

WSS-4E-ULE DECT ULE Smart Programmable Scenario Switch

Change the Atmosphere
at One Touch



- 4 Pre-programmed Scenario Conditions
- Quick and Easy Installation—No Wiring Required
- Simple and Modern Style
- Expansion of Home Automation Options

WSS-4E-ULE is a DECT ULE programmable scenario switch designed to easily trigger a pre-programmed scenario. This smart scenario switch can include up to four scenario conditions and users are free to create their favorite scenario conditions at different occasions. The scenario conditions govern the behaviors of lights, garage doors, window shades or other devices connected to security systems. A smart and comfortable home can be fully controlled at one touch.

With the WSS-4E-ULE, users can create a “Good Night” scene to turn off all the lights in the home, set the thermostat to a cooler temperature, and draw the shades. “Wakeup”, “Exercise,” and “Dinner” scenes can all be added to WSS-4E-ULE, a combination of controlled actions that are activated at the touch of a button, or set to be trigger based on a time of day or some action/event, like a garage door opening.

The battery-operated WSS-4E-ULE requires no additional wiring and it is ideal for the expansion of home automation options in new or modern homes where cabling solution are limited.

Features

- Activate 4 pre-programmed scenario conditions
- Simple and modern style
- Quick and easy installation—No wiring required
- LED indicator light makes it easy to find in the dark
- Low battery detection
- Keep alive signals ensure the device’s proper operation
- Suitable for residential and commercial premises

Specifications

Communication Protocol	DECT ULE RF Protocol
Frequency	1880 MHz -1900 MHz (EU) / 1920 MHz - 1930 MHz (US)
Power Source	1.5V, AA Alkaline battery x 2
Battery Life	2.2 years*
Operating Temperature	-10°C to 45°C (14°F to 113°F)
Operating Humidity	Up to 85% non-condensing
Dimensions	84 mm x 84 mm x 18 mm

* Note: The actual battery life may vary with product settings, usage patterns and operating environment.