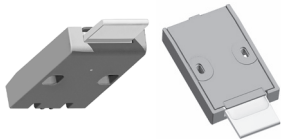


Toggle Switch User Manual



For use with Tone, Antenna Telescope and Reff Profiles

Knoll

Installation

Install Toggle flush with edge of worksurface using only the two provided screws. If the worksurface thickness is less than 19mm (3/4"), use shorter screws (not provided). DO NOT USE LONGER OR HEAVIER SCREWS.

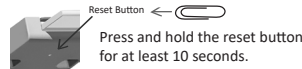
Connect

Connect the control switch to one of the column connector ports using the provided iDrive cable. The second port on the control switch can be used to connect approved devices.

Start-up / Reset

CRITICAL STEP: At installation, or if a critical component such as a column or motor is changed or disconnected, a reset must be performed.

NOTE! Ensure that the area around and under the table is clear



Then press and hold the paddle "down" until each leg reaches its lowest limit.



Release the paddle; the reset process is complete.

Function Guide

Adjust the table upwards



Adjust the table downwards



Storing Memory Positions

Two memory positions are available; one for Standing Height, and another for Sitting Height. To store Standing Height: Adjust the table to your desired standing height.

Storing Memory Positions (cont.)



Within 2 seconds, press the paddle in the upward direction. The Standing Height is now stored in memory.



To store Sitting Height, adjust the table to your desired Sitting Height. Follow the same procedure substituting a downward press of the paddle instead of upward.



NOTE: To replace either setting, simply follow this procedure and the new position will overwrite the old.

Accessing Memory Positions

To move to your stored Standing Height, double-tap and hold the paddle upwards. The table will move to your stored position and stop. Release the paddle.



To move to your stored Sitting Height, double-tap and hold the paddle downwards. The table will move to your stored position and stop. Release the paddle.



NOTE: A single press and hold runs the table to the operational limit in whichever direction you are pressing the paddle - it does not stop at memory positions.