

**RX1 – DL PLUS**  
Single Channel Universal Fixed Code Receiver

Power supply:	60mA @ 12 – 30v AC/DC.
Channels:	1 x Dry contact relay outputs
Output load rating:	3A @ 220v AC
Output modes:	Latch or Pulse
Pulse mode on time:	0.25 to 60 sec. Programmable.
Memory capacity:	10 x National or Motorola + 1 x French code.
Frequency:	433.92MHz - Orange & White antenna. 403.55MHz – Yellow Antenna

**How to Master-erase? (reset to factory default)**

1. Power down.
2. Place jumper shorts across all three the “P”, “L” and “D” pairs of pins.
3. Power up again.
4. Wait for buzzer to finish beeping intermittently and remain on permanently (+/- 15sec)
5. Remove the jumper shorts and power down.
6. Power up again with no jumper shorts in place.

Removing power or removing the jumper shorts before the buzzer has completed its cycle will abort the master-erase procedure.

**How to program a transmitter code into the memory?**

1. Press and hold required transmitter button.
2. Momentarily short the two pins “P” with a jumper short.
3. Buzzer will beep to confirm the code has been learnt.

**1 Beep = first code learnt into memory**

**2 Beeps = code learnt and there is more memory available**

**Multiple rapid beeps = the memory is full**

4. Remove jumper short and stop transmitting.

Repeat 1 to 4 for each additional transmitter.

**How to select latch mode?**

1. Place and leave jumper across two pins “L”

**How to change the relay “on” time? (Delay mode)**

1. Place a jumper short across both pins “D”
2. Place a jumper short across both pins “P”
3. Press any ET Blue or ET BLU MIX © transmitter button
4. Buzzer will begin beeping. Count off required delay time.

**First rapid beep = 250ms**

**Thereafter 1 x beep = 1second**

**Maximum = 60 seconds**

5. At required time remove jumper from “D”
6. Continuous tone.
7. Remove jumper from “P”
8. Replace and leave jumper “D” in place to activate delayed pulse length option.

**How to remove only one transmitter from the receiver memory?**

(This option is only available when the transmitter that must be erased is available)

1. Power up.
2. Place jumpers across two pins of each “D”, “L” and “P”.
3. Press the button of the transmitter to be erased.
4. Buzzer will begin beeping to confirm that transmitter button has been erased.
5. Release the transmitter button when beeping begins.
6. Remove the jumper shorts from all pins.
7. Replace “D” or “L” if they were previously in place.

**NB!! Only that button will be removed from the memory.**