

### RX1 – RC

**Single channel rolling code receiver.**  
Identification: Receiver: Cobalt blue  
Transmitter: Cobalt blue

#### Features:

- Uses Keeloq rolling code technology
- 15 transmitter codes memory.
- Latch or Non-latch/pulse relay output
- Programmable 0.25 to 60 sec delayed pulse length mode per channel.
- Relay output – Potential free – COM, N/O & N/C
- Relay contact rated:- 5A/12Vdc 5A/220Vac
- Required power supply: – 12-24 Vac/dc

#### PROGRAMMING THE RX1-RC

##### MASTER ERASE (RESET TO FACTORY DEFAULT)

With power removed. Place **jumper** across two pins of each "D", "L" & "P"

**Power up** the receiver and wait for **LED** to finish **flashing, switch off and then come on solid. Remove power for 5 sec**

Remove **all** jumpers..

All codes will be erased and delayed pulse length will return to 0.25 sec. on **power - up**.

**Removing power** or any one of the **jumpers** before the **LED** has **completed** its cycle, will **abort** the **master erase** procedure.

##### LEARNING A TRANSMITTER CODE

1. Place **jumper** across two pins "P"
2. **Press** required **transmitter button**.
3. **LED** will **flash** to **confirm** code has **learnt**.
4. Remove jumper.

Repeat 1 to 4 for each transmitter up to 15. If memory is full LED will flash 15 times to indicate that last is used. There after additional codes learnt will overwrite the 15<sup>th</sup> code.

##### ERASING AN INCORRECTLY PROGRAMMED TRANSMITTER VIA THAT TRANSMITTER.

With **power present** Place **jumpers** across two pins of each "D", "L" & "P". **Press** the **button** of the **transmitter** to be **erased**. **LED** will begin **flashing** to **confirm** that **transmitter** has been **erased**.

##### DELAY ON TIME (IF REQUIRED)

Place **jumper** across "P"

Place **jumper** across "D"

**Press transmitter button** **LED** will come **on**.

**Count** off required delay time

**At required time** remove "D" and then "P"

**Replace** and leave "D" in place to activate delayed pulse length option.

##### LATCH MODE (IF REQUIRED)

Place and leave **jumper** across two pins "L"

### RX3 – RC

**Three channel rolling code receiver.**  
Identification: Receiver-Cobalt blue  
Transmitter-Cobalt blue

#### Features:

- Uses Keeloq rolling code technology
- 27 memory locations. Made up of any combination across all three channels totaling 27 codes.
- Latch or Non – latch/pulse relay output
- Programmable 0.25 to 55 sec delayed pulse length mode per channel.
- Relay output – Potential free -N/O & N/C channel 1, N/O channel 2 and 3
- Relay contact rated:- 5A/12Vdc 5A/220Vac
- Required power supply: – 12-24 Vac/dc

#### PROGRAMMING THE RX3-RC

##### Master Erase (Reset to factory default)

While **pressing** both **CH1 & CH3** buttons, **power-up**.

**Continue pressing** CH1 & CH3 **until LED** finishes

**Flashing & remains solid on. (+/- 15 sec.)**

**Remove power for 5 sec.**

All memory will be erased and outputs will reset to 0.25 sec. non-latch/pulse on power-up.

**Removing power** or **releasing** any of the buttons **before LED** has **completed** its cycle will **abort** the **master-erase** procedure.

##### LEARNING A TRANSMITTER CODE INTO A CHANNEL

While **pressing** the required **channel button**, **press** the required **transmitter button**. **Wait** for receiver **LED** to **flash**.

**Please note!** It is not possible to learn **two buttons** from the **same transmitter** into the **same channel** on the **receiver**. First **erase** the **incorrect button** code as per the next step before **learning** the **correct button**.

##### ERASING AN INCORRECTLY LEARNED TRANSMITTER VIA THAT TRANSMITTER

While **pressing** CH1 & CH3 **press** the **transmitter button** you want to erase and **wait** for **LED** to begin **flashing**. Release both buttons.

##### CHANGING A CHANNEL FROM NON-LATCH/PULSE TO LATCH MODE.

While **pressing** **LT** button, **wait** for **LED** to switch **off**, then **press** the **channel button** you want changed. The **LED** will **come back on** to **indicate** the **change**. To **change back** repeat the above.

##### LEARNING A DELAYED PULSE LENGTH TIME INTO A CHANNEL.

With the **jumper** across the two pins "**Delay**" **press** and hold the required **channel button**, **release** the **channel button** when you **reach** the **desired time** indicated by the amount of **LED flashes**. (**1 Flash = 1 sec. Max 55 sec.**) Without removing the **jumper** you can now learn a time into another channel. When **finished** **remove** the **jumper**.

### RXCONDO – RC

**Single channel rolling code multi-user receiver.**  
Identification: Receiver - Cobalt blue casing  
Transmitter – Cobalt blue casing

#### Features:

- Uses Keeloq rolling code technology
- 999 transmitter memory locations
- Individual transmitter learning and erasing
- Onboard memory location display
- Power save mode
- Non – latch/pulse relay output
- Relay output – Potential free – COM,N/O & N/C
- Relay contact rated:- 5A/12Vdc 5A/220Vac
- Required power supply: – 12-24Vac/dc

#### PROGRAMMING THE RXCONDO-RC

##### MASTER ERASE (RESET TO FACTORY DEFAULT)

1. Remove jumpers
  2. While pressing "UP" & "DOWN" buttons, power-up, wait for display to stop flashing and show solid "000" (+/- 15 sec.)
  3. Remove power.
  4. Power-up. Display flashes "000" momentarily.
- Releasing either the "UP" or "DOWN" button or removing power before the display shows solid "000" will abort the master erase procedure.**

##### LEARNING A TRANSMITTER CODE INTO A MEMORY LOCATION

1. Press and hold required transmitter button
2. Then press the "SET" button. The receiver will automatically allocate the next available memory location, as indicated on the digital display. (Remember to keep a record of which transmitter/user has been allocated to which memory location.)
3. Repeat 1 & 2 to learn more transmitters up to "999"  
If the incorrect button on a transmitter has been learnt, simply repeat 1 & 2, using the correct button. The same memory location for that transmitter will automatically be corrected.

##### ERASING AN INCORRECTLY LEARNED TRANSMITTER VIA THAT TRANSMITTER

1. Place jumper across two pins "ERASE"
  2. Press and hold transmitter button to be erased.
  3. Then press "SET" button. Display will indicate "000" to confirm erased.
  4. Remove jumper "ERASE"
- Repeat steps 1 to 4 to erase more transmitters.

##### ERASING A LOST OR STOLEN TRANSMITTER

1. Place jumper across two pins "ERASE"
2. Select memory location by scrolling "UP" or "DOWN"
3. Press and hold "SET" button until display reads "000"
4. Repeat 2 and 3 to erase more transmitters
5. Remove jumper "ERASE" to exit when done.

##### TO ACTIVATE POWER SAVE IN OPERATING MODE

1. Place jumper across two pins "POWERSAVE"  
The display will not confirm the memory location of a transmitter on each valid transaction given. If however you would like to confirm the transmitter used, simply remove the "POWERSAVE" jumper.

Keeloq® rolling code remote control systems

# ET - BLUE



T +27 (21) 448-6774 ▲F +27 (21) 447-7794  
www.et.co.za



T +27 (21) 448-6774 ▲F +27 (21) 447-7794  
www.et.co.za



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