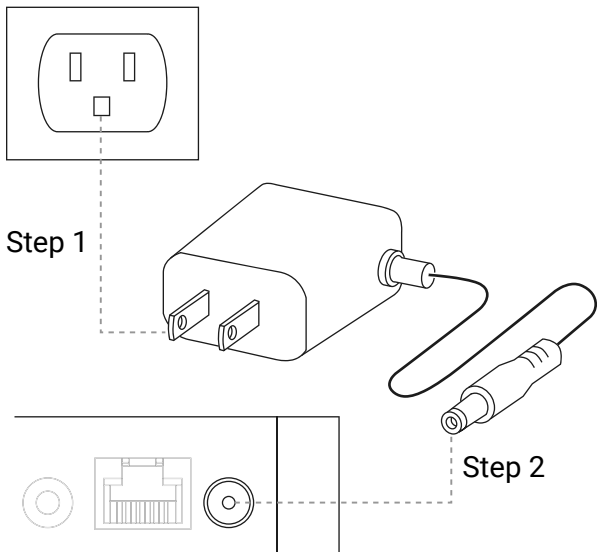
INSTALLATION

Step 1

Plug the 12V power supply into the wall socket.

Step 2

Plug the barrel connector on the power supply into the power port. The status indicator LED will light up and is viewable through the case on the side opposite the ports.

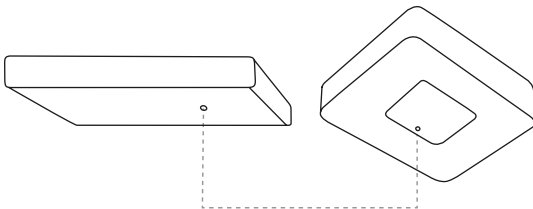


Step 3 - Pair Your Connect

If the Connect was shipped with your Solo, it will be paired with the screen. If purchased separately, the Connect will need to be paired to the screen. There are two ways to pair the screen and the Connect.

Pairing Method A - Using the Solo Remote

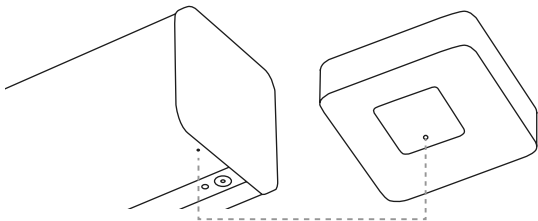
With a large paperclip, press the button on the back of the remote until the screen jogs once. Using the paperclip again, briefly press the button inside the Connect through the small hole on the case bottom.



The screen will jog once to show that the Connect is now paired to the Solo screen. Use the SI Infrared remote to verify that the Connect is paired. Press the down button. The screen will move down if paired.

Pairing Method B - Without the Solo Remote

With a large paperclip, press the button on the motor through the small hole near the right-hand side screen opening until the screen jogs once. Using the paperclip again, briefly press the button inside the Connect through the small hole on the case bottom.



The screen will jog once to show that the Connect is now paired to the Solo screen.

Caution: Holding the button longer than one jog, may erase the motor settings and unpair every remote. All remotes will then have to be re-paired and all limits reset using the Solo remote.

Step 4 - Control

Determine the desired control signal method.

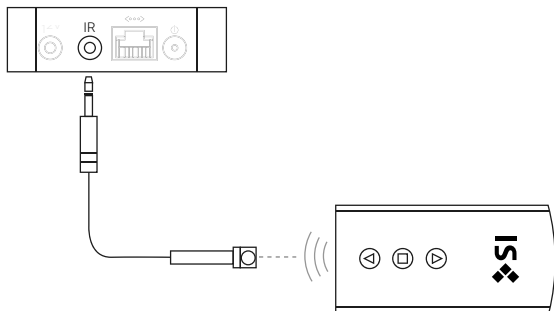
Details for connection and use are below:

- A. Infrared Control LINE-OF-SIGHT
- B. 12VDC Trigger NON-LINE-OF-SIGHT
- C. Momentary Dry Contact NON-LINE-OF-SIGHT

Control Method A: Infrared Control

Once the Connect is paired to the screen, the SI IR remote is ready to use up to a distance of 35 feet between the remote and the Connect. In all cases, make sure that the built-in IR eye is visible to the IR Remote. The built-in IR eye is located to the left of the power indicator light (when you are facing it.) The buttons on the SI IR Remote operate the same as the buttons on the Solo Remote.

The IR port on the Connect allows a remote IR eye (not included) to be connected. The port is a standard 3.5mm mono audio jack. The remote IR eye can now be placed in a location accessible to the IR remote while the Connect is kept hidden. Once the remote IR eye is plugged in, the internal eye is bypassed. Unplugging the remote IR eye restores the internal IR eye to original use.



Third party IR universal control systems may be used to control the screen and commands may be learned from the SI IR Remote or using these hex codes:
(Available on the website too.)



0000 006c 0000 000c 0006 011b 0006
011b 0006 00bb 0006 00bb 0006 00bb
0006 00bb 0006 00bb 0006 00bb 0006
00bb 0006 00bb 0006 011b 0006 08a4



0000 006c 0000 000c 0006 011b 0006
011b 0006 00bb 0006 00bb 0006 00bb
0006 00bb 0006 00bb 0006 00bb 0006
00bb 0006 011b 0006 011b 0006 08a4



0000 006c 0000 000c 0006 011b 0006
011b 0006 00bb 0006 00bb 0006 00bb
0006 00bb 0006 00bb 0006 00bb 0006
00bb 0006 011b 0006 00bb 0006 08a4

Control Method B: 12VDC Trigger

A DC trigger voltage will cause the Connect to send RF commands to the screen to operate it. This wiring method is usually used to allow the projector to directly control the screen. When a projector with a trigger output is turned on, it sends out a constant voltage that may be used to deploy the screen. This method requires hard wiring between the point of control and Connect.

With the Connect, a constantly applied DC voltage in the range of 5V – 12V will send a wireless command to deploy the screen to the lower limit. The screen will stay in that position until the voltage is removed. Removing the trigger voltage sends a wireless command to roll-up the screen.

The center pin is positive and the outer contact (barrel) is negative.

Control Method C: Dry Contact

This method of control is for use with momentary contact switches, such as a push button switch, or relays, commonly found in control systems. It requires hard wiring from the point of control to the Connect. Momentarily sorting the appropriate leads either sends the screen down to the lower limit or up to the fully rolled-up position. No current or extra power supply is needed to operate the screen.

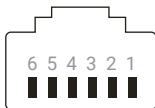
Power should not be applied to the dry contact connections. Doing so may damage the Connect and void the warranty.

To send the screen DOWN, momentarily connect the wires to pins 3 and 4. The Connect power LED will go dark during RF transmission and the screen will unroll to the lower limit.

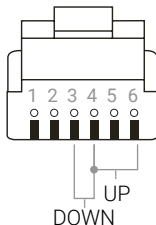
To send the screen UP, momentarily connect the wires to pins 4 and 6. Likewise, the Connect power LED will go dark and the screen will roll up to the upper limit.

There is no STOP command. The screen cannot be made to stop at an intermediate position using the dry contact controls.

RECEPTABLE



PLUG



SUBSEQUENT INSTALLATION

If Connect needs to be moved, simply unplug the connections, move it to the new location, and reconnect the power and wiring. Re-pairing is not necessary. The motor stores all device addresses internally and remembers the Connect when powered again.

Note: Connect is not designed to be used in wet environments. Keep its ambient temperature within the limits specified earlier.

CONNECT TROUBLESHOOTING

Symptom	Possible Cause	Solution
No Power Light	Power supply not plugged in	Plug in power supply
	Breaker tripped	Determine cause, correct, and turn breaker on
	Power supply defective	Order replacement power supply
	Connect defective	Order replacement/Connect
SI IR Remote is non-responsive	Remote not aimed at the Connect IR eye	Orient Connect so IR beam hits the correct face
	Battery is low or dead	Replace battery - (1) CR2025 3V Li.

Symptom	Possible Cause	Solution
SI IR Remote is non-responsive (cont.)	Connect is not paired with screen Greater than 35 feet away Screen is not charged or plugged in	Pair Connect with the remote or screen Move closer Charge for 10 min. or plug in if a non-battery motor
Plug-In IR Eye is non-responsive	Eye is not plugged in completely IR beam is not reaching the eye IR eye is defective Greater than 35 feet away	Replug the eye into the jack Orient the eye so it "sees" the remote Try another IR eye Move closer

Symptom	Possible Cause	Solution
Plug-In IR Eye is non-responsive (cont.)	Screen is not charged or plugged in Connect is not paired with screen	Charge for 10 min. or plug in if a non-battery motor Pair Connect with the remote or screen
12VDC Trigger is non-responsive	Polarity is reversed Voltage is outside of range Trigger wiring is damaged or wired incorrectly	Make sure center contact is positive "+" and the barrel is negative "-" Voltage must be within 5 to 12VDC. Check wire gauge and/ length. Trace wiring and repair if damaged or incorrect

Symptom	Possible Cause	Solution
12VDC Trigger is non-responsive (cont.)	Triggering device is not sending the voltage Connect is not paired with the screen	Repair or replace the device, or use another method Pair Connect with the remote or screen
Dry contacts are non-responsive	Bad plug connection Screen is not charged or plugged in Switches are faulty Power applied to the contact leads Wiring is damaged or wired incorrectly	Remove plug and replace ensuring a positive click Charge for 10 min. or plug in if a non-battery motor Replace if bad Replace the Connect Trace wiring and repair if damaged or incorrect



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