



NICE FLOXMR, FLOXM220R, FLO1R, FLO2R, FLO4R, VERY

Each transmitter has its own code number (selected from more than 250 million) that distinguishes it from all other remote controls. The receiver can receive all the codes but is activated only if that particular code is on the list of "authorised" codes.

A code number can be entered or deleted from this list by means of a "learning" procedure.

The operator has to press a button on the receiver card to activate the procedure: the operations are timed so first read all the instructions and then carry out the operations one after the other without stopping. A small red LED visually indicates the different steps of the procedure. This LED is the only way to check the various operations or receiver states. Because there is a lot of information to display, there are 2 stable states plus a series of flashes with two speeds:

- **LED off:** normal functioning mode
- **LED on:** learning procedure in progress

SLOW FLASHING 1/2 second	
No. flashes	DESCRIPTION
1	The code number received is not among those authorised.
2*	End of learning time without any result.
3	Learning successfully finished (authorised code number).
4	The code number is already on the authorised code list.
5	The list is empty (no codes).
6	The list is full (there is no room for other code numbers).
7	A request has been made to delete a code number that does not exist.
8	Different code numbers were received during the learning phase.
9	Password entered.

* If the 2nd type of disabling function is active, the 2nd flash will be longer than the first
If the 2nd type of disabling function is not active, both flashes will be the same

FAST FLASHING 1/4 second	
No. flashes	DESCRIPTION
1	When it turns on it means there is a BM60 memory card; it then indicates that the code number received is a "copy" while only "original" codes are valid.
2	When it turns on it means there is a BM250 memory card.
3	When it turns on it means there is a BM1000 memory card; it then indicates that the code is not in the code number window but that it has been re-synchronised.
4	When it turns on it means there are code numbers memorised that do not belong to the Flor version; it then indicates that the code number is not in the code number window and re-synchronisation is stopped.
5	When it turns on it means that an error was found in the memory during reading; it then indicates that the code is not in the code number window and re-synchronisation is impossible.

Entering a code number (fast way)

This is the quickest way to enter a code number although it is not very safe because while the code number is being memorised the receiver could receive a signal from another transmitter that is within its range and memorise it

This operation will also let you add the code number of a new transmitter to the receiver's memory.

- 1) Press the button on the receiver and hold it down: the LED turns on and you must then:
- 2) Transmit the code number until the LED turns off pressing any button on the transmitter.
- 3) Release the transmitter button: the LED will turn back on ready for a new operation.
- 4) Repeat the procedure from point 2 for the other transmitters.

Entering a code number (normal way)

This operation too will let you add the code number of a new transmitter to the receiver's memory.

- 1) Press the button on the receiver for a moment: the LED will turn on for 5 seconds. Within this time you must:
- 2) Transmit the code number until the LED turns off pressing any button on the transmitter.
- 3) Release the transmitter button and wait a second.
- 4) Transmit the code to confirm by pressing any key on the transmitter.

The LED will now flash 3 times meaning that the operation was done properly; if this does not happen, repeat the whole procedure from the beginning. Repeat the whole procedure if you want to enter a new code number.

Entering a code number from an already programmed receiver

You will need an existing working remote control

- 1) Transmit the NEW code number for at least 5 seconds pressing any button on the NEW transmitter. And then slowly
- 2) Transmit an OLD code number 3 times pressing any button on the OLD transmitter 3 times.
- 3) Transmit the NEW code number ONCE to confirm pressing any button on the NEW transmitter.