

English P.168-W - installation instructions

1. Connection of cables

The switch P.168-W contains 9 input connectors (8xLNB + 1 terrestrial antenna) and 1 output connector. Coaxial cables from particular LNBs (satellite converters) shall be connected to input connectors (INP1 to INP8). It is advisable to note down assignment of the inputs. The output connector (OUT) shall be interconnected through a coaxial cable with a satellite receiver.

If you want to transfer also terrestrial signals via the common cable, connect the cable from the terrestrial antenna to the "terr." connector, and install a frequency hub (5-862 MHz + 950-2150 MHz) before the satellite receiver.

For a long-lasting operation of the switch it is advisable to use high-quality coaxial cables designed for frequencies up to approx. 2 GHz.

2. Receiver setting

The receiver setting method differs depending on the control mode of the switch P.168-W, and on the DiSEqC protocol version supported by your receiver.

A/ Setting according to DiSEqC 1.1 protocol

If your receiver supports DiSEqC 1.1 protocol, set correct data in the fields for "uncommitted switch" for each of the connected LNBs in the configuration menu. (The switch does not react to standard switching commands A to D according to DiSEqC 1.0 standard)

Set the values for individual LNBs according to the following table:

INP1 uncommitted switch 1; INP2 uncommitted switch 2; INP3 uncommitted switch 3; INP4 uncommitted switch 4; INP5 uncommitted switch 5; INP6 uncommitted switch 6; INP7 uncommitted switch 7; INP8 uncommitted switch 8

B/ Setting according to DiSEqC 1.2 protocol

If your receiver does not support DiSEqC 1.1 version, but supports DiSEqC 1.2, receiver setting shall be carried out as if you had a DiSEqC motor. One of the satellites to be received shall be selected along with continuous holding of the push-button for motor rotation depressed (East or West) until the signal of respective satellite appears in a sufficient intensity and quality. Then stop the rotation immediately and save the found position. Repeat the search for all connected LNBs.

C/ Setting according to DiSEqC 1.0 protocol

This type of switch does not react to standard setting of positions A,B,C,D. However these commands can be used to control a primary DiSEqC standard switch, e.g. the two-input P162-IW or four-input P164-IW. Using a combination of standard (committed) and uncommitted commands, it is possible to switch up to 32 LNBs.

Note: The configuration procedures for particular receivers can differ. The instructions included in the operating manual of your receiver shall be followed.

Location of the device

The switch should be firmly fitted onto the wall or other surface. For assembly it is necessary to use suitable screws through which the product shall be caught to the washer or pole. The switch must not be held in any case only by connected cables. The switch shall be located in a dry environment; it must not be exposed to rain and excessive humidity, unless on the product designated otherwise. The switch must not be installed in the proximity of heat sources such as radiators or air ventilation and/or on a direct solar radiation and in the places with excessive dustiness, mechanical vibrations or shocks. The place for installation shall be selected in such a way that liquids (water) or other objects cannot penetrate into the device. Make sure that children cannot play with the switch and its electric connection.

Safety

Never work on the switch, TV set or on other connected devices in storm or before storm! By lightning stroke into the aerial, dangerous overvoltage on metal parts of the unit can occur. If you are not sure with sufficient earthing of aerial feed, contact please an electrician, because aeriels and aerial feeds are subject of earthing regulations.

Electric/electronic devices which are marked by some of the following symbols must not be liquidated together with the municipal waste according to the EU directive.



Use local return and collection systems to dispose of the old device.