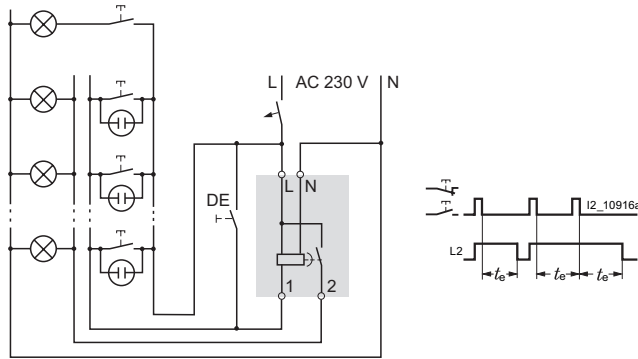


### Schematics

#### Switching example: 7LF6 111 timer in 4-wire circuit, L-momentary contact, resettable

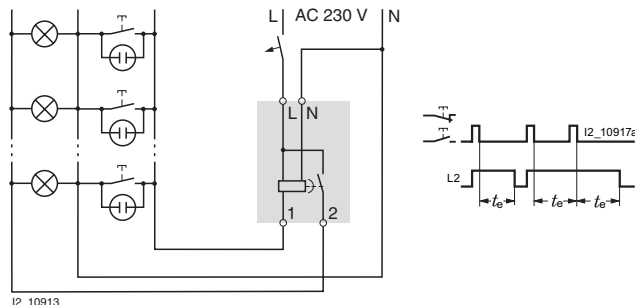
Usual circuit for new installation with separate cable routing for pushbuttons and lights. The additional DI switch allows external switching to permanent light. A time switch can also be used. An additional attic circuit is also available, which operates independently of the timer, but on the same electrical circuit. The timer can be restarted before the set time expires.



I2\_10912a  
 $t_e$  = runtime

#### Switching example: 7LF6 111 timer in 3-wire circuit, N-momentary contact, resettable

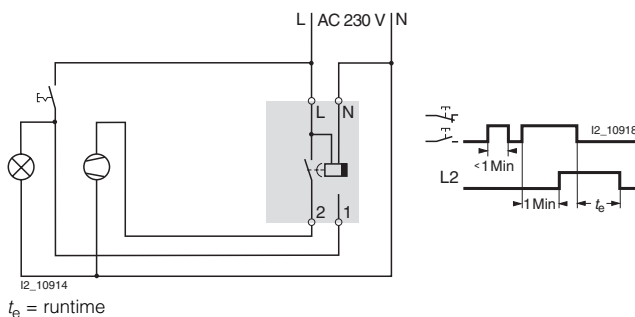
Can only be used with a limited number of wires. The timer can be restarted before the set time expires. While this 3-wire circuit with N-momentary contact is technically possible, it does not comply with DIN VDE 0100-460. However, it is used in old systems for replacement purposes.



I2\_10913  
 $t_e$  = runtime

#### Switching example: 7LF6 112 timer for fans up to 200 VA

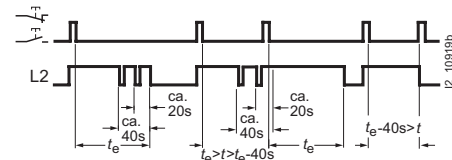
The switch switches the light on immediately, e.g. in a toilet. After a delay of approx. 1 minute, the fan is switched on. When the light is switched off, the fan continues to run for the time set at the timer.



I2\_10914  
 $t_e$  = runtime

#### Switching example: 7LF6 115 energy-saving timer with advance warning

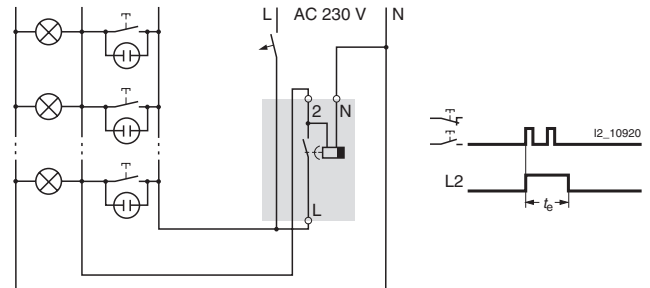
The timer is connected in the same way as the 7LF6 111 timer in a 4-wire or 3-wire circuit. The energy-saving timer switches on if pressed once and switches off when it is pressed again. If it is not switched off manually, it is automatically switched off after the set time, or max. 60 minutes. 20 and 40 seconds before expiry, the light flashes briefly twice (50 ms) to warn of the impending switch-off. This allows time to reset the switch while the light is still on. Prior to the warning time, a push of the button ends the timing interval.



$t_e$  = runtime

#### Switching example: 7LF6 110 timer in 3-wire circuit, L-momentary contact, not resettable

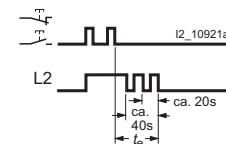
Circuit for new installation with shared cable routing for pushbuttons and lights. The timer can only be restarted after the set time expires.



I2\_10915  
 $t_e$  = runtime

#### Switching example: 7LF6 113 timer with advance warning

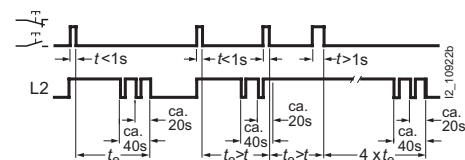
The timer is connected in the same way as the 7LF6 111 timer in a 4-wire circuit or 3-wire circuit. 20 and 40 seconds before expiry, the light flashes briefly twice (50 ms) to warn of the impending switch-off. This allows time to reset the switch while the light is still on.



$t_e$  = runtime

#### Switching example: 7LF6 114 lighting timer with advance warning

The timer is connected in the same way as the 7LF6 111 timer in a 4-wire circuit or 3-wire circuit. When pressed, the lighting timer switches on for the set runtime, up to 10 minutes. If the switch is pressed for more than one second, the light is switched on for four times the set time, i.e. up to 40 minutes. The last press of the pushbutton is decisive. 20 and 40 seconds before expiry, the light flashes briefly twice (50 ms) to warn of the impending switch-off. This allows time to reset the switch while the light is still on. The timing interval restarts each time the button is pressed.



$t_e$  = runtime

# Timers

## Timers for buildings

### Switching example: 5TT1 303 ECG control switch

