

1 CHANNEL CODE HOPPING RECEIVER



The SENTRY CODE HOPPING Receiver is a matching receiver module offered in either one, two or three channel versions, standard or long range. It is capable of learning SENTRY Code Hopping & some other manufactured remote controls.

SPECIFICATIONS:

Power Source: 12 - 24V AC/DC
 Frequency: 403.55MHz or 433.92MHz
 Receiver Type: Regenerative or Super Heterodyne
 Physical Size: 90 x 66.5 x 30mm
 Weight: 70g
 Storage Temp: -10°C to +55°C
 Operating Temp: 0°C to 40°C
 Operating Humidity: <80%
 Relay Contacts: Single Channel: 10A 250VAC

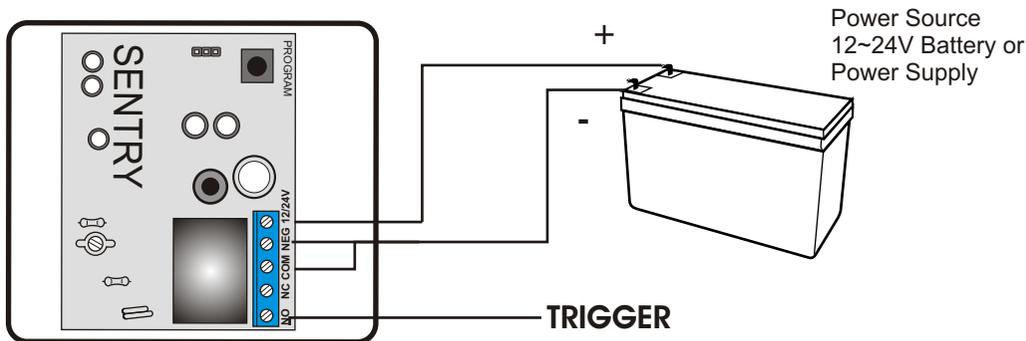


INSTALLATION INSTRUCTIONS

This product is suitable for installation inside of most gate motor housings and garage door operator housings. However it is important to ensure that the unit is installed in a dry location free of moisture and/or potential access by insects, particularly ants.

The tuning slug on the PCB must NEVER be adjusted in an attempt to increase the apparent range of the product.

HOW TO CONNECT RECEIVER TO MOTOR



PROGRAMMING STEPS

Installation Instructions: New Installation

Select **Latch/Pulse** on links, before connecting power.
 Connect wires as required, LED will flash twice on power up.
 Press & hold the **Program** button, after 8 seconds the LED will flash & then you can release. This will erase all codes in the system.
 Now press & release the **Program** button once, LED will flash once.
 Hold the transmitter 1 metre away from the receiver & press the required button on the transmitter.
 The receiver LED will then flash 3 times to indicate that the transmitter has been accepted & is stored.
 Press & release the **Program** button again, the LED will flash once again, then learn in your next transmitter.
 Continue pressing the **Program** button once followed by the next transmitter until all your transmitters have been learned in. Maximum 32.
 Once all your transmitters are in disconnect power for 10 seconds & reconnect.

Installation Instructions: Existing Installation

Press & release the **Program** button until you have reached the required slot.
 (Example: If you already have 5 transmitters programmed into the receiver & you want to add # 6, you need to press & release the **Program** button 6 times to get to slot 6.)
 Hold the transmitter 1 metre away from the receiver & press the required button on the transmitter. The receiver LED will then flash 3 times to indicate that the transmitter has been accepted & is stored.
 Press & release the **Program** button again, the LED will flash once again, then learn in your next transmitter.
 Continue pressing the **Program** button once followed by the next transmitter until all your transmitters have been learned in. Maximum 32.
 Once all your transmitters are in disconnect power for 10 seconds & reconnect.

Deleting Transmitters:

Erase Entire Memory
 Press & hold the **Program** button, after 8 seconds the LED will flash & then you can release.

Overwriting Individual Transmitters

Press & release the **Program** button until you have reached the required slot.
 (Example: Press & release Program button 5 times for slot 5 or 7 times for slot 7.)
 Press any button on a spare transmitter or on a new transmitter, this will overwrite any code in the slot.
 Disconnect power for 10 seconds & reconnect.

It is advisable to mark the transmitters according to their corresponding slot numbers.