

HARDWIRING A PLUG IN MOTOR

If you feel having visible plugs connecting to an outlet is unsightly and you are looking for a cleaner finish, you may consider hardwiring your window treatments. Hardwiring your window treatment is when you are permanently connecting it to the power source. While an added cost to you, it may end up being that final touch you are looking for.

PLEASE NOTE:

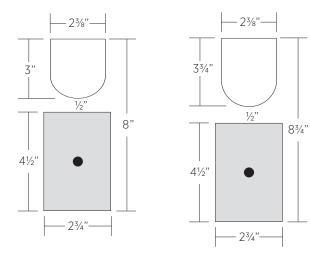
- We strongly advise that you work with a licensed and insured electrician as any electrical connections that are made must be in accordance with all local and national electrical codes. (The window treatment installers are not electricians and cannot make electrical connections for you).
- You will need to ensure that line voltage (110/120 volt) wiring is run to the window location. Your plug in motorized window treatment will not operate on low voltage (24 volt). Please refer your electrician to the "Wiring Diagram".
- Motors only operate via radio frequency.
- The power cord should never be cut shorter than the advised minimum cord length;
- TSS Motors 6"
- Somfy Motors 12"(the antenna is within the first 12" of the power cord).
- The plug attached to the power cord can be easily removed by your electrician.
- Your electrical connection will probably be made within
 a junction box (likely within your wall). Your electrician
 will want to have an idea as to where to place that
 junction box. Please refer to the "Location of Junction
 Box Connection" section. (Please note, this only provides
 an idea on placement, your electrician will work with
 you to ultimately determine the final location).

LOCATION OF JUNCTION BOX CONNECTION

PLACEMENT BENEATH BRACKET

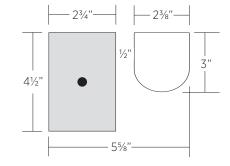
Standard Bracket

Extension Bracket

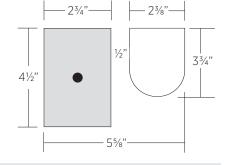


PLACEMENT NEXT TO BRACKET

Standard Bracket



Extension Bracket



Size based on standard junction box cover plate. Please consult with your electrician.

WIRING DIAGRAM

TYPES OF CABLES:

- 120V / 60Hz
- 3 Conductor Cable
- 14 gauge / 2 phase plus ground
- 2 Amps (per motor)

