

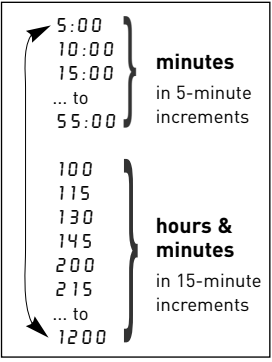
Setting the initial time *DELAY*

1. Press the **Menu/Raise** button ONCE to see the current *DELAY* setting.
The factory setting for the *DELAY* is 5 minutes, the minimum setting.

2. To change the setting, press the **Select/Save** (middle) button.

3. Press the **Menu/Raise** button. The time increases 5 minutes each time you press the Raise button, until the time reaches 1 hour (*1:00*). After 1 hour, the time increases 15 minutes each time you press the button, until it reaches 12 hours (*12:00*), then it goes back to 5 minutes (*5:00*). You can go backwards at any point to reduce the time, using the **Lower** button.

4. When the desired time shows in the display, press the **Select/Save** button to save the setting and exit the programming mode.



Setting the *SOUND*

1. Press the **Menu/Raise** button TWICE to see the current *SOUND* setting.
2. To change the setting, press the **Select/Save** (middle) button.
3. Press the **Menu/Raise** button to turn *ON* the warning and keypress sounds. Press the **Lower** button to turn *OFF* the warning and keypress sounds.
4. When the desired setting shows in the display, press the **Select/Save** button to save the setting and exit the programming mode.

Setting the *FLASH*

1. Press the **Menu/Raise** button THREE times to see the current *FLASH* setting. If a fan is connected to the switch, *FLASH* should be *OFF*.
2. To change the setting, press the **Select/Save** (middle) button.
3. Press the **Menu/Raise** button to turn *ON* the warning flash. Press the **Lower** button to turn *OFF* the warning flash.
4. When the desired setting shows in the display, press the **Select/Save** button to save the setting and exit the programming mode.

TROUBLESHOOTING

To test the time switch:

The pilot light behind the ON/OFF button should be ON when the switch is OFF and *OFF* should appear in the display. Press the ON/OFF button. The connected light or fan comes ON. The display shows the amount of time that the switch will remain ON.

The connected light or fan should turn OFF in the number of minutes indicated by the display. You can turn it OFF sooner by pressing the ON/OFF button again.

Light or fan will not turn ON (pilot light is visible):

Press ON/OFF button. The connected light or fan should turn ON. If not:

- Press and hold the button a second longer.
- Check the light bulb and/or motor switch on the fan mechanism.
- Turn OFF power to the circuit then check wire connections.

Light or fan will not turn ON (no pilot light or display is visible):

- Shade the switch from external light to make sure that the pilot light and display are not ON.
- Make certain that the circuit breaker is ON and functioning.
- Turn OFF power to the circuit then check wire connections.
- Call 800.223.4185 for technical support.

Light or fan will not turn OFF:

- Press the ON/OFF button. If the connected light or fan does not turn OFF, press the button and hold it a second longer.
- Turn OFF power to the circuit then check wire connections.

Limited FIVE YEAR Warranty

Pass & Seymour/Legrand will remedy any defect in workmanship or material in Pass & Seymour/Legrand products which may develop under proper and normal use within five years from the date of purchase by a consumer:

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Pass & Seymour



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340804 Rev. B 08105

Please read all instructions before installing

RT12
Time Switch
Programmable Countdown



Alpha-numeric LCD display

ON/OFF button with
pilot light

SPECIFICATIONS

Voltage120VAC, 60Hz
Load	
Single Pole Circuit0-600 Watt
Incandescent or fluorescent lamp or 1/6HP fan motor	
Time Delay5 minutes to 12 hours
Environment	
Operating Temperature32° to 104°F [0° to 40°C]
Humidity95% RH, non-condensing
Tools Needed:	
Insulated Screwdriver	
Wire Strippers	

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Installation Instructions

DESCRIPTION AND OPERATION

The RT12 is a time switch that turns OFF the connected light or fan (load) when the selected time expires. While the switch is OFF the pilot light behind the ON/OFF button illuminates and "OFF" appears in the display. When the switch is ON, the display shows the amount of time the load will remain ON.

For times up to 59 minutes and 59 seconds, the display shows a blinking colon between the minutes and seconds while the seconds count down continuously. For times between 1 hour and 12 hours, the display shows a blinking colon between the hours and minutes and the minutes portion of the display changes only once a minute. See Fig. 1 for examples.

The RT12's lighted alpha-numeric display is also used for programming functions. With the programming functions, you can decide:

- **DELAY** – the amount of time the switch remains ON with the initial press of the ON/OFF button
- **SOUND** – whether the switch beeps for each button press and every 5 seconds beginning one minute before it turns OFF
- **FLASH** – if the lights flash to warn you that they are going to turn OFF in one minute

Manual ON

When you press the ON/OFF button, it activates the Delay timer. If you want to keep the switch ON for a time different from what is programmed, simply press and hold the ON/OFF button until the display shows the desired time. When you let go of the button the switch turns ON.

Manual OFF

While the switch is ON and the timer is running, press the ON/OFF button to turn OFF the connected load without delay.

Changing the amount of time

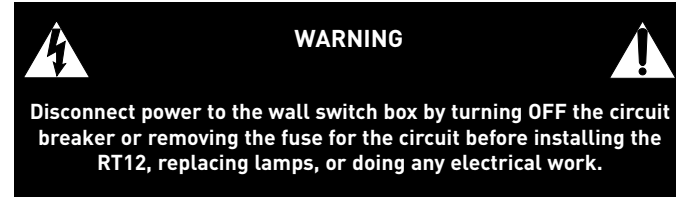
At any time, you can press and hold the ON/OFF button for 1 second to restart the timer. It goes immediately to the programmed Delay time; if you need a different amount of time, keep holding the button for at least 2 seconds. Hold the button until the display shows the desired time. Releasing the button starts the timer countdown.

Fig. 1: Timer Countdown

The time-out period can be set for 5 minutes to 12 hours. The time is displayed in two different ways. For a countdown of less than an hour, the display shows **minutes:seconds**. The seconds count down continuously. If the countdown is more than an hour, the display shows **hours:minutes**, the colon flashes every second and the display changes every minute.

Minute Countdown	Seconds Elapsed	Hour Countdown
04:59	:01	01:14
04:58	:02	01:14
04:57	:03	01:14

INSTALLATION & WIRING



1. Prepare the switch box.

After the power is turned off at the circuit breaker box, remove the existing wall plate and mounting screws. Pull the old switch out from the wall box.

2. Identify the type of circuit.

In a Single Pole Circuit (see Fig. 2), two single wires connect to two screws on the existing switch. A ground wire may also be present and connected to a ground terminal on the old switch. A neutral wire should also be present in the wall box.

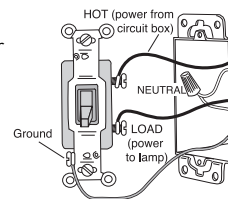


Fig 2: Typical Single Pole Switch Wiring

CAUTION

For your safety: Connecting a proper ground to the time switch provides protection against electrical shock in the event of certain fault conditions. If a proper ground is not available, consult with a qualified electrician before continuing installation.

Only connect the RT12 to a Single Pole Circuit. The RT12 is not suitable for 3-way switching. If the existing wiring does not match the description for a Single Pole Circuit, you should consult with a qualified electrician.

3. Prepare the wires.

Tag the wires currently connected to the existing switch so that they can be identified later. Disconnect the wires. Make sure the insulation is stripped off the wires to expose their copper cores to the length indicated by the "Strip Gage" in Fig. 3 (approximately 1/2 inch).

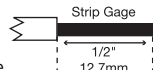


Fig 3: Wire Stripping

4. Wire the time switch.

Twist the existing wires together with the wire leads on the time switch as indicated in the drawing. Cap them securely using the wire nuts provided. See Fig 4.

- Connect the green or non-insulated (copper) GROUND wire from the circuit to the GROUND terminal on the RT12.
- Connect the power wire from the circuit (HOT) to the black wire on the RT12.
- Connect the wire to the lamp or fan (LOAD) to the red wire on the RT12.
- Connect the NEUTRAL wires from the circuit to the white wire on the RT12.

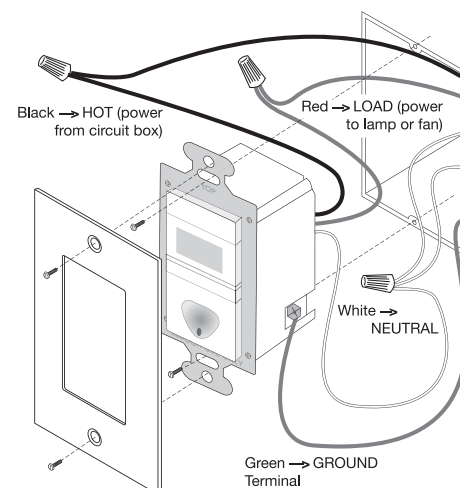


Fig 4: Switch orientation, wire connections and wall box assembly

5. Put the RT12 in the wall box with the display positioned above the ON/OFF button.

Secure it to the wall box with the screws provided.

6. Restore power to the circuit.

Turn ON the breaker or replace the fuse.

7. Make any necessary programming changes.

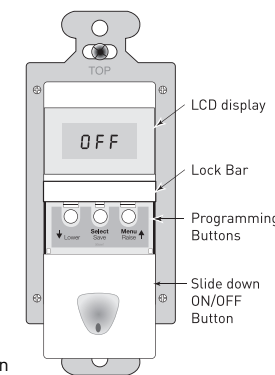
See the Programming section for information.

8. Attach the new cover plate.

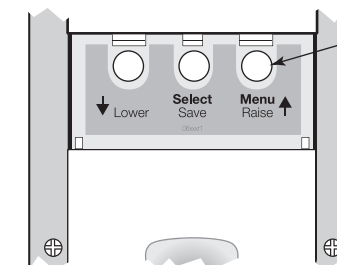
PROGRAMMING

To program the time switch, you must access the programming buttons that are located under the ON/OFF button. The wall switch cover plate must be removed to gain access to the programming buttons.

1. Firmly grasp the side edges of the Lock Bar and gently pull it away from the switch face until it clicks. Do NOT attempt to pull the Lock Bar off of the switch!
2. Push the ON/OFF button downward so that it slides down approximately 1/2 inch to expose the multi-function programming buttons. The buttons are labeled from right to left:



- Menu/Raise▲:** provides access to the program items and shows their current settings. With the first press it shows **DELAY** time, second shows **SOUND** setting, third shows **FLASH** setting. After an item is Selected, the Raise button can increase the setting or change it from **OFF** to **ON**. For the Delay setting, when you reach 12:00 (12 hours), pressing Raise brings the display around to 5:00 (5 minutes).
- Select/Save:** press this while a program item is displaying to change the setting for the item. When the correct setting is in the display, press this again to Save the setting for that item.
- ▼ **Lower:** After an item is Selected, the Lower button can reduce the setting or change it from **ON** to **OFF**. For the Delay setting, when you reach 5:00 (5 minutes), pressing Lower brings the display to 12:00 (12 hours).



Programming Menu:

DELAY 5:00 minutes
to 12:00 hours
Sound ON or OFF
FLASH ON or OFF
return to normal operation

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- Print: 2-sided
- Ink Color: Black
- Paper: White 16lb (60g/m sq)
- Final trim size: 16" (Wide) x 6" (High).
- Four (4) fold.
- Final folded size: 4" (Wide) x 6" (High).



Drawn by	SOWINSKI	<i>Pass & Seymour</i> SYRACUSE, NY		
Rev. Date	31 Aug 07			
AGI Job No.	12325	Title: RT12 Installation Instructions		
Part No.	340804			
Proofed By	HF			
	Scale: 1:1	Drawing #: 06249	Orig. Drawing Date: 22 FEB 06	Rev. #: 1