

QdR2 Remote

Programming Instructions



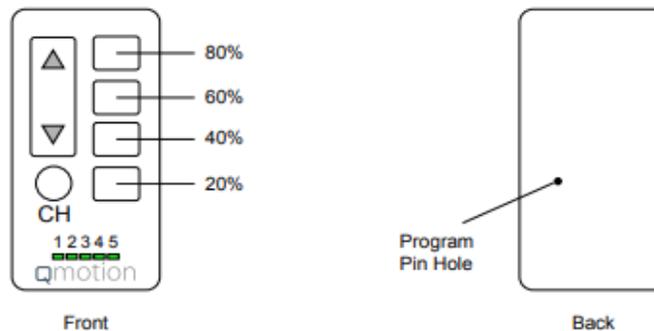
**** QdR2 Remote must be added to the SAME ZigBee Network as the QMotion Shade that is desired to be operated with this remote.**

PAIR REMOTE TO ROLLER SHADE

1. Make sure the roller shade is in the full upper position.
2. Press the program button on the back of the remote with the paper
3. All roller shades in the upper position will move down to the 25% location
4. **TUG** shade **6-10 inches** (Shade will JOG and return to the upper position)

SETTING UPPER AND LOWER LIMITS

1. **PRESS** and **RELEASE** the (**UP or DOWN**) button that will be programmed (Shade will move to selected position)
2. **PRESS** and **HOLD** the same (**UP or DOWN**) button **UNTIL** the shade **JOGS**
3. **TUG** shade **6-10 inches** (Shade will JOG in response)
4. **ADJUST** shade to desired position (Manually roll shade by hand if necessary)
5. **PRESS** and **HOLD** the same (**UP or Down**) button (Shade will JOG when learned)



QdR2 Remote

UNLEARN A REMOTE FROM SHADE

(Shade must be at Upper Limit)

1. Use a paperclip to **PRESS** the **PROGRAM** button on back of the remote
2. **PRESS** and **RELEASE** the **DOWN** button (Shade will JOG in response)
3. **TUG** the shade **6-10 inches** (Shade will JOG and move to the Upper Limit)

REMOVE REMOTE FROM NETWORK

1. Use a paperclip to **PRESS** the button on the back of the remote three times quickly.
2. When the lights stop growing, the remote has been removed from the network.

To expose the battery cover, TUG shade past the lower limit-shade will travel up to 75%. Then UNROLL shade down to expose battery cover.

ROLLER SHADE BATTERY REPLACEMENT

1. **PRESS** and **RELEASE** the **DOWN** button to unroll shade
2. **UNROLL** the **FABRIC ROLL TUBE** to expose the battery cover (See **IMPORTANT** information above in red)
3. **REMOVE BATTERY COVER**
4. **REPLACE** batteries with **NEW D-CELL or AA** Alkaline batteries (Shade will jog)
5. **INSTALL BATTERY COVER**
6. **Shade will return to the full open position on its own**