Siti 63
Rolling-code

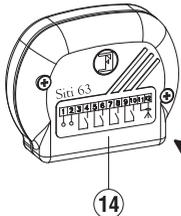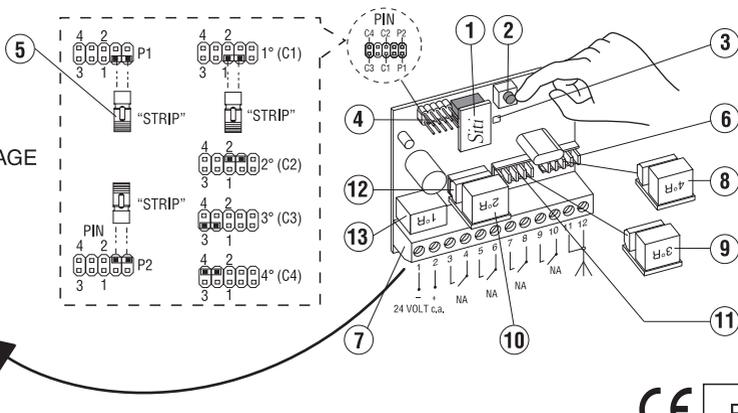- Cod. Art. 6310 -

$C\epsilon$ 0678

- DA ESTERNO
- EXTERNAL
- MODULAIRE
- AUFPUTZVERSION
- PARA EXTERIOR
- VOOR BUITENMONTAGE

Fig.1

$C\epsilon$

I

a) CONOSCERE LA MEMORIA LIBERA -P1-
Per conoscere quanta memoria libera è disponibile nella ricevente, con la scheda alimentata a 24 Volt, si deve inserire il ponticello "STRIP" nella posizione **P1** e premere il pulsante **P** per cinque secondi: rilasciandolo si possono notare dei lampeggi. Ad ogni lampeggio di led corrispondono 180 trasmettitori che si possono ancora memorizzare.
b) CANCELLAZIONE TOTALE DELLA MEMORIA -P2-
Per cancellare la memoria nella ricevente, con la scheda alimentata a 24 Volt, si deve inserire il ponticello "STRIP" nella posizione **P2** e premere il pulsante **P** per cinque secondi; poi si lascia, e in quel momento il led emette un impulso di luce: questo si spegne quando l'operazione di cancellazione è avvenuta.
c) CODIFICA 1° CANALE -C1- (Morsetti n°3-4)
Per codificare il 1° canale si deve inizialmente posizionare lo "STRIP" in posizione "**1**" C1; si deve premere contemporaneamente il pulsante **P** e un tasto a scelta del trasmettitore. Il led emetterà successivamente un impulso spia a conferma dell'avvenuta memorizzazione del codice.
d) CODIFICA 2° CANALE -C2- (Morsetti n°5-6)
Per codificare il 2° canale si procede come descritto nel punto "**c**" con la sola eccezione di posizionare lo "STRIP" in posizione "**2**" C2.
e) CODIFICA 3° CANALE -C3- (Morsetti n°7-8)
Per codificare il 3° canale si procede come descritto nel punto "**c**" con la sola eccezione di posizionare lo "STRIP" in posizione "**3**" C3.
f) CODIFICA 4° CANALE -C4- (Morsetti n°9-10)
Per codificare il 4° canale si procede come descritto nel punto "**c**" con la sola eccezione di posizionare lo "STRIP" in posizione "**4**" C4.
NOTA: è importante che, al termine dei test **a, b, c, d, e, f**, si tolga il ponticello "STRIP" e lo si inserisca in un solo "PIN", in modo che non faccia più da contatto.
Scheda radio ricevente da esterno "Siti 63/1 R" con quarzo, completa di un relè per il 1° canale, frequenza 433.92 MHz.

DESCRIZIONE COMPONENTI Fig.1
1 - Memoria estraibile
2 - Pulsante "P"
3 - Led
4 - Ponticelli 1°-2°-3°-4° canale: scelta da 1 a 4 pulsanti del trasmettitore
5 - Inserto di contatto "STRIP" ponticelli
6 - Connettore per modulo a relè 4° canale
7 - Morsettiera di collegamento alimentazione a 24 V, 1°-2°-3°-4° canale e antenna
8 - Modulo a relè N.A. per il 1° 4°canale (OPTIONAL)
9 - Modulo a relè N.A. per il 1° 3°canale (OPTIONAL)
10 - Modulo a relè N.A. per il 2°canale (OPTIONAL)
11 - Connettore per modulo a relè 3° canale
12 - Connettore per modulo a relè 2° canale
13 - Modulo a relè per il 1° canale (di SERIE)
14 - Contenitore radio ricevente da esterno Siti 63

GB

a) FREE MEMORY MONITORING -P1-
Monitoring the free portion, ie. storage availability in the receiver memory. 24 Volt power supply still connected to the unit. Insert the "STRIP" jumper as in position "**P1**" and press the button switch "**P**" for 5 seconds: after releasing it, a number of flashes can be noted. Each flash of light through the "LED" corresponds to 180 transmitters that can be still encoded and stored in the memory.
b) TOTAL MEMORY REMOVAL -P2-
To perform the total removal of the receiver encoded memory, position the "STRIP" jumper as in "**P2**", the receiver still under 24 Volt voltage supply. Press the switch button "**P**" for 5 seconds, then release it. The led flashes once: when it goes off, the removal operation has been carried out completely.
c) ENCODE CHANNEL No.1 -C1- (Terminals No. 3-4)
To encode channel No.1, first insert the "STRIP" jumper in position "**1**" C1; now press the switch button "**P**" and at the same time a push button (any desired one) on the transmitter. Once the code has been memorized by the unit, the led flashes once.
d) ENCODE CHANNEL No.2 -C2- (Terminals No. 5-6)
To encode channel No.2 repeat the above sequence "**c**",but the "STRIP" jumper must be inserted in position "**2**" C2.
e) ENCODE CHANNEL No.3 -C3- (Terminals No. 7-8)
To encode channel No.3 repeat the above sequence "**c**",but the "STRIP" jumper must be inserted in position "**3**" C3.
f) ENCODE CHANNEL No.4 -C4- (Terminals No. 9-10)
To encode channel No.4 repeat the above sequence "**c**",but the "STRIP" jumper must be inserted in position "**4**" C4.
NB: Once the tests **a, b, c, d, e, f**, are finished, remove the "STRIP" and put it on to one "PIN" only, to stop any linking, ie. operative action.
Radio receiver card type "Siti 63/1 R" fitted with quartz, complete with one relay module for channel 1, frequency 433.92 MHz.

COMPONENTS DESCRIPTION Pic.1
1 - Removable memory
2 - Switch button "P"
3 - Led
4 - Pins for channels 1-2-3-4: any one transmitter button 1 to 4 can be selected
5 - "STRIP" contact insert pins
6 - Module connector for channel 4
7 - Terminal board to connect channels No. 1-2-3-4, 24 V power supply and aerial
8 - Relay N.O. to activate channel No.4 (OPTION)
9 - Relay N.O. to activate channel No.3 (OPTION)
10 - Relay N.O. to activate channel No.2 (OPTION)
11 - Module connector for channel 3
12 - Module connector for channel 2
13 - Relay N.O. to activate channel No.1 (STANDARD)
14 - Weather-proof radio receiver container Siti 63

Siti 63

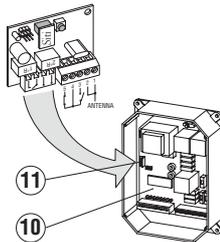Dis. N. **4405**

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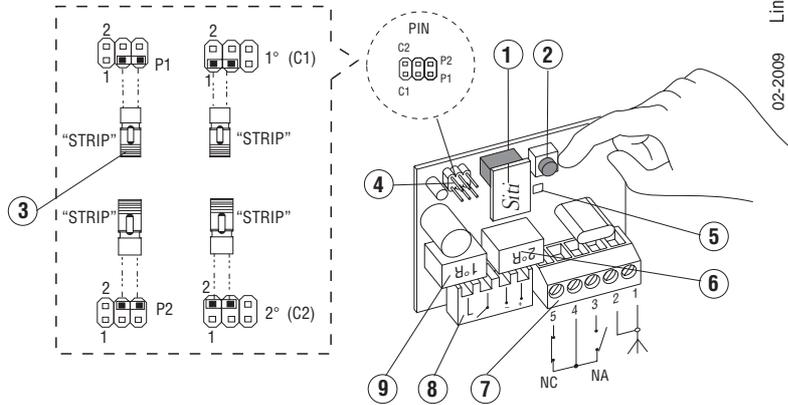Fax +39 0442 331054 - e-mail: info@fadini.net - www.fadini.net

F

a) CONNAÎTRE LA MEMOIRE LIBRE -P1-
Pour connaître la mémoire libre dans le récepteur radio avec la carte alimentée à 24V, il faut positionner le "STRIP" sur la position "P1". Ensuite, en appuyant sur le bouton-poussoir "P", on obtient au bout de 5 secondes un ou plusieurs clignotements de la "LED". Chaque clignotement correspond à 180 émetteurs qu'on peut encore mémoriser.
b) EFFACER TOTALEMENT LA MEMOIRE -P2-
Pour effacer totalement la mémoire d'un récepteur, et donc tous les émetteurs enregistrés, il faut que la carte soit alimentée en 24 Volts. Vous devez ensuite insérer le "STRIP" sur la position "P2" et actionner le poussoir "P" pour 5 secondes, puis le relâcher. Un moment après, la led de signalisation émettra une impulsion lumineuse quand elle s'éteint l'opération d'effacement est terminée.
c) MEMORISATION 1er CANAL -C1- (Bornes 3-4)
Pour rentrer le 1er canal, il faut d'abord mettre le "STRIP" sur la position "1" C1; appuyer en même temps sur le poussoir "P" du récepteur et sur une touche de l'émetteur. Lorsque le code est enregistré la "LED" s'allume pour confirmer la prise en compte du code.
d) MEMORISATION 2ème CANAL -C2- (Bornes 5-6)
Pour rentrer le 2ème canal procéder de la même façon que ci-dessus en mettant le "STRIP" sur la position "2" C2.
e) MEMORISATION 3ème CANAL -C3- (Bornes 7-8)
Pour rentrer le 3ème canal procéder de la même façon que ci-dessus en mettant le "STRIP" sur la position "3" C3.
f) MEMORISATION 4ème CANAL -C4- (Bornes 9-10)
Pour rentrer le 4ème canal procéder de la même façon que ci-dessus en mettant le "STRIP" sur la position "4" C4.
NOTE: Après les opérations a, b, c, d, e, f, il est important d'enlever le "STRIP" et le mettre sur un seul "PIN", pour éviter des contacts.
Récepteur radio modulaire "Siti 63/1 R" à quartz complète d'un module relais pour le 1er canal fréquence 433.92 MHz.

DESCRIPTION DES COMPOSANTS Fig.1
1 - Mémoire enfichable
2 - Poussoir "P"
3 - Led
4 - Pontages 1°-2°-3°-4° canal: pour le poussoir émetteur de 1 à 4 max.
5 - Pontages "STRIP"
6 - Connecteur pour module relais 4ème canal
7 - Borne de raccordement 1°-2°-3°-4° canal Antenne et alimentation 24 V
8 - Relais pour actionner le 4ème canal (OPTION)
9 - Relais pour actionner le 3ème canal (OPTION)
10 - Relais pour actionner le 2ème canal (OPTION)
11 - Connecteur pour module relais 3ème canal
12 - Connecteur pour module relais 2ème canal
13 - Relais pour actionner le 1er canal (de SERIE)
14 - Boîte récepteur radio Siti 63 modulaire

D

a) PRÜFEN WIEVIEL PLATZ IM SPEICHER FREI IST -P1-
Um zu erfahren wieviel Platz in dem Speicher des Empfängers noch vorhanden ist, muss man bei mit 24 Volt gespeistem Modul die "STRIP" Codierbrücke in Position "P1" einfügen und die Taste "P" 5 Sekunden lang drücken: lässt man die Taste los, so kann man ein Blinken erkennen. Jedem Blinken des LEDs entsprechen 180 Handsender, die noch gespeichert werden können.
b) KOMPLETTES LÖSCHEN DES SPEICHERS -P2-
Um den gesamten codierten Speicher an dem Funkempfänger zu löschen, den "STRIP" Codier-Brücke in Position "P2" stecken, wobei die Platine immer mit 24 Volt versorgt wird. Die Taste "P" muss 5 Sekunden lang gedrückt werden, danach lässt man sie los, in diesem Moment sendet das LED einen Lichtimpuls, wenn der ausgeht, d.h. dass der Löschvorgang erfolgt ist.
c) EINGABE 1. KANAL -C1- (Klemmen 3-4)
Um den 1. Kanal zu codieren, die "STRIP" Brücke in die Position "1" C1 stecken, danach die Taste "P" und eine Taste des Handsenders (nach Wahl) gleichzeitig drücken. Dadurch wird die LED Signalleuchte aufleuchten, wodurch uns die erfolgte Einspeicherung des Codes bestätigt wird.
d) EINGABE 2. KANAL -C2- (Klemmen 5-6)
Um dem 2. Kanal zu codieren, wie Position "c" beschrieben vorgehen, die einzige Unterschied ist, dass die "STRIP" Brücke in die Position "2" C2 gesteckt wird.
e) EINGABE 3. KANAL -C3- (Klemmen 7-8)
Um dem 3. Kanal zu codieren, wie Position "c" beschrieben vorgehen, die einzige Unterschied ist, dass die "STRIP" Brücke in die Position "3" C3 gesteckt wird.
f) EINGABE 4. KANAL -C4- (Klemmen 9-10) Um dem 4. Kanal zu codieren, wie oben Position "c" beschrieben vorgehen, die einzige Unterschied ist, dass die "STRIP" Brücke in die Position "4" C4 gesteckt wird.
NB: Nachdem man die Test a, b, c, d, e, f, durchgeführt hat, die "STRIP" Codierbrücke entfernen und sie in einen einzigen "PIN" stecken, damit er keinen Kontakt mehr macht. EmpfangsplatineTyp "Siti 63/1 R" mit Quarz komplett mit Relaismodul für den 1. Kanal, Frequenz 433.92 MHz.

BESCHREIBUNG DER BESTANDTEILEN Abb.1
1 - Abnehmbarer Speicher
2 - Taste "P"
3 - Led
4 - 1.-2.-3.-4. Kanal Anschlüsse: Wahl des Sendersauslösers von 1 bis 4 max
5 - "STRIP" Codierbrücke
6 - Verbinder für Relais 4. Kanal
7 - Klemme 1.-2.-3.-4. Antenne und Stromversorgung 24 V
8 - Relais N.O. zur Steuerung des 4. Kanals (OPTION)
9 - Relais N.O. zur Steuerung des 3. Kanals (OPTION)
10 - Relais N.O. zur Steuerung des 2. Kanals (OPTION)
11 - Verbinder für Relais 3. Kanal
12 - Verbinder für Relais 2. Kanal
13 - Relais zur Steuerung des 1. Kanals (STANDARD)
14 - Gehäuse für Funkempfänger Siti 63 Aufputzversion

E

a) PARA CONOCER LA MEMORIA LIBRE -P1-
Para averiguar cuanta memoria está disponible en el radiorreceptor, siempre estando la ficha alimentada a 24 Voltios, hay que conectar el puente "STRIP" en la posición "P1" y apretar el pulsador "P" durante 5 segundos: soltándolo se puede observar unos relampagueos. Cada relampagueo de led señala que hay 180 transmisores que pueden memorizarse aun.
b) BORRADURA TOTAL DE LA MEMORIA -P2-
Se borra toda la memoria codificada del receptor colocando el "STRIP" como un puente en la posición "P2", siempre estando alimentada la ficha misma a 24 Voltios. Se aprieta el pulsador "P" durante 5 segundos, se le suelta y en aquel momento el led emite un impulso luminoso, que se a paga cuando la operación de borradura se ha realizado.
c) CODIFICACION 1er CANAL -C1- (Borne 3-4)
Para codificar el 1er canal, colocar ante todo el "STRIP" en la posición "1" C1; apretar el pulsador "P" y luego una tecla a elección del transmisor. El led emitirá después una impulsión de luz para confirmar que el código ha sidomemorizado.
d) CODIFICACION 2° CANAL -C2- (Borne 5-6)
Para codificar el 2° canal, actuar como reseñado en el apartado "c" excepto únicamente que se coloca el "STRIP" en la posición "2" C2.
e) CODIFICACION 3° CANAL -C3- (Borne 7-8)
Para codificar el 3° canal, actuar como reseñado en el apartado "c" excepto únicamente que se coloca el "STRIP" en la posición "3" C3.
f) CODIFICACION 4° CANAL -C4- (Borne 9-10)
Para codificar el 4° canal, actuar como reseñado en el apartado "c" excepto únicamente que se coloca el "STRIP" en la posición "4" C4.
NOTA: es importante que al final de los ensayos a, b, c, d, e, f, se quiete el puente "STRIP" y se lo introduzca en un sólo "PIN", de forma que el mismo no haga más contacto. Ficha radiorreceptor "Siti 63/1 R" con cuarzo, equipada de módulo relé para el 1er canal, frequencia 433.92 MHz.

DESCRIPCION COMPONENTES Fig.1
1 - Memoria amovible
2 - Pulsador "P"
3 - Led
4 - Puentes 1er-2°-3°-4° canal: elección desde 2 hasta 4 pulsadores del transmisor
5 - Pieza de contacto "STRIP" puentes
6 - Conectador para módulo de relé 4° canal
7 - Borne de conexión 1er-2°-3°-4° canal contacto N.C.-N.A., antena y suministro de corriente 24V
8 - Relè N.A. para activar el 4°canal (OPTION)
9 - Relè N.A. para activar el 3°canal (OPTION)
10 - Relè N.A. para activar el 2°canal (OPTION)
11 - Conectador para módulo de relé 3° canal
12 - Conectador para módulo de relé 2° canal
13 - Relè para activar el 1er canal (ESTANDARD)
14 - Contenedor radiorreceptor para exterior Siti 63

NL

a) OM HET VRIJE GEHEUGEN TE WETEN
Om te weten hoeveel vrije geheugen er in de ontvanger beschikbaar is, met de kaart met een stroomtoevoer van 24 Volt, moet de "STRIP" geleiderbrug op positie "P1" worden ingestoken en moet drukknop "P" gedurende vijf seconden worden ingedrukt; wanneer deze wordt losgelaten kunnen er flikkerlichten worden opgemerkt. Elk flikkerlicht van de lichtdiode komt overeen met 180 zenders waarin nog gegevens kunnen worden opgeslaan.
b) TOTALE ANNULERING VAN HET GEHEUGEN
Om het geheugen in de ontvanger te annuleren, met de kaart met een stroomtoevoer van 24 Volt, moet de "STRIP" geleiderbrug op positie "P2" worden ingestoken en moet drukknop "P" gedurende vijf seconden worden ingedrukt; hierna moet deze worden losgelaten en zal de lichtdiode op dat moment een lichtsignaal afgeven: deze gaat uitwanneer de annuleringshandeling is uigevoerd.
c) CODERING 1e KANAAL -C1- (Klemmen 3-4)
Om het 1e kanaal te coderen moet de "STRIP" aanvankelijk op positie "1" C1 worden ingesteld: men moet togelijkertijd de drukknop "P" drukken en een toets van de zender naar keuze indrukken. De lichtdiode zal hierna een verplichtssignaals afgeeven om bevestiging dat de code in het geheugen is opgeslaan.
d) CODERING 2e KANAAL -C2- (Klemmen 5-6)
Om het 2e kanaal te coderen moet men handelen zoals in punt "c" is beschreven met het enige verschil dat de "STRIP" op positie "2" C2 moet worden ingesteld.
e) CODERING 3e KANAAL -C3- (Klemmen 7-8) Om het 3e kanaal te coderen moet men handelen zoals in punt "c" is beschreven met het enige verschil dat de "STRIP" op positie "3" C3 moet worden ingesteld.
f) CODERING 4e KANAAL -C4- (Klemmen 9-10)
Om het 4e kanaal te coderen moet men handelen zoals in punt "c" is beschreven met het enige verschil dat de "STRIP" op positie "4" C4 moet worden ingesteld.
OPMERKING: Het is belangrijk dat na test a, b, c, d, e, f, de "STRIP" geleiderbrug wordt weggenomen en dat men deze in één "PIN" steekt zodat deze geen contact meer tot stand brengt. Kaart ontvangstradio "Siti 63/1 R" met kwarts, compleet met relaismodule voor het 1e kanaal, frequentie 433.92 MHz.

BESCHRIJVING ONDERDELEN (FIG.1)
1 - Uitneembaar geheugen
2 - Drukknop "P"
3 - Led
4 - Geleiderbruggen 1-2-3-4 kanaal: keuze uit 1 to 4 drukknoppen van de zender
5 - Inzetcontact "STRIP" geleiderbruggen
6 - Moduulrelaisconnector 4e kanaal
7 - Verbindingsklem 1-2-3-4 kanaal, antenne en stroomtoevoer van 24 V
8 - Relais om het 4e kanaal te activeren (OPTION)
9 - Relais om het 3e kanaal te activeren (OPTION)
10 - Relais om het 2e kanaal te activeren (OPTION)
11 - Moduulrelaisconnector 3e kanaal
12 - Moduulrelaisconnector 2e kanaal
13 - Relais om het 1e kanaal te activeren (STANDARD)
14 - Buitendoos voor radio-ontvanger Siti 63

Siti 63
Rolling-code

- Cod. Art. 6311 -

CE 0678

- DA INNESTO
- PLUG-IN
- ENFICHABLE
- EINSTECKVERSION
- ENCHUFABLE
- MET KOPPELING

2 P1   2 1° (C1)
1   1

"STRIP"   "STRIP"

3 "STRIP"   "STRIP"

2 P2   2 2° (C2)
1   1

PIN
C2   P2
C1   P1

1 2
4
5
6
9 8 7

NC   NA

CE   Fig.1

I

a) CONOSCERE LA MEMORIA LIBERA -P1-
Per conoscere quanta memoria libera è disponibile nella ricevente, con la scheda alimentata a 24 Volt, si deve inserire il ponticello "STRIP" nella posizione "**P1**" e premere il pulsante "**P**" per cinque secondi: rilasciandolo si possono notare dei lampeggi. Ad ogni lampeggio di led corrispondono 180 trasmettitori che si possono ancora memorizzare.

b) CANCELLAZIONE TOTALE DELLA MEMORIA -P2-
Per cancellare la memoria nella ricevente, con la scheda alimentata a 24 Volt, si deve inserire il ponticello "STRIP" nella posizione "**P2**" e premere il pulsante "**P**" per cinque secondi; poi lo si rilascia, e in quel momento il led emette un impulso di luce: questo si spegne quando l'operazione di cancellazione è avvenuta.

c) CODIFICA 1° CANALE -C1- (Connettore innesto)
Per codificare il 1° canale si deve inizialmente posizionare lo "STRIP" in posizione "**1**" C1; si deve premere contemporaneamente il pulsante "**P**" e poi un tasto a scelta del trasmettitore. Il led emetterà successivamente un impulso spia a conferma dell'avvenuta memorizzazione del codice.

d) CODIFICA 2° CANALE -C2- (Morsetti n°3-4-5)
Per codificare il 2° canale si procede come descritto nel punto "**c**" con la sola eccezione di posizionare lo "STRIP" in posizione "**2**" C2.
NOTA: è importante che, al termine dei test **a**, **b**, **c**, **d**, si tolga il ponticello "STRIP" e lo si inserisca in un solo "PIN", in modo che non faccia più da contatto. Scheda ad innesto radio ricevente "Siti 63/2 R" con quarzo, completa di due moduli relè per il 1° e 2° canale, frequenza 433.92 MHz.

DESCRIZIONE COMPONENTI Fig.1
1 - Memoria estraibile
2 - Pulsante "P"
3 - Inserto di contatto "STRIP" ponticelli
4 - Ponticelli 1°-2° canale: scelta da 1 a 4 pulsanti del trasmettitore
5 - Led
6 - Relé per attivare il 2° canale
7 - Morsettiera di collegamento 2° canale contatto N.C.-N.A. e antenna (morsetti 1-2)
8 - Connettore ad innesto femmina 1° canale e alimentazione a 24 V
9 - Relé per attivare il 1° canale
10 - Programmatore elettronico serie Elpro
11 - Connettore ad innesto maschio

GB

a) FREE MEMORY MONITORING -P1-
Monitoring the free portion, ie. storage availability in the receiver memory. 24 Volt power supply still connected to the unit. Insert the "STRIP" jumper as in position "**P1**" and press the button switch "**P**" for 5 seconds: after releasing it, a number of flashes can be noted. Each flash of light through the "LED" corresponds to 180 transmitters that can be still encoded and stored in the memory.

b) TOTAL MEMORY REMOVAL -P2-
To perform the total removal of the receiver encoded memory, position the "STRIP" jumper as in "**P2**", the receiver still under 24 Volt voltage supply. Press the switch button "**P**" for 5 seconds, then release it. The led flashes once; when it goes off, the removal operation has been carried out completely.

c) ENCODE CHANNEL No.1 -C1- (Plug-on connector)
To encode channel No.1, first insert the "STRIP" jumper in position "**1**" C1; now press the switch button "**P**" and at the same time a push button (any desired one) on the transmitter. Once the code has been memorized by the unit, the led flashes once.

d) ENCODE CHANNEL No.2 -C2- (Terminals 3-4-5)
To encode channel No.2 repeat the above sequence "**c**",but the "STRIP" jumper must be inserted in position "**2**" C2.
NB: Once the tests **a**, **b**, **c**, **d**, are finished, remove the "STRIP" and put it on to one "PIN" only, to stop any linking, ie. operative action.
Plug-in radio receiver card type "Siti 63/2 R" fitted with quartz, complete with two relay modules for channels 1 and 2, frequency 433.92MHz.

COMPONENTS DESCRIPTION Pic.1
1 - Removable memory
2 - Switch button "P"
3 - "STRIP" contact insert pins
4 - Pins for channels 1-2: any one transmitter button 1 to 4 can be selected
5 - Led
6 - Relay to activate channel No.2
7 - Terminal to connect N.O. n N.C. channel No.2 and aerial (Terminals 1-2)
8 - Female plug-on connector channel 1 and 24 V power supply
9 - Relay to activate channel No.1
10 - Electronic programmer Elpro series
11 - Male plug-on connector

Siti 63

Dis. N. 4406

meccanica FADINI®

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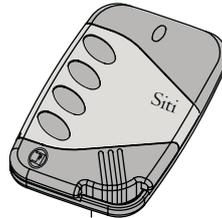Fax +39 0442 331054 - e-mail: info@fadini.net - www.fadini.net

F

a) CONNAITRE LA MEMOIRE LIBRE -P1-
Pour connaître combien de mémoire libre il y a dans le récepteur radio, avec la carte alimentée à 24 Volt, on doit introduire le pontage "STRIP" dans la position "**P1**" et appuyer la touche "**P**" pour 5 secondes: ensuite on peut noter des clignotements. Chaque clignotement de led correspond à 180 émetteurs qu'on peut encore mémoriser.

b) EFFACER TOTALEMENT LA MEMOIRE -P2-
Pour effacer totalement la mémoire d'un récepteur, et donc tous les émetteurs enregistrés, il faut que la carte soit alimentée en 24 Volts. Vous devez ensuite insérer le pontage "STRIP" sur la position "**P2**" et actionner le poussoir "**P**" durant 5 secondes, puis le relâcher. Un moment après, la led de signalisation émettra une impulsion lumineuse qui s'éteindra quand l'opération d'effacement est terminée.

c) MEMORISATION 1er CANAL -C1- (Connecteur enfichable)
Pour rentrer le 1er canal, il faut d'abord mettre le pontage "STRIP" sur la position "**1**" C1; appuyer au même moment sur le poussoir "**P**" du récepteur et puis sur une touche de l'émetteur. Lorsque le code est enregistré le voyant "LED" s'allume pour confirmer la prise en compte du code.

d) MEMORISATION 2ème CANAL -C2- (Bornes 3-4-5)
Pour rentrer le 2ème canal procéder de la même façon que ci-dessus en mettant le pontage "STRIP" sur la position "**2**". NOTE: Après les opérations **a**, **b**, **c**, **d**, il est important d'enlever le pontage "STRIP" et le mettre sur un seul "PIN", pour éviter des contacts.
Carte enfichable pour récepteur radio "Siti 63/2 R" à quartz complète de deux modules relais pour le 1er et 2ème canal fréquence 433.92 MHz.

DESCRIPTION DES COMPOSANTS Fig.1
1 - Mémoire enfichable
2 - Poussoir "P"
3 - Pontage "STRIP"
4 - Ponts 1er et 2ème canal: choisir le poussoir émetteur de 1 à 4 max.
5 - Led
6 - Relais pour actionner le 2ème canal
7 - Borne de raccordement 2ème canal contact N.F. et N.O. et antenne
8 - Connecteur enfichable femelle 1er canal et alimentation 24 V
9 - Relais pour actionner le 1er canal
10 - Programmateur électronique série Elpro
11 - Connecteur enfichable mâle

D

a) PRÜFEN WIEVIEL PLATZ IM SPEICHER FREI IST -P1-
Um zu erfahren wieviel Platz in dem Speicher des Empfängers noch vorhanden ist, muss man bei mit 24 Volt gespeistem Modul die "STRIP" Codierbrücke in die Position "**P1**" einfügen und die Taste "**P**" 5 Sekunden lang drücken: lässt man die Taste los, so kann man ein Blinken erkennen. Jedem Blinken des LEDs entsprechen 180 Handsender, die noch gespeichert werden können.

b) KOMPLETTES LÖSCHEN DES SPEICHERS -P2-
Um den gesamten codierten Speicher auf dem Funkempfänger zu löschen, den "STRIP" Codierbrücke in Position "**P2**" stecken, wobei die Platine immer mit 24 Volt versorgt wird. Die Taste "**P**" muss 5 Sekunden lang gedrückt werden, danach lässt man sie los, in diesem Moment sendet das LED einen Lichtimpuls, wenn der ausgeht, d.h. dass der Löschvorgang erfolgt ist.

c) EINGABE 1. KANAL -C1- (Einsteckverbinder)
Um den 1. Kanal zu codieren, die "STRIP" Brücke in die Position "**1**" C1 stecken, danach die Taste "**P**" und dann eine Taste des Handsenders (nach Wahl) gleichzeitig drücken. Dadurch wird die LED Signalleuchte aufleuchten, wodurch uns die erfolgte Einspeicherung des Codes bestätigt wird.

d) EINGABE 2. KANAL -C2- (Klemmen 3-4-5)
Um dem 2. Kanal zu kodieren, wie oben Position "**c**" beschrieben vorgehen, die einzige Unterschied ist, dass die "STRIP" Brücke in die Position "**2**" C2 gesteckt wird.
NB: Nachdem man die Test **a**, **b**, **c**, **d**, durchgeführt hat, die "STRIP" Codierbrücke entfernen und sie in einen einzigen "PIN" stecken, damit er keinen Kontakt mehr macht.
Einsteck-Empfänger "Siti 63/2 R" mit Quarz komplett mit zwei Relaismodulen für den 1. und 2. Kanal, Frequenz 433.92 MHz.

BESCHREIBUNG DER BESTANDTEILEN Abb.1
1 - Abnehmbarer Speicher
2 - Schalter "P"
3 - "STRIP" Codierbrücke
4 - 1.-2. Kanal Anschlüsse: Wahl des Sendersauslösers von 1 bis 4 max.
5 - Led
6 - Relais zur Aktivierung des 2. Kanals
7 - Klemme 2. Kanal N.C. und N.O. Anschluss und Antenne (Klemmen 1-2)
8 - Einsteckverbinder Mutter des 1. Kanals und 24 V Speisung
9 - Relais zur Steuerung des 1. Kanals
10 - Elektronische Steuerung Serie Elpro
11 - Einsteckverbinder Zapfen

E

a) PARA CONOCER LA MEMORIA LIBRE -P1-
Para averiguar cuanta memoria está disponible en el radiorreceptor, siempre estando la ficha alimentada a 24 Voltios, hay que conectar el puente "STRIP" en la posición "**P1**" y apretar el pulsador "**P**" durante 5 segundos: soltandolo se pueden observar unos relampagueos. Cada relampagueo de led señala que hay 180 transmisores que pueden memorizarse aun.

b) BORRADURA TOTAL DE LA MEMORIA -P2-
Se borra toda la memoria codificada en el receptor colocando el "STRIP" como un puente en la posición "**P2**", siempre estando alimentada la ficha misma a 24 Voltios. Se aprieta el pulsador "**P**" durante 5 segundos, se le suelta y en aquel momento el led emite un impulso luminoso, que se apaga cuando la operación de borradura se ha realizado.

c) CODIFICACION 1er CANAL -C1- (Conectador enchufable)
Para codificar el 1er canal, colocar ante todo el "STRIP" en la posición "**1**" C1; a continuación, apretar al mismo tiempo durante 5 segundos el pulsador "**P**" y luego una tecla a elección del transmisor. El led emitirá después una impulsión de luz para confirmar que el código ha sido memorizado.

d) CODIFICACION 2° CANAL -C2- (Borne 3-4-5)
Para codificar el 2° canal, actuar como reseñado en el apartado "**c**" excepto únicamente que se coloca el "STRIP" en la posición "**2**" C2.
NOTA: es importante que al final de los ensayos **a**, **b**, **c**, **d**, se quiete el puente "STRIP" y se lo introduzca en un sólo "PIN", de forma que el mismo no haga más contacto
Ficha enchufable radiorreceptor "Siti 63/2 R" con cuarzo, equipada de dos módulos relés para el 1er y el 2° canal, frecuencia 433.92MHz

DESCRIPCION COMPONENTES Fig.1
1 - Memoria amovible
2 - Pulsador "P"
3 - Pieza de contacto "STRIP" puentes
4 - Puentes 1er y 2° canal: eleccion desde 2 hasta 4 pulsadores del transmisor
5 - Led
6 - Relé para activar el 2° canal
7 - Borne de conexión 2° canal contacto N.C.-N.A. y antena (borne 1-2)
8 - Conectador enchufable hembra 1er canal y suministro de corriente 24 V
9 - Relé para activar el 1er canal
10 - Programador electronico serie Elpro
11 - Conectador enchufable macho

NL

a) OM HET VRIJE GEHEUGEN TE WETEN -P1-
beschikbaar is, met de kaart met een stroomtoevoer van 24 Volt, moet de "STRIP" geleiderbrug op positie "**P1**" worden ingestoken en moet drukknop "**P**" gedurende vijf seconden worden ingedrukt; wanneer deze wordt losgelaten kunnen er flikkerlichten worden opgemerkt. Elk flikkerlicht van de lichtdiode komt overeen met 180 zenders waarin nog gegevens kunnen worden opgeslaan.

b) TOTALE ANNULERING VAN HET GEHEUGEN -P2-
Om het geheugen in de ontvanger te annuleren, met de kaart met een stroomtoevoer van 24 Volt, moet de "STRIP" geleiderbrug op positie "**P2**" worden ingestoken en moet drukknop "**P**" gedurende vijf seconden worden ingedrukt; hierna moet deze worden losgelaten en zal de lichtdiode op dat moment een lichtsignaal afgeven: deze gaat uitwanneer de annuleringshandeling is uigevoerd.

c) CODERING 1e KANAAL -C1- (Koppelingsconnector)
Om het 1e kanaal te coderen moet de "STRIP" aanvankelijk op positie "**1**" C1 worden ingesteld: men moet tegelijkertijd de drukknop "**P**" drukken en een toets van de zender naar keuze indrukken. De lichtdiode zal hierna een verklikkersimpuls afgegeven ter bevestiging dat de code in het geheugen is opgeslaan.

d) CODERING 2e KANAAL -C2- (Klemmen 3-4-5)
Om het 2e kanaal te coderen moet men handelen zoals in punt "**c**" is beschreven met het enige verschil dat de "STRIP" op positie "**2**" C2 moet worden ingesteld.
OPMERKING: Het is belangrijk dat na test **a**, **b**, **c**, **d**, de "STRIP" geleiderbrug wordt weggenomen en dat men deze in één "PIN" steekt zodat deze geen contact meer tot stand brengt.
Koppelingskaart ontvangstradio "Siti 63/2 R" met kwarts, compleet met twee relaismodules voor het 1e het 2e kanaal, frequentie 433.92 MHz.

BESCHRIJVING ONDERDELEN (FIG.1)
1 - Uitneembaar geheugen
2 - Drukknop "P"
3 - Inzetcontact "STRIP" geleiderbruggen
4 - Geleiderbruggen 1e -2e kanaal: keuze uit 1 tot 4 drukknoppen van de zenderr
5 - Led
6 - Relais om het 2e kanaal te activeren
7 - Verbindingsklem 2e kanaal normaal geopend-, normaal gesloten contact en antenne (1-2)
8 - Vrouwtjes-koppelingsconnector 1e kanaal en stroomtoevoer van 24 Volt
9 - Relais om het 1e kanaal te activeren
10 - Elektronische programmeereenheid Elpro serie
11 - Mannetjes-koppelingsconnector

Siti 63
ROLLING-CODE 433,92 MHz-

2 pushbutton transmitter

Siti

4 pushbutton transmitter

Siti

Siti

Removable Memory

Birio LC Device
to key-encode radio receivers and transmitters

GB
4213

SUPPLY 9 VOLT   ON / OFF

FADINI
Fagor Automazione

Birio LC

MEMORY

SELECT CODE

ENTER KEY

DELETE KEY

COPY

REPLACE DELETE

MEMORY

COPY ONE BUTTON
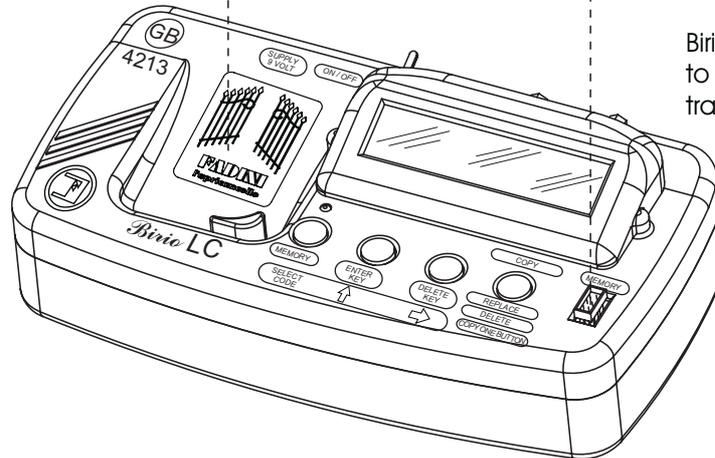
CE

FADINI®
the gate opener
made in Italy
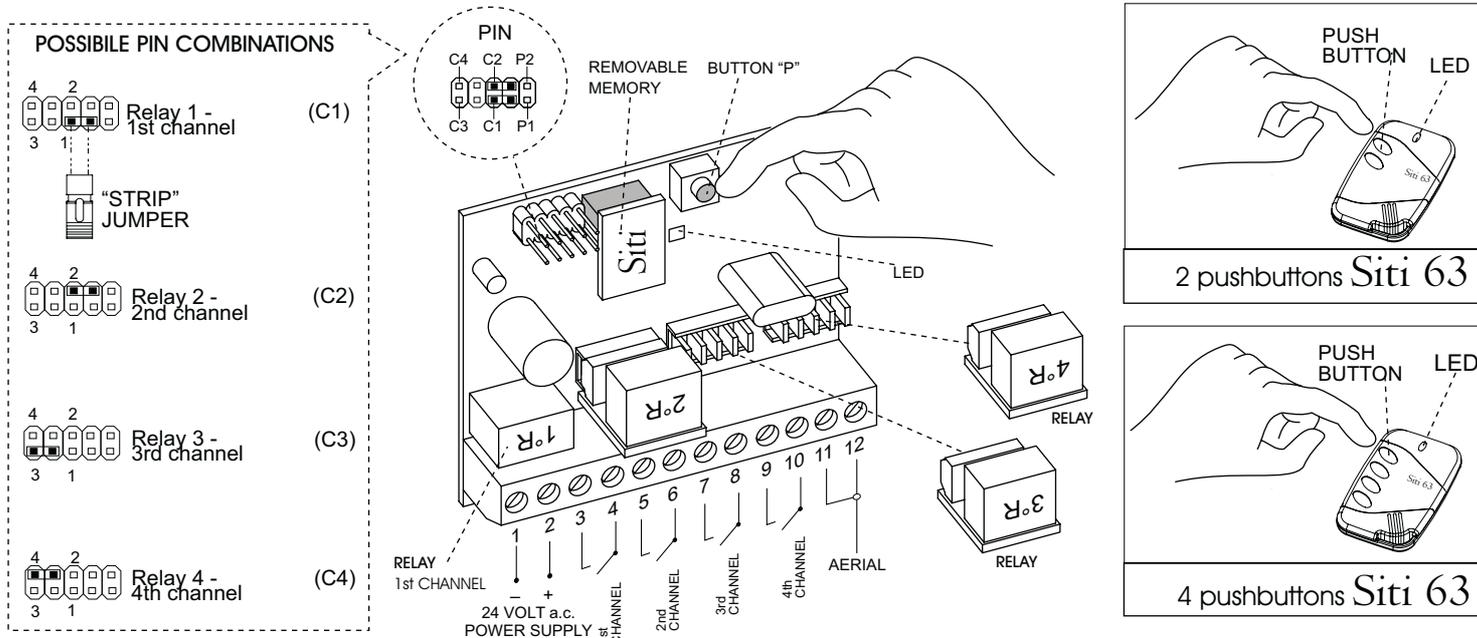
GB

Drwg. No. 4395

SITI 63 INSTRUCTIONS

CONTENTS

page 2

Siti 63 Radio Receiver and Transmitter use a self-learning 433,92 Rolling-Code technology: every time a button is pressed and a signal is emitted, the transmitter code is changed at random by the system. Total security is so guaranteed.

Besides having the traditional Radio Transmitter and Receiver encoding procedure, Siti 63 both Transmitters and Receivers can be customized by the installer entering up to two "keys" (that is 2^{16} numerical codes) by means of a Birio LC Device. This customizing operation is not functional but it responds to the needs for an exclusive product. The use of Birio LC device allows to create new transmitters with no need to operate directly on the installation.
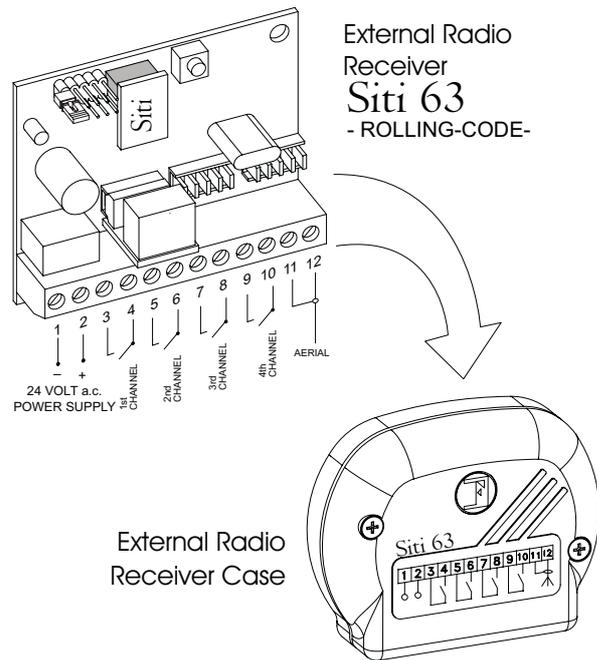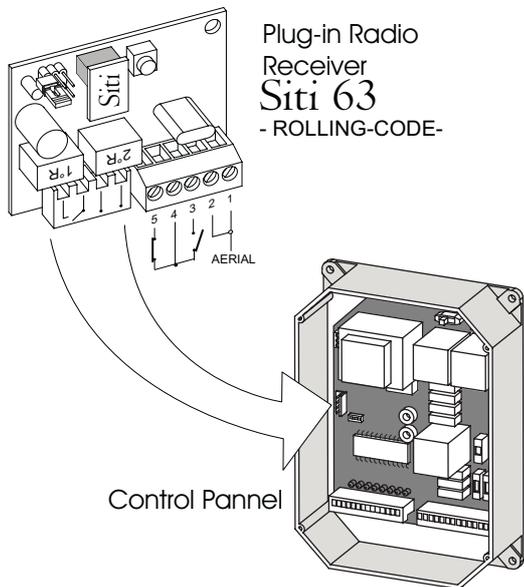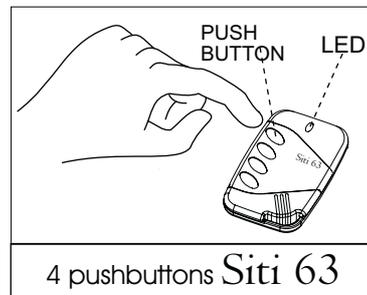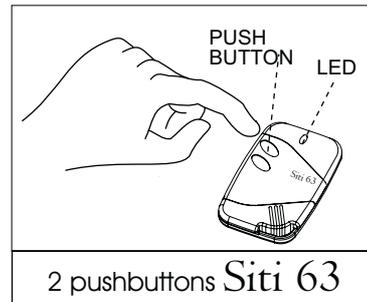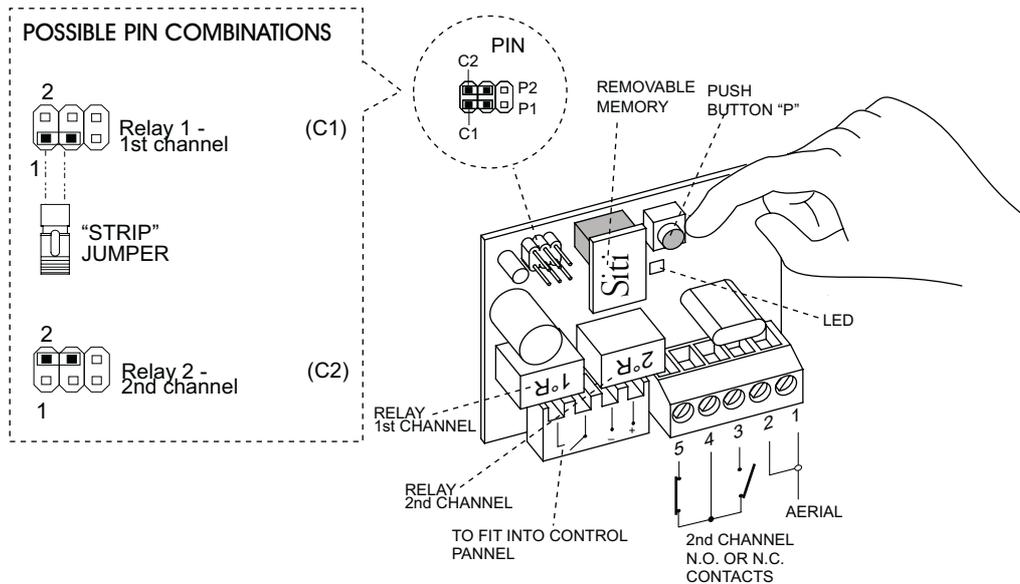
Plug-in Radio Receiver
Siti 63
- ROLLING-CODE-

AERIAL

Control Pannel

External Radio Receiver
Siti 63
- ROLLING-CODE-

24 VOLT a.c. POWER SUPPLY
1st CHANNEL
2nd CHANNEL
3rd CHANNEL
4th CHANNEL
AERIAL

External Radio Receiver Case

POSSIBILE PIN COMBINATIONS

4 2
3 1   Relay 1 - 1st channel   (C1)

"STRIP" JUMPER

4 2
3 1   Relay 2 - 2nd channel   (C2)

4 2
3 1   Relay 3 - 3rd channel   (C3)

4 2
3 1   Relay 4 - 4th channel   (C4)

PIN

C4 C2 P2
C3 C1 P1

REMOVABLE MEMORY

BUTTON "P"

Siti

LED

1R°   2R°   3R°   4R°

RELAY

RELAY

RELAY 1st CHANNEL

1 2 3 4 5 6 7 8 9 10 11 12

24 VOLT a.c. POWER SUPPLY

1st CHANNEL
2nd CHANNEL
3rd CHANNEL
4th CHANNEL
AERIAL

PUSH BUTTON   LED

Siti 63

2 pushbuttons Siti 63

PUSH BUTTON   LED

Siti 63

4 pushbuttons Siti 63

SHOULD 24 V a.c. – 13 Vc.c. BE INTERRUPTED, THE CODE IS KEPT IN THE REMOVABLE MEMORY AND IT IS POSSILE TO INSERT IT INTO ANOTHER PC CARD.
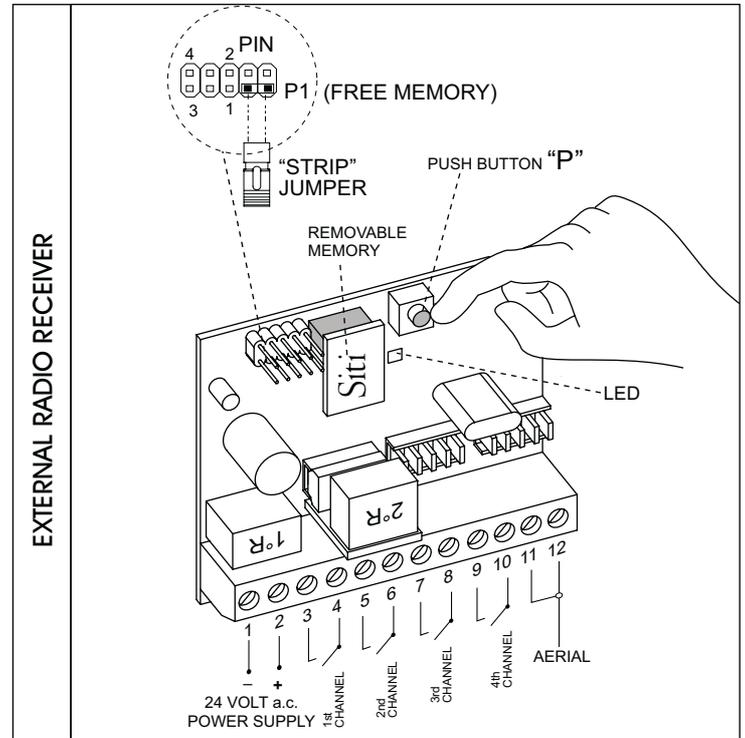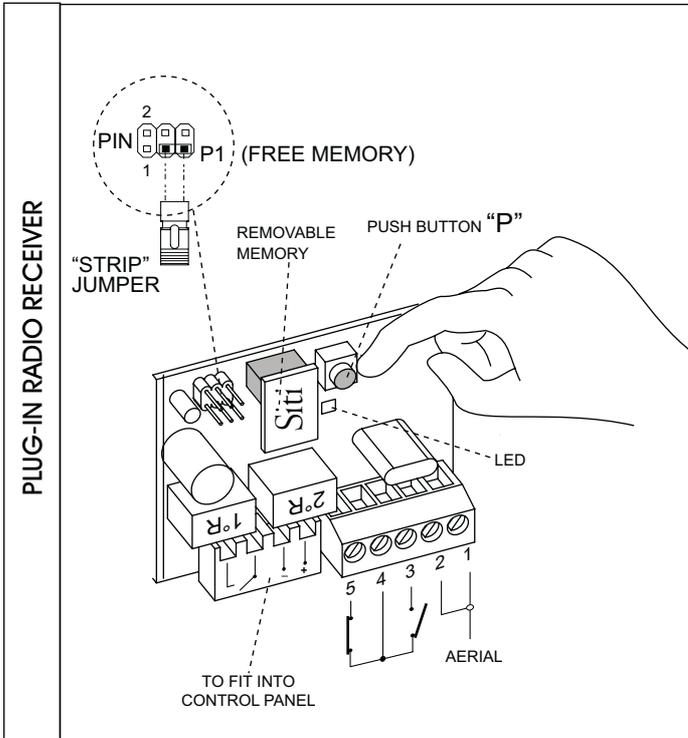
1) Insert the removable Memory and supply the External Radio Receiver by connecting terminals 1(-) and 2 (+) to 24 V a.c. carry out connections of the N.O: contact to activate the required channel.

2) Insert the **"Strip" jumper** into C1 position stimulating the 1R: relay corresponding to **3 and 4 terminals** (1st Channel)

3) Press simultaneously P pushbutton on the Radio and any pushbutton on the transmitter you intend to operate as 1st Channel, for about 5 seconds. As storing confirmation the red led will illuminate. Release the **push button P** and the push button on the transmitter.

4) Remove the "Strip" jumper and plug it into only one PIN.

5) For 2nd, 3rd and 4th channel storing, operate as above and plug the **"Strip" jumper** into the respective **PINS** (see picture) and the relays into the respective connectors corresponding to the required channel.

POSSIBLE PIN COMBINATIONS

2
Relay 1 - (C1)
1st channel
1

"STRIP" JUMPER

2
Relay 2 - (C2)
2nd channel
1

PIN
C2
P2
P1
C1

REMOVABLE MEMORY
PUSH BUTTON "P"

LED

RELAY 1st CHANNEL

RELAY 2nd CHANNEL

TO FIT INTO CONTROL PANNEL

5 4 3 2 1

AERIAL

2nd CHANNEL N.O. OR N.C. CONTACTS

PUSH BUTTON
LED

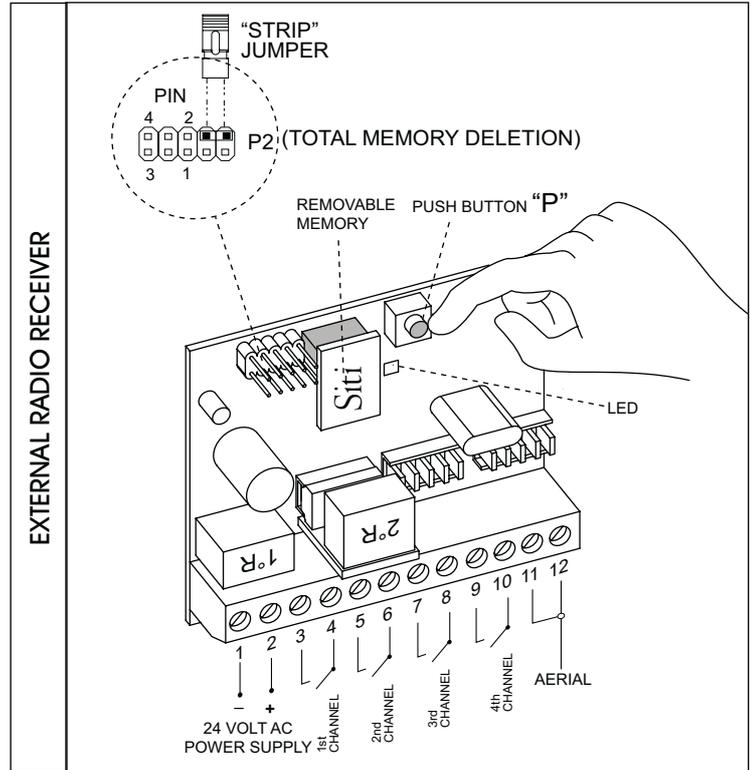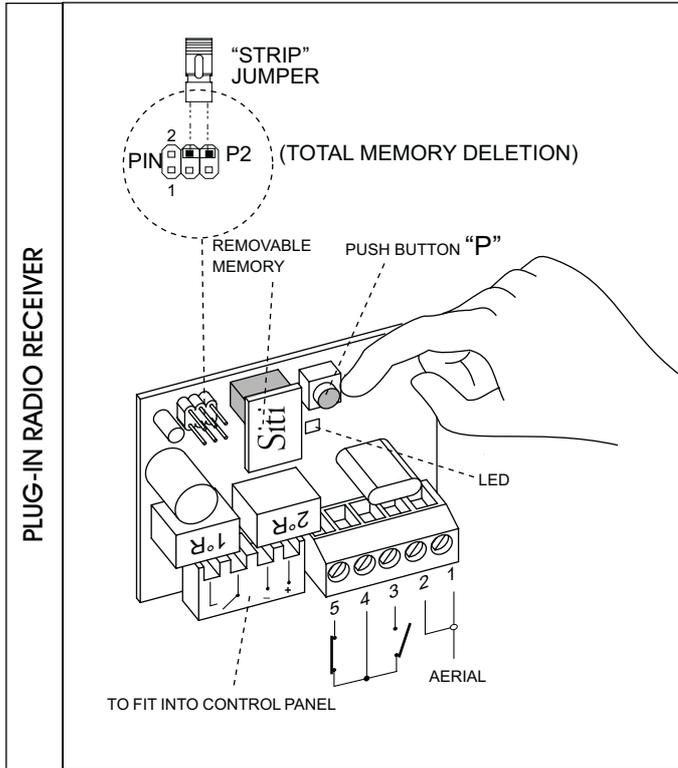2 pushbuttons Siti 63

PUSH BUTTON
LED

4 pushbuttons Siti 63

SHOULD 24 V AC – 13 V CC BE INTERRUPTED, THE CODE IS KEPT IN THE REMOVABLE MEMORY AND IT IS POSSILE TO INSERT IT INTO ANOTHER PC CARD.

1) Insert the removable Memory and supply the Plug-in Radio Receiver by plugging it into the control panel.

2) Insert the **"Strip" jumper** into C1 position stimulating the 1R: this corresponds to **3 and 4 terminals** (1st Channel)

3) Press simultaneously P pushbutton on the Radio and any pushbutton on the transmitter you intend to operate as 1st Channel, for about 5 seconds. As storing confirmation the red led will illuminate. Release the **push button P** and the push button on the transmitter.

4) Remove the **"Strip" jumper** and plug it into only one **PIN.**

5) For **2nd channel** storing, operate as above and plug the "Strip" jumper into C2 (stimulating the 2R relay); connect the **2nd channel** (NO or NC) then push the button on the transmitter.

1)Insert the removable Memory and supply the External Radio Receiver with 24 V a.c. by terminals 1(-) and 2 (+) ; plug the Radio Receiver into the control panel.

2) Insert the **"Strip" jumper** into **P1** position -free memory reading-

3) Press **P pushbutton** on the Radio Receiver for about 5 seconds. Release the push button P and the red led will flash: every flash corresponds to 180 transmitters to store, for ex: 7 flashes mean 7x180=1260 trasmitters still to store, (180 transmitters multipied by 10 flashes is 1.800 transmitters to store)

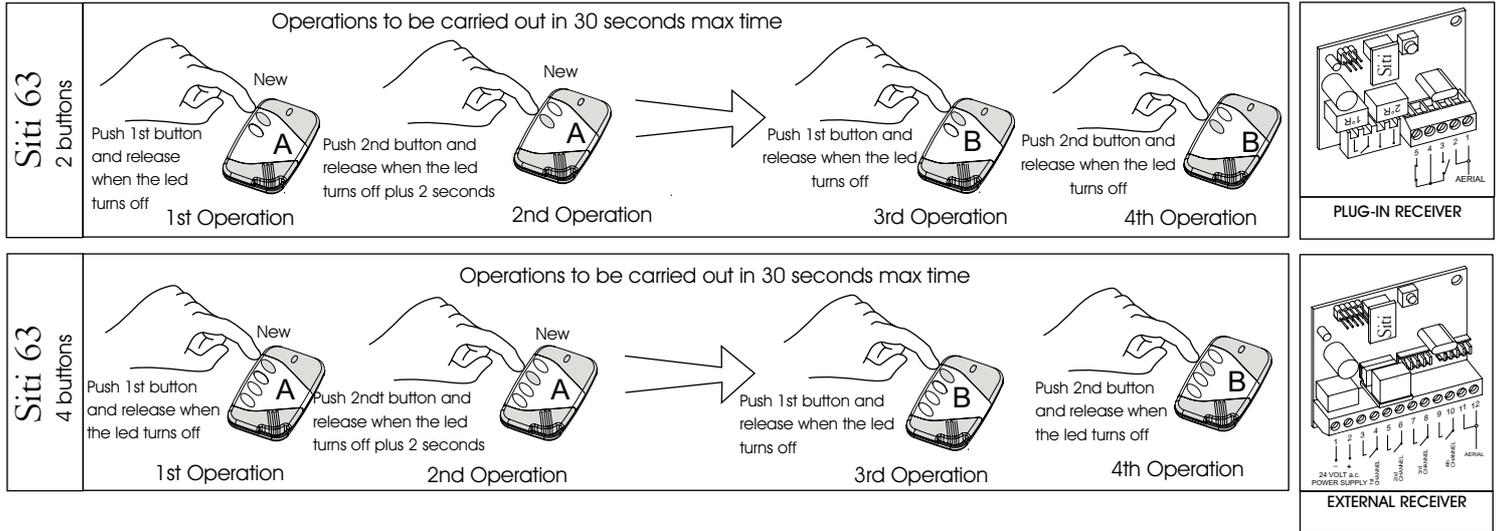4) Remove the **"Strip" jumper** and plug it into only one **PIN**

Siti 63 *RADIO RECEIVER MEMORY DELETING*

PLUG-IN RADIO RECEIVER

"STRIP" JUMPER

PIN — P2 (TOTAL MEMORY DELETION)

2
1

REMOVABLE MEMORY

PUSH BUTTON "P"

LED

1°R

2°R

5 4 3 2 1

AERIAL

TO FIT INTO CONTROL PANEL

Siti

EXTERNAL RADIO RECEIVER

"STRIP" JUMPER

PIN
4 2
3 1

P2 (TOTAL MEMORY DELETION)

REMOVABLE MEMORY

PUSH BUTTON "P"

LED

1°R

2°R

1 2 3 4 5 6 7 8 9 10 11 12

24 VOLT AC POWER SUPPLY

1st CHANNEL
2nd CHANNEL
3rd CHANNEL
4th CHANNEL

AERIAL

Siti

1))Insert the removable Memory and supply the External Radio Receiver with 24 V a.c. by terminals 1(-) and 2 (+) ; and plug the Radio Receiver into control panel.

2) Insert the **"Strip" jumper** into **P2** position

3) Press P pushbutton on the Radio Receiver for about 5 seconds. Release the **push button P** and the red led will illuminate: memory deleted

4) Remove the **"Strip" jumper** and plug it into only one **PIN**

IMPORTANT: Transmitter copying is possible even if keys are encoded (see chapter about Birio LC device) provided that they were encoded by the same Birio LC encoding device.

Siti 63 2 buttons

Operations to be carried out in 30 seconds max time

Push 1st button and release when the led turns off — New — A
1st Operation

Push 2nd button and release when the led turns off plus 2 seconds — New — A
2nd Operation

Push 1st button and release when the led turns off — B
3rd Operation

Push 2nd button and release when the led turns off — B
4th Operation

PLUG-IN RECEIVER

Siti 63 4 buttons

Operations to be carried out in 30 seconds max time

Push 1st button and release when the led turns off — New — A
1st Operation

Push 2ndt button and release when the led turns off plus 2 seconds — New — A
2nd Operation

Push 1st button and release when the led turns off — B
3rd Operation

Push 2nd button and release when the led turns off — B
4th Operation

EXTERNAL RECEIVER

TO COPY NEW TRANSMITTERS OPERATING ON THE SAME RADIO RECEIVER, YOU NEED TO HAVE AN ENCODED TRANSMITTER AND TO CARRY OUT TWO OPERATIONS SEQUENCELY. THESE OPERATIONS MUST BE EFFECTED AT A MAX DISTANCE OF 10 METRES FROM THE RADIO RECEIVER, DULY POWER SUPPLIED, AERIAL CONNECTED

1st Operation: Push the **1st button** on the **new Radio Transmitter A** and release when the Led turns off
2nd Operation: Push the **2nd button** on the **new Radio Transmitter A** as long as the Led turns off plus 2 seconds. Then release the button.
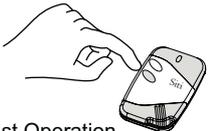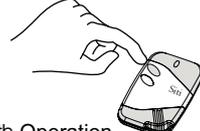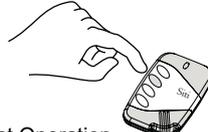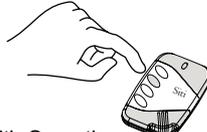
3rd Operation: Push the **1st button** on the encoded **Radio Transmitter B** and release when the Led turns off

4th Operation: Push the **2nd button** on the encoded **Radio Transmitter B** and release when the Led turns off

Repeat these operations for any new Transmitter required.

IMPORTANT: Transmitter deleting is possible even if keys are encoded (see chapter about Birio LC device) provided that they were encoded by the same Birio LC encoding device.

Siti 63 2 buttons	Push 2ndt button and release when the led turns off 1st Operation	Push 1st button and release when the led turns off 2nd Operation	Push 2nd button and release when the led turns off 3rd Operation	Push 1st button and release when the led turns off 4th Operation	Push 2nd button and release when the led turns off 5th Operation	Push 1st button and release when the led turns off 6th Operation
Siti 63 4 buttons	Push 2nd button and release when the led turns off 1st Operation	Push 1st button and release when the led turns off 2nd Operation	Push 2nd button and release when the led turns off 3rd Operation	Push 1st button and release when the led turns off 4th Operation	Push 2nd button and release when the led turns off 5th Operation	Push 1st button and release when the led turns off 6th Operation

IF YOU NEED TO DELETE A TRANSMITTER CODE OPERATE AT A MAX DISTANCE OF 10 METRES FROM THE RADIO RECEIVER, DULY POWER SUPPLIED, AERIAL CONNECTED

Insert the removable **"Strip" jumper on P1** position on the Radio Receiver:

1st Operation: Push the **2nd button** on the Radio Transmitter and release when the Led turns off

2nd Operation: Push the **1st button** on the new Radio Transmitter and release when the Led turns off

Repeat these 2 Operations for **6 times** and end the sequence pushing the **1st button.**

Then Insert the **"Strip" jumper** in only one **PIN.**

Repeat these operations for every transmitter you wish to delete.

N.B: IF THE NUMBER OF OPERATIONS OR THE TIME BEFORE NEXT PRESSING ARE MISTAKEN, YOU MUST REPEAT THE OPERATIONS FROM THE BEGINNING, AND WAIT 1 MINUTE BEFORE STARTING AGAIN.

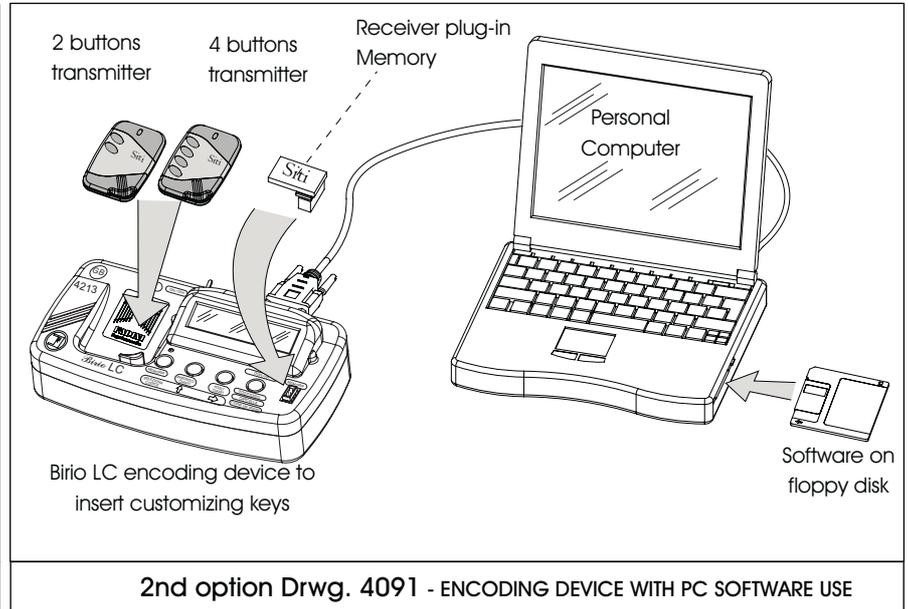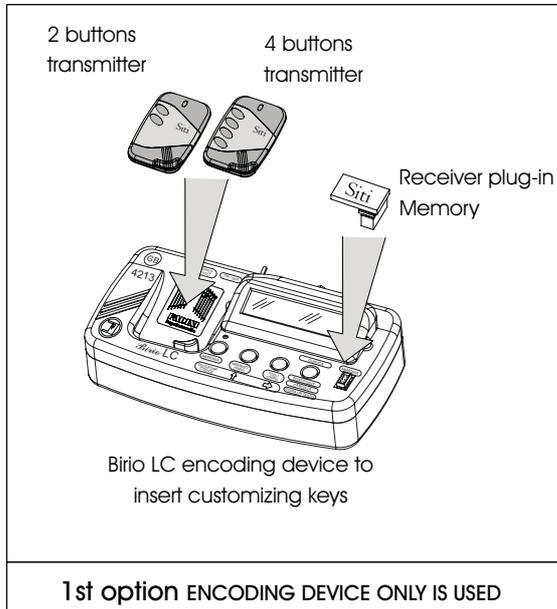| PLUG-IN RADIO RECEIVER	EXTERNAL RADIO RECEIVER
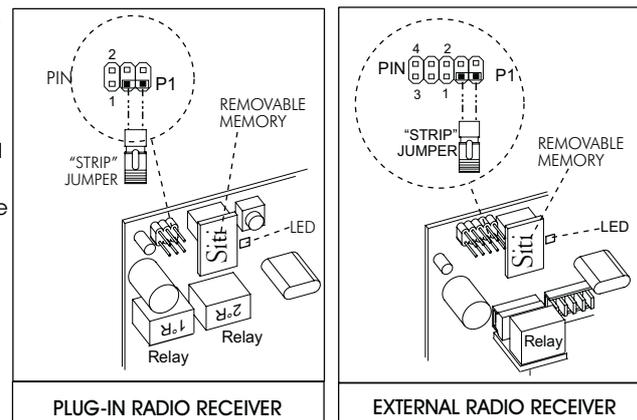
BIRIO LC DEVICE FOR KEY ENCODING

The Siti 63 is a self-learning 433,92 Mhz frequency Radio Transmitter that can fit any gate automation installation with traditional enconding procedures. For a more professional use any Siti 63 transmitter can be key-customized by the installer and the reseller using the Birio LC Device for key-encoding. This operation allows market and customers' protection. A software for PC is supplied with the Birio LC Device as a tool to manage the key-customized installations.

NOTE: Keys can only be encoded by the Birio Devices, either before or after transmitter storing on the receiver provided that the key encodying operation is carried out on both the transmitter and on the memory.

IMPORTANT:ONLY THE BIRIO LC DEVICE WHICH ENCODED THE KEY CAN CARRY OUT ALL STORING, COPYING AND DELETING OPERATIONS

2 buttons transmitter

4 buttons transmitter

Receiver plug-in Memory

Birio LC encoding device to insert customizing keys

1st option ENCODING DEVICE ONLY IS USED

2 buttons transmitter

4 buttons transmitter

Receiver plug-in Memory

Personal Computer

Software on floppy disk

Birio LC encoding device to insert customizing keys

2nd option Drwg. 4091 - ENCODING DEVICE WITH PC SOFTWARE USE

POWER SUPPLY: Birio LC device has an internal rechargeable battery, 6 hours autonomy , you can also operate it by 230V 50Hz power supply using a 9V 300mA adaptor. Maximum recharging time is 5 hours.

Serial cable Personal Computer connector

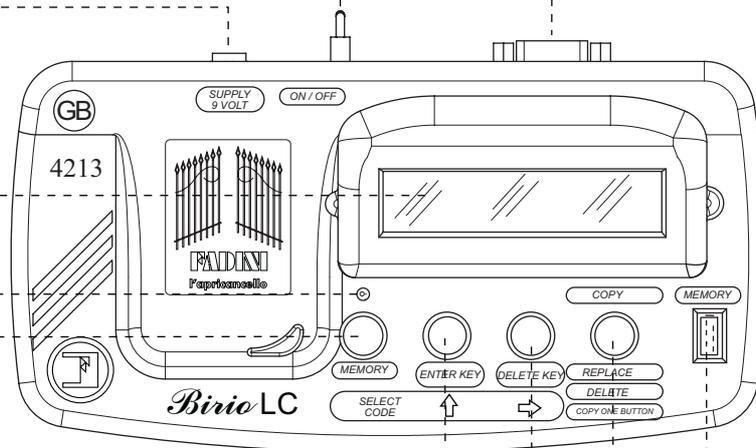On/off switch

9 volt 300mA battery recharge connector

Display

Power supply led

Button for encoding operations and memory

Memory or transmitter key entering and code shifting

Transmitter and memory key deletion and code entering

Copy, replace, delete, copy 1 button of the transmitter and the memory

To fit removable memory

GB

4213

SUPPLY 9 VOLT   ON / OFF

FADINI
l'apricancello

Birio LC

MEMORY

SELECT CODE

ENTER KEY

DELETE KEY

COPY   MEMORY

REPLACE

DELETE

COPY ONE BUTTON

Drwg.4091

page11

There are various kinds of Birio LC encoding devices belonging to different groups or families: Family A, Family B etc. distinguishable by an inner stamp), each one independent from the other.

Every group is made up of two distinct Birio LC devices, each one having its own function (see picture referring to group A):
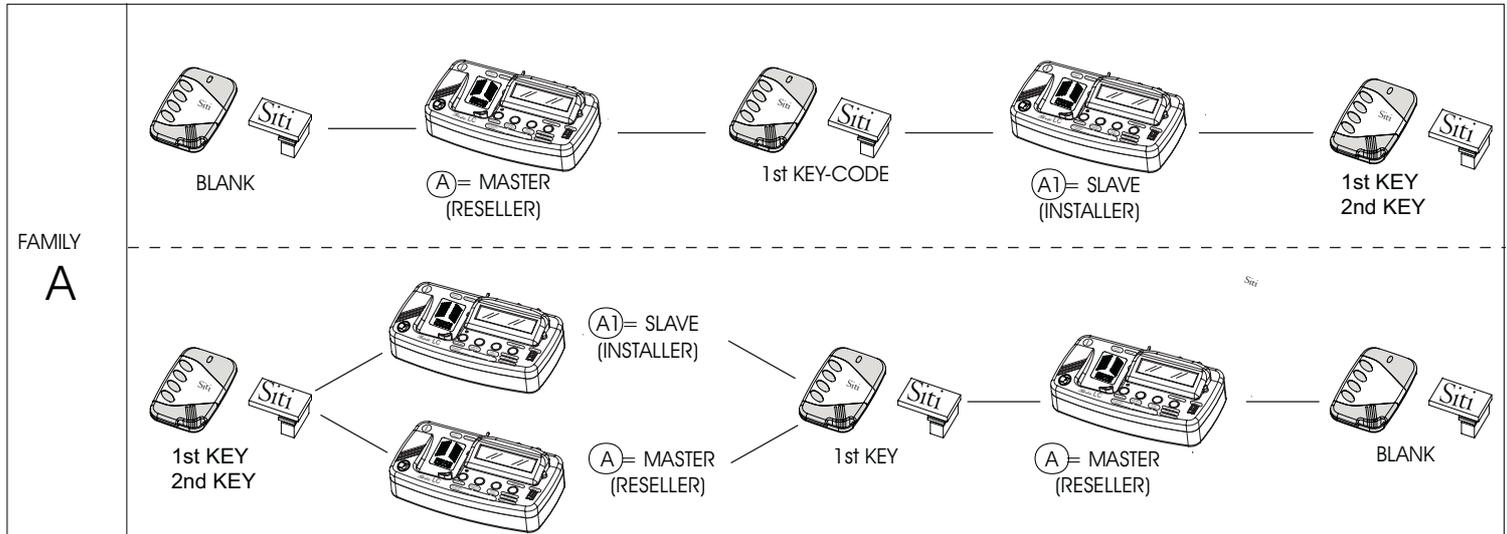
1) Master Device (Red)= enters only the 1st key and effects all operations on 1st key-encoded blank transmitters. It can also delete the 2nd key from slave devices belonging to its family.

2) Slave Device (Blue)= enters only the 2nd key if the 1st one was encoded by the Master or Master/Slave belonging to the same family, and operates on 2nd key encoded radio transmitters.

Once the Slave Device (for example an installer's) has encoded the 2nd key, the Master Device will not be able to carry out any operation on those transmitters or memories, but only the transmitter that stored the latest key will, in this case the Slave Device.

Please note that if you want to clear key-customized radio transmitters, you will have to delete the keys, by starting from the latest device that inserted the 2nd key, and then the device that inserted the 1st.- repeat backwards the sequence stages in pictures -

NOTE: Key encoding can be effected by Birio LC Devices either before or after transmitter storing into the receiver.

FAMILY A

BLANK — A= MASTER (RESELLER) — 1st KEY-CODE — A1= SLAVE (INSTALLER) — 1st KEY 2nd KEY

1st KEY 2nd KEY — A1= SLAVE (INSTALLER) / A= MASTER (RESELLER) — 1st KEY — A= MASTER (RESELLER) — BLANK

BIRIO LC DEVICE OPERATING

The Birio LC device has a practical and intuitive use, it does not allow the codification between the Radio Receiver and the Transmitter, but it can copy, replace and delete both clear and key-encoded transmitters (provided that the keys were encoded by the same Birio Lc Device); and copy either blank or key-encoded Memories(provided that the keys were encoded by the same Birio Lc Device).
Leds lighting on the Device will help during the operations. Every operation is carried out simply by pushing the corresponding button on the Device.

To return from mode Transmitter to mode Memory and viceversa simply turn off and turn on the Device. Remember that when the Device is turned off all received information is cancelled. Therefore after turning the Device on and starting with the new operations it is necessary to send the information to the Birio LC Device of the transmitter and the memory you need to operate in.

TRANSMITTER:
As soon as the Birio LC Device is switched on, it is in mode Transmitter; if the corresponding buttons are pushed all information about the key-codes and the family of the Device will be displayed.
A Birio LC Device can read the data of a transmitter which was key-encoded by a Birio LC Device belonging to a different family. In this case the presence of the key and and the type of Device that encoded the transmitter are displayed. If the message Error is displayed it means that the Birio LC Device did not read the transmitter information and thus no operation can be carried out.

MEMORY: After switching on the Birio LC Device, push the Memory button (the first button on the left) and you enter Memory mode: all information about the key-codes and the family of the Device will be displayed.
A Birio LC encoding Device can read the data of a Memory which was key-encoded by a Birio LC Device belonging to a different family. In this case the presence of the key and and the type of Device that encoded the Memory are displayed.
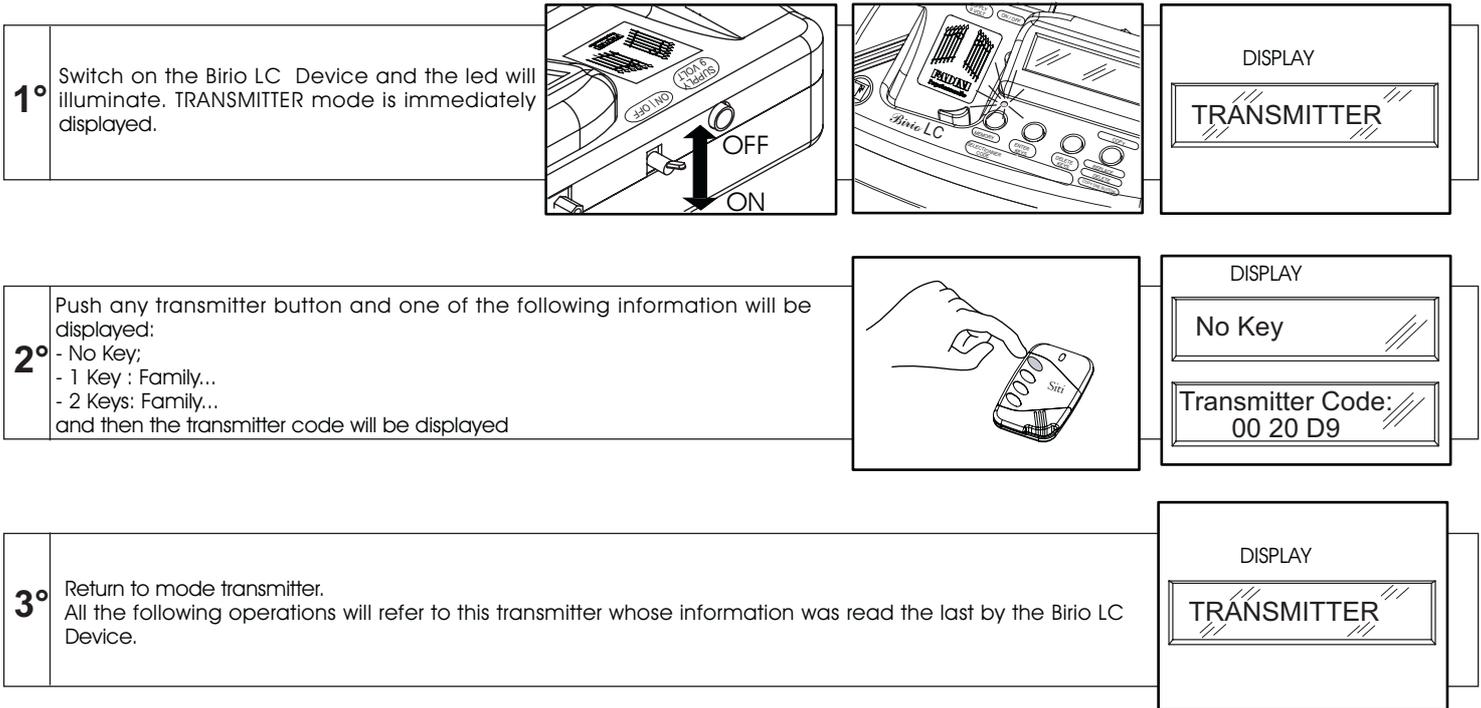If the message Error is displayed it means that the Birio LC Device did not read the Memory information and thus no operation can be carried out.

"BIRIO TOOL" PC SOFTWARE: The Birio LC Device can also be used as a support to the PC software for customers' managing. Connect the Birio LC Device to the PC serial port COM1, then open the software and turn on the Birio LC Device, click on connection and all the information (except the keys) of the Memory and the Transmitter will be displayed.

TRANSMITTER DATA READING

With this operation the Birio LC Device will read, recognize and display the Transmitter key-codes and the family they belong to.
If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.

1° Switch on the Birio LC Device and the led will illuminate. TRANSMITTER mode is immediately displayed.

OFF
ON

DISPLAY

TRANSMITTER

2° Push any transmitter button and one of the following information will be displayed:
- No Key;
- 1 Key : Family...
- 2 Keys: Family...
and then the transmitter code will be displayed

DISPLAY

No Key

Transmitter Code:
00 20 D9

3° Return to mode transmitter.
All the following operations will refer to this transmitter whose information was read the last by the Birio LC Device.

DISPLAY

TRANSMITTER

IMPORTANT: If during the 1st and the 2nd phase of this operation the button "Copy-Substitute-Delete-Copy 1 button" is pressed, the message "**PRESS TRANSMITTER FIRST**" will be displayed

TRANSMITTER KEY ENCODING

Key-encoding must be carried out according to the family of the Birio LC Device.

- The Master Device (for ex. A) encodes clear Transmitters and Memories with the 1st key C1

- The Slave Device (for ex. A1, A2,...) encodes only the 2nd key   (C2) into those Transmitters and Memories which were 1st-key encoded by the Master Device belonging to the same family

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter was key-encoded by a Birio device belonging to a different family.
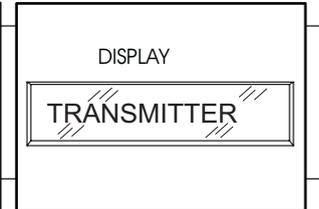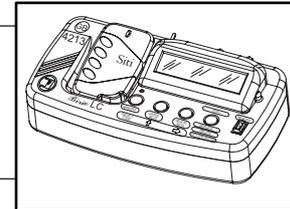
1°	Follow the operation Transmitter data reading page 14		DISPLAY No Key Transmitter code: 00 20 D9	DISPLAY TRANSMITTER
2°	Push the button **Enter Key**: "T- Enter Key" will be displayed, followed by "Enter Transmitter"			DISPLAY T - Enter Key Enter transmitter
3°	Position the transmitter onto the Birio LC Device . When the led turns off the operation is completed. N.W. If, when the led turns off, another transmitter is positioned, before TRANSMITTER is displayed, it is possible to encode this second transmitter too.			DISPLAY TRANSMITTER

IMPORTANT: when the operation is completed, check the transmitter information by following the operation "transmitter data reading" on page 14.

TRANSMITTER KEY DELETING

Key deleting operation can be carried out according to the Device family:

- The Master Device (for ex. A) can delete the 1st and the 2nd key to Transmitters and Memories which were encoded with keys beloging to the same family

- The Slave Device (for ex. A1, A2,...) can delete only the 2nd key (C2) from those Transmitters and Memories which were encoded with the 1st and the 2nd key.

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.

1°	Follow the operation transmitter data reading, page 14.	DISPLAY TRANSMITTER
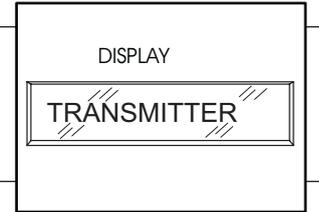
2°	Push the button **Delete Key**: the message "T- Delete Key" followed by "Enter Transmitter" will be displayed		DISPLAY T - Delete Key Enter Transmitter
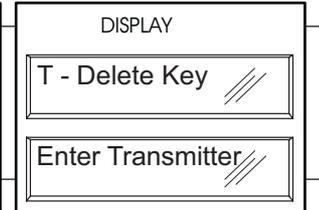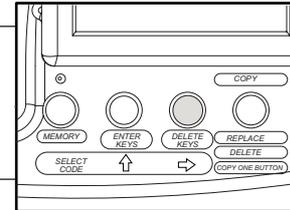
3°	Position the transmitter onto the Birio LC Device . When the led turns off the operation is completed. N.W. If, when the led turns off, another transmitter is positioned, before TRANSMITTER is displayed, it is possible to delete the key to this second transmitter too.		DISPLAY TRANSMITTER

IMPORTANT: when the operation is completed, check the transmitter information by following the operation "transmitter data reading" on page 14.

Copying a **Transmitter A** means creating a new **Transmitter B** which, in order to be stored inside a Memory, uses an existing Transmitter A to enter Memory. Both transmitters are different and have different codes.
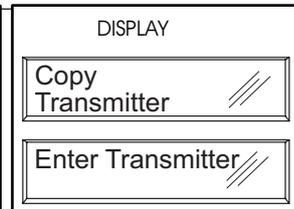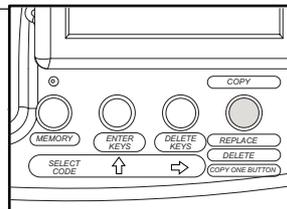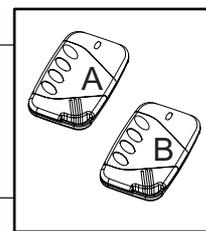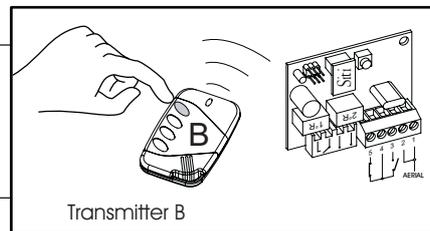
This operation is possible with blank or key-encoded transmitters (in this case also the memory must be key-encoded).

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.

1°	Follow the operation transmitter data reading, page 14, for the transmitter A to be copied. NOTE: only Transmitter A code is needed for the copy,in this way it is possible to follow the operation as described on page 21.	Transmitter A to be copied / DISPLAY — TRANSMITTER
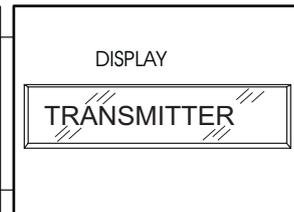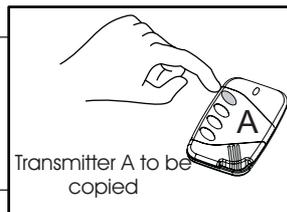
2°	Push the 4th multi-function button:the functions Copy, Replace,Delete and Copy one button are sequencely displayed. To confirm press again this 4th button when the operation required is displayed . Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the operation. **Check the operation: remove transmitter B and press one button, the messages "Pulse Transmission" and "Copy" will be displayed as a confirmation**	MEMORY ENTER KEYS DELETE KEYS COPY REPLACE SELECT CODE ↑ → DELETE COPY ONE BUTTON / DISPLAY — Copy Transmitter / Enter Transmitter

3°	Operate near the power supplied Radio Receiver (max distance 10 metres) and push one button on transmitter B for 4-5 times as long as the led will illuminate. The operation completed, Transmitter B has accomplished its function.	Transmitter B / AERIAL / A / B

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out,or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the operation, if all the 5 possibilities are used up it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) , release when the Led will light again.
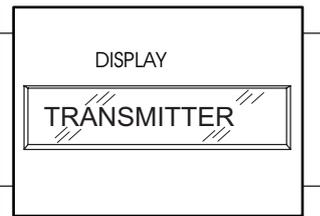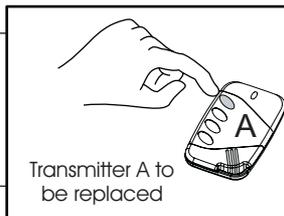
TRANSMITTER REPLACING

Replacing a **transmitter A** means replacing it with a new one called **transmitter B** inside the Radio Receiver, using the Birio LC Device. When the operation is accomplished, transmitter A will no longer be recognized by the Radio Receiver.
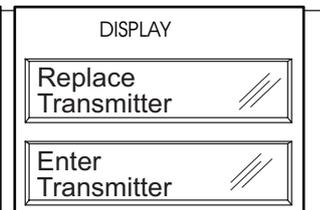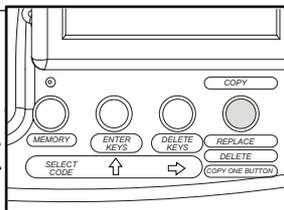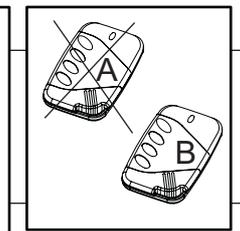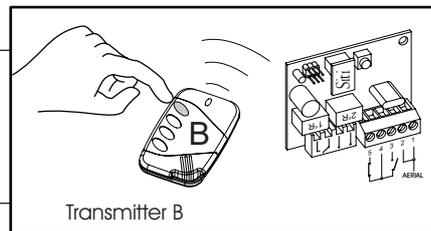
This operation is possible with blank or key-encoded transmitters (in this case the memory must be key-encoded too)

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.

1° Follow the operation transmitter data reading, page 14, for the transmitter A to be replaced.
NOTE: only Transmitter A code is needed for the replacement,in this way it is possible to follow the operation as described on page 21.

Transmitter A to be replaced

DISPLAY

TRANSMITTER

2° Push the 4th multi-function button:the functions Copy, Replace,Delete and Copy one button are sequencely displayed. To confirm press again this 4th button when the operation required is displayed . Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the operation.
Check the operation: remove transmitter B and press one button, the messages "Pulse Transmission" and "Replace" will be displayed as a confirmation

DISPLAY

Replace Transmitter

Enter Transmitter

3° Operate near the power supplied Radio Receiver (max distance 10 metres) and push one button on the transmitter B for 4-5 times as long as the led will illuminate.
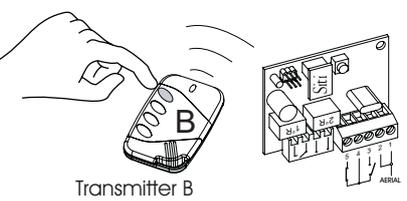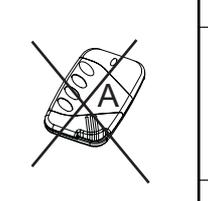The operation completed, Transmitter B has accomplished its function.

Transmitter B

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out,or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the operation, if all the 5 possibilities are used up it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) , release when the Led will light again.

Deleting a **Transmitter A** means deleting its key-code from the Radio Receiver, using the Birio LC Device as an alternative to operation on page 9. For this operation on the Birio LC Device, any transmitter can be used (either clear or key-encoded), even the same transmitter, which will be used as a deleting "carrier B" to accomplish this operation on the Radio Receiver.
When the operation is completed the Tansmitter **"carrier B"** will have deleted Transmitter A but will not replace it.

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.

1° Follow the operation transmitter data reading, page 14, for the transmitter A to be deleted.
NOTE: only Transmitter A code is needed for the deletion,in this way it is possible to follow the operation as described on page 21.
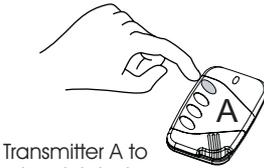
Transmitter A to be deleted

DISPLAY

TRANSMITTER

2° Push the 4th multi-function button:the functions Copy, Replace,Delete and Copy one button are sequencely displayed. To confirm press again this 4th button when the operation required is displayed . Then position the transmitter B(information carrier) onto the Birio LC Device to learn the information to accomplish the operation.
Check the operation: remove transmitter B and press one button, the messages "Pulse Transmission" and "Delete" will be displayed as a confirmation

COPY
MEMORY   ENTER   DELETE   REPLACE
          KEYS   KEYS   DELETE
SELECT   COPY ONE BUTTON
CODE
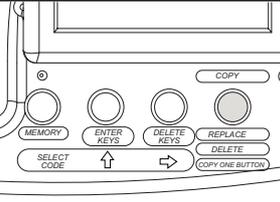
DISPLAY

DeleteTransmitter

Enter Transmitter

3° Operate near the power supplied Radio Receiver (max distance 10 metres) and push one button on transmitter B for 4-5 times as long as the led will illuminate.
When the operation is achieved, Transmitter B has accomplished its function.

Transmitter B

AERIAL

A

IIMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out,or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the operation, if all the 5 possibilities are used up it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) , release when the Led will light again.

COPYING ONE TRANSMITTER BUTTON (COMMON BUTTON)

This operation allows to copy one button of the transmitter, called common button for multiple users. In order to accomplish this operation a transmitter must have at least one encoded button to be copied onto the radio receiver: for exemple if You need to copy only the 3rd button corresponding to the 3rd channel of the receiver of a Birio Transmitter with all its 4 buttons codified, it is necessary to accomplish the operation pressing only the 3rd button.

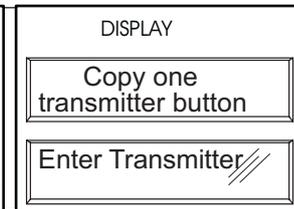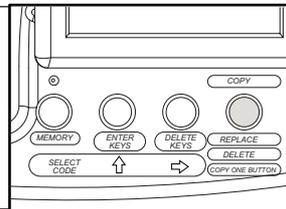**1°** Follow the operation transmitter data reading, page 14, for the transmitter A to be copied.
NOTE: only Transmitter A code is needed to copy one button,in this way it is possible to follow the operation as described on page 21.
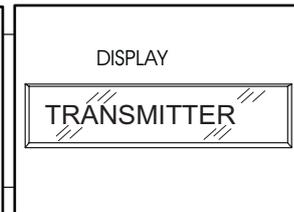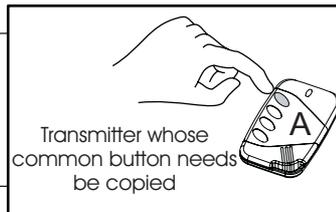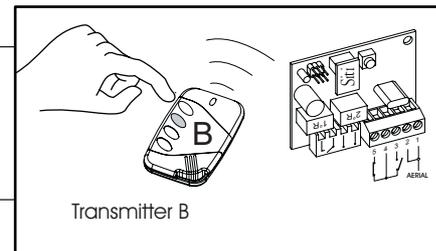
Transmitter whose common button needs be copied

DISPLAY

TRANSMITTER

2° Push the 4th multi-function button:the functions Copy, Replace,Delete and Copy one button are sequencely displayed. To confirm press again this 4th button when the operation required is displayed . Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the operation. **Check the operation: remove the transmitter B and press one button, the messages "Pulse Transmission" and "Copy one button" will be displayed as a confirmation**

DISPLAY

Copy one transmitter button

Enter Transmitter

3° Operate near the power supplied Radio Receiver (max distance 10 metres) and push one button on the transmitter B for 4-5 times as long as the led will illuminate.
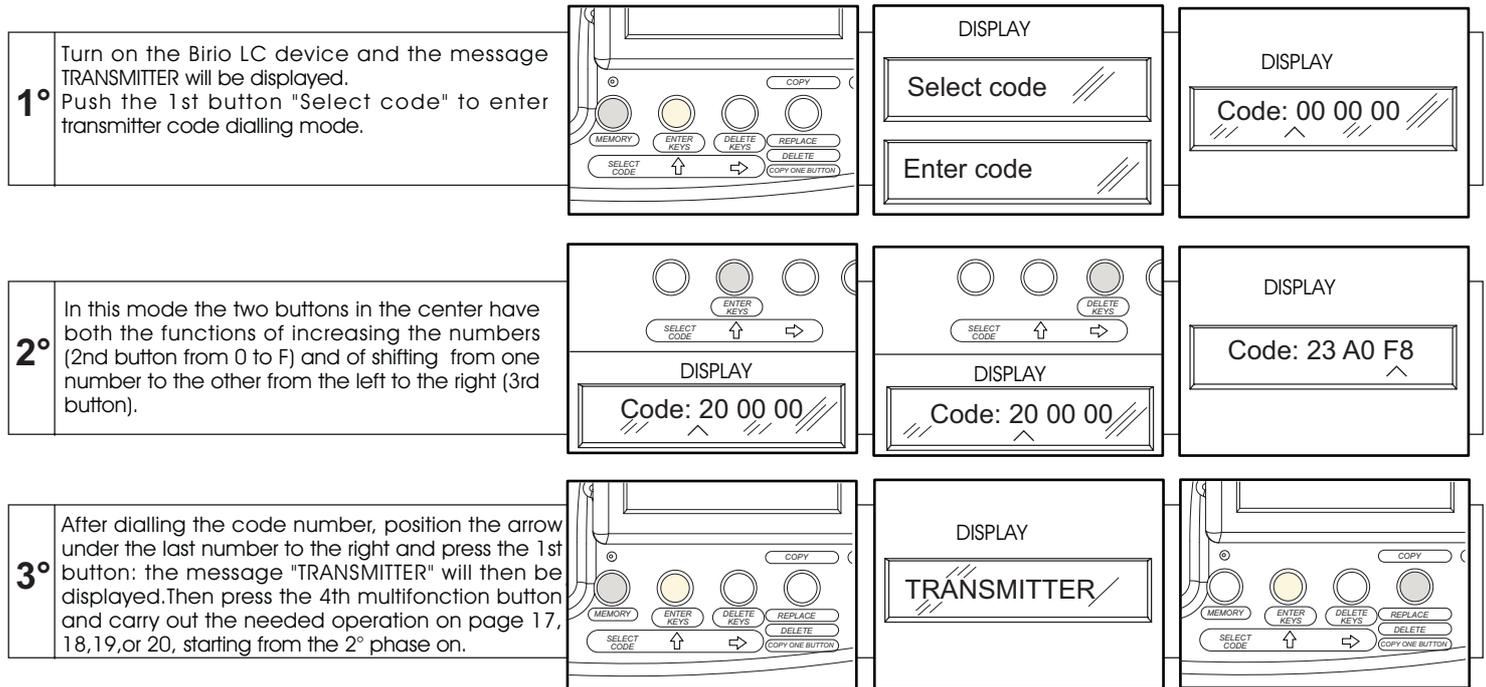
Transmitter B

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out,or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the operation, if all the 5 possibilities are used up it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) , release when the Led will light again.

SELECT THE TRANSMITTER CODE

With the Birio LC device it is possible to carry out all operations i.e. Duplication,Replacement,Deletion and Copy of one button, by simply selecting the transmitter code from a previously created codes archive.

All the operations will be carried out using a second transmitter B which will transmit the information to the Radio Receiver.
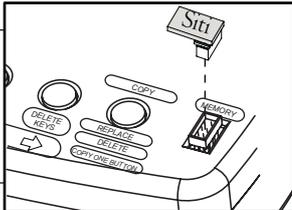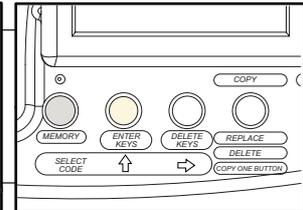
When the operation is completed this transmitter will have achieved its function.

1° Turn on the Birio LC device and the message TRANSMITTER will be displayed.
Push the 1st button "Select code" to enter transmitter code dialling mode.

DISPLAY

Select code

Enter code

DISPLAY

Code: 00 00 00

2° In this mode the two buttons in the center have both the functions of increasing the numbers (2nd button from 0 to F) and of shifting from one number to the other from the left to the right (3rd button).

DISPLAY

Code: 20 00 00

DISPLAY

Code: 20 00 00

DISPLAY

Code: 23 A0 F8

3° After dialling the code number, position the arrow under the last number to the right and press the 1st button: the message "TRANSMITTER" will then be displayed.Then press the 4th multifonction button and carry out the needed operation on page 17, 18,19,or 20, starting from the 2° phase on.

DISPLAY

TRANSMITTER

MEMORY DATA READING

With this operation the Birio LC Device will read, recognize and display the Memory key-codes and the family they belong to.

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the Memory is encoded with a key-code belonging to a different family.

1°	Turn on the Birio LC device and plug-in the Memory;the message TRANSMITTER will be displayed. Press the 1st button "Memory" <u>for at least 3 seconds</u>: as an operating mode confirmation the message "MEMORY" will be displayed.			DISPLAY MEMORY

2°	Then all the information about the family type and the presence of any key-codes will be displayed.	DISPLAY No key	DISPLAY 1 Key: A	DISPLAY MEMORY

Key-encoding must be carried out according to the family of the Birio LC Device.

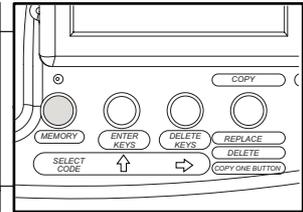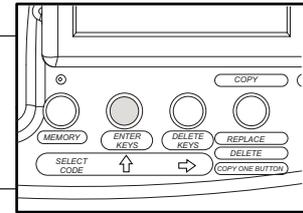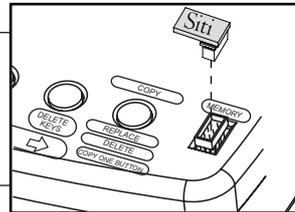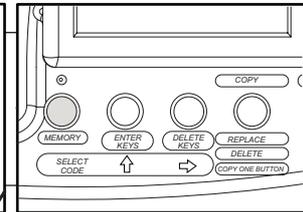- The Master Device (for ex. A) encodes clear Transmitters and Memories with the 1st key C1

- The Slave Device (for ex. A1, A2,...) encodes only the 2nd key (C2) into those Transmitters and Memories which were 1st-key encoded by the Master Device belonging to the same family

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter was encoded with a key-code belonging to a different family.

|		
1°	Follow the operation Memory data reading page 22.	DISPLAY — `MEMORY`
2°	Push the button Enter Key on the Birio LC Device: the message "M-Enter key 1" or "M-Enter key 2", in case of Slave Device, will be displayed.	DISPLAY — `M - Enter key 1`
3°	To confirm the operation follow "Memory data reading" operation page 22.	DISPLAY — `MEMORY`

MEMORY KEY DELETING

Key-deleting must be carried out according to the family of the Birio LC Device.

- The Master Device (for ex. A) can delete 1st and 2nd key-encoded Transmitters and Memories belonging to the same family

- The Slave Device (for ex. A1, A2,...) can delete only the 2nd key   (C2) from those Transmitters and Memories which were 1st and 2nd key-encoded

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter was encoded with a key-code belonging to a different family.
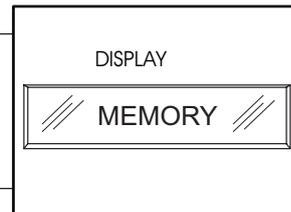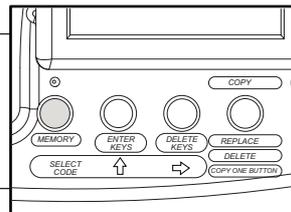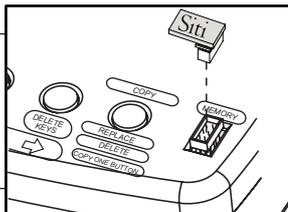
1°	Follow the operation Memory data reading (page 22)		DISPLAY `/// MEMORY ///`
2°	Push the button **Delete Key** on the Birio LC Device: the message "M-Delete key 1" or "M-Delete key 2", in case of Slave Device, will be displayed.		DISPLAY M -Delete Key 1 ///
3°	To confirm the operation follow "Memory data reading" operation page 22.		DISPLAY `/// MEMORY ///`
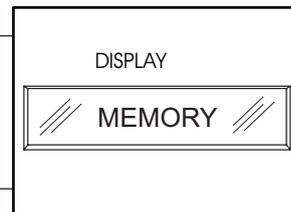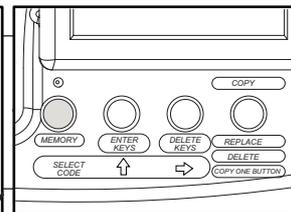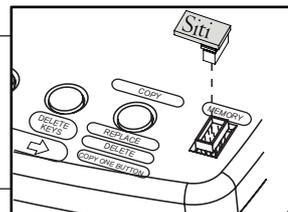
MEMORY COPYING

The Siti 63 Memory is an important element in single or multiple installations because it stores the key-codes of many transmitters. For this reason, in order to grant security, all memories can only be copied, while the Replacing and Deleting operations are not active.

Copying a **Memory A** means creating its copy **Memory B** together with all its stored codes, using the Birio LC Device.

This operation is possible with blank or key-encoded Memories.

If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter was encoded with a key-code belonging to a different family.
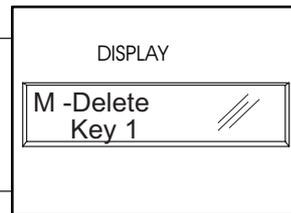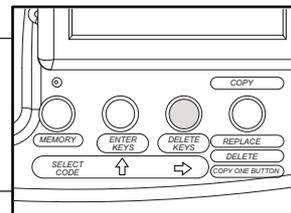
1°	Follow the operation Memory data reading (page 22)	Memory A		DISPLAY /// MEMORY ///
2°	Push the Copy button: the operation phases will immediately be displayed. Wait for the rolling numbers from 10 to 0 to be finished before plugging in a new Memory B.	DISPLAY Copy Memory ///	DISPLAY Read Memory /// Memory Reading.... ///	DISPLAY /// 10 /// /// 0 ///
3°	Once the sequence has finished, the message "Insert new Memory" will be displayed. Plug in the new Memory B and the rolling numbers 10 to 0 will be displayed.	DISPLAY Insert new Memory ///	Memory B	DISPLAY Push Button
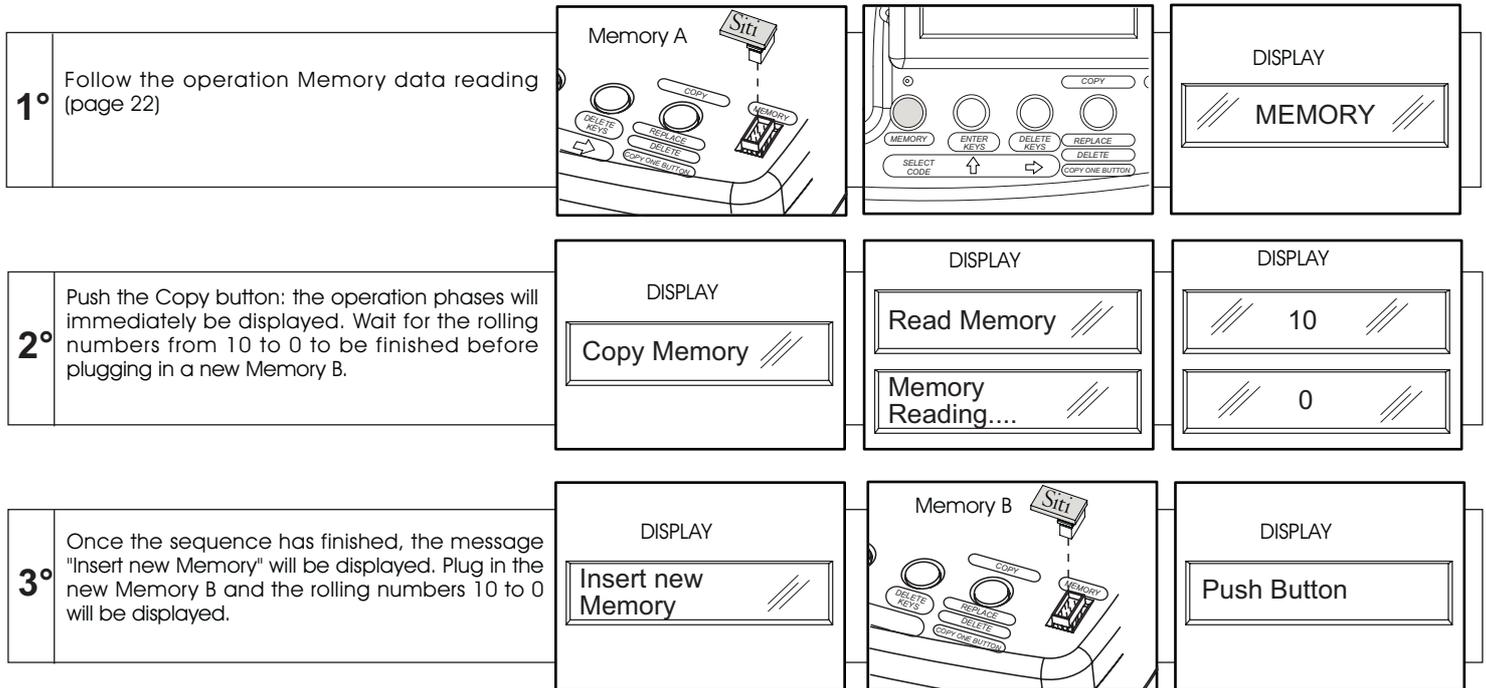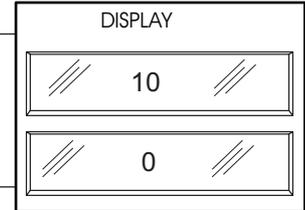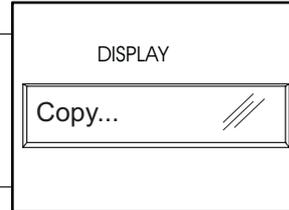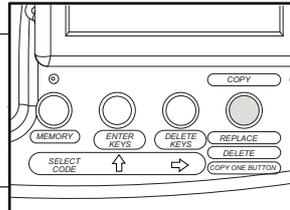
| **4°** | Push the Copy button | | DISPLAY
Copy... | DISPLAY
10
0 |

| **5°** | As a confirmation "Memory Copied" will be displayed | DISPLAY
Memory copied | DISPLAY
MEMORY |
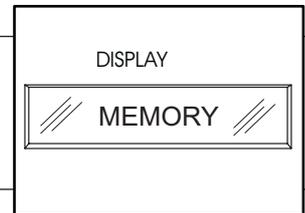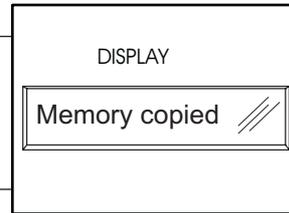
This fonction allows a transmitter to be learned by receivers in different installations, simply by loading it with its information, i.e. Copy, Replacement, Deletion or the Common Button, as described in the above chapters.

Procedure: After carrying out the needed operation, i.e. Duplucation, Remplacement, Deletion et Copy one button, as described in the above paragraphes, it is possible to "load" transmitter B with the information received by the Birio LC Device, by pressing the 1st button on the transmitter and releasing it after 20 seconds (after 5 seconds the led will turn off) when the led will illuminate again. Then operate near 2nd installationr (max distance 10 metres) and push 4-5 times a button in the transmitter B until the led will illuminate.

In order to carry out the same operation on a 3rd installation, repeat the same transmitter "reloading" phase.

Transmitter B receives the information

1° Installation

Transmitter B

Power supplied Radio 1st installation

Push any button on Transmitter B for 4-5 times until the led will illuminate

2° Installation

Transmitter B

Transmitter B

Power supplied Radio 2nd installation

To "reload" the transmitter: press for 20 seconds et release when the led illuminates

Push any button on Transmitter B for 4-5 times until the led will illuminate. When the operation is achieved, Transmitter B will have accomplished its function.

3° Installation

Transmitter B

Power supplied Radio 3rd installation

To "reload" the transmitter: press for 20 seconds et release when the led illuminates

Push any button on Transmitter B for 4-5 times until the led will illuminate. When the operation is achieved, Transmitter B will have accomplished its function.

4° Installation

5° Installation

. . .

Repeat this operation for all the installations you need to encode.

It is possible to transmit the same information to many Radio Receivers at the same time without personally going to the installation site but using a second transmitter B. To accomplish this operation, power supply the Radio Receivers and effect all the Copying, Deleting, Replacing and Copying one common button operation, follow the phases described in the respective chapters.

NOTE: The use of the "Professional Pratico" instrument can be useful to accomplish the operation.
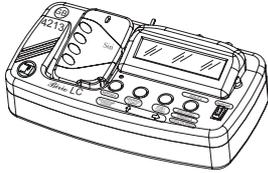
Transmitter B receiving the informations
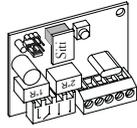
Power supplied Radio Receiver for the 1st installation
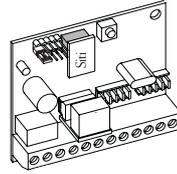
Power supplied Radio Receiver for the 2nd installation
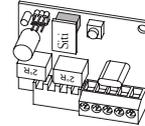
Power supplied Radio Receiver for the 3rd installation
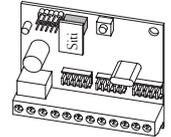
Power supplied Radio Receiver for the 4th installation

Transmitter B

"BIRIO TOOL" PC SOFTWARE INSTALLATION AND USE

Birio LC Device has its own PC software which is very helpful for customer managing. This software, called "Birio Tool" offers the possibility of memorizing and carrying out all operations on transmitters-either blank or key-encoded by the same encoding device- even if the installer is not on the installation site.
Birio Tool software will not give any information about the precence of any key-code.

IMPORTANT: BEFORE CONNECTING YOUR PC TO THE BIRIO LC, MAKE SURE THAT THE PC HAS THE SERIAL PORT COM1, IF IT HAS THE USB PORT YOU NEED TO FORMAT IT TO COM1

"BIRIO TOOL" SOFTWARE INSTALLATION

- Create a new file called "Birio LC Device" in the working directory of your PC to contain all the working files.
- Insert the Floppy Disk into the PC and open it, then copy all the application files inside the newly created file.
- Oper the "Birio" aplication file
- When opening the application file, a window with all the working options, will be displayed: then click on Open File and enter the name or the file of the customer: for ex.: House , De Rossi jointly-owned building etc...
ATTENTION: Always open a new file for every installation or for every customer clicking on Open File

2 buttons transmitter

4 buttons transmitter

Plug-in Memory

Personal Computer

Use an adaptor to connect to USB port

Birio LC device for customized key encoding

"Birio Tool" Floppy Disk software
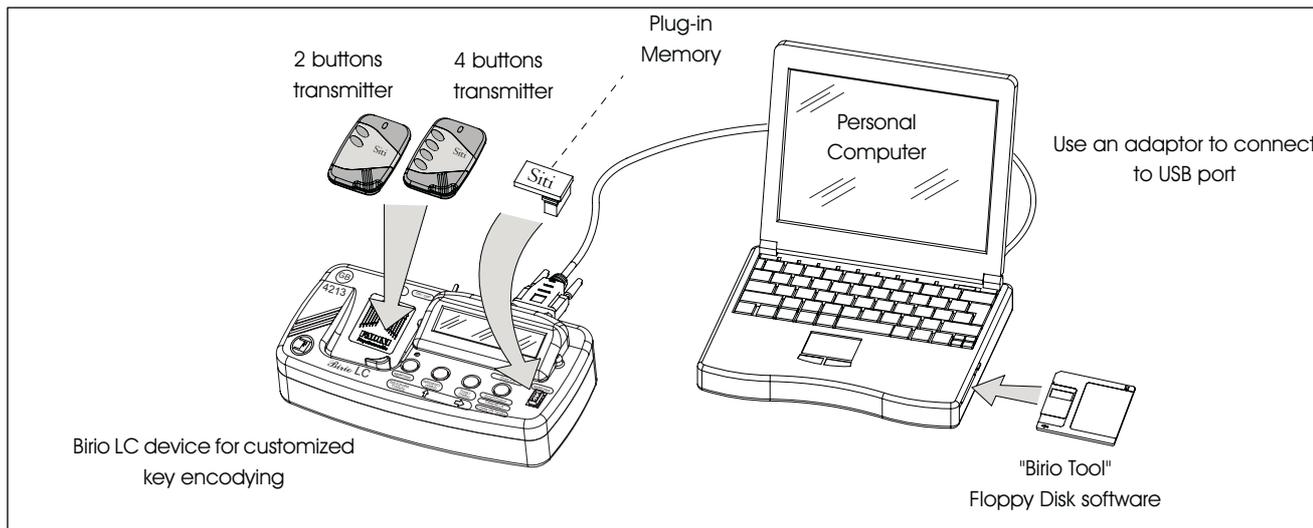
For operating "Birio Tool" managing program always click on Open File and type the Customer's name on the following window
To exit software click on Exit, this will automatically store the file.

Birio   ▭ ▢ ✕

Birio Tool

General informations

Customer's name

Code number   nr position

<< Previous   Following >>   Add Transmitter   Delete Transmitter

Transmitter   Receiver Output

1 ○
2 ○
3 ○
4 ○

Read Memory

Connect

Open File

Exit

Type file name   ✕

Type file name or file to open   OK

Cancel

Mario Rossi

File name

Connect to Birio LC device

Find Customer

Find Code

Entered or searched code (0,1,...F)

Print List

Enter to Copy   Enter to Remplace   Enter to Delete   Enter to Copy one button

FADINI®
the gate opener

Exit and store file

Print file   Open file

MEMORY DATA DOWNLOADING

-Connect your PC to the Birio LC device using an adaptor to USB port, turn on the Birio LC and open the "Birio Tool" file then click on "Open File" and enter the file name

1°
- Turn on the Birio LC device, open the file and plug-in the Birio Memory
- Click on the window "Connect"
- "**PC OPERATIONS**" will be displayed on the Birio LC as a connection confirmation

Siti
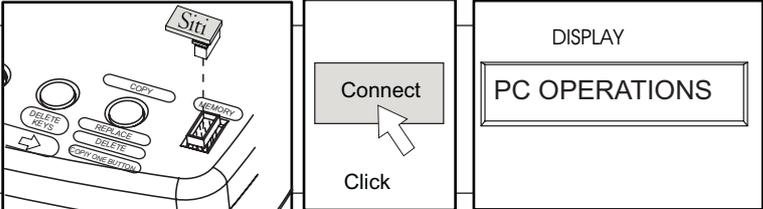
Connect

Click

DISPLAY

PC OPERATIONS

2°
- Click on "Read Memory": the codes of the Siti Transmitters stored inside the Memory will be displayed: the code is a sequence of numbers and letters made up of 3 numbers of 2 figures each.
- The Receiver's channels and their respective buttons wil be displayed in the Transmitter window.
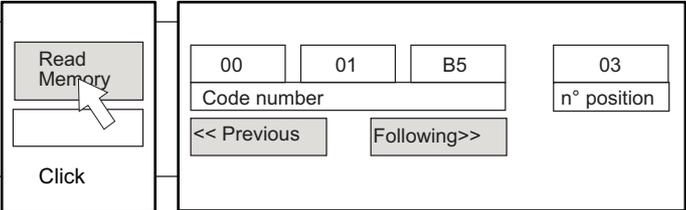
Read Memory

Click

00	01	B5
Code number

03

n° position

<< Previous   Following>>

3°
IMPORTANT:Fill in the windows with the Customer's Name and the General information for the operations you need to carry out and in order to have a Customers' list with their corresponding Siti transmitters.
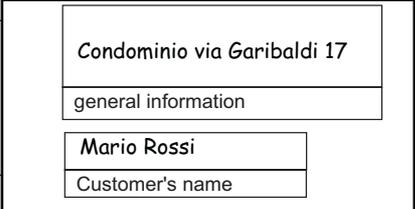
Condominio via Garibaldi 17

general information

Mario Rossi

Customer's name

ATTENTION: if the code number is made of letters and symbols beyond the series 1,2,...A, B,...,F (ex: §, ò, ü,...) it means that the data receiving is not correct and you need to check the connecting cables and start back to download data.
ATTENTION: After this operation it is necessary to pay attention should you need to read the Memory data on PC (with the operation Memory data downloading on PC) because when the file is closed, all the information entered by the the user will be overwritten and thus deleted, because it is not possible to write and store the Customer's General Information on the Memory.

TRANSMITTER DATA DOWNLOADING

This operation allows to read a Siti 63 transmitter code on the Radio Receiver Memory, either with or without encoded keys, for better managing the Copying, Replacing and Deleting operations.

1°
- Connect your PC to the Birio LC device using a serial cable to port COM1, turn on the Birio LC and open the "Birio Tool" file, then click on "Open File" and enter the file name
- Click on the window "Connect"
- "**PC OPERATIONS**" will be displayed on the Birio LC as a connection confirmation

Connect

Click

DISPLAY

PC OPERATIONS

2°
- Click on "Read transmitter"
- Push one button on the Siti 63 transmitter

Read Transmitter

Click

3°
The transmitter's code which is a 6 figures number will be displayed on the "Find Code" window.
- The Transmitter's window will display the Siti 63 Radio Receiver's channels with the corresponding buttons.
- Ten fill in with the Customer's General information

Find Customer

Find Code

| 00 | 12 | 2F |

Entered or searched Code (0,1,...F)

Condominio via Garibaldi 17

General Informations

Mario Rossi

Customer's name

ATTENTION: if the code number is made of letters and symbols beyond the series 1,2,…A, B,…,F (ex: §, ò, ü,…) it means that the data receiving is not correct and you need to check the connecting cables and start back to download data.

TRANSMITTER CODE SEARCH

The search for a Siti transmitter inside a Memory file can be effected in three ways:
1) Type the code inside the window Code to enter or to find, if the code is not known it is possible to download it following the procedure "Transmitter data downloading" page 28; then click on Find Code.
2) Type the customer's name inside the window Find Customer, and enter it.
3) Open a file and search the memory list by typing <<Previous or Following>> .

On the "Birio Tool" software

Find Code			
	Searched or entered Code(0,1,...F)		
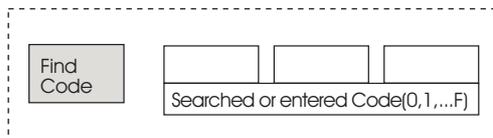
1) *Enter code number*

On the "Birio Tool" software

Find Customer	
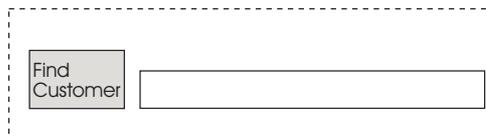
2) *Enter customer's name*

On the "Birio Tool" software

Code number		
<< Previous	Following>>	
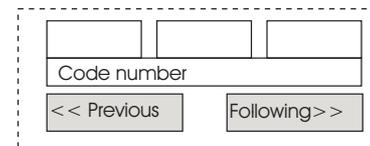
3) *Search the list of the codified transmitters inside the Memory*

For every transmitter in the list, the Customer's general data and the channels activated by the corresponding transmitter buttons will be displayed

"Birio Tool" software

General Information — *General information*

Customer's name — Customer's name

Transmitter code — Code number

<< Previous   Following>>

"Birio Tool" software

Transmitter   to receiver

1 o
2 o
3 o
4 o

The channels activated by the corresponding buttons will be displayed
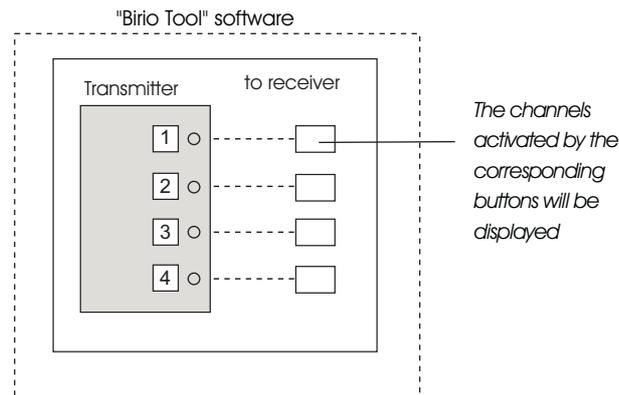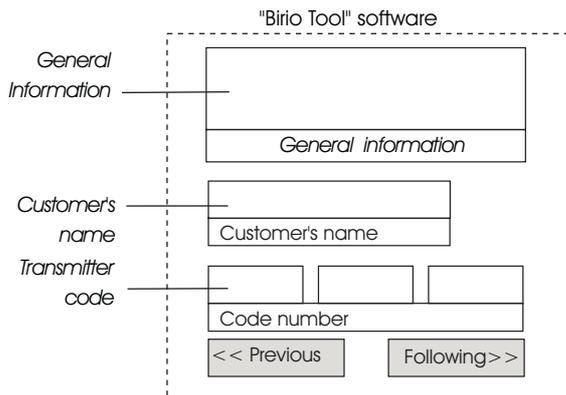
TRANSMITTER COPYING

Copying a **Transmitter A** means creating a new **Transmitter B** which, in order to be coded inside a Memory, uses an existing Transmitter A to enter the Memory. **Both transmitters are different and have different codes.**

For this operation it is also necessary to know the code of the transmitter to be copied following the operation "Find a transmitter's code" page 33
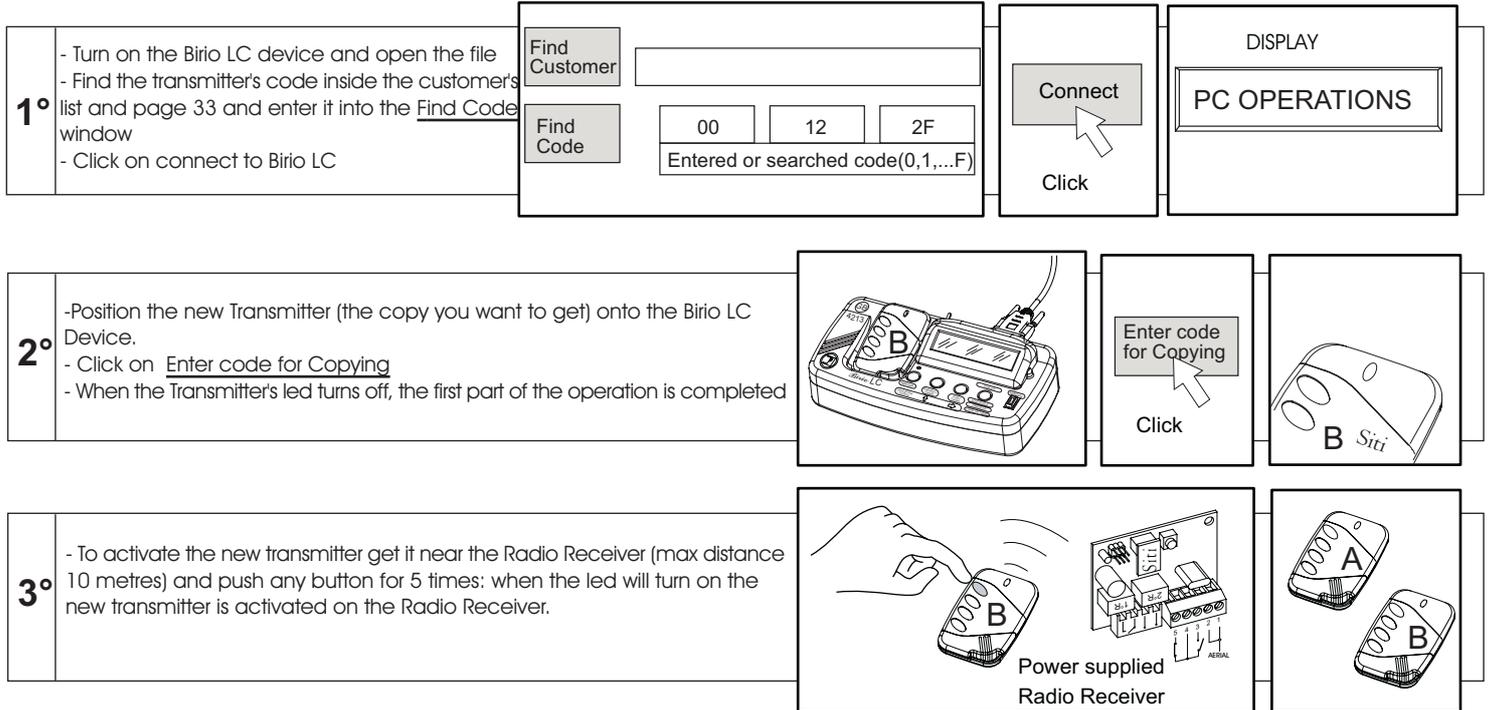
1°
- Turn on the Birio LC device and open the file
- Find the transmitter's code inside the customer's list and page 33 and enter it into the Find Code window
- Click on connect to Birio LC

Find Customer				
Find Code	00	12	2F	
	Entered or searched code(0,1,...F)			

Connect
Click

DISPLAY

PC OPERATIONS

2°
-Position the new Transmitter (the copy you want to get) onto the Birio LC Device.
- Click on Enter code for Copying
- When the Transmitter's led turns off, the first part of the operation is completed

Enter code for Copying
Click

3°
- To activate the new transmitter get it near the Radio Receiver (max distance 10 metres) and push any button for 5 times: when the led will turn on the new transmitter is activated on the Radio Receiver.

Power supplied
Radio Receiver

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the data transmission to the Radio Receiver, or the operation is not correctly carried out, 4 more possibilities will be given to repeat the operation, if the 5 possibilities are used up, it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) release when the Led will light again.

TRANSMITTER REPLACEMENT

The operation of replacing a Siti Transmitter allows to replace an exiting transmitter with another one (either not encoded or key-encoded by the same Birio LC Device),without making a copy of it. For this operation it is necessary to know the code of the Transmitter to be replaced by following the operation "Find a Transmitter code" page 33:
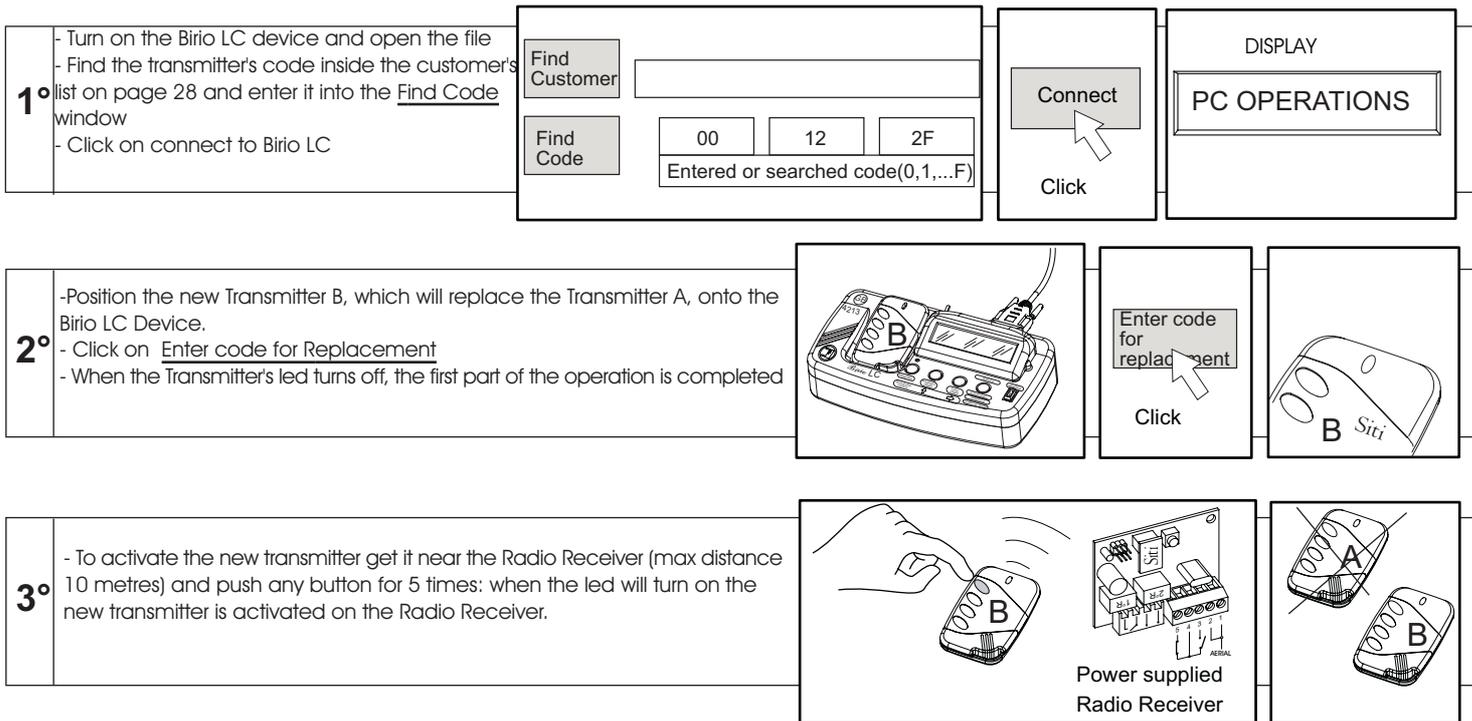
1°
- Turn on the Birio LC device and open the file
- Find the transmitter's code inside the customer's list on page 28 and enter it into the <u>Find Code</u> window
- Click on connect to Birio LC

Find Customer			
Find Code	00	12	2F
	Entered or searched code(0,1,...F)		

Connect
Click

DISPLAY

PC OPERATIONS

2°
-Position the new Transmitter B, which will replace the Transmitter A, onto the Birio LC Device.
- Click on <u>Enter code for Replacement</u>
- When the Transmitter's led turns off, the first part of the operation is completed

B

Enter code for replacement
Click

B *Siti*

3°
- To activate the new transmitter get it near the Radio Receiver (max distance 10 metres) and push any button for 5 times: when the led will turn on the new transmitter is activated on the Radio Receiver.

B

Power supplied
Radio Receiver

A

B

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the data transmission to the Radio Receiver, or the operation is not correctly carried out, 4 more possibilities will be given to repeat the operation, if the 5 possibilities are used up, it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off), release when the Led will light again.

TRANSMITTER DELETING

Deleting a transmitter means cancelling an existing **Siti Transmitter A** by means of any Transmitter **Siti Transmitter B** (either not encoded or key-encoded by the same Birio LC Device), which will not replace or be a copy of A. For this operation it is necessary to know also the code of transmitter A to be deleted following the operation "Find a transmitter's code" page 33:

1°
- Turn on the Birio LC device and open the file
- Find the transmitter's code inside the customer's list at page 33 and enter it into the Find Code window
- Click on connect to Birio LC

Find Customer			
Find Code	00	12	2F
	Entered or searched code(0,1,...F)		

Connect
Click

DISPLAY

PC OPERATIONS

2°
-Position the new Transmitter B (which will delete transmitter A) onto the Birio LC Device.
- Click on Enter code for Deletion
- When the Transmitter's led turns off, the first part of the operation is completed

B

Enter code for Deletion
Click

B Siti

3°
- To delete the transmitter, stand near the Radio Receiver (max distance 10 metres) and push any button for 5 times: when the led will turn on the transmitter B has deleted transmitter A on the Radio Receiver.

B

Power supplied
Radio Receiver

AERIAL

A

IMPORTANT: If by mistake a button on transmitter B is pushed once or more times, before the data transmission to the Radio Receiver, or the operation is not correctly carried out, 4 more possibilities will be given to repeat the operation, if the 5 possibilities are used up, it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) release when the Led will light again.
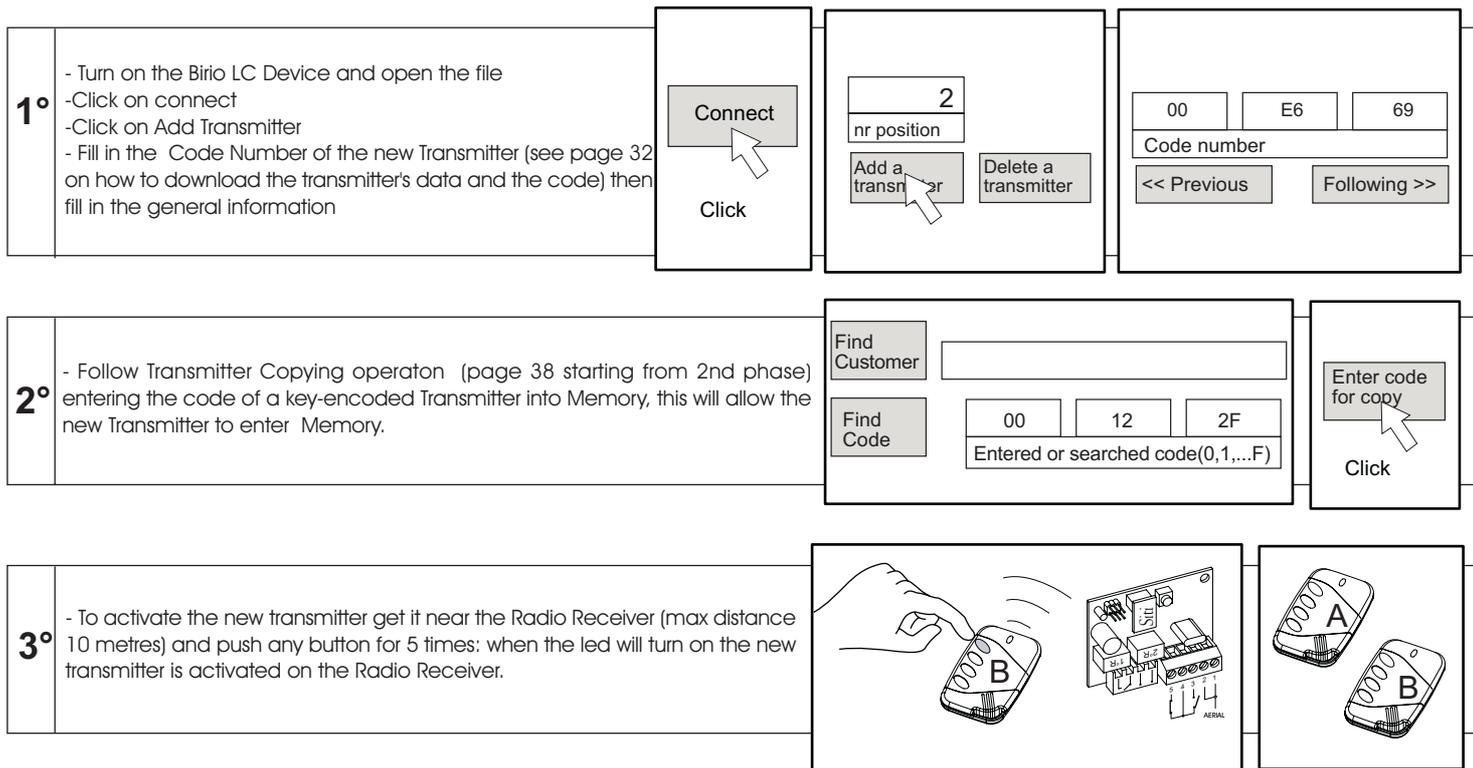
COPY ONE BUTTON (COMMON BUTTON)

With this operation it is possible to copy one button of the transmitter, called Common Button, for multiple automatic gates or garage doors. **Before carrying out the operation, the transmitter needs to be encoded with at least 1 button to be copied on the Radio Receiver**: for exemple if you need to copy only the 3rd button corresponding to the 3rd channel of the receiver of a Siti 63 transmitter which has the 4 buttons codified, it is necessary to complete the operation on the new transmitter by pushing the 3rd button.

1°	- Turn on the Birio LC device and open the file - Find the transmitter code inside the customer's list and page 33 and enter it into the Find Code window - Click on connect to Birio LC

Find Customer

Find Code | 00 | 12 | 2F
Entered or searched code(0,1,...F)

Connect
Click

DISPLAY
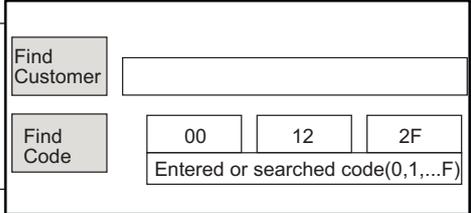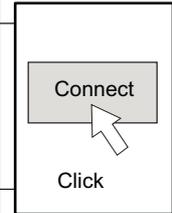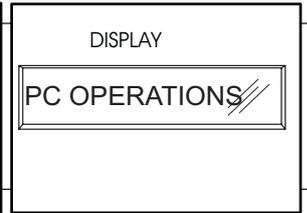
PC OPERATIONS

2°	- Position the Transmitter, whose button you need to activate, onto the Birio LC Device - Click on Enter to copy one button - When the lTransmitter's led turns off, the first part of the operation is completed

B

Enter to copy one button
Click

B Siti
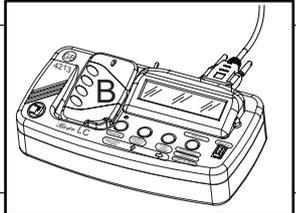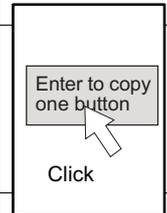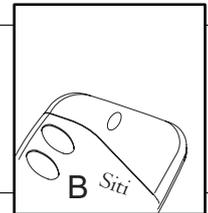
3°	- To activate the transmitter, get it near the Radio Receiver (max distance 10 metres) and push only the button you need to operate as Common Button for 5 times: when the led will turn on the transmitter is activated on the Radio Receiver.
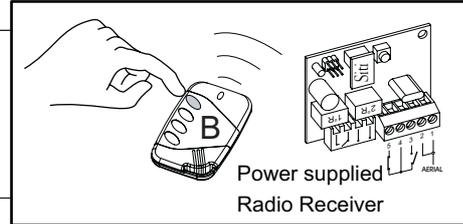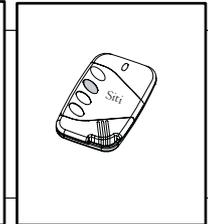
B

Power supplied
Radio Receiver

Siti

IMPORTANT: If by mistake a button on the transmitter B is pushed once or more times, before the data transmission to the Radio Receiver, or the operation is not correctly carried out, 4 more possibilities will be given to repeat the operation. If the 5 possibilities are used up, it is possible to reactivate them by pressing the 1st button on the Transmitter for 20 seconds (after 5 seconds the led will turn off) and releasing it when the Led will light again.

ADDING A TRANSMITTER TO THE MEMORY

This operation allows to add a new transmitter to the Memory file, and then store it without unplugging the Memory from the Radio Receiver .

1°
- Turn on the Birio LC Device and open the file
- Click on connect
- Click on Add Transmitter
- Fill in the Code Number of the new Transmitter (see page 32 on how to download the transmitter's data and the code) then fill in the general information

Connect

Click

| 2 |
| nr position |

| Add a transmitter | Delete a transmitter |

| 00 | E6 | 69 |
| Code number |

| << Previous | Following >> |

2°
- Follow Transmitter Copying operaton (page 38 starting from 2nd phase) entering the code of a key-encoded Transmitter into Memory, this will allow the new Transmitter to enter Memory.

Find Customer

Find Code

| 00 | 12 | 2F |
| Entered or searched code(0,1,...F) |

Enter code for copy

Click

3°
- To activate the new transmitter get it near the Radio Receiver (max distance 10 metres) and push any button for 5 times: when the led will turn on the new transmitter is activated on the Radio Receiver.
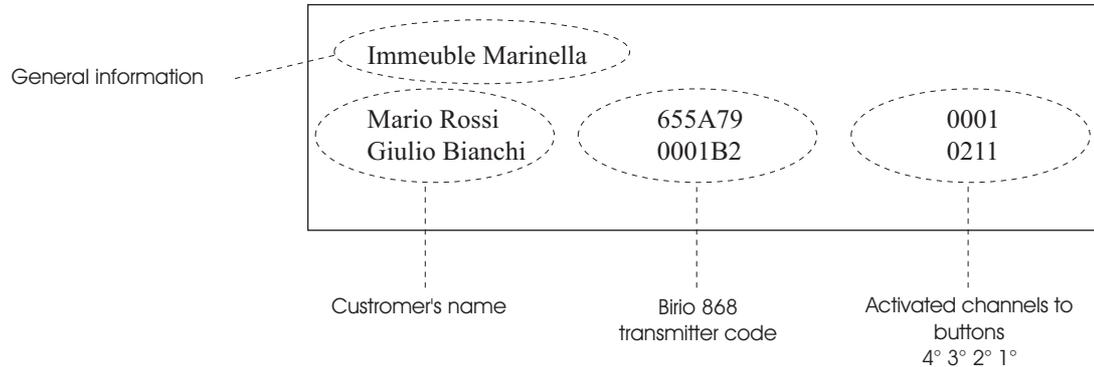

N.W: After this operation it is necessary to pay attention should you need to read the Memory data on the PC (with the operation Memory data downloading on PC, page 31) because when the file is closed, all the information entered by the the user will be overwritten and thus deleted, as it is not possible to write and store the Customer's General Information on the Memory.

DATA PRINTING

For better managing the stored data in the "Birio Tool" programme, we suggest to print every stored file and keep them in your records.
Before printing, choose a software for opening the file for ex "Word by office"
**IMPORTANT: Always remeber to fill in all data about the customer, in this way you will have all the complete information printed.**

General information —— Immeuble Marinella

| Mario Rossi | 655A79 | 0001 |
| Giulio Bianchi | 0001B2 | 0211 |

Custromer's name   Birio 868 transmitter code   Activated channels to buttons 4° 3° 2° 1°

Birio LC Device with its own internal battery has 6 hours autonomy, when the battery needs to be recharged the letters "b L" = "battery low" are displayed, then all leds will start to flash.
Plug-in the battery recharger and recharge for about 5 hours. NOTE: the battery recharger is not supplied with the Device. When buying one make sure it is suitable with the batteries technical data.

Plug in the battery recharger as soon as the Display dims so that you can work with the Device supplied by the mains.

DISPLAY

LOW
BATTERY

system
230 V
50Hz

Recharger
9V a 300mA

4273

Siti 63 SPECIFICATIONS
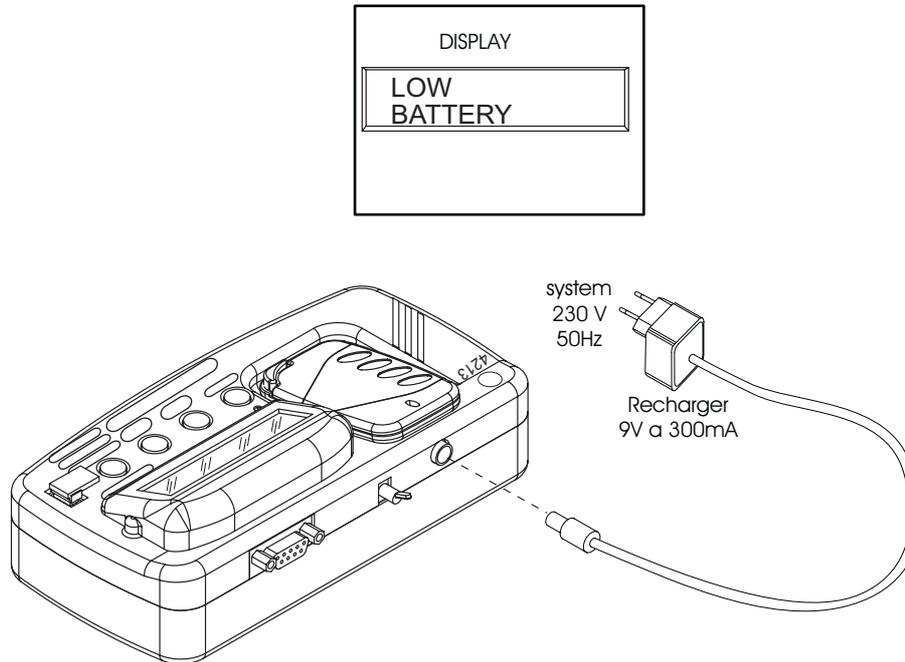
TRANSMITTER

Working Frequency.....................................433,92 MHz
Frequency Tolerance..............................+/- 75 KHz
Radiated Power..100 uW
Band width..>25 KHz
Apparent power of harmonic products......<-54 dBm (<4uW)
Power supply...n.2 6Vcc (CR2032)- 23 A ($\pm$20%)
Average absorption.................................. 12 mA
Working temperature................................ -40° C +85° C
Number of channels...................................2 and 4
Transmission range................................ 120 metres
Codification..DIGITAL(2^{64} Chriptographic) "Rolling-Code"

RADIO RECEIVER

Working Frequency..433,92 MHz
Memory space...1'800 transmitters
Sensitivity (to working pulse)......................................> 1 μV
Signal range..120 metres
AC POWER SUPPLY.. 24 VAC (+/-10%)
CC AC POWER SUPPLY... 12 VCC (+20% -5%)
Working absorption..28 mA (1° active channel)
Stand-by absobtion...12 mA
Codification..DIGITAL
Number of channels..2 and 4
Relay Contact ....N.0.(1°,2°,3°,4° external channel) - N.O. ou N.C.(2° Plug-in channel)
Relay Contact rating...0,5 A - 125 Vca
Excitation time...200 ms (1 complete code)
Dropout time..300 ms (from the last valid code)
Working temperature.. -10° C +55°C

BIRIO LC DEVICE

Max absorbtion.. 40 mA
Average absorbtion.. 25 mA
Autonomy.. 6 hours
Time battery recharge...5 hours
Radiated power ....80 μW
Reception Sensitivity (to working pulse)..............................1 μV
NiMh battery pack (n°8 rechargeable)..............................9,6 V 250 mA
Display.. 16x2 figures
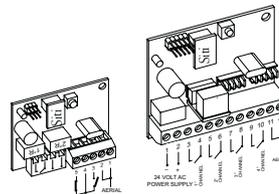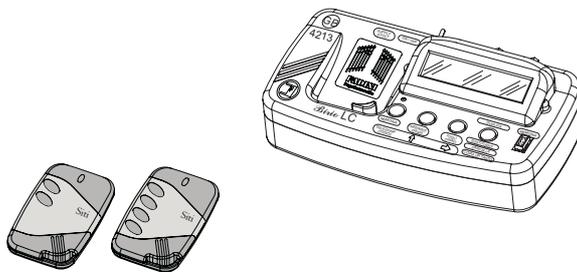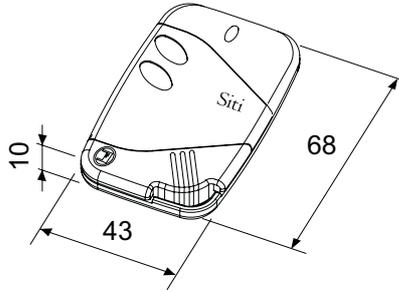
"BIRIO TOOL" SOFTWARE:

Operating Systems: Windows '98; Windows 2000; Windows Millennium; Windows XP.

Siti 63
433.92 MHz "Rolling-Code"
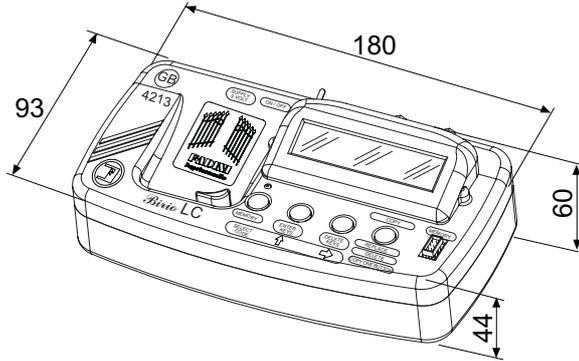CE 0678
Made in ITALY

10

68

43

2 channel Siti 63
transmitter
- weight 23g

10

68

43

4 channel Siti 63
transmitter
- weight 23g

180

93

60

44

GB

4213

Birio LC
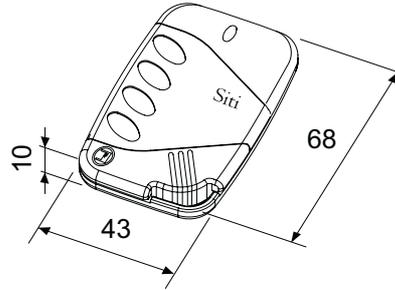
Device to key-encode transmitters
and receivers - weight 340g

27

73

91

Siti 63

1 2 3 4 5 6 7 8 9 10 11 12
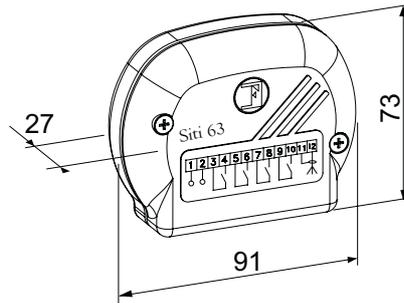
External Radio
Receiver case -
weight 68g

60

210

36

70
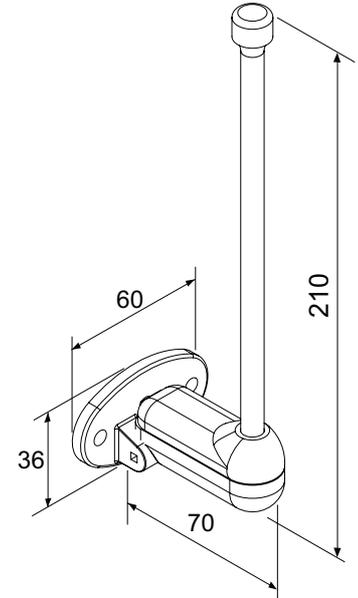
Aerial Birio A8 -
weight 63g
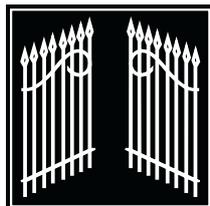
FADINI ®

the gate opener

meccanica
FADINI ®

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e-mail: info@fadini.net - www.fadini.net

The manufacturer has the right to modify this manual without notice