



BFT CLONIX 2 RECEIVER

Manual Programming:

- 1) If you wish the transmitter to activate output 1, press pushbutton SW1, otherwise if you wish the transmitter to activate output 2, press pushbutton SW2.
- 2) If you wish to obtain functions other than monostable activation
- 3) When LED DL1 starts blinking, press hidden key P1 on the transmitter, LED DL1 will remain continuously lit. Note: Hidden key P1 appears differently depending on the transmitter model.
- 4) Press the key of the transmitter to be memorized, LED DL1 will flash quickly to indicate that it has been memorized successfully. Flashing as normal will then be resumed.
- 5) To memorize another transmitter, repeat steps 3) and 4).
- 6) To exit memorizing mode, wait for the LED to go off completely or press the key of a remote control that has just been memorized

IMPORTANT NOTE: ATTACH THE ADHESIVE KEY LABEL TO THE FIRST MEMORISED TRANSMITTER (MASTER).

In the case of manual programming, the first transmitter assigns the key code to the receiver; this code is necessary in order to carry out subsequent cloning of the radio transmitters.

Transmitter storage via radio in self-learning mode (DIP1 ON):

- a) Press hidden key P on the transmitter already memorised.
- b) Press key T on the transmitter already memorised, which is also to be attributed to the new transmitter.
- c) Within 10 sec., press key P1 on the new transmitter to be memorised.
- d) Press key T to be attributed to the new transmitter.
- e) To memorise another transmitter, repeat the procedure from step (c) within a maximum time of 10 seconds, otherwise the receiver exits the programming mode.
- f) To copy another key, repeat from step (a), having waited for the receiver to exit the programming mode (or after disconnecting the receiver from the power supply).

Note: with DIP1 ON/OFF, storage can also be carried out in manual mode. WARNING: Maximum protection from storage of foreign codes is obtained by having the DIP1 OFF and programming in MANUAL mode or by means of the Universal palmtop programmer