

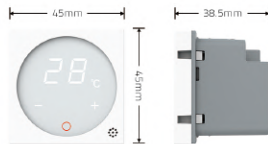
VL-ZP07025



Temperature Controlled Switch

<http://www.livolo.com>

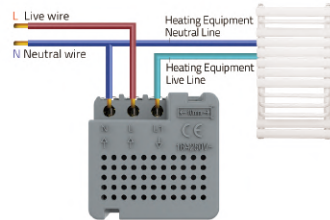
Specifications



Product Parameters

- 1.Dimension: 45mm*45mm*38.5mm
- 2.Temperature Accuracy Error: $\leq 2^{\circ}\text{C}$
- 3.Control Power: 250V ~ 16A/Load
- 4.Power Consumption: <0.8W
- 5.Mechanical Life: >75,000 Times
- 6.Input Voltage: 100 ~ 240VAC
- 7.EMC Radiation and Conducted Interference:
Meet GB4343.1-2009 CLASS B
- 8.Standard: GB16915.1-2014
GB16915.2-2012
- 9.Product Static Power Consumption: 0.85Ma (AC)

Wiring Instructions:



Instruction

Note: Temperature Controlled Switch's three modes:
Standby Mode, Room Temperature Mode, and Thermostat Mode.

1.Standby Mode:

After wiring and turning on the power, the indicator shows blue. Nothing will be shown on the middle screen.

2.Room Temperature Mode :

Touch the indicator and it will turn from blue to red. The screen will show the room temperature.



3. Thermostat Mode:

After touching the “-” or “+” button, the switch will turn from room temperature mode to the thermostat mode (default temperature: 20°C).

3.1 Setting temperature: Short press “-” or “+” button and the temperature setting will decrease or increase 1°C.

3.2 Setting temperature: Long press “-” or “+” button and the adjusting speed will increase while pressing.

3.3 Touch both “-” and “+” buttons at the same time and the temperature setting will be displayed for either Celsius or Fahrenheit.

3.4 If nothing changes in the thermostat mode, the switch mode will turn back to room temperature mode again.

4. The temperature setting range is: 5°C - 35°C / 41°F - 95°F.

5. If the room temperature is beyond the screen's display range (0-99), the screen will show 0.

6. When the temperature setting exceeds the room temperature, the switch will automatically turn on the heater; otherwise, it will remain off.

7. In the room temperature mode or thermostat mode, touching the red indicator turns the switch off and into standby mode.

Range of application:

A8:



C9:



B6:



C7:

