

mr.steam® Steam Genie™

Wireless Control Installation and Operation Instructions

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BOX CONTENT

- Steam Genie
 - Interface Module
 - Lanyard
 - 5 ft. Interface Module Connection Cable
 - 2 Interface Module mounting Screws
 - Installation and Operation Instructions
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IMPORTANT NOTE:

As you follow these instructions, you will notice warning and caution symbols. This blocked information is important for the safe and efficient installation and operation of this Steam Genie. These are two types of potential hazards that may occur during this installation and operation:



states a hazard which may cause serious injury or death if precautions are not followed.



signals a situation where minor injury or product damage may occur if you do not follow instructions.

IMPORTANT NOTE:

THIS HIGHLIGHTS INFORMATION THAT IS ESPECIALLY RELEVANT TO A PROBLEM-FREE INSTALLATION.

SAFETY AND OPERATING INFORMATION



- Set the steambathing temperature according to personal preference, however it is highly recommended to begin steambathing at a low temperature setting to gauge comfort and safety levels. Set the duration at 10 minutes max. To gauge comfort and safety levels. This will allow the steam generator to heat up and begin producing steam.
 - Do not install or use any eTEMPO/PLUS®, eTEMPO®, eTEMPO/START®, eTEMPO/REMOTE® or STEAM GENIE™ controls without reading and understanding the Mr.Steam steam generator Installation and Operation Manual (part number 101289 Revision number 10.0/08 or higher). Failure to read and understand these instructions may result in an inoperative or hazardous installation.
 - A peel and stick warning is provided with the Mr.Steam steam generator Installation and Operation Manual. Mr.Steam strongly recommends that this warning be read and posted in a conspicuous location near the steam room.
 - Install and use the eTEMPO or eTEMPO/PLUS controls according to instructions. Failure to install and use according to instructions will result in an inoperative control or hazardous overheating or inadequate heating of the steam room.
 - A Steam Genie used in close proximity to multiple generators, may inadvertently turn them on. Please read the paragraph on pairing in this manual if more than one Steam Genie is used in close proximity.
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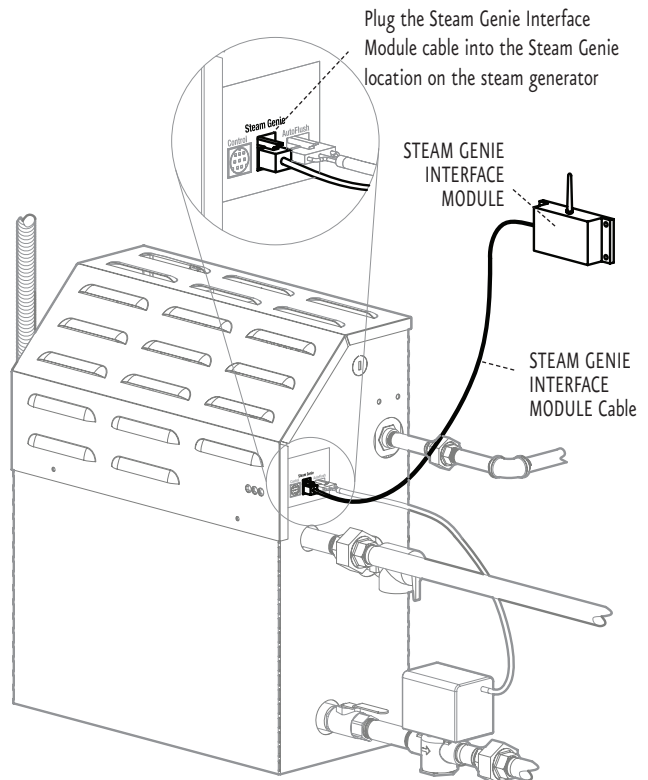
- Ensure the steam room door is closed when using a Steam Genie. Leaving the steam room door open during steam generator operation may result in property damage.
 - Do not route any eTEMPO/PLUS, eTEMPO, eTEMPO/START or STEAM GENIE control wiring inside conduit with power lines or close to hot water or steam piping. Doing so may result in an inoperative or hazardous installation.
 - Do not alter or modify any eTEMPO/PLUS, eTEMPO, eTEMPO/START or eTEMPO/REMOTE or STEAM GENIE controls. Doing so may result in an inoperative or hazardous installation.
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IMPORTANT:

- Do not operate any eTEMPO/PLUS, eTEMPO, eTEMPO/START, eTEMPO/REMOTE or STEAM GENIE control with anything other than a Mr.Steam eTEMPO compatible steam generator. Mr.Steam residential steam generators with serial numbers lower than 900,000 or any other brand of steam generator are not to be operated with eTEMPO controls. Doing so may result in an inoperative installation.
- This document contains important safety, operation and maintenance information. Leave this document with the homeowner. Do not discard this document.
- Discontinue use of the steam generator or control if the steam generator is damaged or otherwise not functioning properly.

STEAM GENIE INTERFACE MODULE INSTALLATION

- Connect the STEAM GENIE INTERFACE MODULE to the generator by plugging in the provided 5 foot cable to the STEAM GENIE INTERFACE MODULE and the Steam Genie connector on the side of the generator as shown.
- Mount the STEAM GENIE INTERFACE MODULE in a dry, indoor location. For maximum range, the Steam Genie Interface Module should be mounted as high as practical and away from metal that could effect the radio signal. Securing it to a nearby wood stud is ideal. The antenna should be pointing upwards.
- With the generator powered, the red light (steam off) or green light (steam on) should come on when plugged in. Press the TOGGLE STEAM button to confirm proper connection.
- Press the ON/OFF button and confirm that the Steam Genie lights match the state of the steam generator. Red for STEAM OFF (eTempo control is off) and green for STEAM ON (eTempo control is on).
- The yellow RF activity light on the STEAM GENIE INTERFACE MODULE should flash each time the button on the Steam Genie FOB is pressed.
- Test the range of the Steam Genie FOB. It may be necessary to change the location of the Steam Genie Interface Module to improve the range. Contact Mr.Steam technical service for an optional 60 foot cable, part number 103978-60.



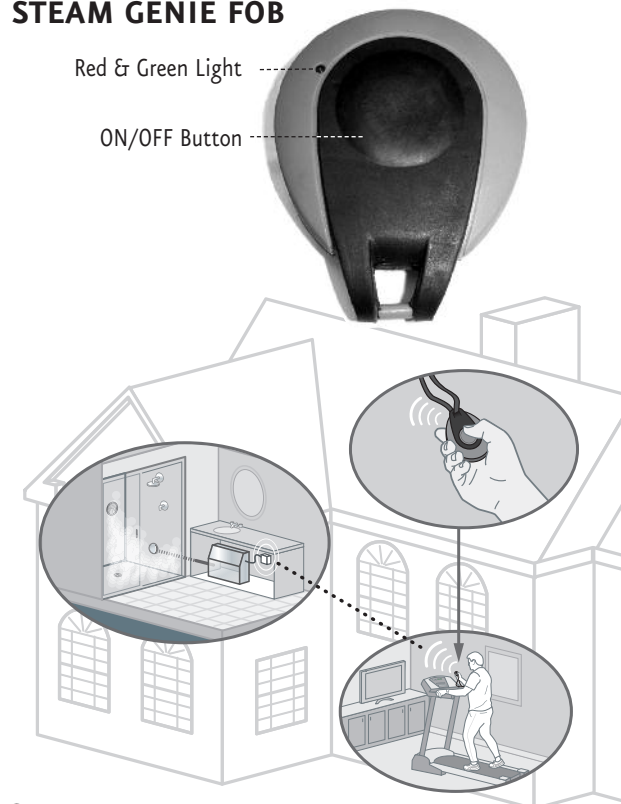
NOTE: For illustrative purposes only.
The eTempo control cable is not shown for clarity. An eTempo or eTempo/Plus must be used in conjunction with the Steam Genie.

STEAM GENIE OPERATION:

- When the Steam Genie FOB light is off, press the button once and the Steam Genie FOB light indicates if the steam is on or off. When you press the button, the light will momentarily twinkle between red and green. A red light indicates that the steam is off and a green light indicates that the steam is on. If you are out of range, the lights will twinkle for about 5 seconds and then shut off.
- To turn the steam on or off, press the ON/OFF button again while the light is illuminated. After a short delay the light will change from red to green (steam on) or green to red (steam off).
- The light will stay illuminated for 10 seconds and then shut off.
- A blinking red light indicates that an error condition exists in the steam generator. An error code will be displayed on your eTempo or eTempo/Plus control. Contact the Mr.Steam Technical Service Department at 800-76-STEAM (East coast) or 800-72-STEAM (West coast) for assistance or additional information.

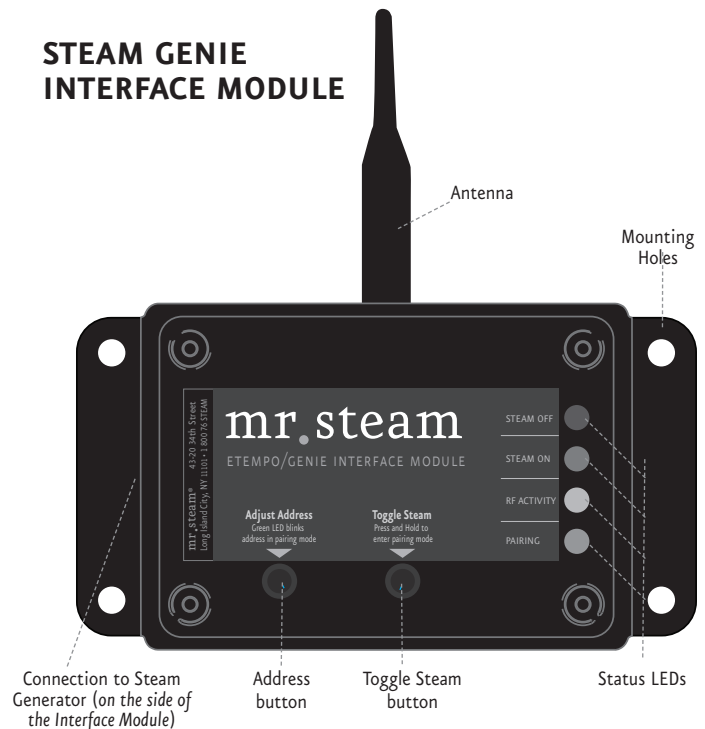
CAUTION The Steam Genie FOB may be used in the steam room. Do not submerge the Steam Genie FOB in water. Doing so may result in an inoperative or hazardous installation.

STEAM GENIE FOB



STEAM GENIE INTERFACE MODULE:

- The Steam Genie interface module is connected to and mounted near your steam generator and normally does not require any attention.
- The 4 lights on the STEAM GENIE INTERFACE MODULE indicate the status of the steam generator that it is connected to. At least one light will be on to show you that the STEAM GENIE INTERFACE MODULE is operating.
- If the red light is on, the steam cycle is off. If the green light is on, the steam cycle is on.
- If the red light is blinking there is an error condition in the steam generator. An error code will be displayed on your eTempo or eTempo/Plus control. Contact the Mr.Steam Technical Service Department at 800-76-STEAM (East coast) or 800-72-STEAM (West coast) for assistance or additional information.
- The yellow light flashes to indicate when the ON/OFF button on the STEAM GENIE FOB is pressed.
- The blue light is on to indicate that you are in pairing mode.
- While in pairing mode, the green light will continuously flash the STEAM GENIE INTERFACE MODULE address (1-8).
- You can turn the generator on and off by pressing either button on the STEAM GENIE INTERFACE MODULE (while not in pairing mode).



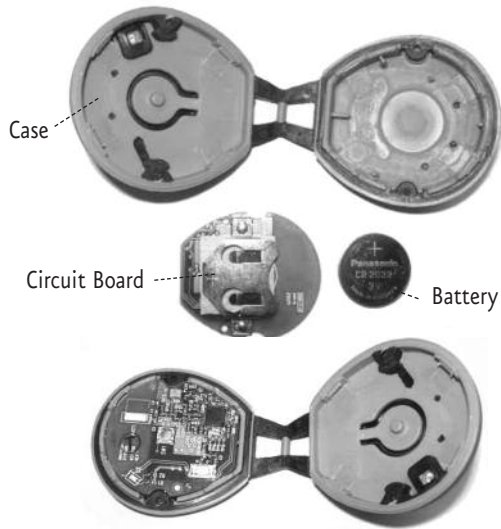
PAIRING

- The STEAM GENIE FOB and STEAM GENIE INTERFACE MODULE come paired from the factory with address 1. The Steam Genie FOB and Steam Genie Interface Module can be set to one of eight different addresses.
- Pairing is required if you have more than one steam generator in your home or if you experience interference from a neighbor's steam generator.
- You can determine the pairing of an Steam Genie FOB and STEAM GENIE INTERFACE MODULE by pressing and holding the ON/OFF button for 2 seconds. If you are within range of the Steam Genie Interface Module, the green light will flash from 1 to 8 times depending on the address. To change the address of the Steam Genie Interface Module, you must enter pairing mode.
- To enter pairing mode, press and hold the TOGGLE-STEAM button on the STEAM GENIE INTERFACE MODULE for 2 seconds until the blue indicator light comes on. The green indicator

light will start flashing the current address every 4 seconds. Count from 1 to 8 flashes. To change the STEAM GENIE INTERFACE MODULE address press the ADJUST-ADDRESS button. Observe that the flash increments from 1 to 8 and then back to 1 each time you press it.

- To change the address of the Steam Genie FOB, to match the address of the STEAM GENIE INTERFACE MODULE, press and hold the ON/OFF button while the STEAM GENIE INTERFACE MODULE is in pairing mode. You will see the new flash count on the Steam Genie FOB.
- To exit pairing mode, press the TOGGLE-STEAM button on the STEAM GENIE INTERFACE MODULE and observe that the blue light turns off. Pairing mode will automatically exit after 60 seconds.

NOTE: The Steam Genie FOB and STEAM GENIE INTERFACE MODULE address are maintained even when power is removed.



STEAM GENIE BATTERY REPLACEMENT:

Your Steam Genie is equipped with a factory installed battery. A replacement disk battery #CR2032 is available at most local drug stores.

TO REPLACE THE BATTERY:

1. Unscrew the 2 Philips head screws on the Steam Genie FOB case
2. Pry open the hinged case.
3. Carefully lift out the circuit board.
4. Slide out the old battery.
5. Slide in a new battery making sure that the + side is facing outwards (away from the circuit board).
6. Replace the circuit board in the case. Be sure the button is facing the right way or else the case will not close.
7. Snap the case closed.
8. Test the remote.
9. Replace the 2 screws.

NOTE: The Steam Genie FOB will remember its address when the battery is removed.

LIST OF REPLACEMENT PARTS

DESCRIPTION	PART NUMBER
Steam Genie FOB	104058
Steam Genie Interface Module	104059
5 foot Interface Cable	104060
60 foot Interface Cable	103978-60

TROUBLESHOOTING

NOTE: The Steam Genie FOB will not operate the generator without an eTempo or eTempo/Plus control

I cannot control my steam generator with my Steam Genie:

Is the light twinkling on the Steam Genie FOB when the button is pressed?

If not, replace the batteries in the Steam Genie FOB.

If the light still does not twinkle, contact technical service.

Are you within range of the STEAM GENIE INTERFACE MODULE?

Go closer to the steam generator and see if that works.

If the range has diminished then the Steam Genie FOB battery may be getting weak.

For new installations it may be necessary to change the location of the Steam Genie Interface Module to improve the range. Contact Mr.Steam technical service for an optional 60 foot cable, part number 103978-60.

Go to the Steam Genie Interface Module.

Are any of the Steam Genie Interface Module indicator lights on?

If not check the connection to the steam generator. Unplug and re-plug the Steam Genie Interface Module from the steam generator. Verify the steam generator is receiving the correct voltage.

Press the TOGGLE STEAM button on the STEAM GENIE INTERFACE MODULE and verify that it can control the steam generator. If no lights are on or you cannot manually control the steam generator, contact technical service.

Press the ON/OFF button on the Steam Genie FOB. While the Steam Genie FOB is twinkling, do you see the yellow RF activity light flashing on the STEAM GENIE INTERFACE MODULE?

If yes, then the address of the Steam Genie FOB and the STEAM GENIE INTERFACE MODULE may not match. Enter pairing mode by pressing the TOGGLE STEAM button on the Steam Genie Interface Module until the blue light comes on. While the blue light on the Steam Genie Interface Module is on, press and hold the ON/OFF button for 2 second until the LED flashes. Exit pairing mode and test the Steam Genie FOB.

FCC ID: KSK-104058

FCC ID: KSK-104059

Mr.Steam: Steam Genie

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Operation is subject to the following two conditions:

- 1) This device may not cause harmful interference, and
- 2) This device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.