



STEAMIST®

Total Sense Remote Control Option

Model: TSR

The Total Sense Remote Control is designed to work exclusively with the Steamist Total Sense TSG generators and TSC, TSC-250 and TSC-350 controls. The control transmitter sends radio frequency signals to the receiver through walls and floors to the receiver. The range of the transmitter by comparison is very similar to a garage door opener. The receiver comes with 25 feet of wire allowing the receiver to be located within the vicinity likely to use the transmitter.

Remote Features and Operation

(See Figure 1)

1. The blue transmit indicator light will illuminate any time a button is transmitting a signal. If this light should stop functioning, replace the batteries.

WARNING: Never press the Start button unless you are certain the steam room door is closed. Continuous operation of the steam bath with the door open can damage the home.

2. The Start 1 & 2 buttons are used to selectively start the preprogrammed user 1 or user 2 settings on the TSC control. Simply press the appropriate button to start the cycle.
3. The Stop button cancels or stops the cycle. Simply press the stop button to cancel the started cycle.
4. The pre-installed batteries should last approximately one year depending on usage. Replace with (2) CR2032 batteries if necessary.

Receiver Features and Operation

(See Figure 2)

1. Red Learn indicator light.
2. Learn button is used to pair additional remote controls. To pair additional controls or to pair the control that came with the receiver, first press the learn button and the learn indicator will light. While the indicator is lit press any button on the remote to complete the pairing process. The learn button will flash and go off indicating a successful pair. Shut off the main circuit breaker to the steam generator for about 5 seconds, then turn it back on. After testing the operation press the Stop button and make sure the TSC control has not been unintentionally started.
3. Cable connection jack.
4. Mounting holes

Figure 1: Remote Control

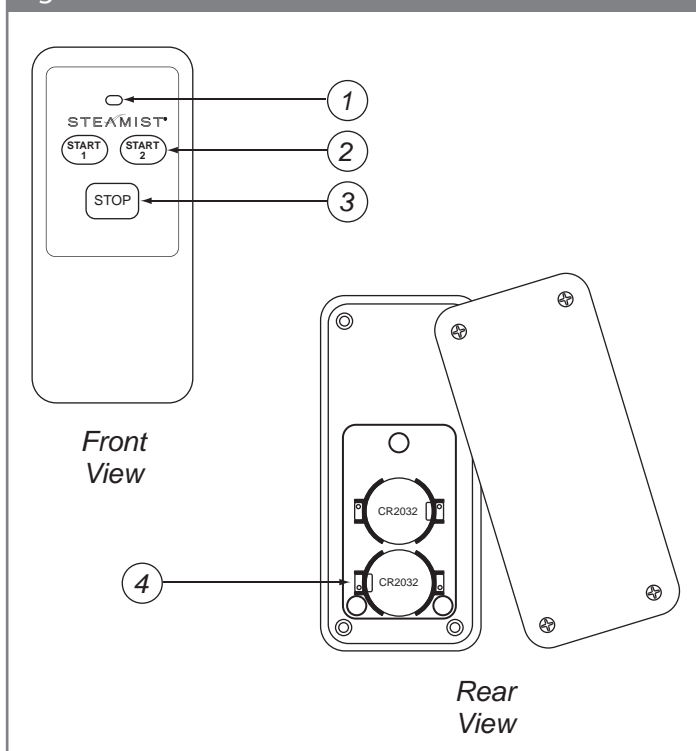


Figure 2: Receiver

