



ClareVue Lighting Accessory Neutral Switch

CL-ANS-W-10 / CL-ANS-LA-10



ClareVue Accessory Neutral Switches work with Master Neutral Switches (CL-MNS-X) to provide remote wireless on and off control of various lighting loads from multiple locations without 3-way wiring.

ClareVue Accessory Neutral Switches can be implemented with no new wiring. The 3-way components use standard 120 VAC 60 Hz house wiring (neutral wire required), and fit into standard wall boxes.

- Push button for manual on/off control
- Blue LED indicates on/off status
- Neutral wire required
- Compatible with ClareVue Master Neutral Switch (CL-MNS-X) for wireless 3-way control
- Configurable power up and delayed off
- Available in White (W) or Light Almond (LA)

Technical Specifications	
General	
Rating	120 VAC, 60 Hz
Z-Wave	Uses 300 Series Z-Wave Chip @ 40 Kbs
Load Type	n/a
Wattage	n/a
Testing & Code Compliance	UL/cUL Listed 244A NOM 426 Complies with FCC Part 15, Class B Z-Wave Certified
Terminations	Three 6" wire leads for line, neutral, and ground
Operating Temperature	32°F to 104°F (0°C to 40°C)

The ClareVue Lighting Wizard Makes Setup Easy

Wizard guides the installer through step by step:

- Adding ClareVue Lighting devices dimmers, switches, keypads, receptacles – to a Fusion project
- Including devices into the Z-Wave network
- Setting up dimmer max/min levels and ramp rate
- Creating new lighting Scenes
- Removing ClareVue devices from the network and the project

Easily configure ClareVue devices:

- Setting up 3-way and multi-location control
- Create a virtual keypad on the UI with the same controls

Configure project lighting offsite in advance:

- Easily add them all to the Z-Wave network once onsite
- Deploy the project and go!

By making home technology simple, Clare provides exclusive benefits to integrators, builders, and homeowners. We offer innovative home automation solutions, Class D amplifiers, media distribution, controllable lighting, and IP CCTV components. For more information, visit clarecontrols.com.