

INSTRUCTIONS

NICE TT2N

Table "A1"	Memorisation of first transmitter in Mode I	Example
1.	Connect the control unit to the power mains, confirmed by 2 long flashes.) K
2.	Within 5 seconds press and hold key ■ of the transmitter to be memorised (for at least 3 seconds).	♦ 3s
3.	Release key ■ on the first of the three flashes confirming memorisation.	¥ \$ ¥ ¥

If transmitters have already been memorised, others can be enabled as described in the following procedure.

Table "A2"	Memorising other transmitters in Mode I		Example
1.	Press and hold key ■ of the new transmitter (for at least 5 seconds) confirmed by a long flash, after which release.	New	5s 🖔 🕏
2.	Slowly press key ■ three times of a previous and memorised transmitter.	Old	★ X3
3.	Press the key ■ of the new transmitter, and release on the first of the 3 long flashes confirming memorisation.	New	★ ₩ ♦ ₩₩

Note. If the memory is full (30 transmitters memorised) 6 long flashes are emitted and the transmitter cannot be memorised.

Table "A3"	Memorisation of a transmitter in Mode I	Example
1.	Press and hold the programming pushbutton (for at least 4 seconds).	4 s
2.	Release the programming pushbutton when the led illuminates.	※ ♣ ∘
3.	Within 10 seconds press any key of the transmitter to be memorised for at least 3 seconds.	→ 3s
4.	If the memorisation procedure is successful, the led emits 3 long flashes.	K K K

Note. If there are other transmitters to be memorised, repeat point 3 within a further 10 seconds; the memorisation phase terminates if no new transmitters are received within a 10 second interval.

If memorised transmitters and settings need to be deleted, proceed as described below.

Table "A4"	Deleting items from the memory	Example
1.	Press and hold the programming pushbutton.	•
2.	Wait for the led to illuminate, then wait for it to turn off, followed by a flashing sequence.	☆ ∘
3.	Release the pushbutton precisely on the third flash to delete only the memorised transmitters or on the fifth flash to clear all memory contents.	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\