# B.RO22 LE

Rolling code
Device for a code radio code radio each contact. DESCRIPTION e 2-channel re a 2-relay neat commands. receiver.
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Independent rolling ing of

## HOW TO MEMORIZE TRANSMITTER H CODE 유

1. Supply power to the receiver on the clamps 5 and 6 as indicated in the connection scheme, please pay attention to correctly select the jumper C".

2. The learning of the radio commands starts by pressing shortly the learning button. LED1 indicates the activation of the learning phase, whilst LED23 indicate the channel of learning.

• When the button is pressed for the first time, led2 turns on permanently indicating that the learning concerns the first channel.

• On the second pressing of the button, LED 3 turns on indicating that the learning concerns channel 2.

3. After selecting the channel where the memorizing is requested, it's sufficient to transmit the radio command to memorize; the receiver's channel led emits a signal in order to confirm the learning and then reactivates the learning itself.

4. The learning mode exits by timeout after 10 seconds of inactivity or by pressing again the button on the card, and all LEDS turn OFF.

WARNING: The code hasn't been memorized if led 2/3 do not blink during the memorization phase. In this case we recommend to check what follows:

- The transmitter must have the same frequency of the receiver and must be a Rolling code.

- The memory is full as the maximum quantity of transmitters has been learned.

HOW TO CANCEL A SINGLE

1. Go close to the receiver for w
the transmitter is needed.

2. Keep pressed the hidden but
be cancelled.

3. Keep pressed the hidden but
button of the transmitter.

4. All the receiver leds blink. \
cancellation is terminated. TO CANCEL A SINGLE TRANSMITTER close to the receiver for which the cancellation of ansmitter is needed.

p pressed the hidden button of the transmitter to neelled. button and press the first

. When they go off, the

Warning: this operation will cancel for the receivers within the reach. the transmitte

HOW TO CANCEL ALL TRANSMITTERS AND SETTINGS (RESET)

1. Cut the power supply of the receiver's card;
2. Keep pressed the learning button and supply power again to the receiver; led 1 turns on after approximately 5 seconds.
3. Release the button of the receiver;
4. Wait for the blinking (2 or 3 times) of LED1. On it turns off, all codes are cancelled.

- SELECTION OF FUNCTIONS

  There are 3 output modes:

  1. IMMEDIATE: the relay is active as long as the radio signal is it as well, and the relay output is closed as long the transmitter button is pressed.

  2. STEP-BY-STEP: the relay is active as long as next command is given, that is when the transmitter's button is pressed again

  3. ON TIME: the relay, once activated, is active for a programmable time from 1 seconds up to 18 hours. In order of selecting the required working mode, set the jumper as follows.

SETTING OF FUNCTIONS

Each channel and consequently each relay is associated to a jumper:
JUMPER A: channel/relay 1;
JUMPER B: channel/relay 2 (see picture)
Follow the instructions here below for selecting the requested working mode:
• MODE1: jumper dosed, STEP BY STEP working
• MODE2: jumper open, IMMEDIATE / TIMED
WORKING

FUNCTION MODE ON TIME
Once activated the immediate/ti
(removed) jumper, it is possible to or
timing (immediate or extended)
configuration menu.
1. Activate the menu by keeping the te/timed mode by change the kind of d) by entering the

A. Activate the menu by keeping the button on the card pressed, until LED2 starts to blink; LED 1 turns on at the same moment. The blinking of the channel LED indicates the current selection: immediate (fast blinking) or timed (slow blinking).

2. To go to the next channel press once again the button on the card for at least 3 seconds.

3. Once selected the channel, change the time mode by pressing and releasing the button on the card in order to obtain the timed mode indicated by the slow LED blinking corresponding to the relay.

4. Once selected the mode, start the programming of timing by transmitting a memorized radio command associated to the channel in use; the channel LED starts blinking every next second.

5. Once expired the time that we want to program, finish the programming with the transmission of a further radio command. The longest programmable time is 18 hours.

The time programmed is memorized until next programming or the reset of the receiver. If two relays are configured on timing mode, it is possible to program the activation in the same way for the both of them with just one operation by pressing the button on the card for 3 seconds, so that LED 2 and 3 turn on. The exit from the menu is by timeout after 10 seconds of inactivity or by pressing the button on the card for 3 seconds, and all 3 LED turn OFF.

Make the connections according to the scheme, by setting the jumper of power supply tension selection based on the tension available 12 Vac/dc (Jumper C obset) or 24 Vac/dc (Jumper C Open); this function is available only in the version with terminal board. Give continuous or alternate power to clamps 5 and 6. If more receivers are required, set them 3-4 meters far from each other to avoid interferences; if a good quality ground plug is available, connect it on clamp 7 of the receiver's screw connector. Locate the antenna far from obstacles and metal objects, or over them if they are connected to the ground. Connect the antenna signal on clamp 8 and the braiding on clamp 7. If the receiver has terminal board plugs, connect the ground plugs on clamp 9 and the antenna on clamp 10. The antenna is required to have best performances, otherwise the reach would be reduced to few meters. If the cable of the antenna was too short, do not make joints, but replace the cable with a longer one and impedance of 50 ohm (type RG 58). In any case the cable shall not exceed a length of 10 m. If fixed on the wall, use appropriate screws and dowels in order to resist a downward force of 50 N.

## WARNINGS AND SUGGESTIONS

Before supplying power to the receiver's card select the power tension by jumper C "selection of power supply tension".

If it is not working check what follows:

- power supply of the receiver;

- conditions of the transmitter's battery;

- correct installation of the antenna;

- LED1 mustn't be continuously blinking (approx 1 blinks per second); in this case the memory module is disconnected or damaged.

# WARRANTY TERMS

The producer's warranty runs for in compliance with the legislation from the date stamped on the product and is limited to the free reparation or replacement of parts that the producer acknowledges to be defective because of deficiencies in essential material properties or manufacturing faults. The producer accepts no responsibility for damage faults that are due to external agents or incorrect installation or maintenance of the product, overload, natural wear and tear of other causes for which the producer is not responsible. Product that have been tampered with are not covered by warranty. Information is provided for guidance only. The producer is not responsible for any reductions in product range or for faults due to environmental interferences. The producer's liability for accidents of any kind to any person that are due to faults in his product is

Codifying	Rolling code
Memorisable transmitters	- 1000 with memory - 30 without memory
Power supply	12 Vac/dc Jumper C closed 24 Vac/dc Jumper C open
Consumption	50mA
Channels	2
Antenna Santa Santa	Tuned at 433.92 MHz
Frequency	433.92 MHz
Reach	80 - 250 mt
Relay contact	1A up to 30 Vdc / 0.5A
Nelay Collect	up to 42.4 Vac
Temperature	-1055 ℃
	O Button 1=LED1 2=LED2
JUMPER A	3=LED3

SOLUTION A.	12 Vaddo Jumper C dosed 24 Vaddo Jumper C open	
	mper C dosed mper C open	
0		

Jumpe

1 2 3 4 5 6 7 8 Open
1-2 = CHANNEL 1 RELAY (NO)
3-4 = CHANNEL 2 RELAY (NO)
5-6 = POWER SUPPLY 12/24Vac/dc
7 = ANTENNA GROUND
8 = TUNED ANTENNA SIGNAL

SOLUTION B. Plug-in connector

### 4 G 0 00 9 10

197531 5 7 7 7 7 - 2 = CHANNEL 1 RELAY (NO) - 4 = CHANNEL 2 RELAY (NO) - 6 = POWER SUPPLY 24Vac/d - 8 = FREE - ANTENNA GROUND 0 = TUNED ANTENNA SIGNAL

WARNING: If the pow alternate (VAC), the obtained by an isolat SELV voltages) with a l