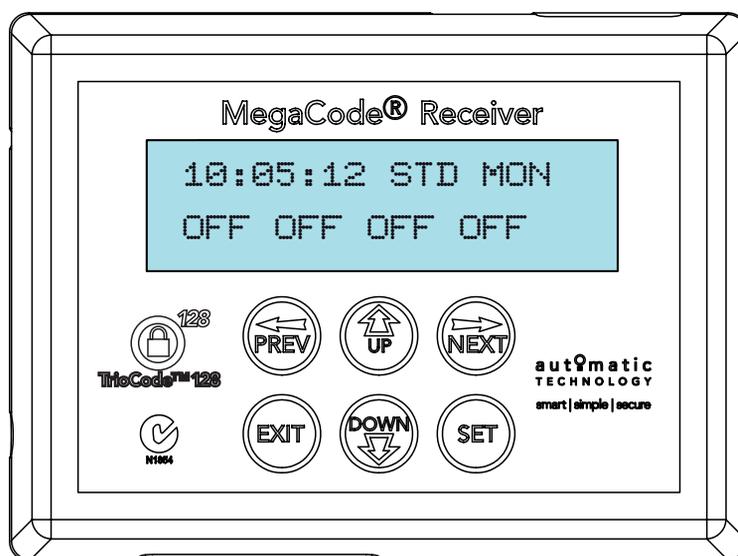




Megacode® Receiver

Multi-Frequency Four Channel Receiver



Featuring **TrioCode™ 128** Technology

automatic
TECHNOLOGY



WARNING: It is vital for the safety of persons to follow all instructions. Failure to comply with the installation instructions and the safety warnings may result in serious personal injury and/or property damage. Please save these instructions for future reference.

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Megacode® Receiver

Multi-Frequency Four Channel Receiver

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1. Features

Thank you for purchasing the Automatic Technology MegaCode® Receiver. Designed by our renowned engineers to suit garage doors and gate openers, the MegaCode® Receiver will provide years of smart, simple & secure convenience to your home.

Multiple Modes of Control

The solid state relay outputs of the MegaCode® Receiver can be controlled by remote control transmitters, wired inputs and a programmable time clock. Each output can be configured to be a steady state or flashing output.

TrioCode™ 128 Technology

Only transmitters with the TrioCode™ 128 Technology can operate with the latest Openers, reducing the chance of interference from other radio frequency sources. Every time a TrioCode™ 128 transmitter is used a new security code is randomly generated from over 100 billion possibilities. This greatly enhances the security of the system and makes "code grabbing" a thing of the past. TrioCode™ 128 transmitters have the ability to code into earlier model openers.

Programmable Time Clock

The Time Clock can be used to override transmitter and trigger input control at various times of day on a weekly basis. An output can be forced on, forced off or released for transmitter or trigger input control. The Time Clock has 32 programs which select the output to be controlled and the time and days of the week it is to be activated.

Console

Incorporated into the MegaCode® Receiver is a simple to use console which consists of several buttons and a display. With the addition of the console, facilities which were only available on previous receivers using an additional hand held programmer are now available as standard via a simple menu system. Features include editing transmitter storage and names, setting various parameters, and performing system diagnostics.

Security Code Store

The MegaCode® Receiver uses state of the art technology in storing your selected transmitter security codes. Up to 511 different transmitters can be stored in the memory with the facilities to assign an 11 character ID label to each transmitter.

Transmitter Management Flexibility

Whenever a large number of transmitters are used, managing those transmitters effectively is of great importance. The MegaCode® Receiver provides many features which enhance transmitter management. Transmitters can be listed by store location, group number, serial number or I.D label. Tools are available which allow transmitters to be Replaced, Deleted and Edited. A quick transmitter code set feature is provided which allows the button functions of an existing transmitter to be copied to all transmitters to be coded. This feature allows many transmitters to be coded without the need for the installer to touch any console buttons during the coding process.

Status Indication

The status of the receiver outputs and the last event are displayed whenever the main screen is shown. Information provided includes; the status of each input, the last transmitter or input that was activated, the last output affected, the time remaining before an output time expires etc.

Password Protection

All operating parameters and transmitter storage can be protected from being changed by unauthorised personnel by an optional password protection feature.

Vacation Mode

A handheld transmitter can be programmed to lock and unlock all other transmitters that have been programmed into the openers' memory. The vacation mode can be used when the door is left idle for long periods of time.

2. Operating Controls

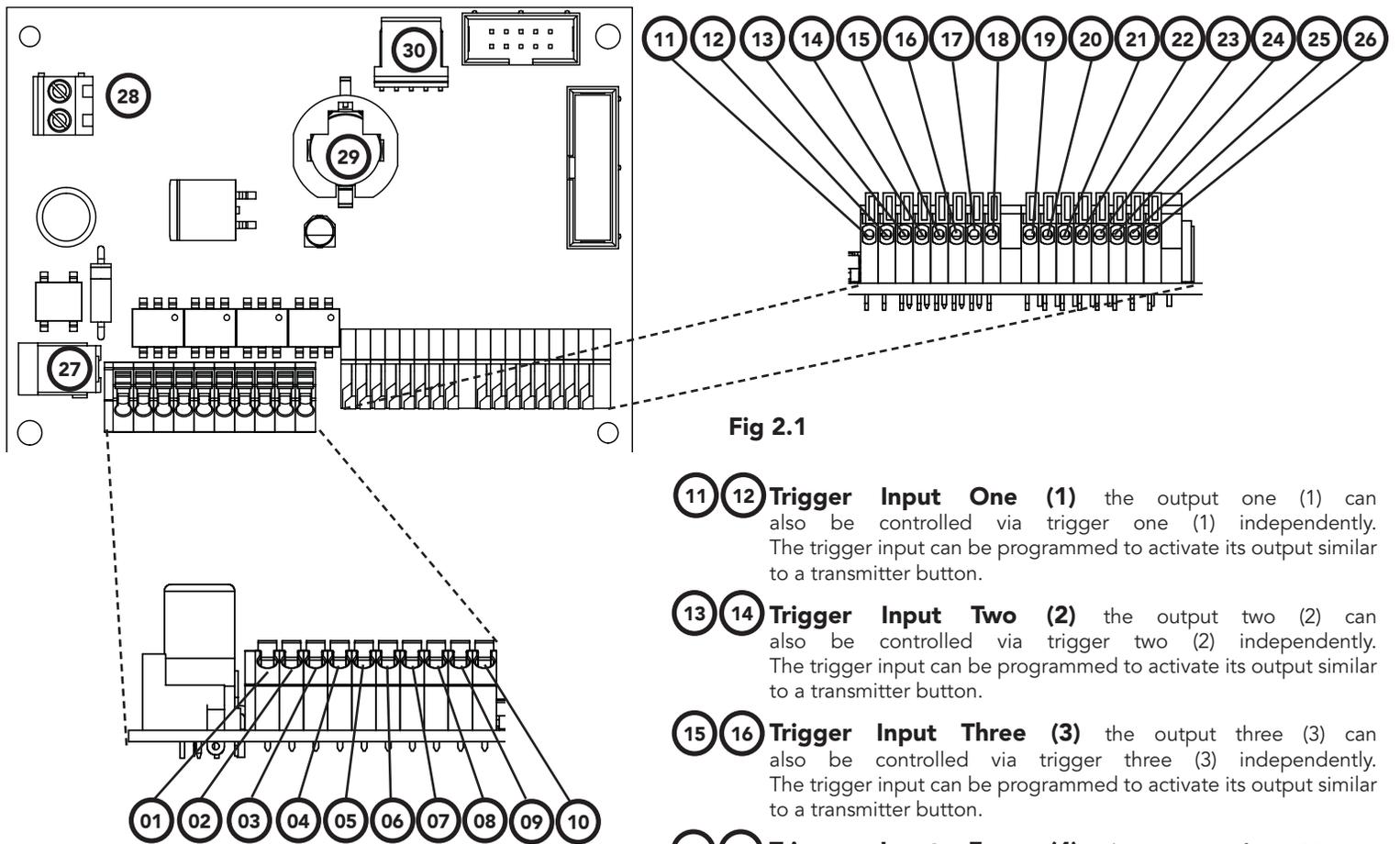


Fig 2.1

- 01 02 **AC/DC Power Supply Input** 12 to 24 AC/DC power supply input terminal.
- 03 04 **Output One (1)** normally open contacts of the solid state relay output can be controlled by remote control transmitters, wired inputs and a programmable time clock.
- 05 06 **Output Two (2)** normally open contacts of the solid state relay output can be controlled by remote control transmitters, wired inputs and a programmable time clock.
- 07 08 **Output Three (3)** normally open contacts of the solid state relay output can be controlled by remote control transmitters, wired inputs and a programmable time clock.
- 09 10 **Output Four (4)** normally open contacts of the solid state relay output can be controlled by remote control transmitters, wired inputs and a programmable time clock.

- 11 12 **Trigger Input One (1)** the output one (1) can also be controlled via trigger one (1) independently. The trigger input can be programmed to activate its output similar to a transmitter button.
- 13 14 **Trigger Input Two (2)** the output two (2) can also be controlled via trigger two (2) independently. The trigger input can be programmed to activate its output similar to a transmitter button.
- 15 16 **Trigger Input Three (3)** the output three (3) can also be controlled via trigger three (3) independently. The trigger input can be programmed to activate its output similar to a transmitter button.
- 17 18 **Trigger Input Four (4)** the output four (4) can also be controlled via trigger four (4) independently. The trigger input can be programmed to activate its output similar to a transmitter button.
- 19 20 **Disable Input One (1)** activation of this input will disable Output One (1)
- 21 22 **Disable Input Two (2)** activation of this input will disable Output Two (2)
- 23 24 **Disable Input Three (3)** activation of this input will disable Output Three (3)
- 25 26 **Disable Input Four (4)** activation of this input will disable Output Four (4)
- 27 **AC/DC Power Supply plug pack Input** 12 to 24 AC/DC power supply input
- 28 **Antenna connector**
- 29 **Clock Battery**
- 30 **Prog Input** is used to connect the Automatic Technology Handheld Programmer for editing control and receiver functions, accessing diagnostic tools, and activating special features and operating modes.



3. Installation

3.1 Receiver Supply

The MegaCode® receiver is designed to be powered from 12V - 24VAC/DC. A suitable 12VDC plug pack also can be used to power up the MegaCode® receiver.

3.2 Wiring Outputs

Each output is able to switch up to 40VDC @ 100mA. Each output consists of a solid state relay with normally open (selectable to N/C) contacts. No internal connections exist to the relay contacts so it may be treated as a simple switch.

3.2 Wiring Inputs and Powering up the Receiver

Each input is operated by a simple switch contact.



WARNING! Do not apply any voltage to the inputs. The Trigger inputs are dry contact inputs (selectable to N/C) inputs.

- Connect wiring using **Fig. 2.1** as guide and apply power to the receiver.
- The receiver will go through a startup sequence displaying the startup screen which indicates the receiver type and firmware version (**Fig. 3.1**).
- After a short delay the main screen will be displayed. This will show the current time and day of the week on the top line (Refer to section 6.2 to set the current date and time). The bottom line will show the output status starting with Output 1 on the left through to Output 4 on the right (**Fig. 3.2**).
- Make sure the time and day are set correctly.

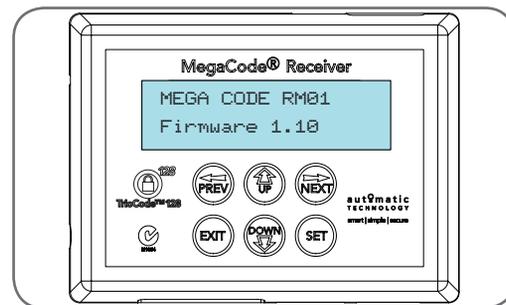


Fig 3.1

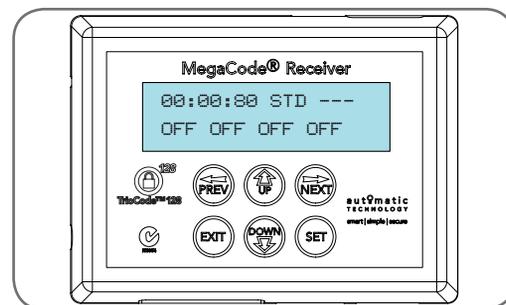


Fig 3.2

4. Coding Transmitter

The MegaCode® receiver can store up to five hundred and eleven (511) transmitters in its memory. Each transmitter can be allocated an alpha-numeric ID label up to eleven (11) characters in length and each button can be assigned to any channel. The settings for a transmitter are represented in (Fig. 4.1). It shows the transmitter's store number, ID label or serial number and the functions assigned to each of its four buttons. To toggle between ID/SN display, press UP/DOWN with the cursor on the ID/SN indicator.

Brand Of Transmitters

The first memory location sets the type of transmitters which can be stored into the memory of the receiver. It either can be Automatic Technology TrioCode™128 or B&D Tri-Tran™ transmitters. For example, if the first transmitter stored is TrioCode™128, then the rest of the transmitters can only be the TrioCode™128 type and mixing of TrioCode™128, Tri-Tran™ is not possible. The deletion of all stored transmitter codes from the receivers memory will allow you to choose either TrioCode™128 or Tri-Tran™ transmitters again.

4.1 Coding Transmitter Button

Navigating To Menu 1 "Code Transmitter"

- Press NEXT to navigate to Menu 1 (Fig. 4.2).
- Press SET to enter the code set procedure.

Storing Transmitter Code

- The controller will prompt to press one of the transmitter's buttons.
- Press and hold for approximately 2 seconds the transmitter button you wish to use to operate the Door Opener (e.g. button 1) (Fig. 4.3).
- Press the hold for approximately 2 seconds the same transmitter button again as prompted by the display (Fig. 4.4).

4.2 Selecting Function Of The Button

The controller will now show the transmitter's record, with a cursor on the field for the button being coded (Fig. 4.5). Use OPEN/CLOSE to select the function for the button.

Available functions:

M_# (Mimic)	P_# (Pulse)
PR# (Pulse/Reset)	T_# (Toggle)
S_# (Set)	R_# (Reset)
VAC (Vacation)	--- (OFF)

NOTE: Where # is the output Number 1,2,3,4.

Press SET to save the settings or EXIT to abort without saving (Fig. 4.6).

4.3 Returning To Main Screen

The "Code Transmitter" menu will now be shown. Press EXIT to return to the MAIN SCREEN and test the transmitter.

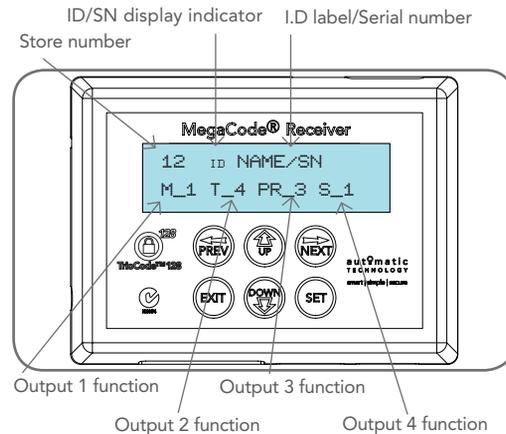


Fig 4.1

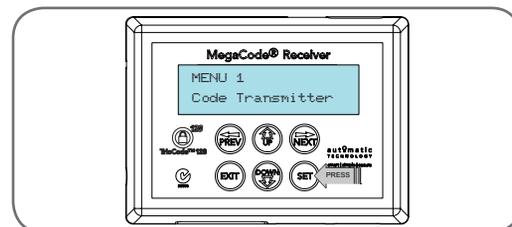


Fig 4.2

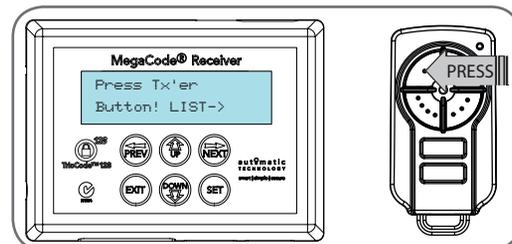


Fig 4.3

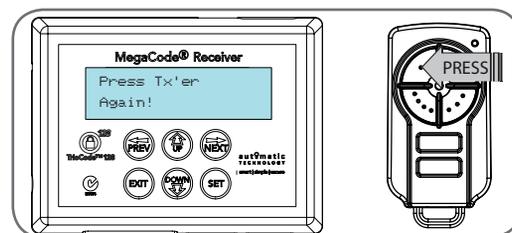


Fig 4.4

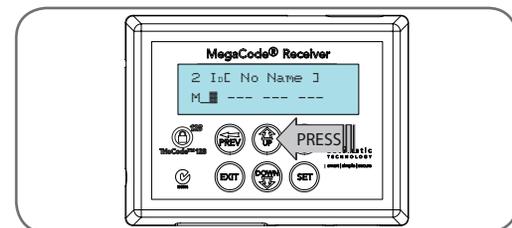


Fig 4.5

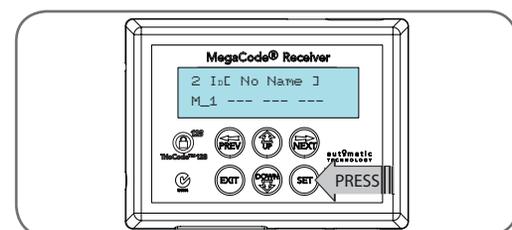


Fig 4.6



5. Remotely Coding Transmitters

Fig 5.1

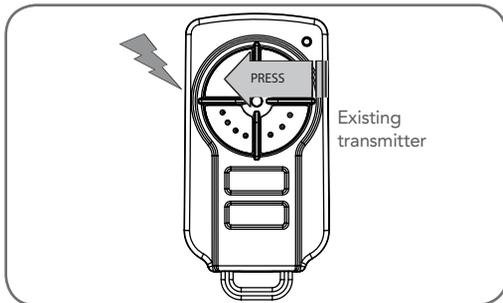


Fig 5.2

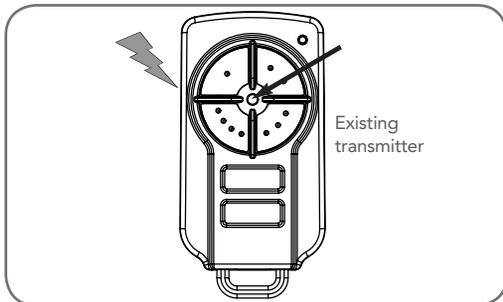


Fig 5.3

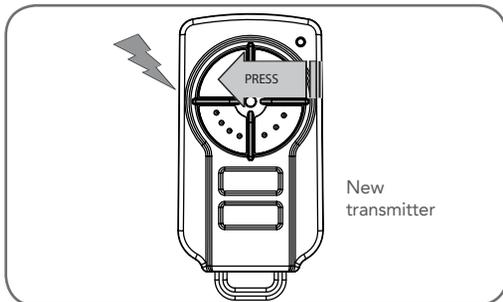
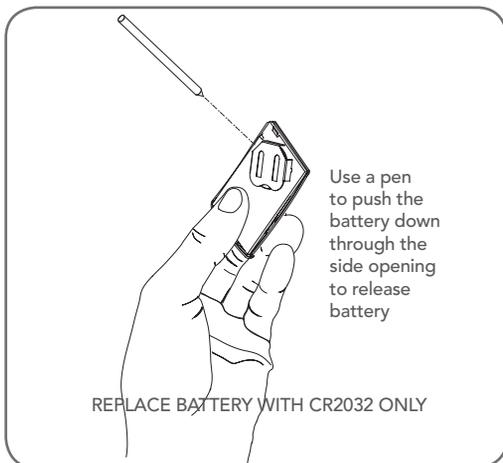


Fig 5.4



If a TrioCode™128 transmitter is already coded into the MegaCode® receiver, additional TrioCode™128 transmitters can be coded without being in direct contact with the MegaCode® receiver.

NOTE: Only the function of the existing transmitter button can be assigned to new transmitter. Please read instructions prior to proceeding - there is a time-out facility for security reasons.

5.1 Selecting The Function To Be Coded

Using the existing transmitter, operate the MegaCode® receiver's output with the transmitter button which has the function to be coded (**Fig. 5.1**) (e.g. Button 1 has been coded with the M_1 function assigned).

5.2 Activate Remote Code Set Mode

Using this method transmitters can be coded without access to the opener's control panel as long as a pre-coded transmitter is available.

- Take any pre-coded transmitter. Press the button for the function to be duplicated and release.
- Using a small needle / pen, press and hold firmly for two seconds the middle button, through the Coding Hole (**Fig. 5.2**).
- Within ten (10) seconds take the additional transmitter you wish to code. Hold the new transmitter's button for two seconds, pause for two seconds, hold again for two seconds and then release (**Fig. 5.3**).
- Wait for ten (10) seconds and then press the new transmitter's button to test.

NOTE: When a transmitter is remotely coded, its ID label is set to that of the existing transmitter. If the existing transmitter does not have an ID label assigned, then the ID label of the new transmitter is set to: R/C Tx ###, where ### is the existing transmitters store number. This ensures that the originator of any remotely coded transmitter can be identified.

5.3 Removing the Battery From the Transmitter

(Battery Type: 3V Lithium Battery CR2032).

Use a non-metallic object (e.g. pen) to remove the battery. (**Fig. 5.4**). To test the battery is working, press and hold a transmitter button; (**Fig. 5.5**).

Light Status	Battery Status
Solid	OK
Flashing	Requires replacement
No light	Requires replacement

Fig 5.5

6. Time Clock

The MegaCode® receiver provides a programmable Time Clock which can be used to control its outputs on a timed basis at various times of the week. This section details the Time Clock operation and configuration.

6.1 Time Clock Operation

The Time Clock consists of a 7 day clock and storage for 32 programs. The clock is powered by its own battery and therefore does not lose time when the MegaCode® receiver is turned off. Each Time Clock program defines the time of the day and the days of the week it is to run and the output function to be executed. Any combination of the days of the week can be selected.

The output actions available are:

S_#	Output# is SET on, Transmitter and wired triggers are ignored.
R_#	Output# is RESET off, Transmitter and wired triggers are ignored.
RX#	Output# is released for transmitter and wired trigger access. The output state is not changed.
---	Not used

NOTE: The most recent program that applies to an output remains active until a new program takes effect. The program is not just executed at the programmed time but from the programmed time until another program takes over. This also means that each output's state is correctly restored after power failure, Vacation Mode and output disabling.

NOTE: If a Time Clock program does not have a day selected then it can not be executed. If a Time Clock program is taking control of an output (function = S_# or R_#), then this status is displayed on the MAIN SCREEN in the output field as #S or #R where # is the program number.

6.2 Time Clock Settings

The Time Clock settings are accessed by selecting the Time Clock menu (MENU 7). Press SET (Fig. 6.1) to enter the menu and then PREV or NEXT to navigate through the options.

Menu 7.1 Set Time/date

This is where the current time, date and day are displayed and set

NOTE: The time is in a 24 hour format and the Day of the week is not automatically set with the date. To change the settings simply press UP or DOWN to display the cursor and then move to the field to be changed using the NEXT / PREV buttons. Then press UP/DOWN to change the setting and then the SET button to save or EXIT button to cancel.

Menu 7.2 View Programs

Select this menu to display or edit the Time Clock programs. When selected, program number 1 is displayed and the cursor is shown on the program number field. The other fields shown include the function, time and days of operation.

The example in Fig. 6.3 shows;

- Output 1 will be SET on at 6pm on Mondays, Tuesdays, Wednesdays, Thursdays and Fridays.
- Use the UP / DOWN buttons to scroll through the other programs.
- To edit a program, simply press the NEXT / PREV buttons to move the cursor onto the required field and press the UP/DOWN button to change the value.
- To save the program settings, press SET or to exit without saving press EXIT.

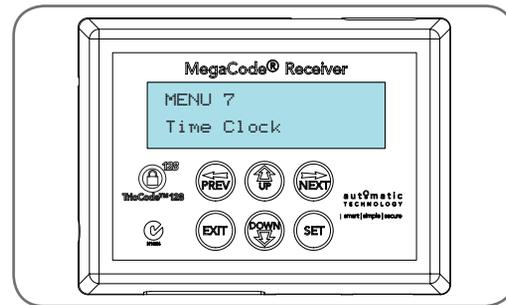


Fig 6.1

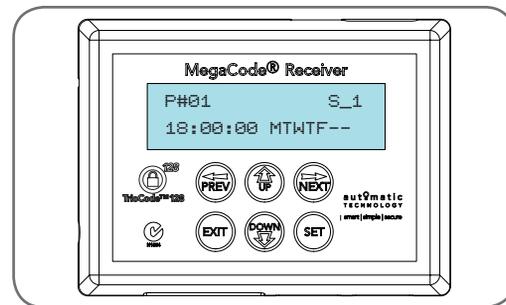


Fig 6.3

Menu 7.3 Settings

Under this menu, four sub menus are available:

- Run Programs.** This parameter allows the User to halt both run the timer programs. The programs of the timer can be interrupted by selecting RUN PROGRAM off.
- Disable 4 Input.** This input can be used as a daylight saving time adjuster. When activated, it will add the amount of time selected in Menu 7.3.4 (7.3.iv) to the Time Clock
- Disable 4 Input Contact.** Disable four (4) input is configured for N/O operation. This parameter allows its operation to be changed to N/C.
- Daylight Saving Time Adjust.** The amount of time to add to the time clock at start of daylight saving period is selected here. Options are OFF, 30, 60, 90 or 120 minutes.

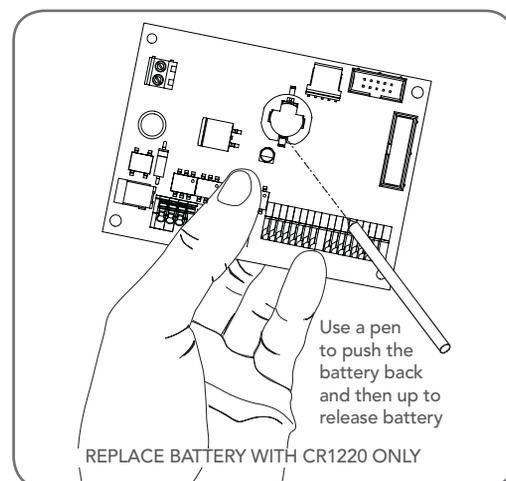


Fig 6.4

6.3 Removing the Time Clock Battery From the Receiver

(Battery Type: 3V Lithium Battery CR1220).

Use a non-metallic object (e.g. pen) to remove the battery. (Fig. 6.4).

7. Specifications

Technical Specifications	
Power supply	12 - 24V AC/DC
Number of Outputs	Four (4)
Continuous Load Current per Output	100mA @ 40 VDC
Transmitter Type	TrioCode™128 or Tri-Tran+™ type
Receiver code storage capacity	511 x 4 button Transmitter Codes

8. Troubleshooting

Symptom	Possible cause	Remedy
Opener will not operate	Wiring to Outputs / Inputs incorrect.	Check wiring.
	The Disable input is activated	Deactivate the disable input
	The opener is in "Vacation Mode"	Turn off "Vacation Mode" (Appendix A Menu 6.8).
LCD not working	Mains power not switch on.	Switch on mains power..
Opener does not work from transmitter	Transmitter code not stored in receiver.	Code transmitter in to receiver. (Section 4.1)
	Transmitter does not contain TrioCode™128 Technology	Check the transmitter. It should have grey buttons and the model number should display V2. Contact dealer for support if otherwise.
Programs not activating	Flat battery in transmitter	Replace battery (Section 5.3)
	Time Clock Program not set. Time Clock battery flat.	Check settings (Section 6.2) and adjust accordingly Replace Time Clock battery (Section 6.3)

9. Appendix A - Receiver Menu Structure

OPERATIONAL BUTTONS:

1. Press PREV/NEXT buttons move to Left/Right.
2. Press OPEN/CLOSE buttons to change setting.
3. Press SET button to save changes.
4. Press STOP to return to MENU without saving changes.

NOTE: The System will automatically return to the main screen after 30 secs if a menu screen is displayed and no buttons are pressed.

Parameter	Min	Max	Default	Unit	Menu	Section
Menu 1 - Code Transmitter						
STORING TRANSMITTERS	0.0	511			1	4.1
Menu 2 - Output One Setup						
OUTPUT PULSE TIME: This parameter sets the duration of the output pulse time. The output pulse time is used only for pulse functions.	0.1	99.9	1.0	Sec.	2.1	Appendix B
PULSE TIME UNITS: This parameter sets the units used for the output time settings. The options are Sec, Min or Hrs.	Sec	Hrs	Sec	Sec, Min, Hrs	2.2	Appendix B
FLASH ON TIME: A flash on output is created by repeatedly turning the output on and off. The Flash On time sets the duration of the on phase. For a steady output state which does not flash, set the Flash on Time = 0.0s.	0.0	999.9	Off	Sec	2.3	Appendix B
FLASH OFF TIME: A flash off output is created by repeatedly turning the output on and off. The Flash Off time sets the duration of the off phase. The Flash Off Time is not used for steady state outputs.	0.1	999.9	0.5	Sec	2.4	Appendix B
COMPLETE FLASH SEQUENCE: Turning this parameter on will allow the flash cycle to complete if the output is turned off during the flash cycle.	Off	On	Off		2.5	Appendix B
OUTPUT ONE INVERTED: This parameter allows its operation to be changed to N/C.	Off	On	Off		2.6	Appendix B
TRIGGER ONE INPUT: Output One can also be controlled via independent Trigger One input. The trigger input can be programmed to activate its output similar to a transmitter button.	Off	On	Off		2.7	Appendix B
TRIGGER ONE INPUT CONTACT: This parameter allows its operation to be changed to N/C.	Off	On	Off		2.8	Appendix B
DISABLE ONE INPUT CONTACT: This input can be used to disable the output in software regardless of the state of the transmitters, wired inputs or time clock. The parameter allows its operation to be changed to N/C.	Off	On	Off		2.9	Appendix B
Menu 3 - Output Two Setup						
OUTPUT PULSE TIME	0.1	99.9	1.0	Sec.	3.1	Appendix B
PULSE TIME UNITS: This parameter sets the units used for the output time settings. The options are Sec, Min or Hrs.	Sec	Hrs	Sec	Sec, Min, Hrs	3.2	Appendix B
FLASH ON TIME: A flash on output is created by repeatedly turning the output on and off. The Flash On time sets the duration of the on phase. For a steady output state which does not flash, set the Flash on Time = 0.0s	0.0	999.9	Off	Sec	3.3	Appendix B
FLASH OFF TIME: A flash off output is created by repeatedly turning the output on and off. The Flash Off time sets the duration of the off phase. The Flash Off Time is not used for steady state outputs.	0.1	999.9	0.5	Sec	3.4	Appendix B
COMPLETE FLASH SEQUENCE: Turning this parameter on will allow the flash cycle to complete if the output is turned off during the flash cycle	Off	On	Off		3.5	Appendix B
OUTPUT TWO INVERTED: This parameter allows its operation to be changed to N/C.	Off	On	Off		3.6	Appendix B
TRIGGER TWO INPUT: Output Two can also be controlled via independent Trigger Two input. The trigger input can be programmed to activate its output similar to a transmitter button.	Off	On	Off		3.7	Appendix B
TRIGGER TWO INPUT CONTACT: This parameter allows its operation to be changed to N/C.	Off	On	Off		3.8	Appendix B
DISABLE TWO INPUT CONTACT: This input can be used to disable the output in software regardless of the state of the transmitters, wired inputs or time clock. The parameter allows its operation to be changed to N/C.	Off	On	Off		3.9	Appendix B



Appendix A - Receiver Menu Structure

Parameter	Min	Max	Default	Unit	Menu	Section
Menu 4 - Output Three Setup						
OUTPUT PULSE TIME: This parameter sets the duration of the output pulse time. The output pulse time is used only for pulse functions.	0.1	99.9	1.0	Sec.	4.1	Appendix B
PULSE TIME UNITS: This parameter sets the units used for the output time settings. The options are Sec, Min or Hrs.	Sec	Hrs	Sec	Sec, Min, Hrs	4.2	Appendix B
FLASH ON TIME: A flash on output is created by repeatedly turning the output on and off. The Flash On time sets the duration of the on phase. For a steady output state which does not flash, set the Flash on Time = 0.0s.	0.0	999.9	Off	Sec	4.3	Appendix B
FLASH OFF TIME: A flash off output is created by repeatedly turning the output on and off. The Flash Off time sets the duration of the off phase. The Flash Off Time is not used for steady state outputs.	0.1	999.9	0.5	Sec	4.4	Appendix B
COMPLETE FLASH SEQUENCE: Turning this parameter on will allow the flash cycle to complete if the output is turned off during the flash cycle.	Off	On	Off		4.5	Appendix B
OUTPUT THREE INVERTED: This parameter allows its operation to be changed to N/C.	Off	On	Off		4.6	Appendix B
TRIGGER THREE INPUT: Output Three can also be controlled via independent Trigger Three input. The trigger input can be programmed to activate its output similar to a transmitter button.	Off	On	Off		4.7	Appendix B
TRIGGER THREE INPUT CONTACT: This parameter allows its operation to be changed to N/C.	Off	On	Off		4.8	Appendix B
DISABLE THREE INPUT CONTACT: This input can be used to disable the output in software regardless of the state of the transmitters, wired inputs or time clock. The parameter allows its operation to be changed to N/C.	Off	On	Off		4.9	Appendix B
Menu 5 - Output Four Setup						
OUTPUT PULSE TIME: This parameter sets the duration of the output pulse time. The output pulse time is used only for pulse functions.	0.1	99.9	1.0	Sec.	5.1	Appendix B
PULSE TIME UNITS: This parameter sets the units used for the output time settings. The options are Sec, Min or Hrs.	Sec	Hrs	Sec	Sec, Min, Hrs	5.2	Appendix B
FLASH ON TIME: A flash on output is created by repeatedly turning the output on and off. The Flash On time sets the duration of the on phase. For a steady output state which does not flash, set the Flash on Time = 0.0s.	0.0	999.9	Off	Sec	5.3	Appendix B
FLASH OFF TIME: A flash off output is created by repeatedly turning the output on and off. The Flash Off time sets the duration of the off phase. The Flash Off Time is not used for steady state outputs.	0.1	999.9	0.5	Sec	5.4	Appendix B
COMPLETE FLASH SEQUENCE: Turning this parameter on will allow the flash cycle to complete if the output is turned off during the flash cycle.	Off	On	Off		5.5	Appendix B
OUTPUT ONE INVERTED: This parameter allows its operation to be changed to N/C.	Off	On	Off		5.6	Appendix B
TRIGGER FOUR INPUT: Output Four can also be controlled via independent Trigger Four input. The trigger input can be programmed to activate its output similar to a transmitter button.	Off	On	Off		5.7	Appendix B
TRIGGER FOUR INPUT CONTACT: This parameter allows its operation to be changed to N/C.	Off	On	Off		5.8	Appendix B
DISABLE FOUR INPUT CONTACT: This input can be used to disable the output in software regardless of the state of the transmitters, wired inputs or time clock. The parameter allows its operation to be changed to N/C.	Off	On	Off		5.9	Appendix B
Menu 6 - Operating Modes						
DEFAULT TRANSMITTER BUTTON 1: This parameter is used to set the default output function when coding button 1 of the transmitter.					6.1	Appendix B
DEFAULT TRANSMITTER BUTTON 2: This parameter is used to set the default output function when coding button 2 of the transmitter.					6.2	Appendix B

Appendix

A - Receiver Menu Structure

Parameter	Min	Max	Default	Unit	Menu	Section
DEFAULT TRANSMITTER BUTTON 3: This parameter is used to set the default output function when coding button 1 of the transmitter.					6.3	Appendix B
DEFAULT TRANSMITTER BUTTON 4: This parameter is used to set the default output function when coding button 1 of the transmitter.					6.4	Appendix B
REMOTE CODE: This Parameter can be used to diable the Remote Coding feature for security or transmitter management reasons.					6.5	Appendix B
ACTIVITY REPORTS: This parameter sets the ID of the controller that is sent with the activity report.					6.6	Appendix B
ACTIVITY REPORTS ID: This parameter sets the ID of the controller that is sent with the activity report. Contact Automatic Technology for more details.					6.7	Appendix B
VACATION MODE: Vacation mode can be turned on or off using this parameter.	Off	On	Off		6.8	Appendix B
PASSWORD PROTECTION: The password feature enables all parameters and configuration settings to be protected unless a password is entered. When this feature is turned on, the user is requested to enter a password to be used. The password protection feature has a timeout that expires after 60 seconds of inactivity. Alternatively the User may log out manually by pressing EXIT when the main screen is displayed.					6.9	Appendix B
TRANSMITTER # GROUPING: The transmitter store number display format can be changed to show a grouped format. When grouping is selected, instead of displaying the store location as a number between 1 and 511, it is displayed as ##\$ where ## is the group number and \$ is a character a,b,c,d,e,f,g or h which indicates the group member.					6.10	Appendix B

Menu 7 - Time Clock

SET TIME / DATE					7.1	6.2
VIEW / EDIT PROGRAMS					7.2	6.2
SETTINGS					7.3	6.2

Menu 8 - Diagnostics

TEST INPUTS - Controls input display status					8.1	Appendix C
TEST TRANSMITTERS (TX'ERS)					8.2	Appendix C
DISPLAY HISTORY					8.3	Appendix C
MEMORY USAGE					8.4	Appendix C
CONSOLE TEST					8.5	Appendix C

Menu 9 - Memory Tools

CLR CONTROL					9.1	Appendix D
CLR TRANSMITTERS (TX'ERS)					9.2	Appendix D

Appendix

B - Viewing and Editing Parameters

Fig B.1

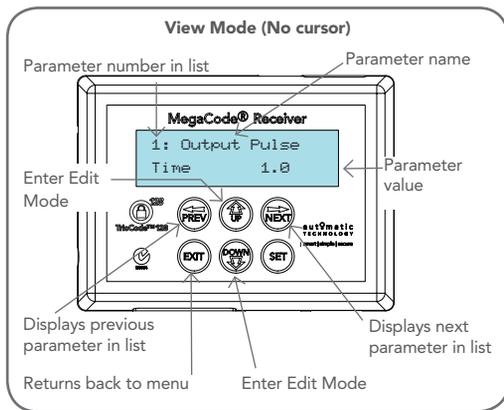
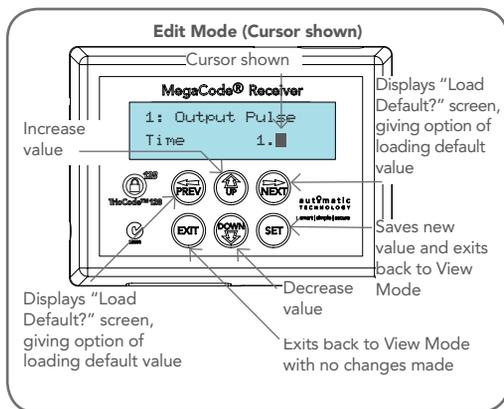


Fig B.2



This section illustrates how to locate, view and adjust parameters.

Locating parameters

Refer to Appendix A for Console Menu Structure. Locate the required parameter and note the MENU number. The example used in **(Fig. B.1)** displays "Output Pulse Time"

Changing Setting

- Press NEXT/PREV to navigate to the required menu.
- Press SET to show the sub-menu.
- Press NEXT/PREV to go to the required sub-menu.
- Press UP/DOWN to change parameter setting. Holding the button down causes the parameter's value to change rapidly. The longer the button is held the faster the value changes.
- Press SET to SAVE setting.

Reload Default Setting

- Press NEXT/PREV buttons to display LOAD DEFAULT screen.
- Press SET to load the default value.

Return To Menu

If the parameter's value is not to be changed, press EXIT to return to the submenu. Press EXIT again to return to the MAIN SCREEN.

Appendix

C - Diagnostic Tools

The receiver provides several diagnostic tools from within the Diagnostics Menu (Menu 8). This section details the function of each tool and its use.

Navigating To Diagnostics Menu

- Press PREV to navigate to Menu 8 (**Fig. C.1**).
- Press SET to display the menu of available functions.
- Press PREV or NEXT to cycle through diagnostic tools.
- Press SET to select.

Menu 8.1 Test Inputs

This tool is used to view the state of the control inputs. When selected, a screen is displayed (**Fig. C.2**) which indicates the state of each input. If the name of the input is in upper case or number in the bracket, then the input is active. Conversely if the input is in lower case and [---] dash in the bracket, then the input is inactive. For normal operation, all inputs should be inactive. When finished, press EXIT.

Menu 8.2 Test Transmitters (Tx'ers)

This tool is used to test receiver/transmitter functionality. When selected, a screen is displayed which prompts for a transmitter button to be pressed (**Fig. C.3**) and whether ID or serial numbers are to be displayed.

The opener will then beep each time a transmission is received. If the transmitter button is stored in the controller memory and has a function assigned to it, a second screen will be displayed that shows the transmitter details along with the button pressed (**Fig. C.4**). The example shows the case where transmitter number 14 is activated by button 4. Note ID is selected for display.

Menu 8.3 Display History

The opener keeps a record of the last 64 events that have taken place. The events include the type of drive cycles executed, obstruction detection, various faults, power failures etc. When this tool is selected, the screen displays the last event that occurred (**Fig. C.5**). Press NEXT or PREV to view each event. The "EVENT#" field shows the sequence of the events, with (1) being the first and (64) being the last. The example shows that the last event was a close cycle which succeeded in closing the door. When finished viewing the events, press EXIT.

Menu 8.4 Memory Usage

This tool displays the number of transmitter store locations used and the number free (**Fig. C.6**).

Menu 8.5 Console Test

The tool allows to test the console buttons and the beeper.

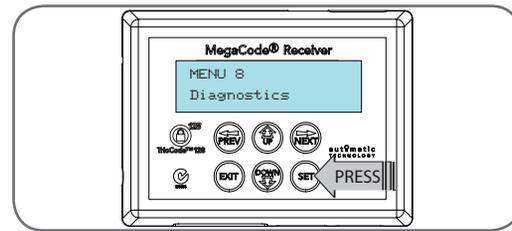


Fig C.1

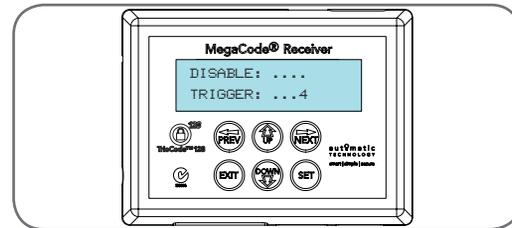


Fig C.2



Fig C.3

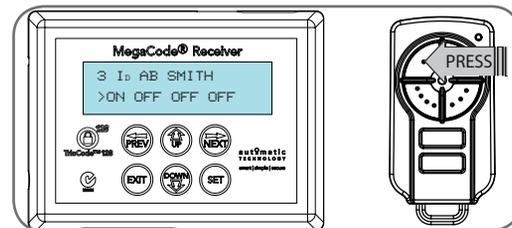


Fig C.4



Fig C.5

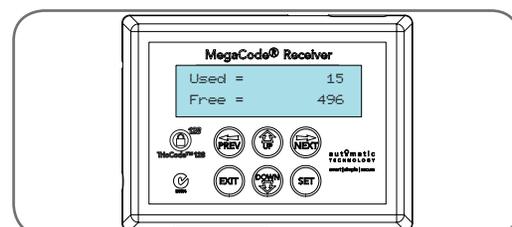


Fig C.6

Appendix

D - Memory Tools

Menu 9.0 Memory Tools

The Memory Tools accessed from within Menu 9 (Fig E.8) are used to clear the transmitters codes from the openers memory and clear the controller's memory. Once selected, the PREV or NEXT buttons can be used to view the Memory Tool options. To execute the displayed option, simply press SET.

Menu 9.1 Clear Control

This option will clear the MegaCode® receivers memory and reload the factory set defaults for parameters.

Menu 9.2 Clear Transmitters (Tx'ers)

This option will clear the transmitter storage memory.

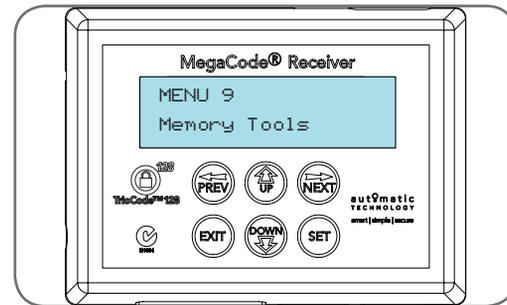
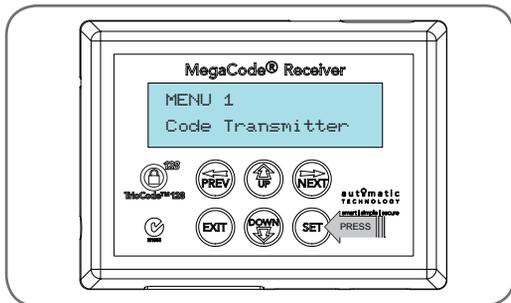


Fig E.8

Appendix

E - Transmitter Editing

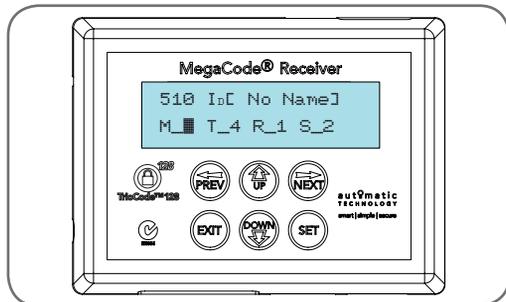
Fig E.1



Navigating To "Edit Transmitter" Menu

- Press NEXT to navigate to Menu 1 (**Fig. E.1**).
- Press SET to enter the transmitter edit procedure.
- Press NEXT to enter transmitter list and edit mode.

Fig E.2



Editing Button Function Field

- Press NEXT or PREV to move the cursor to the left or right and between the top and bottom lines to select the desired field.
- Use UP and DOWN to change the value. When the correct setting has been made repeat step a to select the next field to edit. The example (**Fig. E.2**) shows editing the function of transmitter number 510 assigned to the Output 1.

Available functions:

M_# (Mimic)

P_# (Pulse)

PR# (Pulse/Reset)

T_# (Toggle)

S_# (Set)

R_# (Reset)

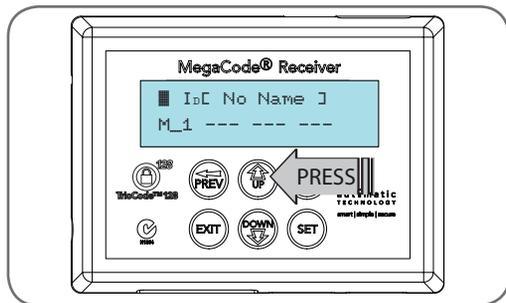
VAC (Vacation)

--- (OFF)

Where # is the output number M_1, M_2, M_3, M_4

Press SET to save the settings or EXIT to abort without saving.

Fig E.3



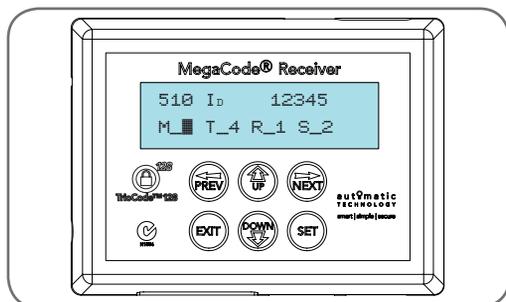
Editing The Store Location

This feature is only available when coding the first button of a new transmitter.

- Press NEXT or PREV to move the cursor over Store No. (**Fig. E.3**)
- Press UP or DOWN to select new Store No.
- Press SET to Confirm or NEXT/PREV to move to the next field.

This is useful when managing transmitters using a scheme which ties the store location to the transmitter's owner.

Fig E.4



Selection Of ID or Serial Number Display

- Press NEXT to navigate to the Menu 1 "Code Transmitter".
- Press SET to enter the transmitter edit procedure.
- Press NEXT to enter transmitter list and edit mode.
- Press NEXT/PREV to move the cursor over the ID field.
- Press NEXT to reveal the Serial Number (**Fig. E.4**).

The serial number display is provided for additional means of identification. The transmitter in this example has serial number 12345.

Fig E.5



Editing A Character Field

- Press NEXT or PREV to move select character.
- Press UP or DOWN to scroll through and select a new character.
- Press NEXT or PREV to move to the next character.
- Repeat step b.
- Press SET to record changes.

The second line of the display shows a list of available characters with the current value indicated at the cursor position (**Fig. E.5**).

Appendix

F - Transmitter Management

Transmitter Listing Facility

The MegaCode® provides a transmitter listing facility which enables the User to find a transmitter location within memory. Once located a stored transmitter can be replaced, deleted, edited, copied or, if the location is empty, a new transmitter can be coded.

Method 1 - Go To The Start Of The List Accessing The List Menu

- Press NEXT to navigate to Menu 1 (**Fig. F.1**).
- Press SET to enter the transmitter edit procedure.
- Press NEXT to enter the transmitter list and edit mode.

Method 2 - Use The Transmitter To Go Direct To The List Accessing The List Menu

- Press NEXT to navigate to Menu 1 (**Fig. F.1**).
- Press SET to enter the transmitter edit procedure.
- Press the transmitter once (**Fig. F.2**).
- Press NEXT to view the transmitter parameters (**Fig. F.3**).
This method is used for quick navigation if the transmitter is available.

NOTE: "VIEW" will not be shown if the transmitter is not stored. Once the list is displayed, it can be sorted by stored number, ID Label or Serial Number. Use the NEXT or PREV buttons to select the sorting method.

NOTE: When sorting by ID label or S/N, only stored transmitter locations are displayed.

Navigating The List

- Press the UP or DOWN buttons to navigate through the list (**Fig. F.4**).
- NOTE:** Holding a button down will step through the list faster.
- Press SET to display the menu of available functions.

Selecting An Operation

- Press NEXT or PREV to cycle through the four menu options (**Fig F.5**).
- Press EXIT to return to the list. Press SET to execute the menu's operation.

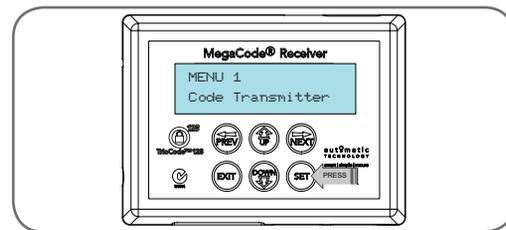


Fig F.1



Fig F.2

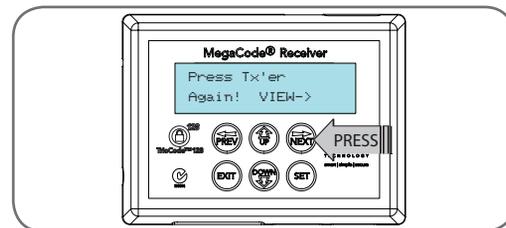


Fig F.3

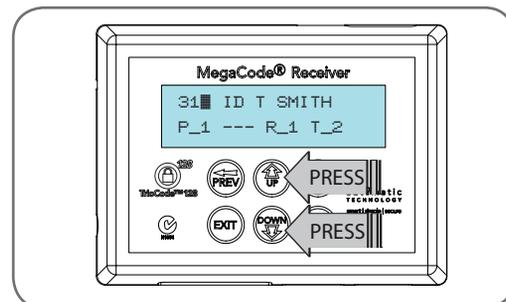


Fig F.4

Menu Option	Operation
Code Operation (location empty)	If the code operation is selected on an empty transmitter location, the BASIC CODE TRANSMITTER PROCEDURE will be initiated with the transmitter being saved in the selected location. This is useful when managing transmitters using a scheme which ties the store location to the transmitter's owner.
Code Operation (location used)	If the code operation is selected for a location that already contains a transmitter, then the BASIC CODE TRANSMITTER PROCEDURE will be initiated and the new transmitter will replace the existing one. Note that the button functions and name of the existing transmitter will be transferred to the new transmitter. This procedure is of great convenience when replacing a lost transmitter.
Delete Operation	The delete operation is used to remove a transmitter from memory along with the name and button function settings.
Edit Operation	The edit operation displays the transmitter record for editing purposes. See TRANSMITTER EDIT PROCEDURE (Appendix E) for details.
Copy Operation	The copy operation is used to code multiple transmitters with the same button function as that of the selected transmitter. Once selected an abbreviated code set routine is initiated for each transmitter to be coded. Coding is terminated by pressing the EXIT button.
Exiting The List	To exit the transmitter list, simply press EXIT to return to the Code menu.

Fig F.5

10. Warranty and Exclusion of Liability

1. This warranty is an addition to any non-excludable conditions or warranties that are implied into this contract by relevant statute, including the Trade Practices Act 1974 (Cwth).
2. Subject to all of the matters set out below, Automatic Technology Australia Pty Ltd ("ATA") warrants:
 - (a) The MegaCode® receiver for twelve (12) months from the date of purchase (specified in the sales docket receipt) as free of any defects in material and workmanship.
 - (b) no further warranty will apply for goods repaired under warranty
 - (c) for all products repaired outside the warranty period, a six months warranty applies from the date of dispatch.
3. This warranty applies only where the purchaser:
 - (a) immediately notifies ATA or the retailer of the alleged defect;
 - (b) returns the product to the retailer; and
 - (c) presents the relevant sales docket and this warranty document to the retailer to confirm the date of purchase.
4. Except for this warranty, ATA gives no warranties of any kind whatsoever (whether express or implied), in relation to the product, and all warranties of whatsoever kind relating to the product are, to the extent permissible by statute, hereby excluded.
5. To the extent permissible by statute, ATA disclaims any liability of whatsoever nature in respect of any claim or demand for loss or damage which arises out of:
 - (a) accidental damage to or normal wear and tear to the product or to the product's components;
 - (b) any cost relating to damage resulting from wear and tear;
 - (c) blown fuses, loss or damage caused by electrical surges, power surges or power spikes;
 - (d) loss or damage due to theft, fire, flood, rain, water, lightning, storms or any other acts of God;
 - (e) evidence of unauthorised repairs;
 - (f) any cost relating to damage caused by misuse, negligence or failure to maintain the equipment in a proper working order as per clauses (d) through (h);
 - (g) installation, adjustment or use which is not in accordance with the instructions set out in installation instruction manual
 - (h) attempted or complete modification or repairs to the product carried out by a person who is not authorised or has not been trained by ATA to carry out such modification or repairs;
 - (i) faulty or unsuitable wiring of structure to which the product is fixed or connected;
 - (j) radio (including citizen band transmission) or any electrical interference;
 - (k) damage caused by insects;
 - (l) loss or damage to any property whatsoever or any loss or expense whatsoever resulting or arising there from or any consequential loss;
 - (m) any cost or expense arising due to manufacturer recall of any product;
 - (n) any cost or expense due to negligence of the approved service provider;
6. ATA's liability under this warranty is limited, at ATA's absolute option, to replacing or repairing the product which ATA, in its unfettered opinion, considers to be defective either in material and/or workmanship or to credit the dealer with the price at which the product was purchased by the dealer.
7. This warranty does not extend to cover labour for installation.
8. This warranty is limited to Return-to-Base (RTB) repair and does not cover labour for on-site attendance.
9. This warranty is void if the Product is not returned to the manufacturer in original or suitably secure packaging.
10. This warranty is only applicable for repairs to the product carried out within Australia.
11. This warranty does not cover consumable items including globes, batteries and fuses.
12. This warranty is not transferable.
13. Where the Product is retailed by any person other than ATA, except for the warranty set out above, such person has no authority from ATA to give any warranty or guarantee on ATA's behalf in addition to the warranty set out above.

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