Manual Brel bi-directional curtain rail battery motor

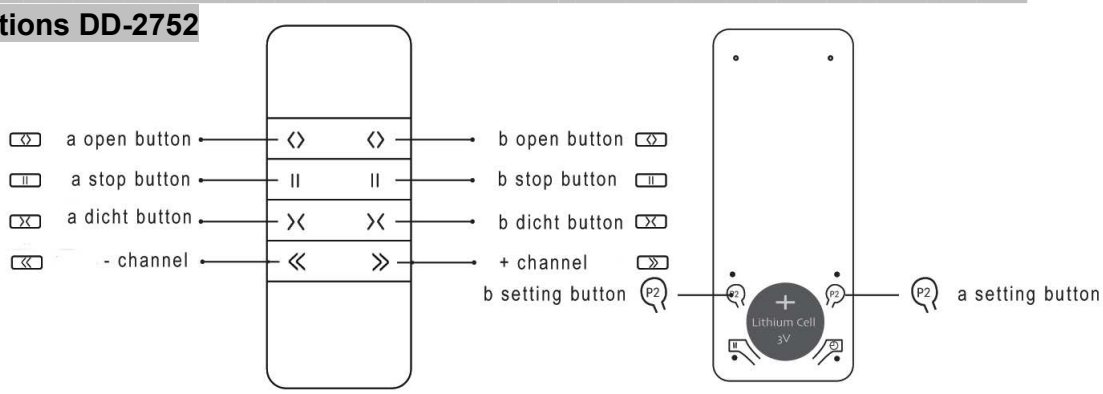
Type BGLE-980

Read the manual before you begin the installation. If these instructions are not followed, this may lead to defects and injury in which warranty can't be claimed.

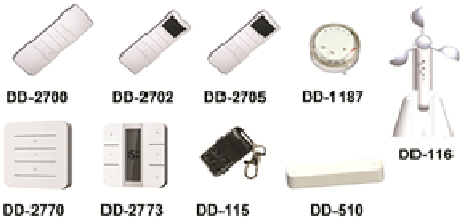
warning:
Children cannot recognize the dangers of electrical equipment and may therefore not work with it.
It is important to follow this instruction for your own safety.

1. Do not operate the motor in humid surroundings.
2. The motor must be installed correctly.
3. Keep the antenna in a good condition and do not shorten.
4. The antenna should not come into contact with other metal parts otherwise it will reduce the effect.
5. The motor must be protected from direct moisture influences.
6. BREL-Motors declares that this motor has been manufactured according to the guidelines of the CE standard 1999/5/EC

Remote control functions DD-2752



Works with all BREL transmitters:



Visit our website;
WWW.BREL-HOME.NL
for more manuals and information.

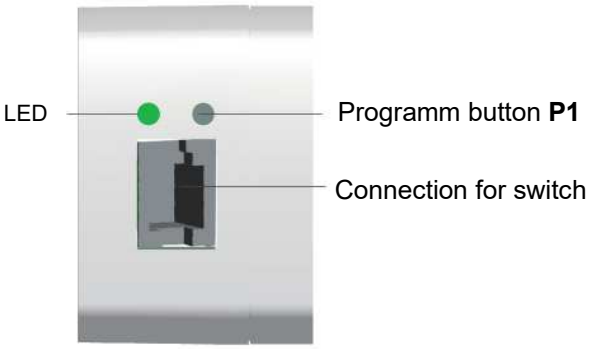
Technical data of the motor — Type BGLE-980

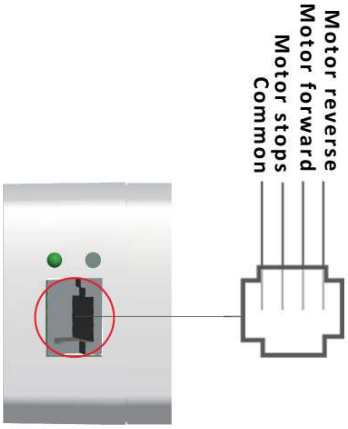
• Torque:	1.2 Nm
• Speed:	80-120 RPM
• Voltage motor:	DC 14-8V
• Max. curtain weight:	40kg
• Radiofrequency:	433MHz
• Moisture and dust protection:	IP20
• Storage capacity transmitters:	Up to 20 channels
• Temperature range of the motor:	Normal use: -5℃ to +55℃

Scan the QR code here to download the manual and watch instructional videos;

BGLE-980

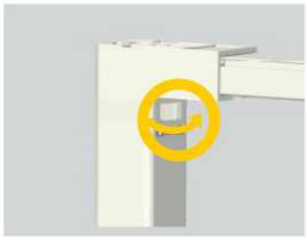
Functions

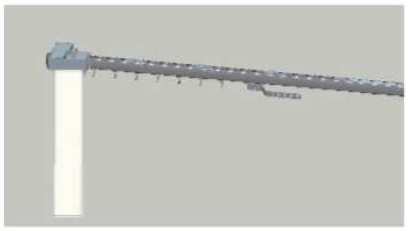




Installation of the motor

Attach the rail to the wall/ceiling

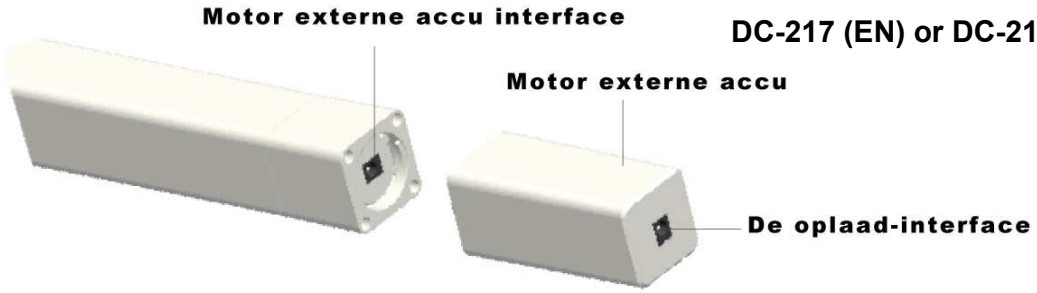




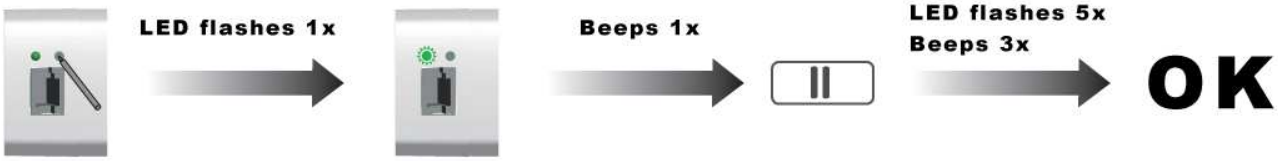
If the motor won't click in easily, move the first runner and try again.

Charging the battery

When using the battery for the first time, fully charge it first. If the LED on the charger turns green, the battery pack is full.
Always use the charger type DC-216 (EU), DC-217 (EN) or DC-218 (USA).

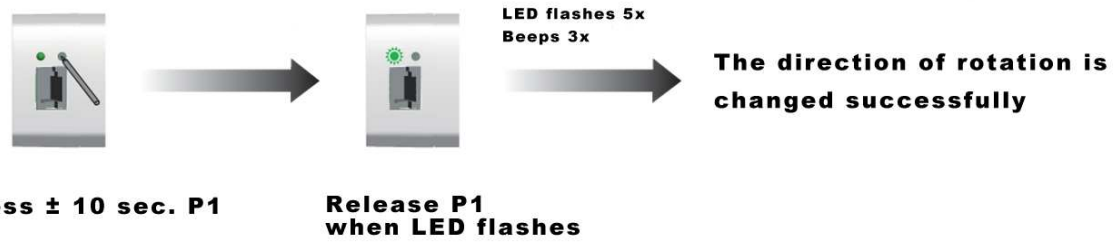


Step 1 Setting up the first remote/channel



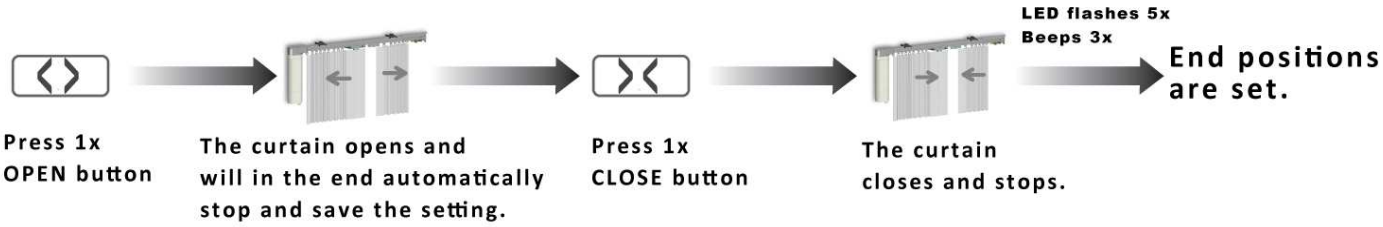
Press ± 2 sec. P1 | **Release P1 when LED flashes** | **Press STOP for ± 2 sec., until LED flashes**

Step 2 Setting the direction of rotation



Step 3 Setting the end position.

If the first transmitter is in the memory of the motor, moves the motor back and forth as shown below;



Note: Once the end position has been set, the motor enters the usermode; after the end position is removed, the motor enters pulse operation.

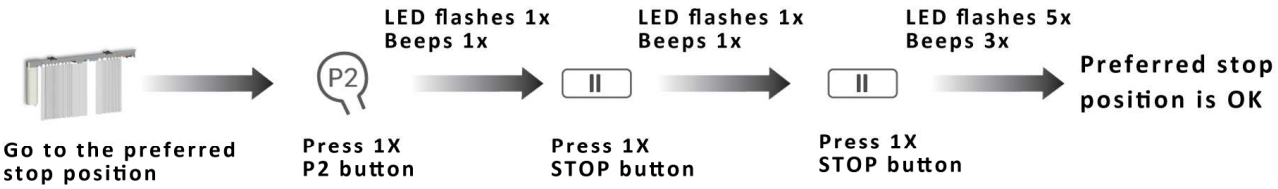
ADDITIONAL SETTINGS

Option A Setting the desired third limit position (If desired)

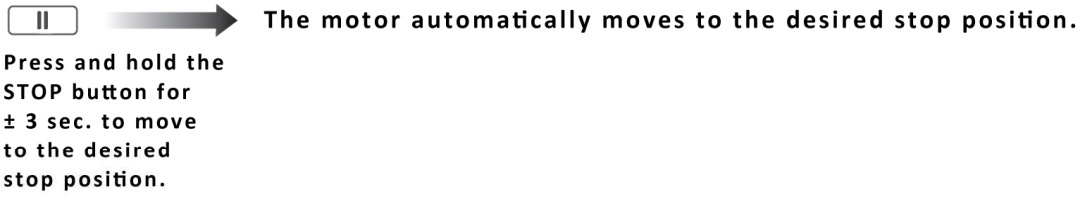
If you press the stop button for more than 3 sec., the motor will move from any position to the third limit position.

1. Set preferred stop position

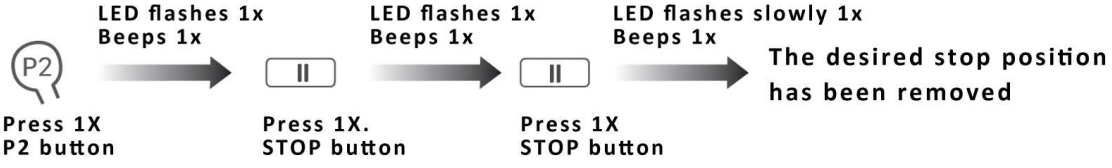
After setting the upper and lower positions, you can select the desired stop position between the two as the half-open position.



2. Run to preferred stop position

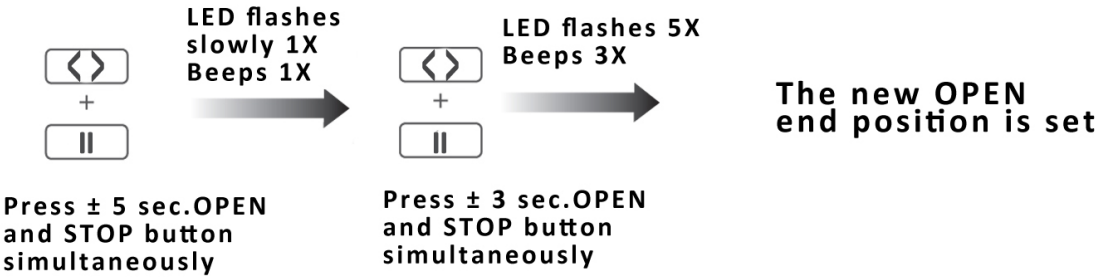


3. Cancel preferred stop position

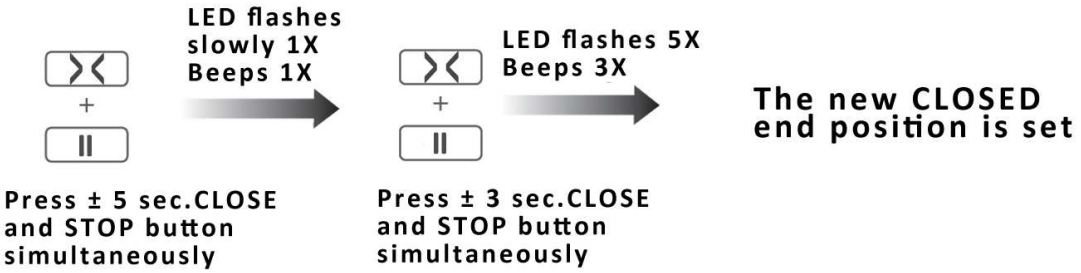


Option B Changing the end limits

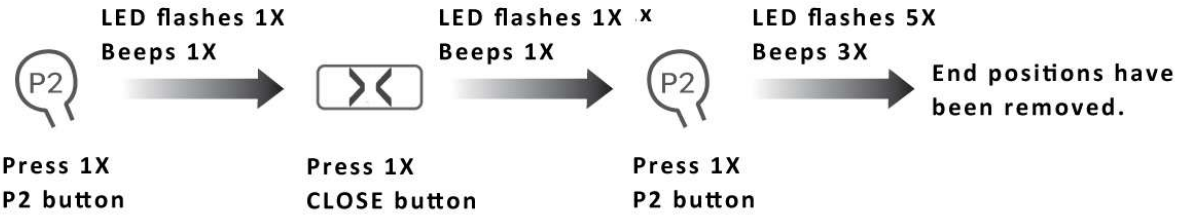
1. Go to the desired OPEN end position



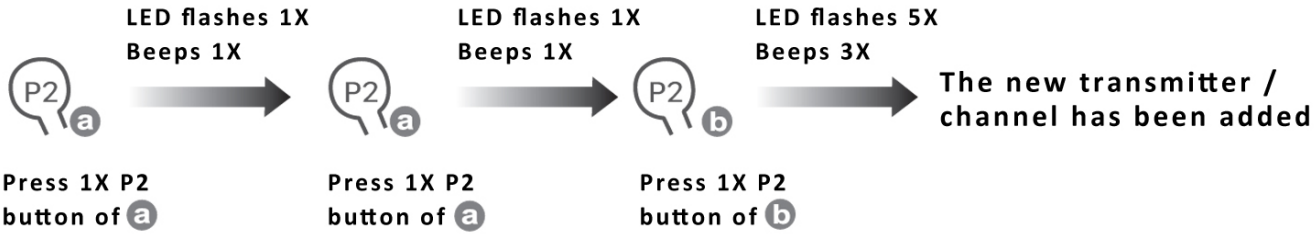
2. Go to the desired CLOSED end position



Option C Deleting the end limits

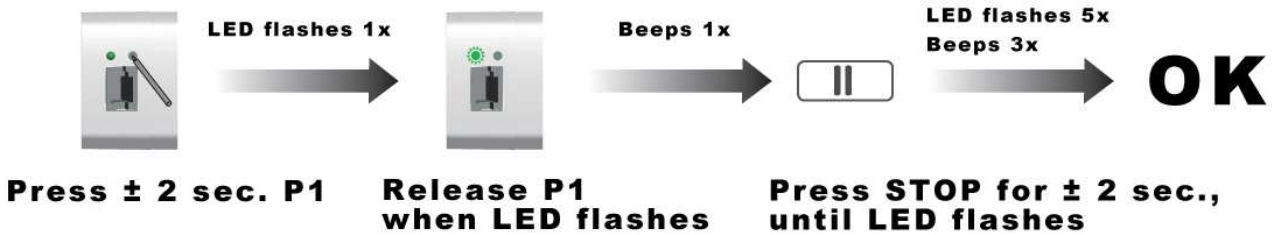


Option D Adding / deleting a transmitter / channel *Only possible when end limits are set.*



Repeating the above will remove the new transmitter/channel.

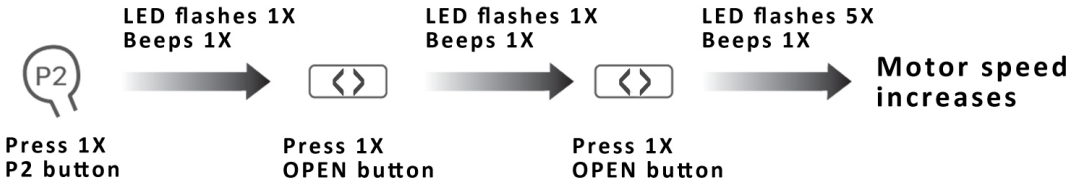
Option E Learning multiple transmitters/channels (Maximum 20 transmitters/channels per receiver)



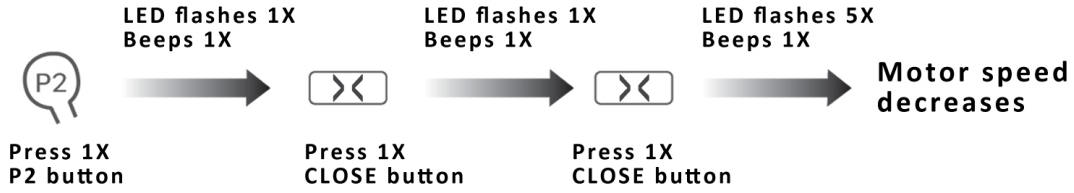
Repeating the above will remove the new transmitter/channel.

Option F Speed regulation

1. Acceleration



2. Deceleration

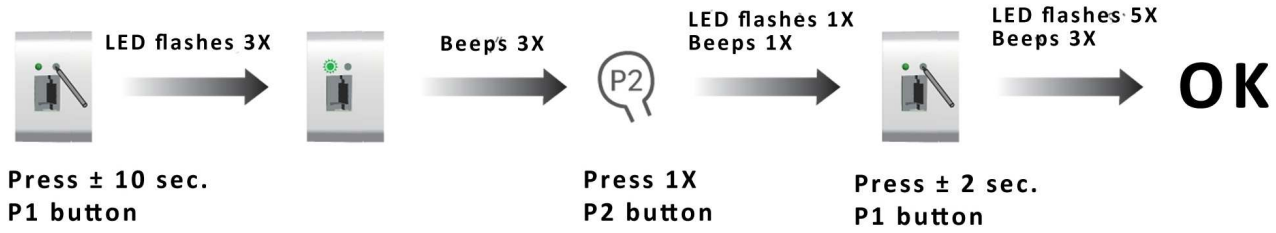


NOTE: if the motor beeps twice, it means that the speed is already at the maximum or minimum speed. If no end position is set, the motor will run at low speed by default. If an end position is set, the motor runs fast by default.

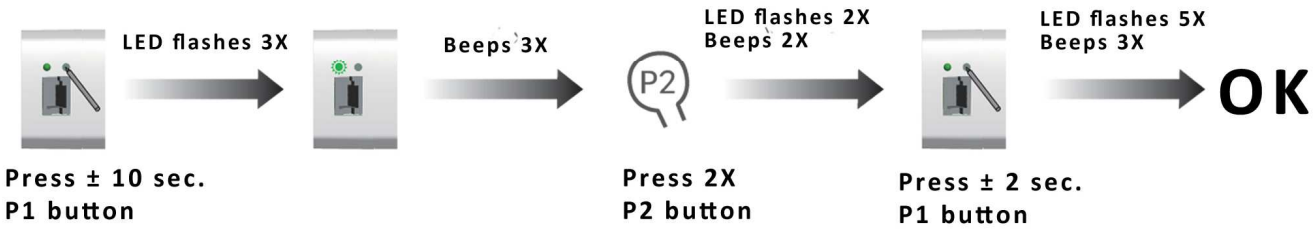
Option G 3 different types of operation with a wallswitch

The switches can be connected to the port of the motor with a RJ11 plug (G09).

1. Dubbele-button reboundable switch with automatic 0 point

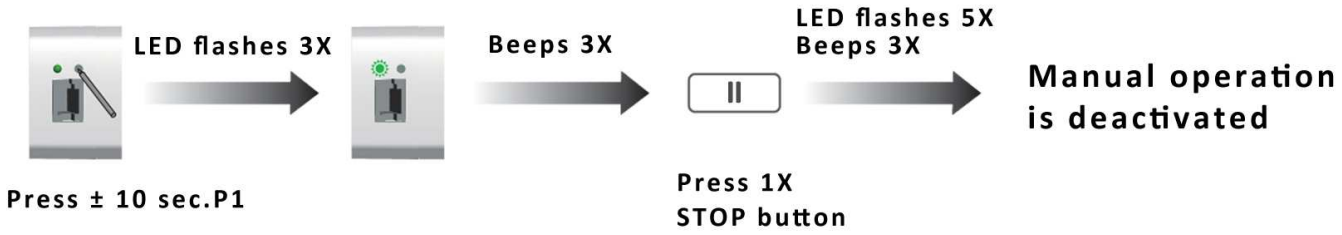


2. Double-button switch with fixed 0 point



3. Single-button switch with automatic 0 point

Option H Activating and deactivating manual operation



By repeating the procedure, the manual operation is reactivated.

Option I Reset to factory settings