



Single Pole (One location) or 3-Way (Multi-location) Scene Capable Incandescent Switch

Cat. No. VRS05-1L, (Lighted)
Incandescent- 5A – 120VAC, 60Hz
INSTALLATION INSTRUCTIONS

WARNINGS AND CAUTIONS:

- To be installed and/or used in accordance with appropriate electrical codes and regulations.
- If you are unsure about any part of these instructions, consult a qualified electrician.
- Vizia RF +™ electronic switches are not compatible with standard 3-way or 4-way switches. They must be used with compatible Vizia +™ or Vizia RF +™ controllers.
- Recommended minimum wall box depth is 2-1/2".

WARNINGS AND CAUTIONS:

- Use only one (1) Vizia RF +™ Scene Capable Switch in a multi-location circuit with up to 9 coordinating remotes (without LEDs) or up to 4 matching remotes (with LEDs). The remote(s) will turn the load on ("at the level selected" for dimmers only) at the control.
- Maximum wire length from dimmer to all installed remotes cannot exceed 300 ft (90 m).
- Disconnect power at circuit breaker or fuse when servicing, installing or removing fixture.
- Use this device only with copper or copper clad wire. With aluminum wire use only devices marked CO/ALR or CU/AL.

INTRODUCTION

Leviton's Vizia RF +™ Z-Wave® components are designed to communicate with each other via Radio Frequency (RF) to provide remote control of your lighting. Using RF technology allows Leviton to provide the greatest signal integrity possible. Each module in Leviton's Vizia RF +™ component line is a Z-Wave® enabled device. In a Z-Wave® network, each device is designed to act as a router. These routers will re-transmit the RF signal from one device to another until the intended device is reached. This ensures that the signal is received by its intended device by routing the signal around obstacles and radio dead spots. The Scene Capable Electronic Switch is compatible with any Z-Wave® enabled network, regardless of the manufacturer and can also be used with other devices displaying the Z-Wave® logo.

CAUTION:

Remember to exercise good common sense when using the Timer features of your Remote – especially when scheduling unattended devices. There can be some unexpected consequences if not used with care. For example, an empty coffee pot can be remotely turned on. If that should happen, your coffee pot could be damaged from overheating. If an electric heater is turned on by remote control while clothing is draped over it, a fire could result. **DO NOT USE** the remote for the control of high power heating appliances such as portable heaters. This device will not control lighting that is used with electronic low-voltage and high frequency power supply transformers, nor high pressure discharge lamps (HID lighting). This includes mercury-vapor, sodium vapor and metal halide lamps.

FEATURES

- Switch ON/OFF
- Scene Capable
- ON/OFF LED
- Two way communication
- RF reliability
- Ease of installation – No new wiring
- Compatible with other Z-Wave® enabled devices

Tools needed to install your Switch

- Slotted/Phillips Screwdriver
- Electrical Tape
- Pliers
- Pencil
- Cutters
- Ruler

Changing the color of your Switch:

Your switch includes three color options. The switch ships with the White frame attached. To change color of frame, proceed as follows:

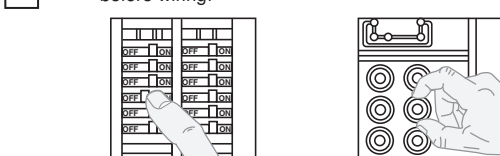


INSTALLING YOUR SWITCH

NOTE: Use check boxes when Steps are completed.

Step 1

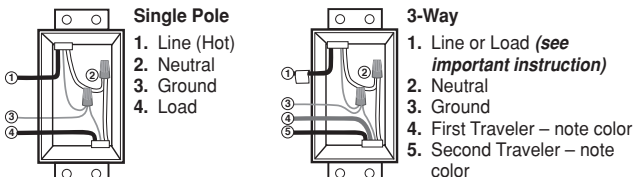
WARNING: TO AVOID FIRE SHOCK OR DEATH; TURN OFF POWER at circuit breaker or fuse and test that power is off before wiring!



Step 2

Identifying your wiring application (most common):

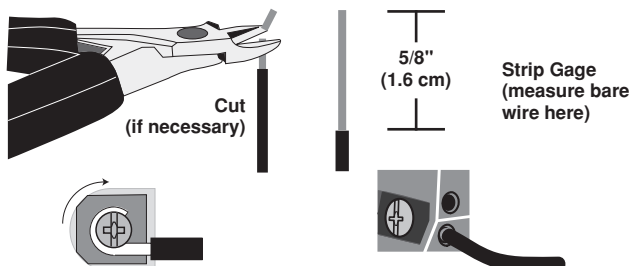
NOTE: If the wiring in your wall box does not resemble any of these configurations, consult a qualified electrician.



IMPORTANT : For 3-Way applications, note that one of the screw terminals from the old switch being removed will usually be a different color (Black) or labeled Common. Tag that wire with electrical tape and identify as the common (Line or Load) in both the switch wall box and remote wall box.

Step 3 Preparing and connecting wires:

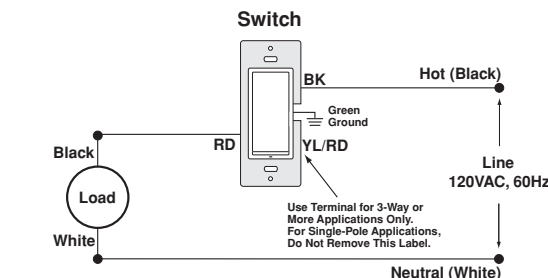
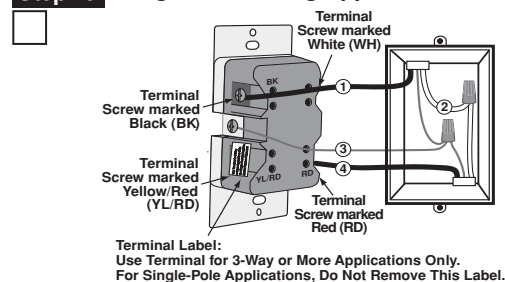
This switch can be wired using side wire terminal screws or through backwire openings. Choose appropriate wire stripping specifications accordingly.



- Make sure that the ends of the wires from the wall box are **straight (cut if necessary)**.
- Remove insulation from each wire in the wall box as shown.
- **For Single-Pole Application, go to Step 4a.**
- **For 3-Way Coordinating Remote (no LEDs) Application, go to Step 4b.**

Step 4a

Single Pole Wiring Application:



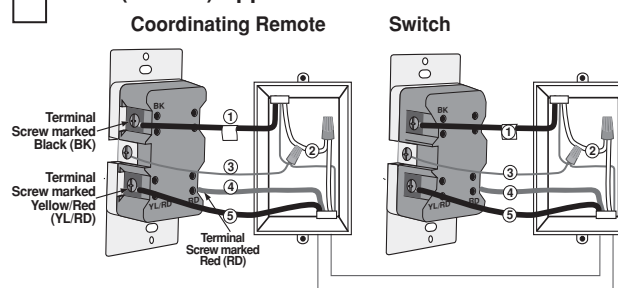
WIRING SWITCH:

Connect wires per WIRING DIAGRAM as follows:

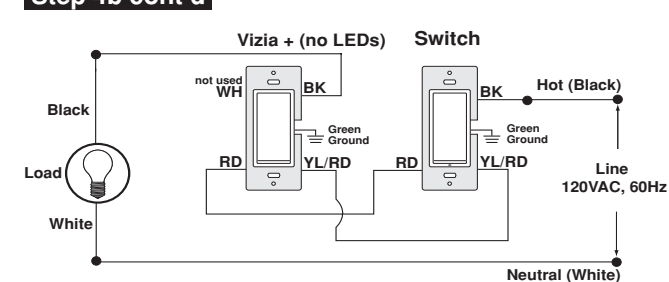
- Green or bare copper wire in wall box to Green terminal screw.
- Line Hot wall box wire to terminal screw marked "BK".
- Load wall box wire to terminal screw marked "RD".
- Switch terminal screw marked "YL/RD" should have Red insulation label affixed.
- NOTE:** If insulating label is not affixed to terminal screw marked "YL/RD", use electrical tape to cover.
- **Proceed to Step 5.**

Step 4b

3-Way Wiring with Coordinating Remote (no LED) Application:



Step 4b cont'd



WIRING SWITCH:

Connect wires per WIRING DIAGRAM as follows:

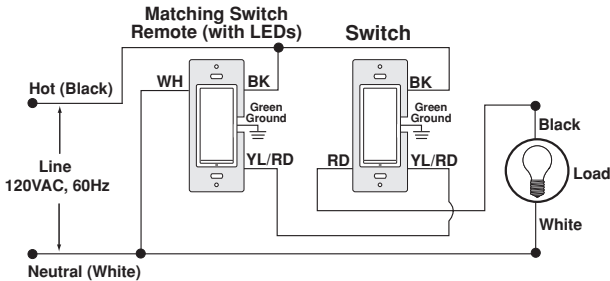
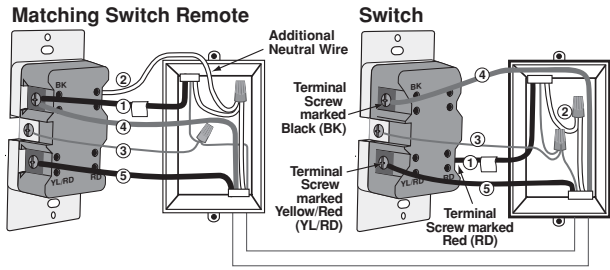
- NOTE:** When using the coordinating remote without LEDs, the switch can be installed on either the Line or Load side of the 3-way circuit.
- NOTE:** Maximum wire length from switch to all installed remotes cannot exceed 300 ft (90 m).
- Green or bare copper wire in wall box to Green terminal screw or Green switch lead.
- Line Hot (common) wall box wire identified (tagged) when removing old switch to switch terminal screw marked "BK" or Black switch lead.
- First Traveler wall box wire to terminal screw marked "RD" or Red switch lead (**note wire color**). This traveler from the switch must go to the terminal screw on the remote marked "RD".
- Remove Red insulating label from terminal screw marked "YL/RD" or Yellow/Red switch lead.
- Second Traveler wall box wire to terminal screw marked "YL/RD" or Yellow/Red switch lead (**note wire color**). This traveler from the switch must go to the terminal screw on the remote marked "YL/RD".

WIRING COORDINATING REMOTE:

Connect wires per WIRING DIAGRAM as follows:

- NOTE:** Maximum wire length from switch to last remote is 300 ft (90 m).
- Green or bare copper wire in wall box to Green terminal screw.
- Load wall box wire identified (tagged) when removing old switch to terminal screw marked "BK".
- First Traveler wall box wire (**note color as above**) to terminal screw marked "RD". This traveler from the remote must go to the terminal screw on the switch marked "RD" or Red switch lead.
- Second Traveler wall box wire (**note color as above**) to terminal screw marked "YL/RD". This traveler from the remote must go to the terminal screw on the switch marked "YL/RD" or Yellow/Red switch lead.
- Remote terminal screw marked "WH" should have White insulation label affixed.
- NOTE:** If insulating label is not affixed to terminal screw marked "WH", use electrical tape to cover.
- **Proceed to Step 5.**

Step 4c 3-Way Wiring with Matching Remote (w/LEDs) Application:



NOTE: The switch **must** be installed in a wall box that has a Load connection. The matching remote **must** be installed in a wall box with a Line Hot connection and a Neutral connection. A Neutral wire to the matching remote needs to be added as shown.

If you are unsure about any part of these instructions, consult a qualified electrician.

NOTE: Maximum wire length from switch to all installed remotes cannot exceed 300 ft.

WIRING MATCHING REMOTE (wall box with Line Hot connection):

Connect wires per WIRING DIAGRAM as follows:

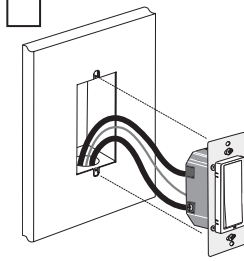
- Green or bare copper wire in wall box to Green terminal screw.
- Line Hot (common) wall box wire identified (tagged) when removing old switch and First Traveler to remote terminal screw marked "BK".
- Second Traveler wall box wire from switch to remote terminal screw marked "YL/RD" (**note wire color**). This traveler from the remote must go to the terminal screw on the switch marked "YL/RD".
- Line Neutral wall box to remote terminal screw marked "WH".

WIRING SWITCH (wall box with Load connection):

Connect wires per WIRING DIAGRAM as follows:

- Green or bare copper wire in wall box to Green terminal screw.
- Load wall box wire identified (tagged) when removing old switch to switch terminal screw marked "RD".
- First Traveler Line Hot to switch terminal screw marked "BK".
- Remove Red insulating label from terminal screw marked "YL/RD".
- Second Traveler wall box wire (**note color as above**) to switch terminal screw marked "YL/RD". This traveler from the switch must go to the terminal screw on the remote marked "YL/RD".
- Proceed to Step 5.**

Step 5 Testing your Switch prior to mounting in wall box:



- Position all wires to provide room in outlet wall box for device.
- Ensure that the word "TOP" is facing up on device strap.
- Partially screw in mounting screws in wall box mounting holes.
- NOTE:** Dress wires with a bend as shown in diagram in order to relieve stress when mounting device.

- Restore power at circuit breaker or fuse.
- Press pad until locator light is OFF. Lights should turn ON.

If lights do not turn ON, refer to the TROUBLESHOOTING section.

Step 6 Switch Mounting: TURN OFF POWER AT CIRCUIT BREAKER OR FUSE.

Installation may now be completed by tightening mounting screws into wall box. Attach wallplate.

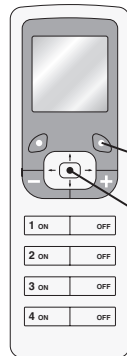
Step 7 Restore Power: Restore power at circuit breaker or fuse. Installation is complete.

Step 8 Including Switch into Z-Wave® Network:

NOTES:

- If using a non-Leviton Programmer/Controller, refer to the Programmer/Controller instruction sheet for Including a device.
- If using VRCPG install checklist go directly to step B.
- A)** If using a Leviton Z-Wave® Programmer/Controller, Cat. No. VRCPG, press the Menu button and scroll down to System Setup. Press the center button to select System Setup Menu. Choose Advanced Settings. Press the center button to select Network.

Programmer/Controller Cat. No. VRCPG



Menu Button
Center Button

- B)** While standing close to the switch (approximately 1 foot), press the center button to <Include> device in the network. **NOTE:** Only one device may be included at a time. **DO NOT** put multiple devices into the Inclusion mode at any time.
- C)** While the Programmer/Controller is in the Inclusion mode and the Locator LED is ON on the switch, press the push pad to turn on the switch. The Programmer/Controller will verify inclusion and the Locator LED will turn OFF. If the switch is flashing Amber while in the Inclusion mode, the Programmer/Controller is still trying to communicate with the switch. Wait until the device stops flashing, then press the push pad. **NOTE:** If the Locator LED on the switch turns solid Red while including, there has been a communication error. Refer to Troubleshooting section.

Step 8 cont'd

- D)** The Primary Programmer/Controller will assign a node ID number (Name) for this device. **NOTE:** This ID number (Name) will be stored in the controller to be used for future reference. **NOTE:** You may name or edit your device at this time.
- E) The switch is now installed in the network.** **NOTE:** If the switch has been successfully included in the network and the user tries to Include it again without first excluding it from the network, the switch will retain the first node ID it had received and ignore the second.



NOTE: Programmer/Controller must be in close proximity to switch when including in the network.

Step 9 Excluding Switch from Z-Wave® Network:

NOTE: It is very important to accurately Exclude devices from the network when moving or removing a device from a Z-Wave® network. This ensures that all information has been removed from your Primary Programmer/Controller's information table and is not counted on to be part of the mesh network.

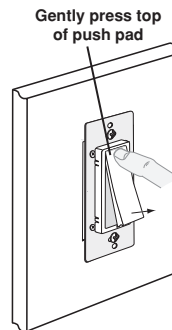
- A)** If using a Leviton Z-Wave® Programmer/Controller, Cat. No. VRCPG, press the Menu button and scroll down to System Setup. Press the center button to select System Setup Menu. Choose Advanced Settings. Press the center button to select Network.
- B)** While standing close to the switch (approximately 1 foot), press the center button to <Exclude> device from the network.
- C)** While the Programmer/Controller is in the Exclusion mode and the locator LED is ON on the Dimmer, press the push pad to turn on the switch. The Programmer/Controller will verify Exclusion and the locator LED will turn OFF. If the switch is flashing Amber while in the Exclusion mode, the Programmer/Controller is still trying to communicate with the switch. Wait until the device stops flashing, then press the push pad.

Factory Default:

If your switch is not responding, or you are unable to control it after you have tried to Include/Exclude it multiple times, it may be necessary to reset the switch to its original factory settings. To accomplish this, proceed as follows:

- On the switch, engage the air-gap switch by gently pressing the top of the push pad until the bottom lifts completely out of the frame and a click is heard (**refer to figure**). Wait 5 seconds and then press the push pad back into the frame and hold push pad until the locator LED turns Amber and then flashes Red. The switch is now reset. Once the switch is reset, it will be necessary to Re-Include it to a network before it can be used.

CAUTION: SETTING A DEVICE TO A FACTORY DEFAULT DOES NOT EXCLUDE THAT DEVICE FROM A NETWORK. THE EXCLUSION PROCEDURE MUST STILL BE FOLLOWED TO REMOVE THE DEVICE FROM THE PRIMARY CONTROLLER'S INFORMATION TABLE. FAILURE TO DO SO MAY RESULT IN SYSTEM THAT IS SLOW TO RESPOND, OR MAY FAIL TO RESPOND TO SOME DEVICES.



OPERATION

NOTE: The locator light will illuminate when the load is in the OFF position to facilitate access in the dark.

Push Pad (Default settings)

Turn ON from OFF position:

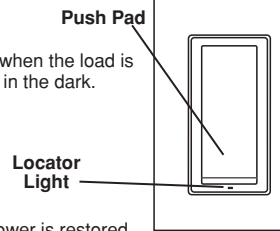
Tap – Lights turn ON.

Turn OFF from ON position:

Tap – Lights turn OFF.

If there is a power outage, when the power is restored, the lights will return to the last setting before the power interruption.

Cleaning: Clean with a damp cloth. **DO NOT** use chemical cleaners.



ADVANCED PROGRAMMING FEATURES

Definition of Mode

LED Option: Sets the Locator LED timeout to 5 seconds after use.

NOTE: The switch will exit program mode after 3 minutes of inactivity.

To enter programming mode press and hold the push pad for 10 seconds until the locator LED begins to blink. Upon releasing the push pad the LED Option will automatically be changed.

Locator LED	Locator LED Option Setting
Default	Active
First toggle	Turns off 5 seconds after use

TROUBLESHOOTING

- Lights Flickering**
 - Lamp has a bad connection.
 - Wires not secured firmly under terminal screws of switch and/or remote.
- Light does not turn ON and Locator LED does not turn ON**
 - Circuit breaker or fuse has tripped.
 - Lamp is burned out.
 - Lamp Neutral connection is not wired.
- Remote does not operate lights**
 - Ensure that total wire length does not exceed 300 ft (90 m).

For additional information, contact Leviton's Techline at 1-800-824-3005 or visit Leviton's website at www.ViziaRF+.com

Protected under U.S. Patent Number 6,388,399 and patents pending and licensed under U.S. Patents Numbers 5,905,442, and 5,982,103

FCC COMPLIANCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment OFF and ON, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving Antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

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DI-000-VRS05-02A-X1

LIMITED 5 YEAR WARRANTY AND EXCLUSIONS

Leviton warrants to the original consumer purchaser and not for the benefit of anyone else that this product at the time of its sale by Leviton is free of defects in materials and workmanship under normal and proper use for five years from the purchase date. Leviton's only obligation is to correct such defects by repair or replacement, at its option, if within such five year period the product is returned prepaid, with proof of purchase date, and a description of the problem to Leviton Manufacturing Co., Inc., Attn: Quality Assurance Department, 59-25 Little Neck Parkway, Little Neck, New York 11362-2591. This warranty excludes and there is disclaimed liability for labor for removal of this product or reinstallation. This warranty is void if this product is installed improperly or in an improper environment, overloaded, misused, opened, abused, or altered in any manner, or is not used under normal operating conditions or not in accordance with any labels or instructions. **There are no other or implied warranties of any kind, including merchantability and fitness for a particular purpose, but if any implied warranty is required by the applicable jurisdiction, the duration of any such implied warranty, including merchantability and fitness for a particular purpose, is limited to five years. Leviton is not liable for incidental, indirect, special, or consequential damages, including without limitation, damage to, or loss of use of, any equipment, lost sales or profits or delay or failure to perform this warranty obligation.** The remedies provided herein are the exclusive remedies under this warranty, whether based on contract, tort or otherwise.