

PROGRAMMING

Each transmitter has its own code number (selected from more than 250 million) that distinguishes it from all other remote controls. The receiver can receive all the codes but is activated only if that particular code is on the list of “authorised” codes. A code number can be entered or deleted from this list by means of a “learning” procedure.

The operator has to press a button on the receiver card to activate the procedure: **the operations are timed so first read all the instructions and then carry out the operations one after the other without stopping.**

A small red LED visually indicates the different steps of the procedure.

This LED is the only way to check the various operations or receiver states. Because there is a lot of information to display, there are 2 stable states plus a series of flashes with two speeds:

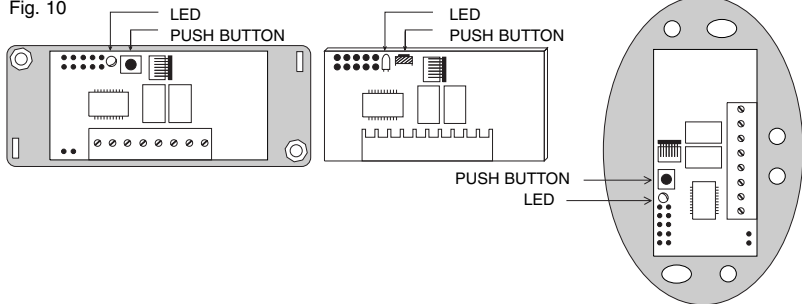
- LED off: normal functioning mode
- LED on: learning procedure in progress

SLOW FLASHING 1/2 second	
No. flashes	DESCRIPTION
1	The code number received is not among those authorised.
2*	End of learning time without any result.
3	Learning successfully finished (authorised code number).
4	The code number is already on the authorised code list.
5	The list is empty (no codes).
6	The list is full (there is no room for other code numbers).
7	A request has been made to delete a code number that does not exist.
8	Different code numbers were received during the learning phase.
9	Password entered.

* If the 2nd type of disabling function is active, the 2nd flash will be longer than the first
 If the 2nd type of disabling function is not active, both flashes will be the same

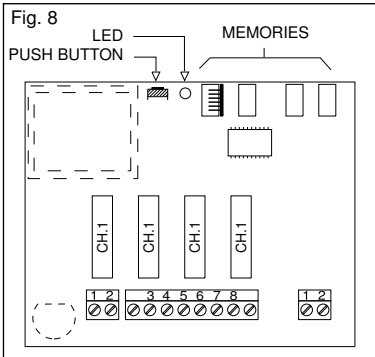
FAST FLASHING 1/4 second	
No. flashes	DESCRIPTION
1	When it turns on it means there is a BM60 memory card; it then indicates that the code number received is a "copy" while only "original" codes are valid.
2	When it turns on it means there is a BM250 memory card.
3	When it turns on it means there is a BM1000 memory card; it then indicates that the code is not in the code number window but that it has been re-synchronised.
4	When it turns on it means there are code numbers memorised that do not belong to the Flor version; it then indicates that the code number is not in the code number window and re-synchronisation is stopped.
5	When it turns on it means that an error was found in the memory during reading; it then indicates that the code is not in the code number window and re-synchronisation is impossible.

Fig. 10



Entering a code number (fast way)

This is the quickest way to enter a code number although it is not very safe because while the code number is being memorised the receiver could receive a signal from another transmitter that is within its range and memorise it.



You must take this risk into consideration when deciding how to enter your code number.

This operation will also let you add the code number of a new transmitter to the receiver's memory.

- 1) Press the key on the receiver and hold it down:**
the LED turns on and you must then:
- 2) Transmit the code number until the LED turns off**
pressing any key on the transmitter.
- 3) Now release the transmitter key:**
the LED will turn back on ready for a new operation.
- 4) Repeat the procedure from point 2 for the other transmitters.**

Entering a code number (normal way)

This operation too will let you add the code number of a new transmitter to the receiver's memory.

- 1) **Press the key on the receiver for a moment**: the LED will turn on for 5 seconds. Within this time you must:
- 2) **Transmit the code number until the LED turns off** pressing any key on the transmitter.
- 3) **Release the transmitter key** and wait a second.
- 4) **Transmit the code to confirm** by pressing any key on the transmitter.

The LED will now flash 3 times meaning that the operation was done properly; if this does not happen, repeat the whole procedure from the beginning. Repeat the whole procedure if you want to enter a new code number.

Entering a code number (remotely)

To enter the code number of a new remote control without using the receiver key you will need **an authorised remote control** (note: the first remote control must always be entered using the receiver key). Now, with the two remote controls, which we shall call NEW (the one whose code number we want to enter) and OLD (the authorised one), position yourself in their range of action and then:

1) Transmit the NEW code number for at least 5 seconds pressing any key on the NEW transmitter.

And then slowly:

2) Transmit an OLD code number 3 times pressing any key on the OLD transmitter 3 times.

3) Transmit the NEW code number ONCE to confirm pressing any key on the NEW transmitter.

Now the new code number has been entered and you can repeat this procedure immediately with another remote control.

ATTENTION!! : this operation enters the new code number in all the receivers within the range of action that recognise the old code number. If there are several receivers nearby with the old code number, turn the ones off that you do not want to receive the new code number.

DELETING A CODE NUMBER

If you want to delete a code number from the receiver's memory proceed as follows:

1) Hold the key down on the receiver (about 3 seconds) when the LED turns off let go of the key.

2) Transmit the code until the LEDs turn off again pressing any key on the transmitter.

3) Release the key on the transmitter and wait 1 second.

4) Transmit the code to confirm pressing any key on the transmitter.

The LED will now flash once to indicate that the code has been deleted. If this does not happen repeat the procedure from the beginning.

DELETING ALL CODE NUMBERS

With this operation all the code numbers stored are deleted (emptying the memory), the 2nd learning disabling function is also cancelled and TIMER time is set at 3 seconds.

- 1) Hold the key down on the receiver**, the LED will turn off after 3 seconds.
- 2) Release the key during the 3rd following flash.**
- 3) Wait about 3 seconds.**
- 4) Press the key as soon as the LED turns back on and release it as soon as it turns off.**

The operation may take several seconds depending on memory type. During this phase the LED will flash quickly followed by 5 slow flashes to indicate that it has been reset and the memory is empty; if this does not happen repeat the procedure from the beginning.