



CARDIN S435 D00 RECEIVER

Generating the user code in the transmitters:

Once the container has been opened the programming procedure for the wall mounted transmitter is the same as for the hand held transmitter (the circuit is the same).

Slide open the access door

For the version equipped with a channel block selection switch choose the desired block of channels by moving the switch

- Y1 in position "1" = A,B,C,D Y1
- in position "2" = E,F,G,H Y1
- in position "3" = I,L,M,N

Press the button "J1"

While keeping button "J1" pressed down press the button "CH" corresponding to the required channel which is to be memorised. The Led "L1" will start to flash

Release the channel button "CH" and the led will carry on flashing (fig.5). 6)

Release the button "J1", the led will turn off and the transmitter will memorise the last code which was transmitted

Attention! Before memorising the transmitters for the first time remember to cancel the entire memory content.

With the key in the "OFF" position, (it is only possible to receive)

only the horizontal segments of the display will remain lit.

if the memory is full (512 codes memorised) the decimal points will light up.

when the device receives a memorised channel the corresponding relay will activate and the display will show the memory location position.

With the key in the "ON" position: The buttons and the memory/cancelling functions are activated:

- button "P1" Up, scrolls forward through the memory locations. Keeping the button pressed down will force it to scroll rapidly.
- button "P2" Down, scrolls backward through the memory locations. Keeping the button pressed down will force it to scroll rapidly.
- button "P3" Delete, cancels one or all codes. - a memory location in which a code is already stored will be indicated by the an illuminated decimal point.