

DEKOR Trouble Shooting Guide

For use with DEKOR's current Plug n Play system.

REV: 6 5/24/2016 PNP

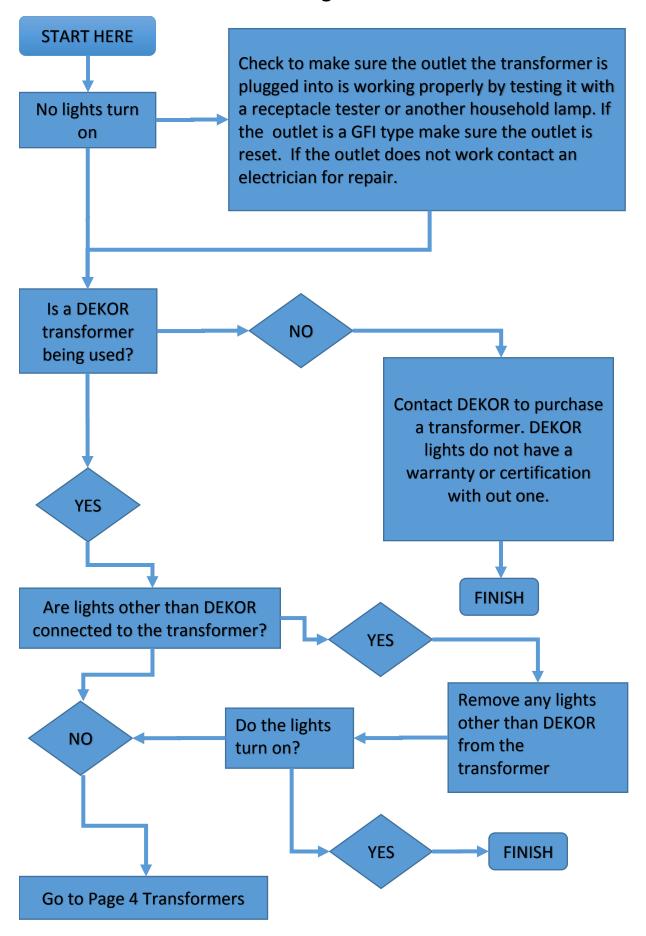
Page 1	No Lights Turn ON
Page 2	Lights are Blinking
Page 3	Individual Light
	Fixtures do not Work
Page 4-6	Transformers
Page 7-9	Timer
Page 10-13	Dimmer(s)
Page 14-21	Plug N play Wiring and
	Connectors

When trouble shooting the DEKOR lighting system it is recommended to have the following tools;

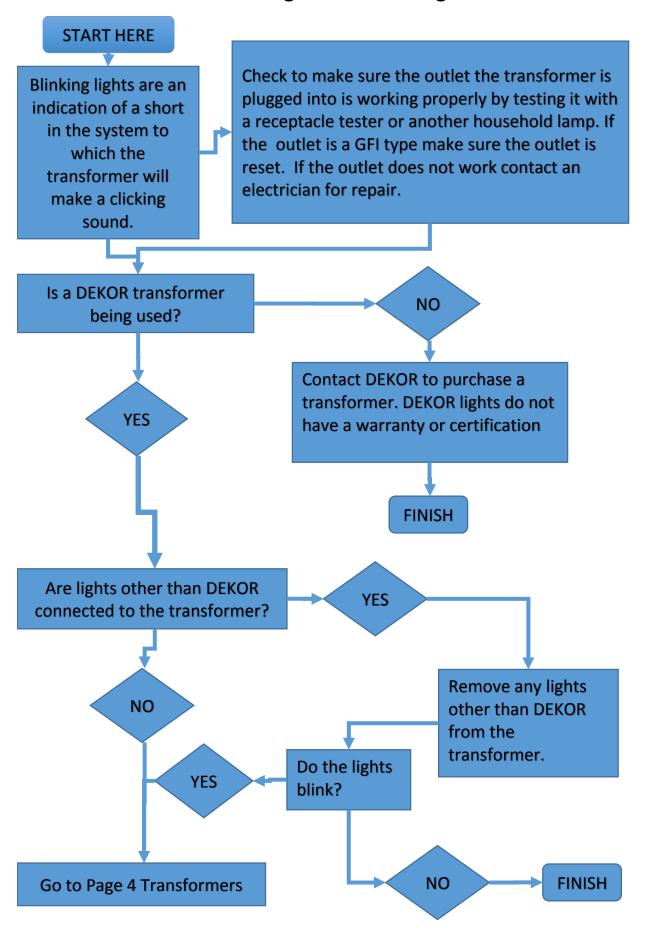
Receptacle tester or house hold lamp can be used in place of a receptacle tester.

It is assumed you have a working knowledge of a receptacle tester, if not consult the operations manual. Multi meter or volt meter (meter must be able to read Direct Current Voltage 0-50VDC range minimum It is assumed you have a basic working knowledge of a multi meter, if not consult the operations manual. If a meter is unavailable a combination of a DEKOR transformer and an individual light may be used.

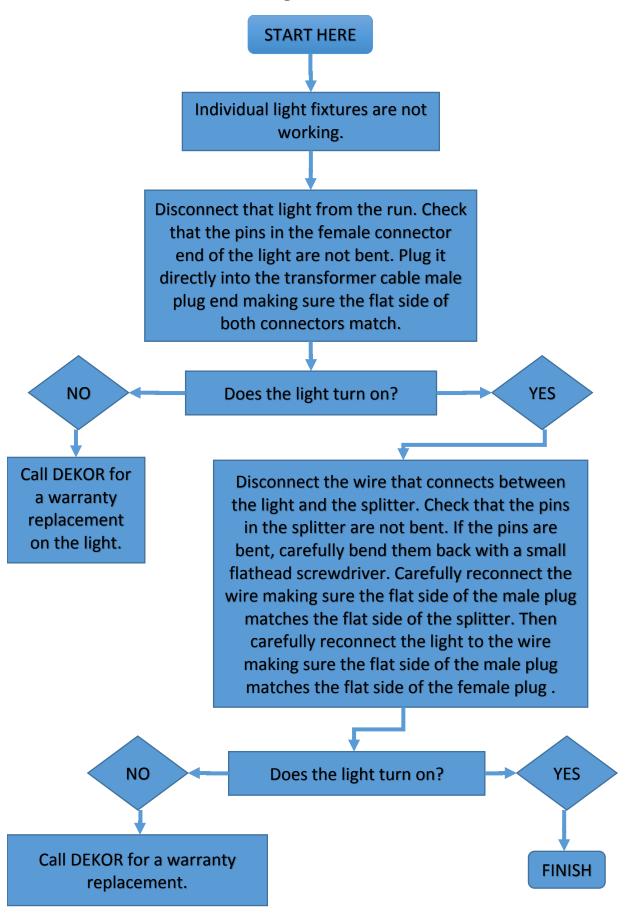
No Lights Turn On



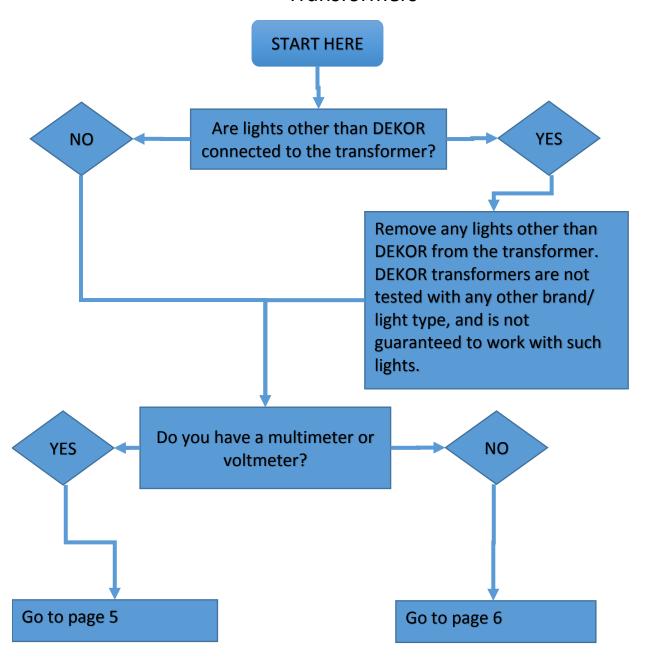
Lights Are Blinking



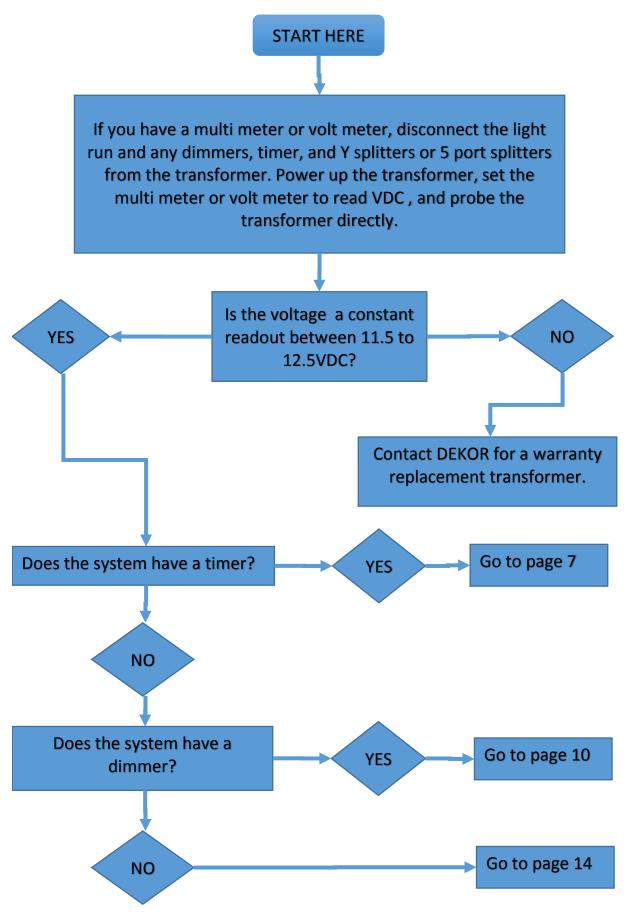
Individual light Fixtures do not Work



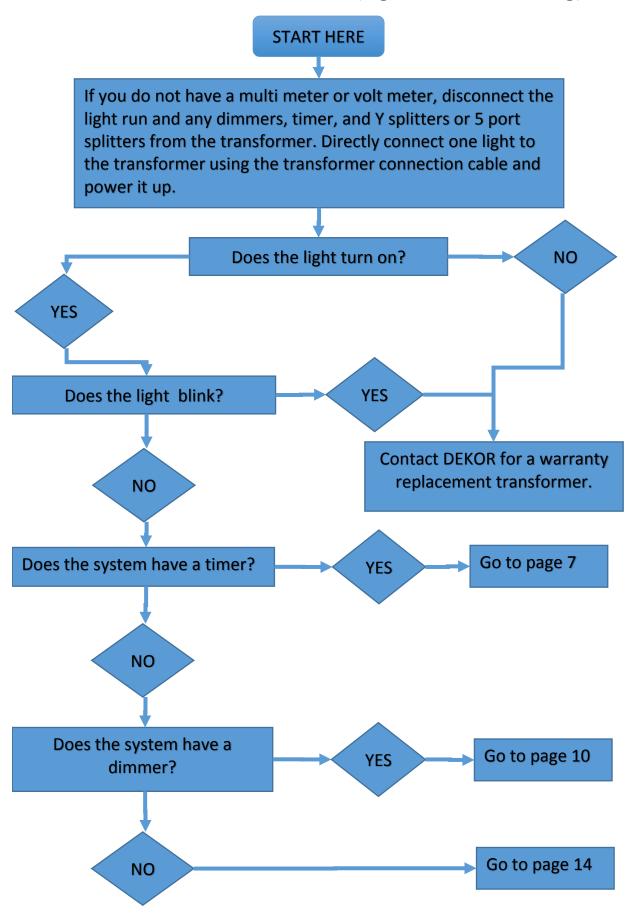
Transformers

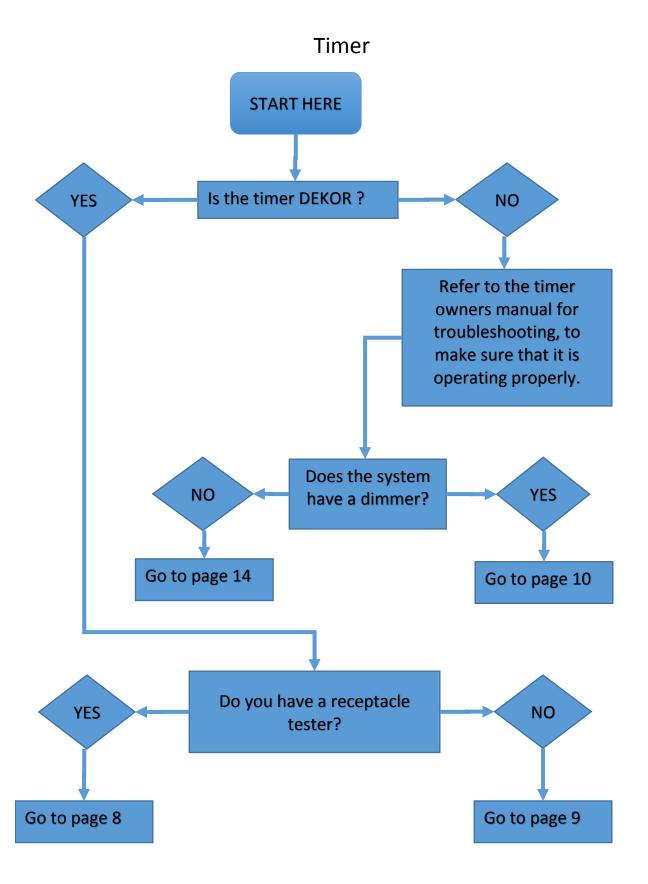


Transformer Continued (Multi Meter Troubleshooting)

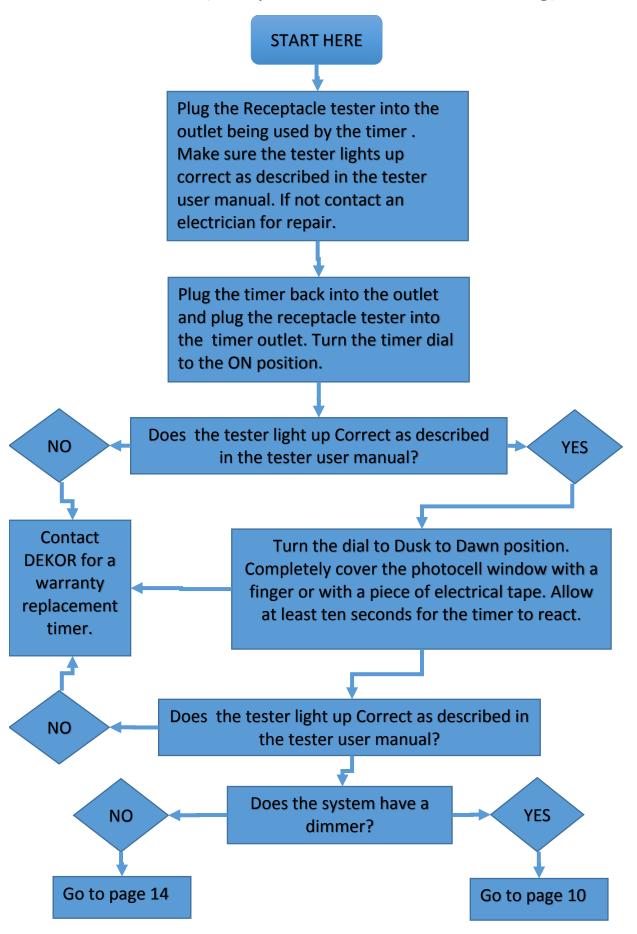


Transformer Continued (Light Troubleshooting)

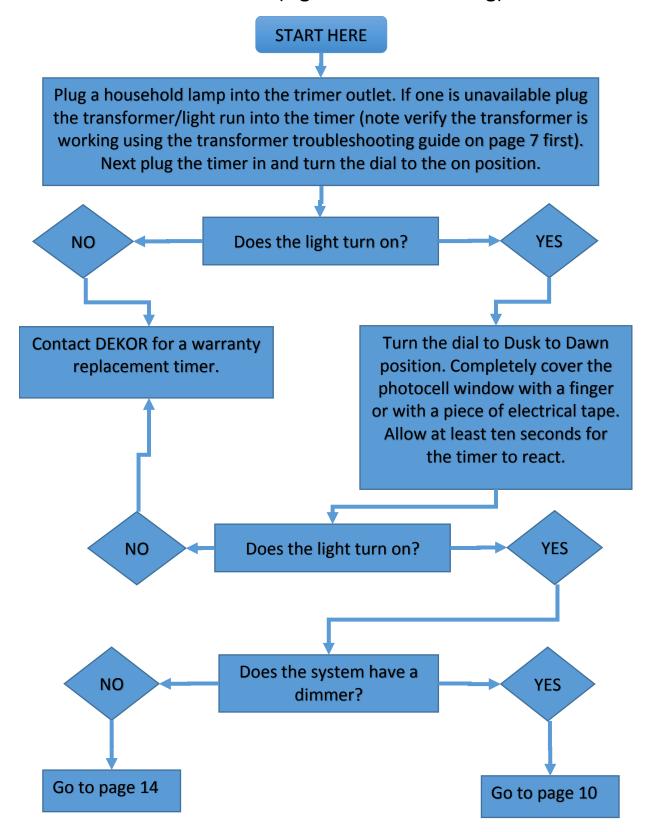


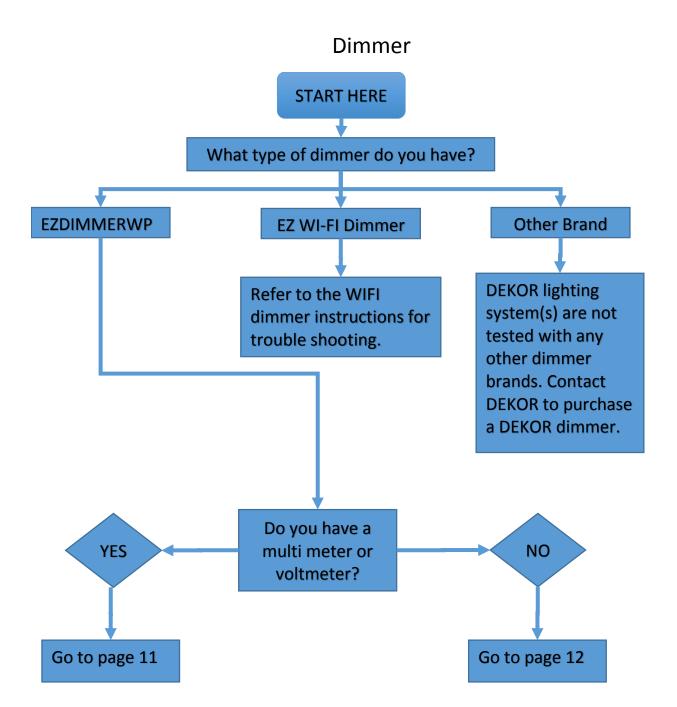


Timer (Receptacle Tester Troubleshooting)

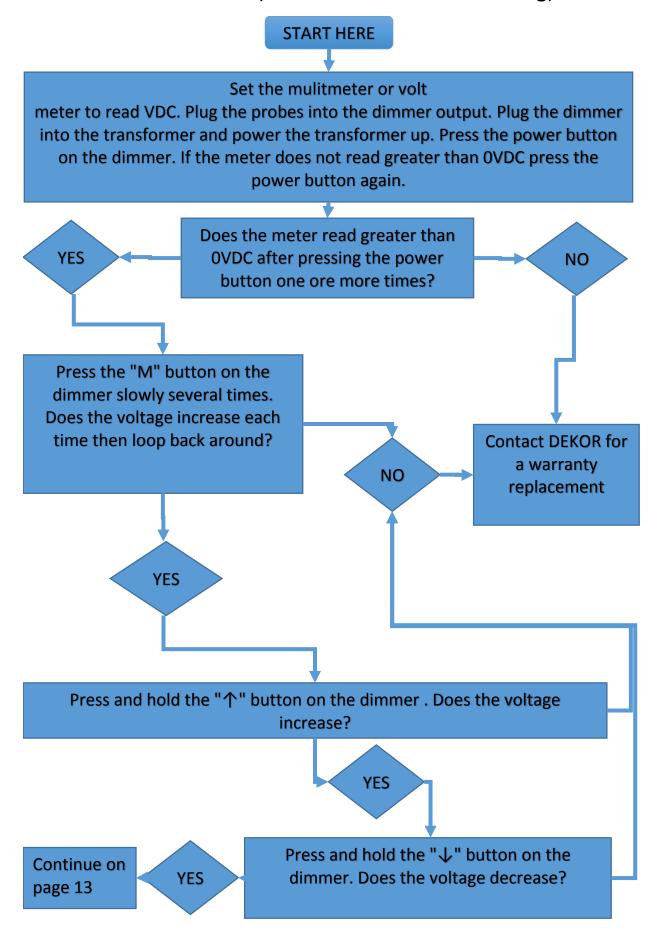


Timer (Light Troubleshooting)

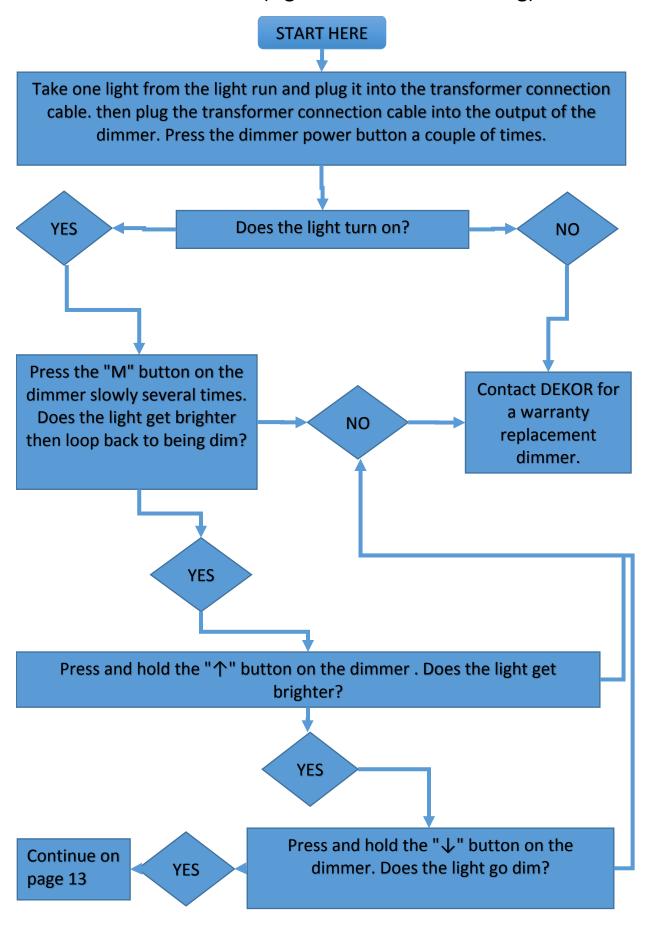




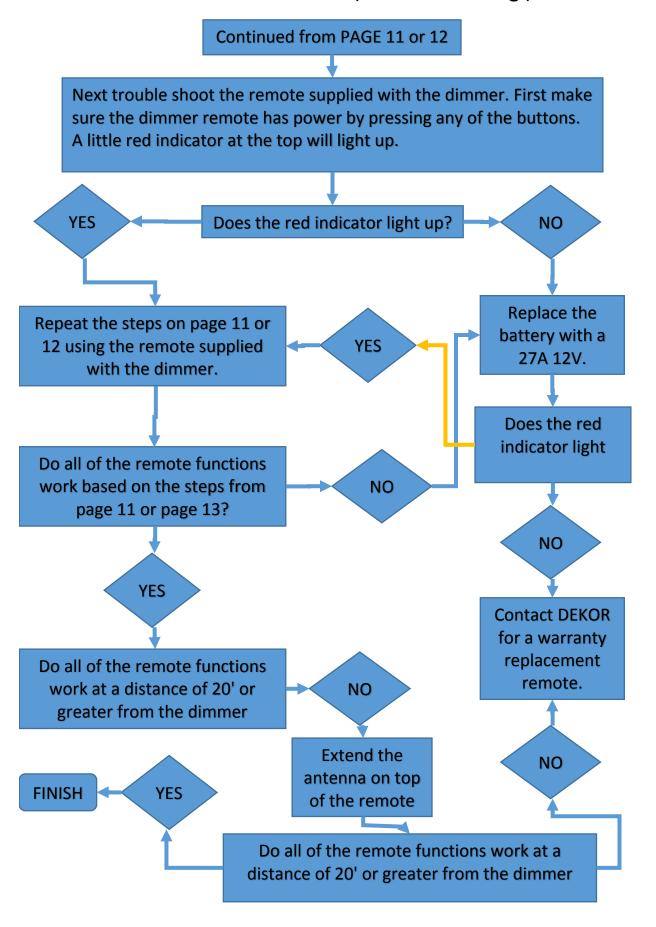
Dimmer (Multi Meter Troubleshooting)



Dimmer (Light Test Troubleshooting)

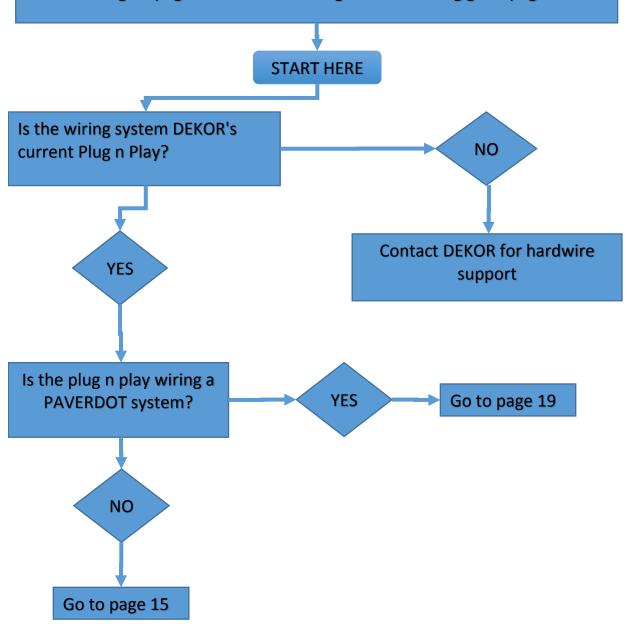


Dimmer Remote (Troubleshooting)

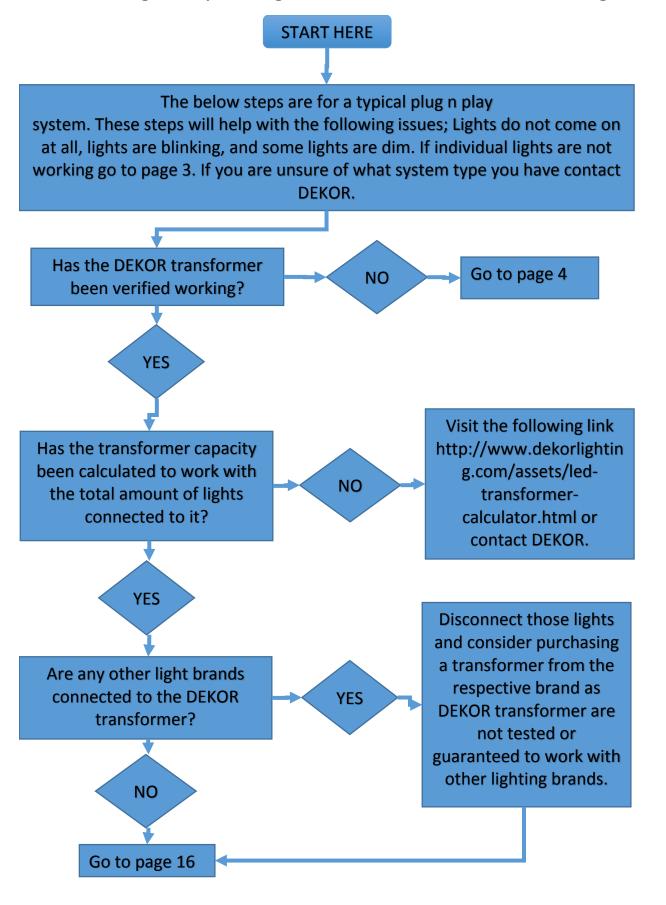


Plug N Play Wiring and Connectors

Before proceeding to trouble shoot the plug n play wiring system and supporting connectors, make sure you have gone through the transformer troubleshooting and verified that the transformer is functioning properly starting on page 4. For indavidual lights not working go to page 3.



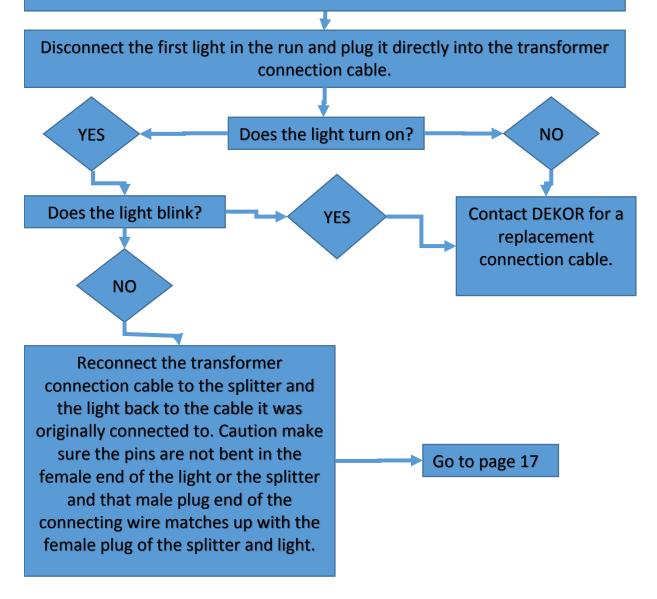
Plug n Play Wiring and Connectors Troubleshooting



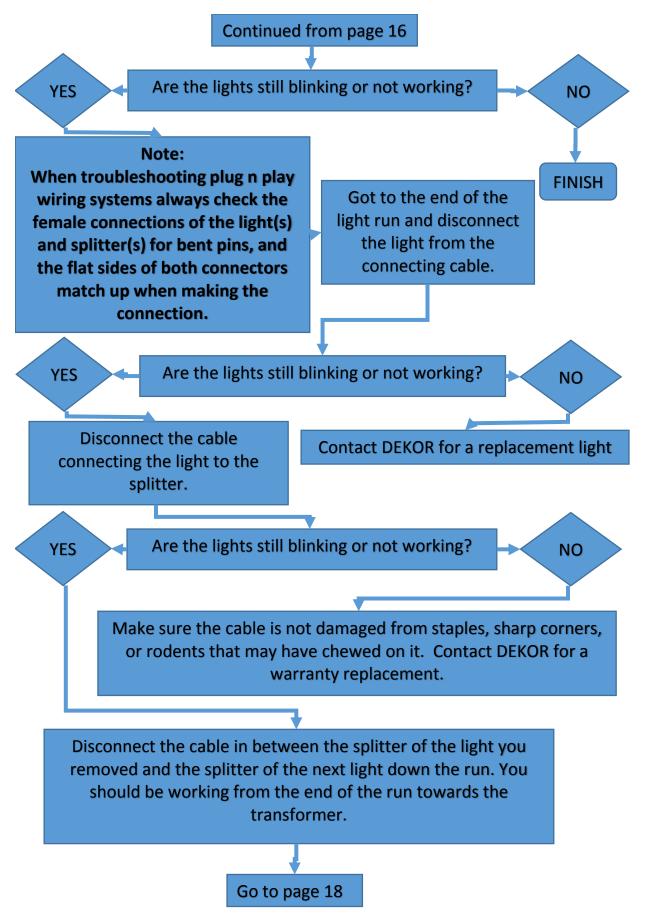
Plug n Play Wiring and Connectors Troubleshooting Continued

START HERE

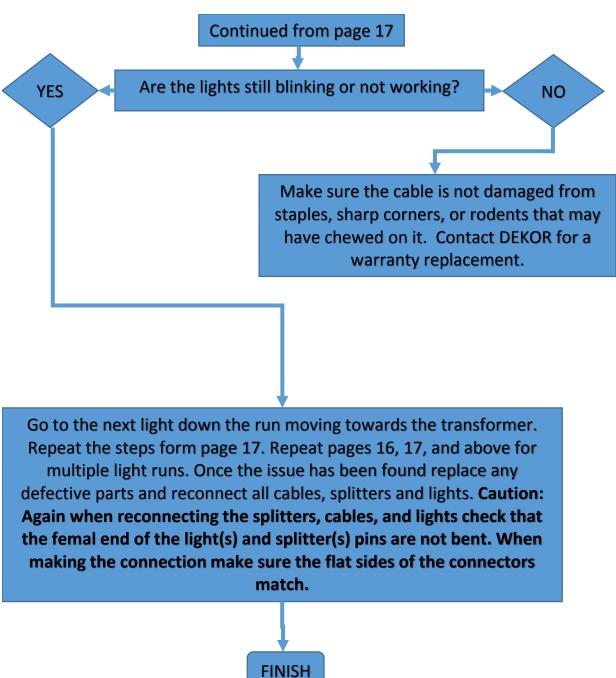
Begin by plugging the light run directly into the transformer (do not connect any dimmers at this time). If you have multiple light runs splitting off from the transformer connect only one run at a time. For a multiple light system repeat the steps below until the issue is found. With the light run plugged in to the transformer, plug the transformer directly into the wall outlet. Make sure the wall outlet has been verified working with a receptacle tester or household lamp. Whether the lights are blinking or do not turn on at all the steps below will help locate the issue. Note splitter refers to the T splitter or 6 port splitter.



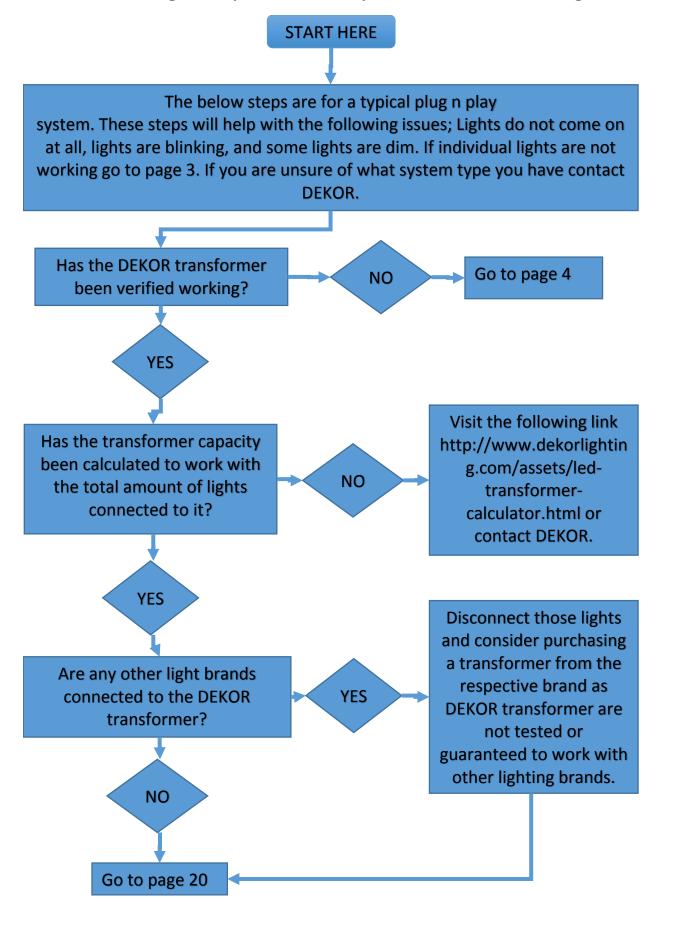
Plug n Play Wiring and Connectors Troubleshooting Continued



Plug n Play Wiring and Connectors Troubleshooting Continued



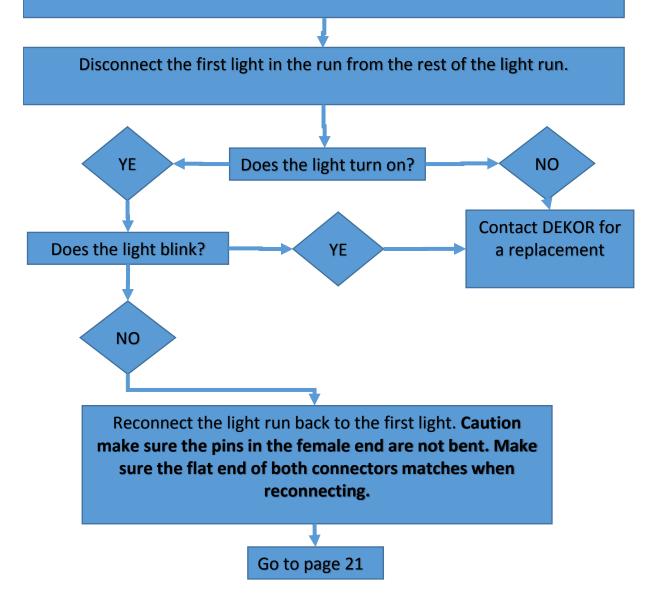
Plug n Play Paver Dot System Troubleshooting



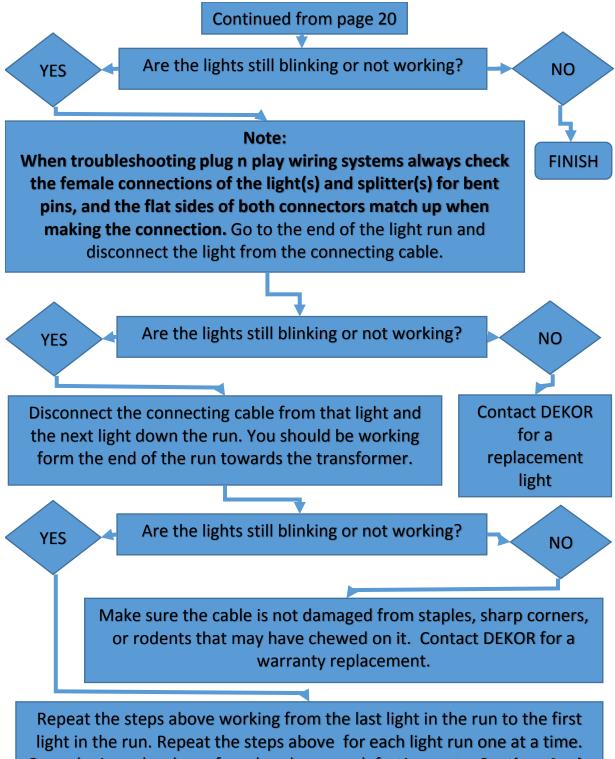
Plug n Play Paver Dot System Troubleshooting

START HERE

Begin by plugging the light run directly into the transformer (do not connect any dimmers at this time). If you have multiple light runs splitting off from the transformer connect only one run at a time. For a multiple light system repeat the steps below until the issue is found. With the light run plugged in to the transformer, plug the transformer directly into the wall outlet. Make sure the wall outlet has been verified working with a receptacle tester or household lamp. Whether the lights are blinking or do not turn on at all the steps below will help locate the issue. Note splitters are not used as the light has a double or triple female connection.



Plug n Play Paver Dot System Troubleshooting



Repeat the steps above working from the last light in the run to the first light in the run. Repeat the steps above for each light run one at a time. Once the issue has been found replace any defective parts. Caution: Again when reconnecting the splitters, cables, and lights check that the female end of the light(s) and splitter(s) pins are not bent. When making the connection make sure the flat sides of the connectors match.

FINISH