# Nice OXIO/KR



# **Radio receiver**

EN - Instructions and warnings for installation and use



# **ENGLISH**

#### Instructions translated from Italian

## PRODUCT DESCRIPTION

OXIO/KR is a radio receiver designed for being installed on a control unit for automating gates, garage doors and road barriers.

**A** – All uses other than the intended use described and use in environmental conditions other than those described in this manual should be considered improper and forbidden!

### WARNINGS

This device must be professionally installed. The only permitted antenna is a 17 cm whip included. Changeable antenna that must be professionally installed.

For the OXIO/KR do not use the coaxial cable but connect the whip cable included.

The OXIO/KR receiver adopts a one-way encoding system and interfaces with the MYGO4/KR transmitter.

- The receiver can manage 1024 memory locations at the most: one location can alternatively memorise <u>a single transmitter</u> (if its keys are memorised as a "single set", with the Mode 1 procedures read Paragraph 3.1), or <u>a single key</u> (if memorised with the Mode 2 procedures read Paragraph 3.2).
- This receiver can be used solely with control units equipped with "SM"-type plug connector (verify the most suitable control units on the Nice product catalogue or on the www.niceforyou.com website).
- This receiver automatically recognises the characteristics of the control unit on which it is installed and self-sets in the following way:

1 - English

- <u>If the control unit manages the "BusT4"</u>, the receiver makes available up to 15 different commands.

- <u>If the control unit DOES NOT manage the "BusT4"</u>, the receiver makes available up to 4 different commands. **Important!** – In both cases, the number and diversity of the available commands depend on the type and model of the control unit adopted. The "Table of commands" of each control unit is shown in the respective instruction manual.

# INSTALLATION AND CONNECTION

The receiver must be connected to the control unit by inserting it through the relevant slot:

01.	A Before inserting (or removing) the receiver, disconnect the power supply to the control unit.	OFF
02.	Connect the <u>antenna supplied</u> to terminal 1 of the receiver, as shown in Fig. A. <b>Alternatively</b> , if the radio signal reception must be improved through the installation of an external antenna with a coaxial cable with $50\Omega$ impedance (type RG58), the coaxial cable must be connected <u>directly to terminals 1 and 2 of the receiver (Fig. B), ignoring the "antenna" terminal (if present) on the control panel.</u>	Fig. A Fig. B

03.	Insert the receiver through the relevant opening on the control unit.	
04.	Restore the power supply to the control unit.	ON CON

# MEMORISING / DELETING TRANSMITTERS IN THE RECEIVER

Tran	Transmitter verification			
01.	Disconnect the power supply to the control unit and then restore the power. Observe the colour of LED B:		Ĺ	
	• 1 prolonged red flash = receiver empty	() ) 		

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### WARNINGS for carrying out the programming procedures

 During the execution of the programming procedures, refer to Fig. 1 to identify key A and LED B on the receiver. • To understand the meaning of the icons featured in the procedure, refer to the table, "Key to the symbols used in the manual". • The procedures have a limit time; therefore, before implementing them, it is important to read and understand all the steps to be completed.

KEY TO THE SYMBOLS USED IN THE MANUAL		
Symbol	Description	
-[[-	(on the receiver) LED "B" STEADY LIT	
) L	(on the receiver) LED "B" LONG FLASH	
X	(on the receiver) LED "B" QUICK FLASH	
	(on the receiver) LED "B" OFF	







OFF ON	Disconnect power supply / Restore power supply	
٢	Wait	
> 5 sec <	Perform the operation within 5 seconds	
	Hold down key "A" of the receiver	
1	Press and release key "A" of the receiver	
	Release key "A" of the receiver	
<del>کی</del>	Press and release the desired transmitter key	
2 Contraction of the second se	Hold down the desired transmitter key	

<b>A</b>	Release the desired transmitter key	
<b>@</b>	Read the control unit's instruction manual	
<b>③〕</b> - <u></u>	Observe when LED "B" emits signals	

The system can be programmed in Mode 1 or in Mode 2: see Paragraphs 3.1 and 3.2.

### 3.1 - Memorisation in "Mode 1"

While Procedure 1 is being carried out, the receiver memorises all the keys present on the transmitter, automatically assigning command 1 of the receiver to the 1<sup>st</sup> key, command 2 to the 2<sup>nd</sup> key, and so forth. Once the procedure terminates, the memorisation will occupy a single memory location and the command associated with each key will depend on the "List of commands" present on the automation's control unit.



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02.

**On the transmitter being memorised:** (within 10 seconds) on the transmitter: <u>hold down</u> any key and release it once LED B (on the receiver) emits the 1<sup>st</sup> of 3 green flashes (=memorisation completed correctly). **(\*1)** 





(\*1) Note - If there are other transmitters to be memorised, repeat step 02 within the next 15 seconds after the first 10. The procedure will terminate automatically once this time elapses.

### 3.2 - Memorisation in "Mode 2"

While Procedure 2 is being carried out, the receiver memorises <u>a single key</u> among those present on the transmitter, associating it with the receiver output chosen by the installer. To memorise further keys, repeat the procedure from the beginning for each key to be memorised. Once the procedure terminates, the memorisation will occupy a single memory location and the command associated with the memorised key will be that chosen by the installer from the "List of commands" of the automation's control unit. **Note** - A key can be associated with only one output, while the same output can be associated with multiple keys.

PRO	PROCEDURE 2 - Mode 2 memorisation (and extended Mode 2)		
01.	In the control unit manual: choose the command to be memo- rised and remember its "identification number".	<u>ی</u>	
02.	<b>On the receiver:</b> press and release key A for a number of times matching the <u>number that identifies the command chosen at step 01</u> : LED B will flash the same number of times.	x No	

**03. On the transmitter with the key to be memorised:** (within 10 seconds) on the transmitter: <u>hold down</u> the key to be memorised and release it once LED B (on the receiver) emits the 1<sup>st</sup> of 3 green flashes (=memorisation completed correctly). (**\*2**)



(\*2) Note - If there are other keys to be memorised (belonging to other transmitters) with the same command, repeat step 03 within the next 15 seconds for each further key to be memorised (the procedure terminates once this time elapses).

### 3.3 - Memorising a new transmitter "near the receiver"

This procedure allows for memorising a new transmitter by means of a second functioning transmitter, already memorised in the same control unit. This enables the new transmitter to receive the same settings as the transmitter already memorised. The procedure does not entail any direct action on key A of the receiver, only the presence of the transmitter within the receiver's reception range.

• The memorisation "near the receiver" can be prevented by blocking the receiver's function through Procedure 6 (Paragraph 3.7).

PROCEDURE 3 - Memorising a new transmitter "near the receiver"		
01.	On the NEW transmitter: <u>hold down</u> the key to be memorised; wait at least <u>7 seconds</u> then release it.	×7 sec
02.	On the transmitter ALREADY MEMORISED: slowly press and release 3 times the memorised key to be copied.	in the



If there are other transmitters to be memorised, repeat the procedure from the beginning for each new transmitter.

### 3.4 - Memorising a <u>new transmitter</u> using the "enabling code" of an <u>old transmitter</u> already memorised in the receiver

The memory of transmitters MYGO4/KR contains an **"enabling code"** (secret) which can be used to enable <u>a new transmitter</u> to be memorised in the receiver. To perform this enabling procedure, read the transmitter's instruction manual and get an old transmitter already memorised in the same receiver in which the new transmitter is to be memorised.

Subsequently, when the new enabled transmitter will be used, it will send to the receiver (in the first 20 transmissions) the command, its own identification code and the "enabling code" received. At this point, the receiver will recognise the enabling code of the old transmitter and automatically memorise the identification code of the new transmitter.

• The undesired memorisation of transmitters through the "enabling code" can be prevented by blocking the receiver's function through Procedure 6 (Paragraph 3.7).

### 3.5 - Deleting the receiver's memory (fully or partially)



### 3.6 - Deleting a SINGLE transmitter or a SINGLE key from the receiver memory

PRO	PROCEDURE 5 - Deleting a SINGLE transmitter or a SINGLE key from the receiver memory		
01.	<b>On the receiver:</b> hold down key A, observe the green LED B light up and move to step 02 when it switches off.	· · · · · ·	
02.	<b>On the transmitter to be deleted:</b> (on the transmitter) <u>hold down</u> the key (*3) to be deleted and release it after LED B (on the receiver) has emitted the 1 <sup>st</sup> of 5 quick green flashes (= deletion completed correctly).		

(\*3) Note - If the transmitter is memorised in "Mode 1", any key can be pressed. If the transmitter is memorised in "Mode 2", the entire procedure must be repeated for each memorised key that must be deleted.

# 3.7 - Locking (or release) of memorisations carried out with the "near the control unit" procedure and/or through the "enabling code"

This function prevents the memorisation of new transmitters in the receiver, when using the "near the receiver" procedure (Paragraph 3.3) or the "enabling code" procedure (Paragraph 3.4). The default setting is ON for both procedures. To perform the following procedure it is necessary to have a transmitter already memorised in the receiver.

PROCEDURE 6 - Locking (or release) of memorisations carried out with the "near the control unit" procedure and/or through the "enabling code"

01. Disconnect the power supply and wait 5 seconds.



02.	Hold down key A of the receiver and simultaneously restore the power supply: when it light up, LED B indicates whether or not any transmitters are memorised (chapter 3) <u>then</u> emits a few short orange flashes: <u>release key A exactly at the end of the 2<sup>nd</sup> orange</u> <u>flash</u> .	
03.	Within 5 seconds: repeatedly press and release key A of the receiver to choose one of the following functions, identifiable by the status of LED B: - <u>No lock active</u> = LED OFF - <u>Locking of the memorisation "near the control unit"</u> = RED LED - <u>Locking of the memorisation with the "enabling code"</u> = GREEN LED - <u>Locking of both memorisations</u> ("near the control unit" and with "enabling code") = ORANGE LED	> 5 sec <
04.	Within 5 seconds: on a transmitter already memorised in the receiver, press and release a key (memorised) to save the function that has just been chosen	> 5 sec < ⊉

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## TECHNICAL SPECIFICATIONS

OXIO/KR	
Product type	One-way receiver
Input impedance	50 Ω
Reception frequency	447,6 MHz
Outputs	4 (on "SM" plug-type connector)
Sensitivity	-112 dBm
Absorption	50 mA (maximum)
Dimensions (mm)	W 49.5; H 41.9; D 18
Weight (g)	22
Operating temperature	−20 °C +55 °C

### Notes on the product technical specifications

- The reception capacity of the receivers and the transmitter range are strongly affected by other devices (e.g. alarms, headphones, etc.) operating on the same frequency in your area. Nice cannot provide any guarantee with regard to the actual range of its devices under such conditions.
- All technical specifications stated herein refer to an ambient temperature of 20°C (± 5° C).
- Nice reserves the right to apply modifications to the product at any time when deemed necessary, without
  altering the intended use and functions of the product itself.

This product constitutes an integral part of the automation and, therefore, must be disposed of together with it. Similarly to the installation phase, once the product reaches the end of its useful life, the disassembly and scrapping operations must be performed by qualified personnel. This product is made of various types of materials, some of which can be recycled while others must be scrapped. Seek information on the recycling and disposal systems envisaged by local regulations in your area for this product category.

# A WARNING! - Some parts of the product may contain polluting or hazardous substances which, if released into the environment, constitute serious environmental and health risks.

As indicated by the adjacent symbol, the product may not be disposed of together with domestic waste. Sort the materials for disposal, according to the methods envisaged by current legislation in your area, or return the product to the retailer when purchasing an equivalent product.

A WARNING! - Local regulations may envisage the application of heavy fines in the event of improper disposal of this product.

### COMPLIANCE WITH THE FCC RULES (PART 15) AND WITH RSS-210 RULES

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s); and with Part 15 of the FCC rules of the United States of America. Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

Any changes or modifications made to this device, without the express permission of the manufacturer, may void the user's authority to operate this device.

# PRODUCT DISPOSAL

# Signals emitted by LED B of the receiver

### Long flashes > GREEN

### On start-up:

1 \* = Receiver with at least one transmitter memorised

### **During operation:**

- 1 = Indicates that the code received is not stored in the memory
- 3 \*\* = Saving code in memory
- 5 \* = Memory deleted
- 6 \* = During programming, indicates that the code is not authorised for memorisation
- 8 \* = During programming, indicates that the memory is full

### Short flashes > GREEN

- 4 \*\* = Output in "Mode 2" not managed on control unit
- 5 \* = During the deletion procedure, indicates that the code has been deleted
- 6 \* = Code synchronisation failure

### Short flashes > RED

- 1 = "In vicinity" programming block
- 1 \*\* = "Certificate" memorisation block

### Short flashes > ORANGE

2 \* = Indicates activation of block programming (on start-up)

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