

# KEYBOARD TRANSMITTER



**GB**

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Digital selector with 12 buttons and with built-in 2 channels radio-transmitter.

### IMPORTANT FOR THE INSTALLER

- Before installing the device to fix it is recommended that a practical test to evaluate the functionality and the actual scope.
- Consider carefully where to attach the device over-the distance to the receiver, do not place it near, or worse, on structures of ferrous material which could act as a screen.
- Having assessed the functionality of the device, you can be fixed to a suitable height, by using three screws put into the spaces provided inside the bottom of the box.

### ATTENTION:

- *The batteries 3Vdc CR2032 must be replaced every year to ensure the optimum operation.*
- *Used batteries must be disposed of in the appropriate containers.*

*The product:*

#### **KEYBOARD TRANSMITTER**



*Complies with the requirements of the directives  
RED 2014/53/EU, EMC 2014/30/EU, LVD 2014/35/EU.*

### TECHNICAL CHARACTERISTICS:

- |                             |                       |
|-----------------------------|-----------------------|
| - Power source transmitter: | : 6 Vdc (2 x CR 2032) |
| - Consumption max           | : 25 mA               |
| - Frequency of work         | : 433.92 MHz          |
| - Code                      | : Rolling Code        |
| - Working Temperature       | : -10°C ÷ 55°C        |
| - Size                      | : 90 x 65 x 30 mm     |
| - Protection degree         | : IP44                |

### MODE OF OPERATION

The device is a two-channel transmitter which allows to send a different code (of Rolling Code type) per channel, just after having written the right combination by keyboard (every channel has a combination).

The devices are manufactured with different codes.

After having written the combination, the button \* is used to send the code of the first channel, while the button # is used to send the code of the second channel. If the written combination is wrong by pushing the related button of the channel, the code is not transmitted and an acoustic signal alerts that the combination is wrong. In fact, during the normal use, an acoustic signal alerts the user about the status of the operation, as the following chart:

Acoustic Signal	State
1 short beep	Pressure of a button
2 short beep	Automatic sleep
3 short beep	Input of programming
1 long beep	Programming: input current combination, to insert new combination
2 long beep	Programming: input new combination, insert it again
4 short beep	Output of programming with achievement
5 rapid beep	Output of programming for timeout or for wrong combination insert
6 rapid beep	Wrong combination

The device completes a sensor which allows to activate the light of the keyboard with low ambient light only.

After 10 sec. Of unused device, it plays the automatic sleep.

Example of operation: if the programmed combination for channel 1 is "12345". In order to send the code of channel 1, the user has to:

- press on the keyboard the sequence "12345"
- push the button \*.

## PROGRAMMING OF COMBINATIONS

The combinations are sequences of numbers from 0 to 9. Each combination allows to insert 8 numbers maximum.

During the composition of the combination, from the pressure of a button to another, it can follow 10 sec. Maximum, after that the device turn off and it must start from the beginning to insert the combination again.

In the factory configuration the device has a standard combination per channel:

- Combination to send the code of Channel 1: **1111**
- Combination to send the code of Channel 2: **2222**

### Change of the Combination related to channel 1 (button \*)

Push and keep pushing in the same time the buttons \* and # for a moment. The device will alert by 3 short beep the beginning of the programming. Press the current combination (in case of first programming the combination is 1111) and push the button \*. If the combination related to channel 1 is wrong, the device will alert this with 5 rapid beep and the programming will finish; if instead the combination is right, the device will emit a long beep and the user will press the new combination and push the button \*. The device will emit 2 long beep to alert the user to press again the new combination, finishing with the button \*. If the operation is successful the device will alert the end of the operation by 4 short beep. After 10 sec. Without any operation, the device goes out from the programming, alerting of the incomplete operation by 5 rapid beep.

### Change of the Combination related to channel 2 (button #)

Push and keep pushing in the same time the buttons \* and # for a moment. The device will alert by 3 short beep the beginning of the programming. Press the current combination (in case of first programming the combination is 2222) and push the button #. If the combination related to channel 1 is wrong, the device will alert this with 5 rapid beep and the programming will finish; if instead the combination is right, the device will emit a long beep and the user will press the new combination and push the button #. The device will emit 2 long beep to alert the user to press again the new combination, finishing with the button #. If the operation is successful the device will alert the end of the operation by 4 short beep. After 10 sec. Without any operation, the device goes out from the programming, alerting of the incomplete operation by 5 rapid beep.

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