

Specifications

Encryption: Rolling Code

Frequency: 433.92 MHz

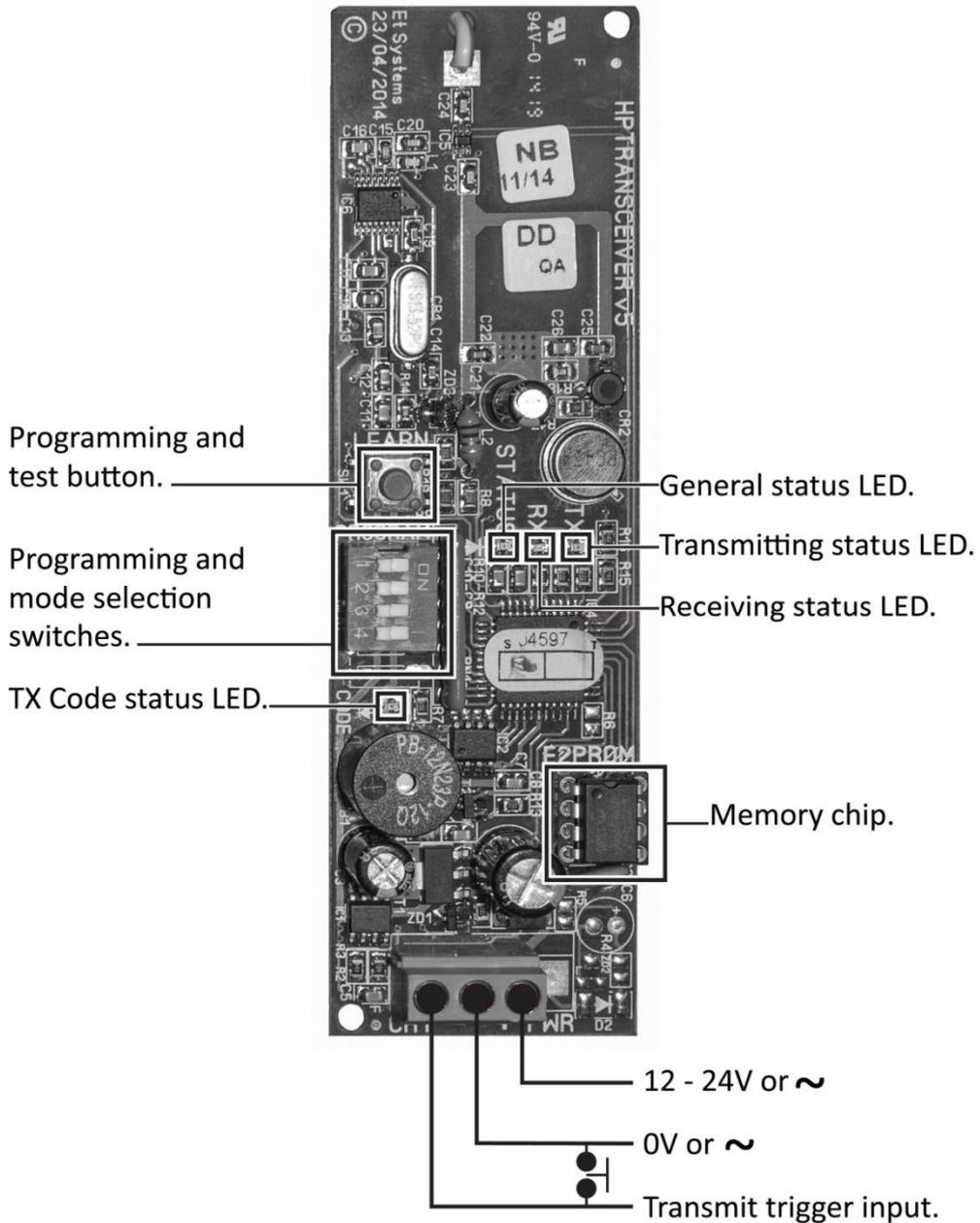
Transmitting range: Up to 900m (Line of sight, radio clutter free)

Power input: 12 – 24V Ac/Dc

Standby current: 10mA

Active current: 40mA

Memory total: 1363 users



Programming options (Quick reference)

For detailed instructions start on page 3

	Dip 1	Dip 2	Dip 3	Dip 4
Program mode options				ON
Program Remote	ON	OFF	OFF	ON
Program Master Remote	ON	ON	OFF	ON
Erase Single Remote	OFF	OFF	ON	ON

Operating modes

	Dip 1	Dip 2	Dip 3	Dip 4
Operating mode selection				OFF
Network mode	OFF	OFF	OFF	OFF
Daisy chain mode	ON	OFF	OFF	OFF

LED Statuses

LED	Operating mode				Programming mode
	Off	On	Flickering	Flashing	
TX code Status	Not transmitting	ET BLUE code type transmitting	ET BLU MIX © code type transmitting	Changing code type	Please see detailed LED responses in each stage of the programming instructions from page 3 on.
Transmitting Status	Not transmitting	Transmitter active	N/A	N/A	
Receiving Status	Receiver standing by	Receiving valid code	N/A	N/A	
General Status	No power	Unit faulty	N/A	All OK	

Network mode (Most commonly used)

In network mode the repeater "repeats" the handheld transmitter button code.

This mode is useful when configuring large area remote panic networks where the handheld remote will be used anywhere within the network. See page 5 for more detail.

Daisy chain mode

In daisy chain mode the repeater when triggered does not repeat the transmitter code but rather transmits its own unique code.

This mode is used when the handheld remote usage is limited to around the first repeater in the daisy chain. See page 6 for more detail.

Using the hardwired CH1 transmitter trigger input

The CH1 channel is activated by shorting the CH1 input terminal to ground via a "push to make" (N/O) switch, relay or push button. See diagram on page 1. When activated the repeater transmits its unique code for 1 second only. The input must be released (opened) to allow for a repeat transmission. (One shot trigger mode).

Programming instructions in detail

Master erasing all the remote buttons from the repeater memory. (Recommended on first time setup)

1. Switches 1 + 2 + 3 + 4 = on
2. Power up
3. Multiple pre erase warning beeps and LED flashing (can be cancelled by switching dips 1-4 off or powering down)
4. Rx LED & buzzer = off erasing in progress.
5. Rx LED + buzzer tone continuous on = erase complete.
6. Switches 1+ 2+ 3+ 4 off & power down
7. Power up again, with no switches on.

Programming a remote button into the repeater memory (Without A Master Remote)

1. Switches 1 + 4 = on
2. Press & hold required remote button (or another repeater's test button if setting up a daisy chain site)
3. Press program button
4. Buzzer beeps confirmation:
2 Beeps = Code successfully programmed into the memory
Multiple Beeps = Unsuccessful - Memory Full (1363 users)
5. Release button + Remote – Repeat from 2 for additional remote buttons
6. Switches 1 + 2 + 3 + 4 = off

Programming a Master Remote button into the repeater memory

(This button is limited to use as a master button and cannot be used for normal operation)

1. Switches 1 + 2 + 4 = on
2. Press remote button & hold
3. Press program button
4. Buzzer tone continuous on
5. Set switches 1 + 2 + 3 + 4 = off

Erasing a single remote button from the repeater memory (The remote to be removed must be available to do this)

1. Switches 3 + 4 = on
2. Press & hold remote button that must be removed.
3. Press program button
4. Buzzer sounds multiple beeps to confirm remote button has been erased. Repeat from 2 for additional remote buttons
5. Switches 1 + 2 + 3 + 4 off when finished

Programming a remote button into the repeater memory using a Master Remote

1. Press and release master remote button
2. Buzzer starts sounding (only sounds for 4 seconds)
3. Before buzzer stops sounding press and hold new remote button to be programmed (or another repeater's test button if setting up a daisy chain site) continue to hold the button until the buzzer beeps confirmation. (This can take up to 3 seconds)

2 Beeps = Code successfully programmed into the memory

Multiple Beeps = Unsuccessful - Memory Full (1363 users)
4. Release remote button – Repeat from 1 for additional remote buttons

Changing the repeaters' unique code between new ET BLU MIX© and old ET BLUE code

(Default = ET BLU MIX © code)

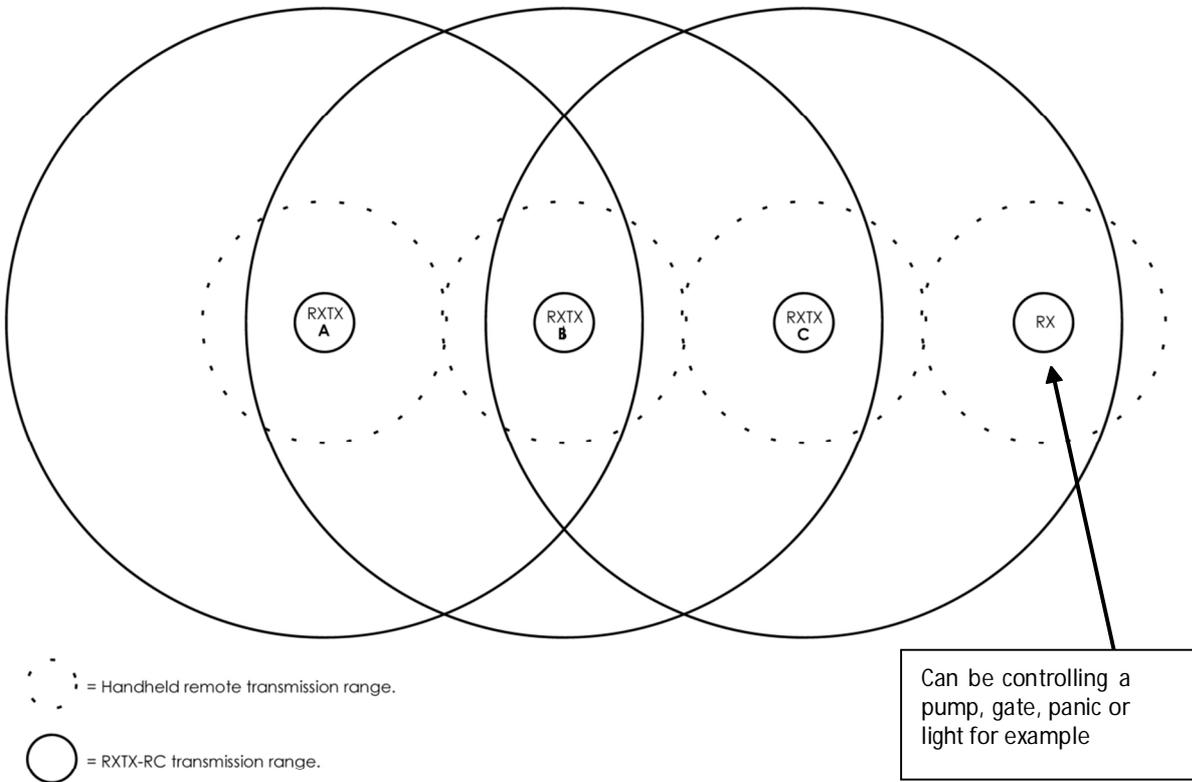
1. Dip switches 1 + 2 + 3 + 4 = off
2. Press Programming/Test button for 20 seconds until TX code status LED flashes
3. Power down & back up again.

Network Mode Example

This example illustrates how to configure a repeater network that will facilitate the activation of a receiver by handheld transmitter anywhere within the repeater network.

- Program the handheld transmitter button code into repeater "A"
- Program the handheld transmitter button code into repeater "B"
- Program the handheld transmitter button code into repeater "C"
- Program the handheld transmitter button code into the receiver "RX"
- Set all repeaters' dipswitches to Network mode.

The handheld transmitter will now activate the receiver ("RX"), if operated anywhere within the dotted line areas around the repeaters and receiver.



Daisy Chain Mode Example

This example illustrates how to limit the successful use of the handheld transmitter, to the area around repeater "A" only.

- Program the handheld transmitter button code into repeater "A" memory
- Program repeater "A" code into repeater "B" memory
- Program repeater "B" code into repeater "C" memory
- Program repeater "C" code into the receiver "RX" memory
- Set all repeaters dipswitches to Daisy chain mode

NB. To transmit a repeaters unique code, use the onboard programming/test button, when not in program mode.

The handheld transmitter can now only activate the receiver when used within the area around repeater "A" marked with dotted lines.

