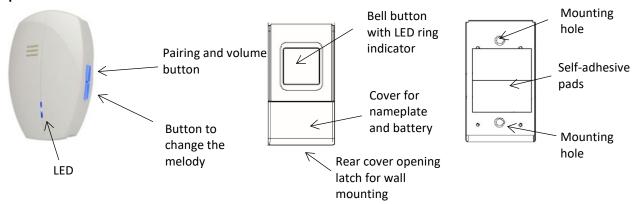
# EN 1L56, 1L56B Wireless doorbell



Dear customer, thank you for purchasing our product. Please read the following instructions carefully and follow them to serve you safely and to your full satisfaction. This will prevent misuse or damage. Avoid unprofessional handling of this appliance and always observe the electrical appliance usage guidelines. Keep the instruction manual carefully. For use in the home or indoors. This product should only be used by an adult. Never expose to environments with high humidity (e.g. bathroom), avoid contact of the product with liquids.

## **Description:**



Note: The doorbell operates at a frequency of 433MHz. The range is max. 120m in open area.

## Inserting batteries into the transmitter

Grasp the nameplate and battery cover with two fingers and pull it open. Insert a 12V/23A alkaline battery. Observe the marked polarization. Close the cover.



Before fixing the transmitter, make sure that the doorbell is working properly by plugging the receiver into the socket (AC 230V) where you want to use it and then pressing the button on the transmitter where you want to fix it. Choose a position where the transmitter is clearly visible, i.e. on or near the door frame, about 1.5m above the ground. As the transmitter is waterproof, it can be placed outdoors if necessary. However, prefer a location that protects the transmitter from water and excessive heat. Mounting on a door frame is easier as the transmitter can simply be screwed to the wood with the back wall,

#### **Doorbell control**

**To select the melody**, use the button as shown in the picture. Press the button to play and change individual melodies. The selection is automatically saved when playback is finished.

**The volume** is controlled by the volume change button as shown. When the button is pressed, the current melody is played at the selected volume level. You can adjust the volume in three levels.

## "Learning code" function

The "Learning code" function allows you to pair several bells and buttons into one group. This allows several buttons to ring one bell or one button to ring several bells (max. 4).

If you need to assign a new transmitter to a receiver, do the following:

- Press and hold the volume button on the doorbell while pressing and holding the button on the transmitter.
- When the tune "Dong Dong" sounds, release the button on the bell, and a second later release the button on the transmitter.

This assigns the transmitter to the receiver. The original transmitter is also assigned. Shown in Figure 1. You follow a similar procedure to assign a new receiver to a transmitter. All previously paired receivers are also assigned to a transmitter. Shown in Fig. 2

## Unpairing the button from the receiver

If you have multiple transmitters paired to your receiver, you may need to unpair one of the transmitters. To unpair, follow these steps:

- Press and hold the button to change the bell volume, after three seconds you will hear the melody "Dong Dong", keep holding the button until you hear the ringing again.

Figure 1:

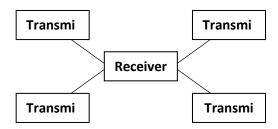
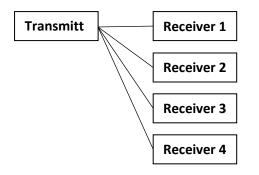


Figure 2:



### Solving possible problems

If the receiver does not ring repeatedly after pressing the button on the transmitter, check:

- battery capacity in the transmitter and receiver. The battery may have been discharged prematurely.
- whether the distance between the transmitter and the receiver is too large.
- there are no strong sources of signal interference between the transmitter and receiver (radio and wireless networks, large metal objects, reinforced concrete walls, etc.).

If you have any problems, please contact your dealer.

Solight Holding s.r.o. declares that the product complies with the requirements and provisions of Directive 2014/53/EU. The equipment can be operated freely in the EU. The product can be operated under general authorisation No. VO-R/10/05.2014-3. The Declaration of Conformity can be found at www.solight.cz.

Producer: Solight Holding, s.r.o., Na Brně 1972, Hradec Králové 500 06, www.solight.cz

