AKRX44-P Plug in receiver Instructions

Description
The AKRX44-P is a self-contained 433.92MHz rolling key receiver designed to be directly plugged into door and gate controls configured to accept standard ELSEMA / ATA plug-in receiver boards in either 1, 2 or 4 channel configuration.

Channel Setting
The receiver can learn up to 340 unique (2 or 4 button) transmitters and can be used in either a 1, 2 or 4 output configuration. The table below shows all possible configuration options that can be set by selectively placing links across the **M1** and **M2** pins.

Links		Output Configuration				Description
M1	**M2**					
OFF	OFF	B1-C1	B2-C2	B3-C3	B4-C4	4 Buttons, 4 Outputs
ON	OFF	B1-C1	B2-C1	B3-C2	B4-C2	4 Buttons, 2 Outputs
OFF	**ON**	B1-C1	B2-C2	B3-C1	B4-C2	4 Buttons, 2 Outputs
ON	**ON**	B1-C1	B2-C1	B3-C1	B4-C1	4 Buttons, 1 Output

Example: If the second option (ON, OFF) were selected, then buttons 1 and 2 of the Airkey would trigger output 1 on the receiver, while buttons 3 and 4 of the Airkey would trigger output 2 on the receiver.
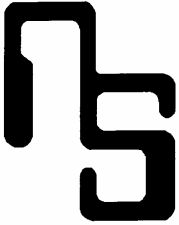
If 2 channel Airkeys are used, B1 referrers to the left hand button while B2 referrers to the right hand button.

Output Operation
This receiver can be configured to either activate the on-board transistor(s) for half a second each time a valid transmitter is activated or alternatively cause the output to change state from either currently on-to-off or currently off-to-on each time a valid transmitter is activated. The latter function is commonly known as flip-flop and is activated by installing the link that is labelled **FF**. If this is not present, the receiver will revert to its standard (momentary) mode of operation.

Programming
Before any transmitters are learnt into the receiver, press and hold the **CLR** button on the receiver for about 4 seconds. The red light on the receiver will illuminate to indicate that all memory locations have been cleared and the receiver is ready to accept new transmitters.

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Next press and hold the **ADD** button. The red light will illuminate for as long as the **ADD** button is depressed. To learn in transmitters, simply press one of the buttons of the transmitters to be added. If the transmitter is newly learnt, the red light will blink off for half a second to indicate a successful learn. If the transmitter has already been learnt or is faulty, the light will not blink and that transmitter will not be added. Up to 340 transmitters total can be added if and when required. A new transmitter can be added at any time by simply pressing the **ADD** button and one of the transmitter's buttons. An alternative method of adding transmitters is to fit a jumper or dry contact switch across pins 2 and 3 (labelled **A**) on the **ICSP** connector.

Automatic Replace *

If an Airkey has been lost or stolen, a replacement can be ordered provided the serial number of the original Airkey is known. A near identical Airkey can then be supplied such that when it is used, it will automatically replace the lost Airkey and continue to operate without loss of continuity and without needing to access the receiver. After being automatically replaced, the lost Airkey is permanently deleted from the receiver memory and cannot be re-used.

Antenna

An ideal antenna for this receiver is an insulated wire 160mm in length connected to the **ANT** terminal of the receiver.

* Available as a standard feature for all receivers manufactured from 1st October 2005.