



U33T Electronics with the Rhassoul 1 Program

The electronics has 3 inputs for a 12 V button with indication and 3 230 V outputs max. 8 A.
The indication on all buttons is on in standby and flashes when the function is on.

After pressing the button connected to the input IN1, the indication of the button begins to flash for the period set using the programming switches 1,2 of the switch S1 (within 13 - 20 min see below).

After this period has elapsed, the output OUT1 (shower + shower lighting...) turns on for the time set using the programming switches 3,4 (within 3 - 10min) and after this period has elapsed, the output OUT1 turns off and everything returns to the default state.

The programming switch 5 can be used to set the mode of the button IN1: if it is in the OFF position, another press of the button has no influence on the program operation, the program runs without interruption to the end. If it is in the ON position, the program can be controlled with another press of the button; the reactions of the program depend on the position of the programming switch 6: if it is in the OFF position, another press of the button terminates the program; if it is in the ON position, another press of the button moves the program to the next step (1st press starts the time-lag, 2nd press starts the shower, 3rd press terminates the program).

The buttons connected to the inputs IN2, IN3 control the corresponding outputs OUT2, OUT3 - 1st press turns the output on, 2nd press turns it off. There is not time limitation it can be used e.g. for turning on the lighting of rooms, turning on some other attractions ...

Programming switch S1:

time-lag duration: 1=OFF, 2=OFF...13min	shower duration: 3=OFF, 4=OFF...3min
1=ON, 2=OFF...15min	3=ON, 4=OFF... 5min
1=OFF, 2=ON...18min	3=OFF, 4=ON... 7min
1=ON, 2=ON.....20min	3=ON, 4=ON.....10min

IN1 button function: 5 = OFF...cannot be controlled with another press of the button
5 = ON... can be controlled with another press of the button
6 = OFF...another press of the button terminates the program
6 = ON...another press moves the program to the next step