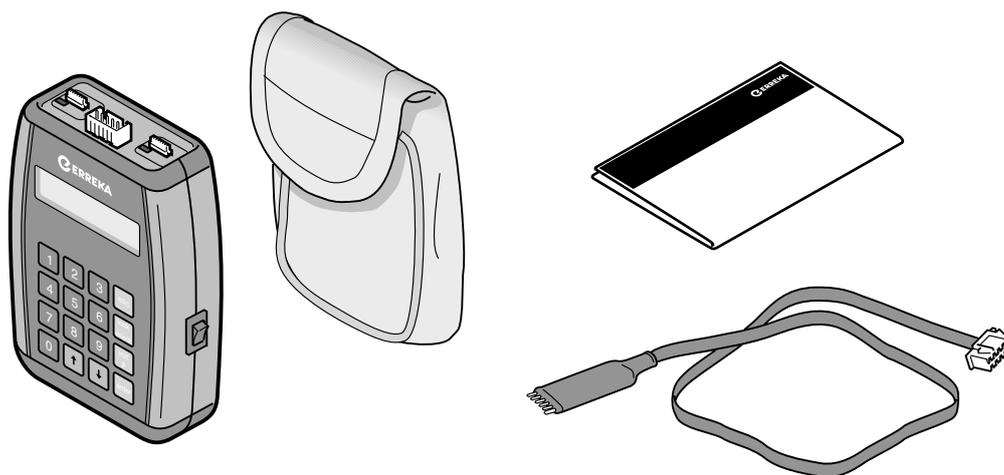


### WARNING

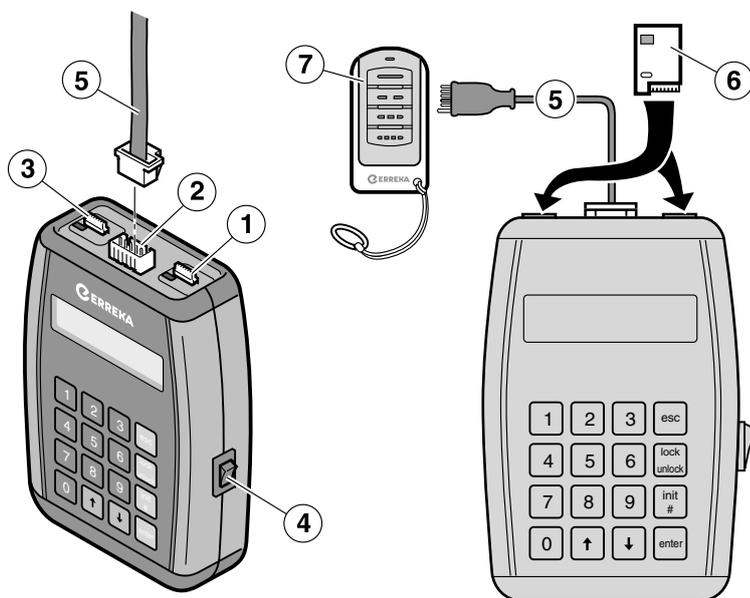
This quick guide is a summary of the complete installation manual. The manual contains safety warnings and other explanations which must be taken into account. The installation manual can be downloaded by going to the "Downloads" section of Erreka website: <http://www.erreka.com/Automatismos/descargaDocumentos.aspx>

### Contents supplied



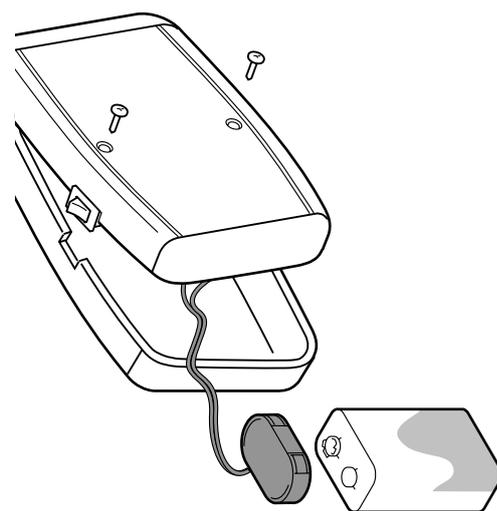
I253A

### Console parts and connections



- 1 Socket A DATA memory card (main)
- 2 Socket B transmitter connector
- 3 Socket C BACKUP memory card
- 4 On/off switch
- 5 Transmitter programming cable
- 6 Memory card (not supplied)
- 7 Transmitter (not supplied)

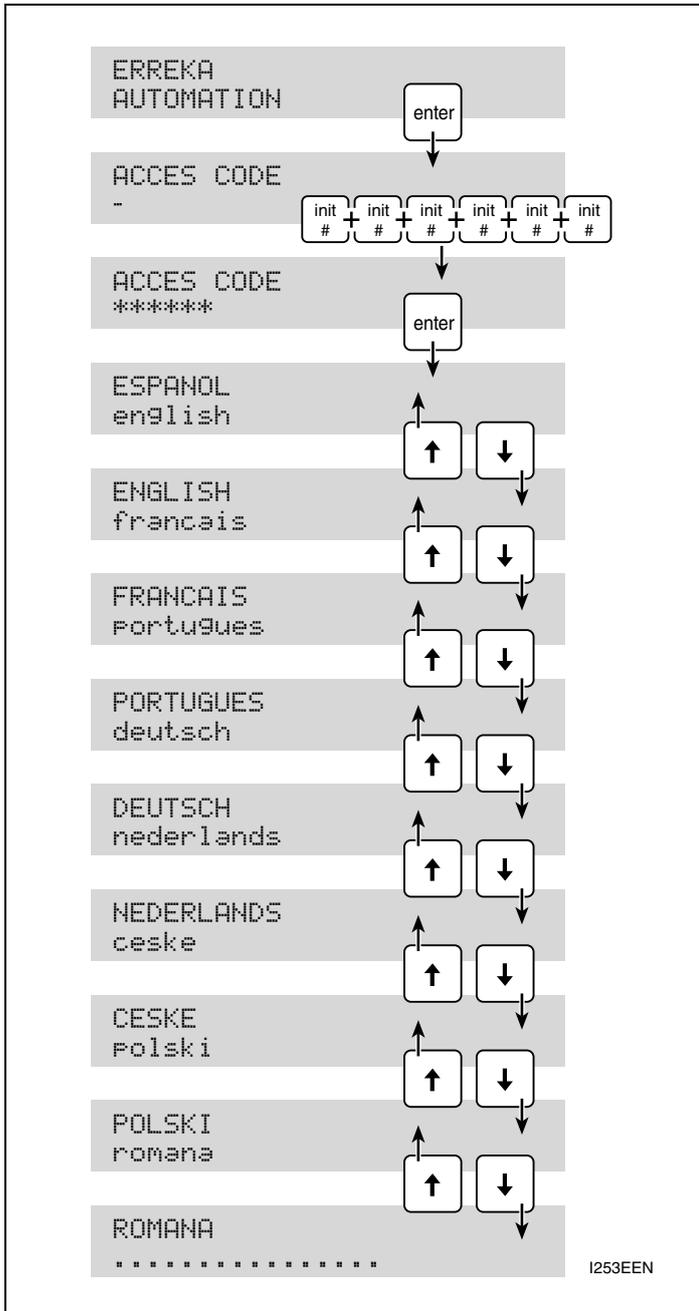
### Replacing the battery



I253C

- ✎ The 9V (mod. 6LR61) battery must be replaced when the letters of the display have low contrast.

## Console language setting



- 1 Turn on the console using the on/off switch. This will display the message:  
ERREKA  
AUTOMATION
- 2 Press . This will display the message:  
ACCES CODE  
-
- 3 Enter the symbol ##### (# six times):  
ACCES CODE  
\*\*\*\*\*
- 4 Press . The language menu is displayed:  
ESPANOL  
English  
(the selected language is shown in the first line, in capital letters).
- 5 Use the keys ,  to select the required language and press . This will display the message:  
ERREKA                      in the selected language.  
AUTOMATION

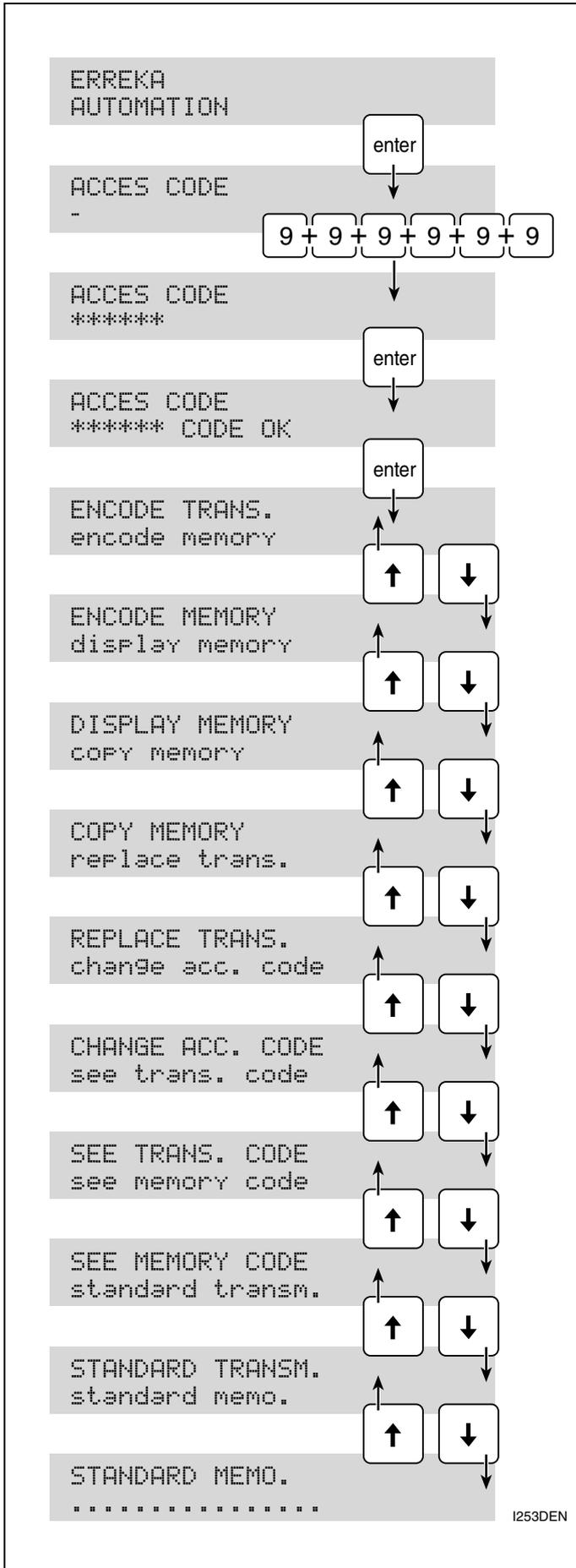
- Turn the console off using the side switch whenever it is not used. The selected language is stored.
- To use the console, follow the instructions in section "Using the console".

## Using the console

- 1 Turn on the console using the side on/off switch. This will display the message  
ERREKA  
AUTOMATION
- 2 Press .  
This will display the message  
ACCES CODE  
-
- 3 Enter the access code; the default is 999999 (number nine, six times):  
ACCES CODE  
\*\*\*\*\*
- 4 Press  :
  - If the code is NOT correct, the following is displayed:  
ACCES CODE  
\*\*\*\*\* COD.ERROR . Press  and enter again.
  - If the code IS correct, the following is displayed:  
ACCES CODE  
\*\*\*\*\* CODE OK
- 5 After entering the correct code, press  to enter the console functions menu:  
ENCODE TRANS.  
encode memory
- 6 The keys ,  can be used to move around the different functions of the console. Pressing  selects the first line function (in capital letters).

## Description of console functions

➤ **Before using any other function, change the access code** (function CHANGE ACC. CODE), since the 4 last digits of the access code determine the YYYY installer code of the console and the different encodings.



### Function ENCODE TRANS.

This function can be used to programme personalised or standard (non-personalised) transmitters with a single installer code. It can be used to programme the transmitters with the installation number (INSTALL.NO., ZZZZ) and the transmitter code (TRANS. CODE ?, XXXX). Press **enter** to programme the transmitter serial number.

If only the first two figures of the access code are changed, leaving the other four unchanged (\*\*9999), the standard ROLLER transmitter code cannot be modified.

### Function ENCODE MEMORY

This function is used to programme personalised or standard (non-personalised) memories with a single installer code. It can be used to programme memories with the installation number (INSTALL.NO., ZZZZ), after which it assigns the installer code and the installation number and then checks the memory card. If it is correct, the message MEMORY OK is displayed while waiting for a key to be pressed: press **enter** to leave the main menu; press **enter** to programme or pre-assign transmitter codes and the channel to be used. To programme the transmitter codes, enter the first transmitter code and the last transmitter code (in four digit format, XXXX).

If only the first two figures of the access code are changed, leaving the other four unchanged (\*\*9999), the channel and transmitter codes are not programmed or pre-assigned (only the installer code-memory installation number is changed). In this case the codes should be programmed directly in the receiver.

### Function DISPLAY MEMORY

This function can be used to display all the entries programmed in the memory card, and to lock or unlock transmitters. The display shows:

```
REG. CODE    C B
TTTT XXXXXXX 1LN
```

REG. : entry number

CODE: transmitter code for this entry

C: channel

B: block; N = NOT blocked, Y = Blocked

The entry is locked or unlocked using the **lock/unlock** key.

The **↑**, **↓** keys can be used to move around each of the stored entries (TTTT). Moreover, pressing **enter** and entering the transmitter code (XXXXXXX, 7 digits) shows the code for this entry.

### Function COPY MEMORY

This function allows all the entries to be copied from one memory card to another, which is very useful when, for example, making backup copies. The source memory card is inserted in socket A and the target memory card in socket C.

If a 250 code memory card is completely full and more capacity is needed, proceed in one of the following two ways, as appropriate:

- If the original memory card codes have been entered in the radio receiver (with the standard transmitter serial number): take a new memory card with capacity 1000 and use the function COPY MEMORY to copy the 250 code memory card to the new 1000 code memory card. New entries can then be introduced in the receiver using the corresponding transmitter.
- If the codes have been automatically pre-assigned using the console (entering the first and last codes): it is preferable to encode the new 1000 code memory card using the function ENCODE MEMORY (make sure the new memory encoding includes the old codes). When carried out with the COPY MEMORY function, it is necessary to introduce the new codes manually in the receiver (using transmitters).

### Function REPLACE TRANS.

This function is used to replace a lost or failed transmitter. The console allows up to seven different replacements of a single transmitter. A new transmitter has the replacement code = 0. Every time a replacement is made, the transmitter with the previous replacement number is disabled; for this reason it is very important to respect the order of the replacements.

To replace a transmitter, enter the installation number (INSTALL.NO., ZZZZ) and the transmitter code (TRANS. CODE ?, XXXXXXX, 7 digits) and then enter the replacement number (REPLACEMENT NO., W).

We recommend checking the data stored with the function SEE TRANS. CODE.

### Function CHANGE ACC. CODE

This function changes the console access code and the installer code, since the last four digits of the access code determine the YYYY installer code of the console.

If only the first two figures are changed, leaving the other four unchanged (\*\*9999), the installer code will remain as standard; the standard transmitter code cannot be modified and the channel and transmitter codes cannot be programmed or pre-assigned in the memory card.

 **Remember that functions cannot be accessed without the console access code.**

### Function SEE TRANS. CODE

This function shows the transmitter code and the number of the facility it is part of.

It is only possible to read standard transmitters (non-personalised) or personalised transmitters with the same installer code (YYYY) as the console.

The information provided is as follows:

```
RW TRANS. CODE  
XXXXXXX YYYYZZZZ
```

XXXXXXX: transmitter code

YYYY: installer code

ZZZZ: installation number

RW: transmitter W replacement number

### Function SEE MEMORY CODE

This function can be used to display the memory card type, its installation code and the number of entries used.

It is only possible to read standard memories (non-personalised) or personalised memories with the same installer code (YYYY) as the console.

The information provided is as follows:

```
MEMORY OK UUUU  
YYYYZZZZ RRRR
```

UUUU: memory size (250, 500, 1000)

YYYY: installer code

ZZZZ: installation number

RRRR: number of entries used

### Function STANDARD TRANSM.

With this function it is possible to remove the personalisation of a transmitter, i.e. return it to its standard status (not personalised through an installer code), provided the installer code (YYYY) of the transmitter coincides with the console installer code.

This should be completed with the transmitter code (the IRIS is laser-marked on one side OXXXXXXX and the RMAT has a label XXXXXXX underneath the battery cover).

### Function STANDARD MEMO.

With this function it is possible to remove the personalisation of a memory card, i.e. return it to its standard status (not personalised through an installer code), provided the installer code (YYYY) of the transmitter coincides with the console installer code.

Remember that all entries stored in the memory card will be deleted.