a **BANDINI INDUSTRIE** company

G:B:D:

:MANAGER

CE

Programmer

INSTRUCTIONS

UK

:MANAGER G:B:D: system programmer

PRODUCT DESCRIPTION

The programmer of the :MANAGER system allows the configuration of any MANAGER system (transmitters, receivers, transponders, keyboards) with flexibility, easily and safely.
With the :MANAGER programmer, each installer can choose the kind of system to manage (standard or customized)

ELECTRICAL SPECIFICATIONS

External Power-supply unit (in equipment)

Primary:	230 Vac 50 Hz 23,5 W		
Secondary:	adjustable from 1,5 to 12 Vdc	1000 mA	12 VA max

Programmer
Power supply: 3,7 Vdc
Battery charge tension: fix the power-supply unit output at 9 Vdc

BATTERIES AND BATTERY-CHARGER MANAGEMENT

The programmer is equipped with external battery charger. During the battery charge, the green led near the power supply connector turns on. If the red led nearby turns un, it indicates a malfunctioning of the battery charger circuit. In this case, disconnect and re-connect the power supply. If the malfunctioning is still signalled, contact the technical support.
The battery can be charged also by means of the USB cable in equipment, connecting it to a computer USB intake.
If the battery is particularly discharged or almost exhausted, the charge through the USB cable is not guaranteed, as it completely depends on the electrical specifications of the computer USB driver. In this case, use the external power supply unit.

KEYBOARD KEYS FUNCTIONS DESCRIPTION

Numerical keys 1,2…0:	characters insertion
F1 F2 F3 function keys:	programming operations
Arrow keys:	cursor shift
Enter key:	data confirmation
Esc key:	exit from the menu
Canc key:	inserted data deletion
Red key:	turn on/off

ABBREVIATIONS

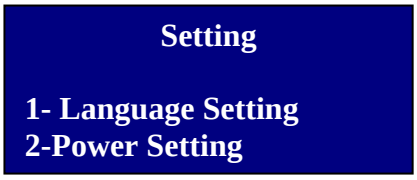
In this manual, the following abbreviations are used:

TX	Radio transmitter
RX RF	Radio receiver
TAG /CARD	Transponder transmitter
RX XP	Transponder receiver

LANGUAGE SELECTION AND TRANSMISSION POWER

Turn on the programmer, the following display is shown:

Select CONFIG with the key ► and confirm with **Enter.** The following display is shown:



LANGUAGE SETTING

Selecting option 1 and confirming with **Enter,** the following display is shown

Press the key **Esc** or **Enter** to keep the language indicated in the display**.**
Use the keys ▲▼ to modify the language, select the chosen one and confirm with **Enter.**

From now on, all the writings on the display will be in the selected language. The selection will be maintained also when the programmer is off.

TRANSMISSION POWER SETTING

Selecting option 2 and confirming with **Enter,** the following display is shown

It is possible to set the programmer transmission power on 10 different levels (from 001 to 010). The default value is 005.

The higher is the value set, the higher is the transmission power and then the higher will be wireless distance connection between the various devices and the programmer.
If you are working in environments with strong electromagnetic disturbance or with other radio transmitters, it is recommended to reduce the power during the communication with the devices to program.

After having set the power value, it is not necessary to confirm and you can exit the menu with **Esc.** The previous display is shown. Press once again with the **Esc** key to go back to the first display.

INSTALLATION TYPE SELECTION

After setting the language and the transmission power, you can continue with the installation setting.
Select **NEXT** and confirm with **Enter**

The following display is shown:

This menu allows the choice of the required type of installation.

By choosing the **Standard** installation, it will be possible to:

- Copy a TX or a TAG/CARD;
- Customize the TX or the TAG/CARD serial code;
- Set the TX keys channel;
- Set the RX RF channels output;
- Set 2 transmissions for each TX key;
- Set TX, RX RF and RX XP in wireless modality;
- Program the TX automatic substitution;
- Permanently delete a TX from the memory;
- Automatically store in the RX RF a group of TX;

- Set the time of the timed output in the RX RF;
- Disable the key LEARN (LEARN) of the RX RF;
- Do searches (by name, serial number, position, ecc..) in the RX RF and RX XP memory;
- Delete all the data stored in the RX memory;
- Associate a name to each TX.

By choosing the **Customized** installation, in addition to all the manageable options of the standard installation:

- Automatic storage of the TX in the RF receivers will be possible without going to the installation, if they have the same “ID User” and the same “NS User”;
- All settings can be customized by the programmer, making thus the code of the programmed devices exclusive of the installer;
- It will be possible to set the type of usage: BOX, GATE, etc.., making thus possible the automatic self-learning;
- It will be possible to set the progressive number of the usage: BOX 1, BOX 2, etc…, making thus possible the automatic self-learning;
- It will always be possible to block the TX automatic self-learning

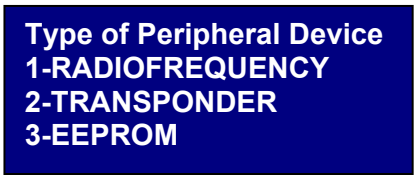
Choose the required configuration with the keys ▲▼ and confirm with **Enter**

STANDARD INSTALLATION

Choose the frequency of the device to set, 433 MHz o 2,4 GHz, withg the keys ▲▼ and confirm with **Enter**.

CHOICE OF THE PERIPHERAL DEVICE

Once selected the work frequency, the following display appears.



Choose the type of peripheral device that you want to configure with the keys ▲▼ and confirm with **Enter**

RADIOFREQUENCY

Allows the programming of the TX and the RX RF.

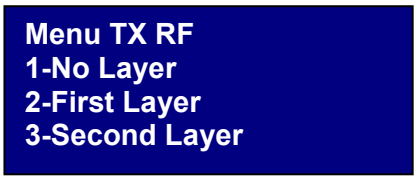
Once selected the RADIOFREQUENCY at the previous step, the following display is shown.

WARNING: at the moment the radio keyboard management has not been implemented. Do not consider the instructions referring to this device.

Choose the type of peripheral device with the keys ▲▼ and confirm with **Enter**.

TRANSMITTER

The following display is shown



This menu allows the user to manage the codes sent by the TX.
Each key of the TX will send two codes in sequence, called layers, which can be programmed so that they can control two different RX RF at the same time.

No Layer

The TX will be programmed with the same two layers. It is the typical condition of the standard installation.

First Layer

First code sent.

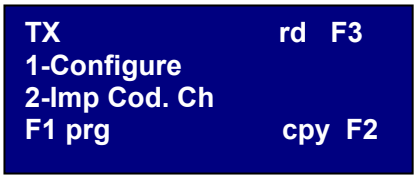
Second Layer

Second code sent immediately after the first.

Choose the layer that you want to program with the keys ▲▼ and confirm with **Enter**.

The writing **Search Device** appears on the display.
Now the programmer will try to connect to the TX to configure.
Put the TX in programming modality by pressing simultaneously the keys 3 and 4 for about 5 s until the led stops flashing fast and remains on fixed, then position it as in the picture below

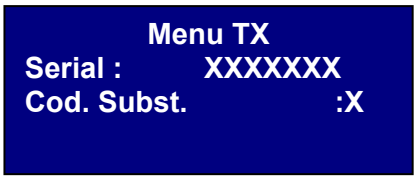
If the connection fails, the writing **Missing Device** appears
If the connection is successful, the writing **Device Found** appears, and the following display is shown.



Choose the menu with the keys ▲▼ and confirm with **Enter**.

CONFIGURATION

If you choose option 1, the following display is shown



1. **SERIAL: XXXXXXX**

Allows the user to program the TX serial number.

The serial number of the TX connected to the programmer in that moment is displayed. This code can be set if you want to assign to the TX a serial number from the ones in the receiver range.

WARNING: if not explicitly necessary, it is always better not to change the TX serial number, in order to avoid the copy of an already existing TX which would not work.

WARNING: every time that the TX serial number is set, even if it is the same of an already stored TX, it is necessary to store again the TX in the RX RF memory to permit the alignment of the codes.

2. **COD. SUBST: X**

Allows the user to increase the substitute code of a TX.
It is possible to set 9 different substitute codes (from 1 to 9).
The value 0 is automatically set at the first programming of a TX.

The substitute code allows the substitution of a missing TX or of a TX that must be removed from the RX RF; the serial code of the old TX will be assigned to the new one, and the substitute code will be increased of one unit.
At the first transmission of the new TX, it will be stored in the RX RF memory and the TX with the same serial number but with an inferior substitute code is automatically deleted.

When all the needed values are set, leave the menu pressing **Esc**.

CHANNEL CODE SETTING

If you choose option 2, the following display is shown

This menu allows the user to program each TX key, assigning the required code from 0 to 9.
WARNING: if you set the value **0**, the key is disabled and it will not work anymore.

Select the channel to configure with the keys ▲▼, set the numeric value and confirm with **Enter**.

Press **Esc** to leave the menu; the display seen before reappears.

FUNCTION KEYS

F1 prg

The **F1** key programs the TX, transferring all the settings to its memory.
If the TX has left the connection with the programmer, the writing **Failed Command** appears after the programming trial.
Predispose again the TX for the connection following the procedure seen before and press once again **F1**; the writing **Command in Progress** appears and the operation will be done when the writing **Command Done** comes out.
It is possible to interrupt the programming by pressing the key **Esc**.

As soon as the first TX is programmed, the programmer is ready for another TX.

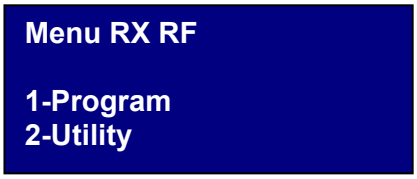
If you press **F1** once again, the new TX is programmed with the same settings of the previous one but with no modification of the serial number that is characteristic of the TX .

F2. cpy
Copies all the settings, including the serial number, on a previously set TX .

F3. rd
Allows the user to read the settings of another TX.

RECEIVER

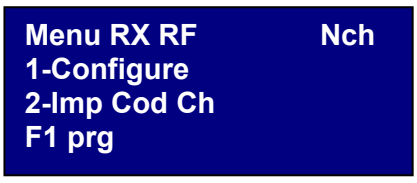
If you select option 3 when choosing the peripheral device RF, the following display is shown



Choose the required option with the keys ▲▼ and confirm with **Enter**.

PROGRAMMING

If you select option 1, the programmer tries to connect to the RX RF and the writing **Search Device** is displayed**.**
The (powered) receiver must be at a maximum distance of 20 meters from the programmer.
The receiver must be enabled by pressing the key LEARN to make it communicate with the programmer: the red led D8 turns on immediately and as soon as the connection with the receiver is enabled the green led D6 turns on.
If the connection is not successful, the writing **Missing Device** is shown.
If the connection is successful, the writing **Device Found** appears, and the following display is shown.

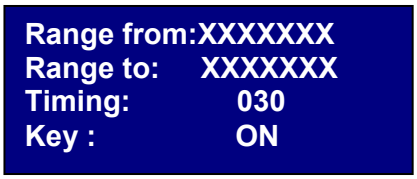


The programmer automatically recognizes the kind of receiver made the connection (2 or 4 channels) and appropriately manages the outputs

Choose the required option with the keys ▲▼ and confirm with **Enter**.

CONFIGURATION

If you select option 1, the following display is shown



1. **Range from: 0000000**

It inserts the serial numbers of the specified TX starting from the set XXXXXXX serial number in the receiver memory.
If you leave **0000000,** the function is disabled.

2. **Range to: 0000000**

It automatically inserts the codes up to the serial number XXXXXXX in the receiver memory.

3. **Timing: 030**

Length of time of the timed output/s.
The base of the time is 10 s so the value set (from 0 to 255) is always multiplied by 10 s.
Remember to set the timed outputs on the receiver.

4. **Key: ON**

It indicates that the key LEARN on the receiver is enabled.
If you press **Enter,** the writing OFF is displayed; this means that the key is disabled.
In this case, it is necessary to follow these steps to enter the programming procedure:
Press simultaneously the keys 1 and 2 of an already stored transmitter, the leds start flashing fast for 5/6 s, then they slow down. Release the keys, the leds stop flashing and the receiver enters the pre-learning phase. Press the key of the transmitter associated to the receiver that must enter the learning phase within 2/3 s.
The red led turns on on the receiver to indicate that the learning phase has been entered.
Press any key of the new transmitter that will be stored with the assignment of the standard channels.

The key LEARN will be enabled if the receiver is reset, but it will be necessary to memorize once again all the TX.

Set the required values and press **Esc** to go back to the previous menu.

CHANNEL CODE SETTING

If you select option 2, the following display is shown

This menu allows the user to assign the required channel from 0 to 9 to each output (relay) of the receiver.

WARNING: if you set the value **0,** the associated output is disabled.

WARNING: the settings will be enabled only for the TX stored after this setting, whereas the TX stored before this action will maintain the old settings.

If a 2-channel receiver is connected, the outputs 3 and 4 of the receiver will not be managed

Set the required values and press **Esc** to go back to the previous menu.

FUNCTION KEYS

F1 prg

If you press **F1,** the performed settings are sent to the receiver memory.
If the receiver has left the connection in the meantime, the writing **Failed Command** appears after the programming trial and the program comes back to the menu RX RF**.** In this case, preset again the receiver for the connection with the key LEARN or with the procedure seen before (see page 12) and press **F1** once again. The writing **Command in Progress** appears and the operation is ended when the writing **Command Done** appears.
It is possible to stop the programming by pressing the key **Esc.**

Once ended the programming, the display seen at the beginning of this section is shown again.

UTILITY

If you select option 2, the programmer will try to connect to the receiver and if the connection is successful the following display is shown.

Choose the required menu with the keys ▲▼ and confirm with **Enter**.

This menu allows the user to do the following programming:

1. **Name :**

Allows the setting or the search of a name associated to a TX stored in the receiver.

2. **Serial: XXXXXXX.X**

Allows the setting or the search of a serial number of a TX stored in the receiver.
The number **XXXXXXX** indicates the serial number
The number **.X** indicates the substitute code, which cannot be set.

3. **Id Pos : XXXX**

Allows the setting of a position in the receiver memory.
The number XXXX indicates the position of the TX in the receiver memory.

4. **Option Choice**

Allows the user to set the search criteria for the data previously set and to associate the different parameters to the receiver.
If you select **Option Choice** with the keys ▲▼ and confirm with **Enter,** you can choose among:

4.1 Acq. Serial N.

The receiver must be connected to the programmer: in this way, it can get the serial number, the name and the position ID of the TX that is transmitting to the receiver.

4.2 Associate Name

Associates the name written in the field **Name** to the TX (with the serial number and Id Pos displayed).

4.3 Search by Serial

Searches the number set in the field **Serial:XXXXXXX.?** (the substitute code is not considered)

4.4 Search by Name

Searches the **Name** of the TX in the RX memory (pay attention that all the characters of the name, spaces included, are keyed)

4.5 Search by Id Pos

Searches the position set in **Id Pos** in the memory.

4.6 Search from Id Pos

Searches the first TX stored from the position set in **Id Pos.**

4.7 Make TO USE

Presets the receiver for the acceptance of the serial number of the TX searched with substitute code increased of one unit.
In this way, the searched TX will not work anymore, and it will be necessary to program another one (or the same one) with the same serial number but with substitute code increased of one unit to make it work.
The name associated to the TX that is no longer useful is erased, in its stead the writing “TO BE USED” is displayed

WARNING: This writing is shown only if a search has already been performed.

4.8 Canc Serial Num

Erases from the RC memory the TX with the same serial number set in the field Serial

4.9 Cancel EEprom

Erases all the receiver memory (but not the configuration)

To leave the menu **Option choice** press **Esc**.
To leave the menu **Utility** press **Esc** again.

TRANSPONDER

Allows the user to program the CARD/ TAG and the RX XP.

Once selected the entry TRANSPONDER when choosing the type of peripheral device, the following display is shown

Peripheral Device Choice
1-CARD
2-RECEIVER

Select the required entry with the keys ▲▼ and confirm with **Enter**.

TAG/CARD

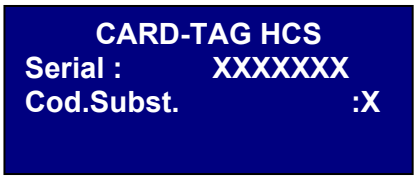
The programmer tries to connect to the CARD/TAG that must be programmed. Place the CARD/TAG on the programmer in correspondence of the serigraphy and press **Enter**

If the connection is not successful, the writing **Missing Device** is shown and you go back to the previous menu.
If the connection is successful, the writing **Device Found** and the following display are shown.

CARD	rd F3
-Configure	
F1 prg	cpy F2

CONFIGURATION

Select the option **Configure** and confirm with **Enter:** the following display is shown.



1. **Serial: XXXXXXX**

Allows the user to display and modify the serial number of the CARD/TAG.
The serial code of the CARD/TAG connected to the programmer is displayed.

2. **Cod.sost: X**

Allows the user to display and increase the CARD/TAG substitute code.
It is possible to set 9 different substitute codes (from 1 to 9).
The value 0 is automatically set at the first programming of a CARD/TAG.
The substitute code allows the substitution of a CARD/TAG that has been lost or that must be removed from the RX XP, assigning the same serial number of the lost CARD/TAG to the new one and increasing the substitute code of one unit.
At the first transmission of the new CARD/TAG, it is stored in the RX XP and the one with the same serial number but with lower substitute code is automatically erased.

Once set the required values, leave the menu with the key **Esc**.
Go back to the previous menu.

FUNCTION KEYS

F1 prg

With the **F1** key the CARD/TAG is programmed and all the settings done are transferred in its memory.
The writing **Command in Progress** is displayed and the operation is ended when the writing **Command Done** appears.
It is possible to stop the programming with the key **Esc** key.
After programming a CARD/TAG , the programmer prepares itself for the search of a new CARD/TAG.
If you press again **F1** the new CARD/TAG is programmed with the same settings of the previous one but without modifying the serial number of the CARD/TAG.

F2 cpy

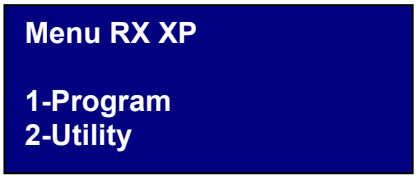
Copies the settings on another CARD/TAG so that the two are identical.

-F3. rd

Allows the user to read the settings of the CARD/TAG
Press **Esc** to leave.

RECEIVER

If you select option 2 when choosing the XP peripheral device, the following display is shown.



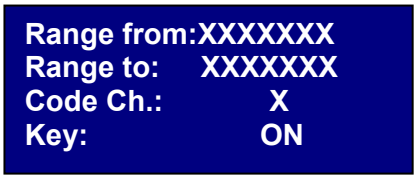
Choose the required option with the keys ▲▼ and confirm with **Enter**.

PROGRAMMING

If you select option 1, the programmer tries to connect to the RX XP and the writing **Search Device** is displayed.
The powered receiver must be at a maximum distance of 20 meters from the programmer.
In order to communicate with the programmer, the receiver must be enabled by pressing the key LEARN or using the master CARD/TAG: the white led D3 on the receiver immediately turns on.
If the connection fails, the writing **Missing Device** appears.
If the connection is successful, the writing **Device Found** appears and the following display is shown.

CONFIGURATION

If you select the option **Configure,** the following display is shown



1. **Range from: XXXXXXX**

Stores the serial numbers of the specified CARD/TAGS starting from the serial number XXXXXXX set in the receiver memory.
If **0000000** is maintained, the function is disabled.

2. **Range to: XXXXXXX**

Automatically stores the codes up to the serial number XXXXXXX in the receiver memory.

3. **Code Ch: X**

Sets the transmission code of the transponder device to the RF receiver.
It is possible to set the value from 1 to 9.
If you set the value **0,** the transmission is disabled.

4. **Key: ON**

Indicates that the key LEARN on the receiver is enabled.
If you press **Enter,** the writing OFF is displayed, to indicate that the key is disabled.
If this is the case, the memorization can be entered only by means of the master card.

The key LEARN will be enabled again if the receiver is completely reset, but it will be necessary to store again all the CARD/TAGS.

Set the required values and press **Esc** to go back to the previous menu.

F1. prg

The settings done are transferred to the XP receiver memory.

WARNING: If during the programming operation the connection between the programmer and the device is interrupted, always start from the menu RX XP.

The MASTER CARD is always in the position no. 1 of the memory

UTILITY

If you select option 2, the programmer will try to connect to the receiver and if the connection is successful the following display is shown.

Choose the required menu with the keys ▲▼ and confirm with **Enter**.

This menu allows the following programmings:

1. Name:

Allows the setting or the search of a name associated to a CARD/TAG stored in the receiver.

2. Serial: XXXXXXX.X

Allows the setting or the search of a serial number of a CARD/TAG stored in the receiver.
The number **XXXXXXX** indicates the serial number
The number **.X** indicates the substitute code

3. Id Pos : XXXX

Allows the setting of a position in the receiver memory.

4. Option choice

Allows the user to set the search criteria for the previously set data and to associate the various parameters to the receiver.

If you select **Option Choice** with the keys ▲▼ and confirm with **Enter** you can choose among:

4.1 Acq. Serial N.

The receiver must be connected to the programmer and finds the serial number, the name and the position ID of the CARD/TAG that is transmitting to the receiver.

4.2 Associates Name

Associates the name written in the field **Name** to the CARD/TAG (with the serial number displayed).

4.3 Search by Serial

Searches the number set in the field **Serial:XXXXXXX.?** (the substitute code is not considered)

4.4 Search by Name

Searches the number set in **Name** (pay attention that all the characters of the name, spaces included, are keyed)

4.5 Search by Id Pos

Searches the memory position set in **Id Pos.**

4.6 Search from Id Pos

Searches the first CARD/TAG stored from the position set in **Id Pos.**

4.7 Make TO USE

Presets the receiver for the acceptance of the serial number of the CARD/TAG searched with the substitute code increased of one unit.
In this way the searched CARD/TAG will not work anymore and it will be necessary to program a new one (or the same one) with the same serial number but with substitute code increased of one unit to make it work.
The name associated to the old CARD/TAG that cannot be used anymore is erased; in its stead the writing “TO BE USED” is displayed.

WARNING: This entry appears only if a search has already been performed.

4.8 Canc Serial Num

Erases the CARD/TAG deleting the name from the memory

4.9 Cancel EEprom

Erases all the receiver memory (not the configuration)

To leave the menu **Option choice** press **Esc**.
To leave the menu **Utility** press **Esc** again.

WARNING: any configuration that has been chosen works only after disconnecting the XP receiver from the Consolle (led LEARN off)

EEPROM

Allows the user to read, erase or copy the data stored in the RF and XP receivers memory

After selecting the option EEPROM, the following display appears

WARNING: Remember to insert the memory card in the due connector before doing any operation. The memory card can be introduced in all directions

Choose the operation required with the keys ▲▼ and confirm with **Enter**.
Press **Esc** to leave the menu

Copy
Copies the content of the memory card in the programmer

Paste
Pastes the previously stored data in a new memory

Cancel
Deletes the memory content

CUSTIMIZED INSTALLMENT

After selecting the entry CUSTOMIZED, the following display is shown

Select the required option with the keys ◄ ►

If you select YES the programmer will suggest an “installation code” with the number of the last installation done increased of one unit. (In the example, the code 0002 means that there is another installation with code 0001)

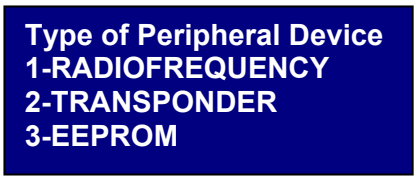
If you select NO the programmer will suggest the installation code of the last installation done. (in the example 0001)

The installation code can be numbered to the user’s taste, but always keep in mind that the installation management will be of exclusive competence of the installer that sets the code.
Pay attention not to assign the same number to two different installations

Choose the device frequency to be programmed, 433 MHz or 2,4 GHz, with the keys ▲▼ and confirm with **Enter**.

TYPE OF PERIPHERAL DEVICE CHOICE

Once selected the working frequency, the following display appears.



Choose the type of peripheral device that you want to configure with the keys ▲▼ and confirm with **Enter**.

RADIOFREQUENCY

Allows the programming of the TX and the RX RF.

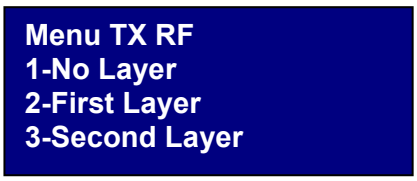
Once selected the entry RADIOFREQUENCY at the previous step, the following display comes out

WARNING: at the moment the radio keyboard management has not been implemented. Do not consider the instructions referring to this device.

Choose the type of peripheral device with the keys ▲▼ and confirm with **Enter**.

TRANSMITTER

The following display comes out



This menu allows the management of the codes sent by the TX.
Each TX key sends two codes in sequence, called layers, which can be programmed to control two different RX RF at the same time.

No Layer
The TX is programmed with the same two layers.

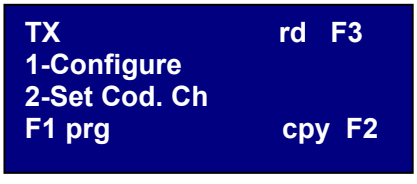
First Layer
First code sent.

Second Layer
Second code sent immediately after the first

Choose the layer that you want to program with the keys ▲▼ and confirm with **Enter**.

The writing **Search Device** appears on the display
Now the programmer tries to connect to the TX to configure.
Set the TX in programming modality by pressing simultaneously the keys 3 and 4 for about 5 s until the led stops flashing fast and remains fixed on, then place it as indicated in the picture below

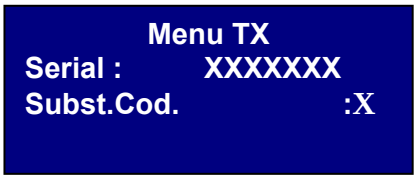
If the connection fails, the writing **Missing Device** comes out.
If the connection is successful, the writing **Device Found** and the following display is shown.



Choose the required menu with the keys ▲▼ and confirm with **Enter**.

CONFIGURATION

If you choose option 1, the following display comes out



1. **SERIAL: XXXXXXX**

Allows the programming of the TX serial number.

The serial number of the TX connected at that moment to the programmer is displayed.

WARNING: if not explicitly necessary, it is always better not to change a TX serial number, in order to avoid the copy of an already existing TX which would not work.

WARNING: every time that the TX serial number is set, even if it is the same of an already stored TX, it is necessary to store again the TX in the RX RF memory to permit the alignment of the codes.

2. **SUBST.COD.: X**

Allows the user to increase the substitute code of a TX.
It is possible to set 9 different substitute codes (from 1 to 9).
The value 0 is automatically set at the first programming of a TX.

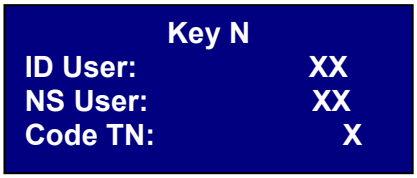
The substitute code allows the substitution of a lost TX or of a TX that must be removed from the RX RF, assigning the same serial code of the lost TX to the new one and increasing of one unit the substitute code.
At the first transmission of the new TX, it will be stored in the RX RF and the TX with the same serial number but with an inferior substitute code is automatically deleted it is automatically erased.

Set the required values and press **Esc**.

CHANNEL CODE SETTING

If you choose option 2, the following display comes out

Allows the user to program each TX key with its configurations.
Choose the key to configure with the keys ▲▼ and confirm with **Enter**.
The following display comes out



1. **ID User**

Identification of the type of user (for example BOX, BARRIER,.. max 31 different types of user)

2. **NS User**

User sequential number (for example BOX1,BOX2, BOX3, ... max 2047 different user sequential numbers)

3. **Code TN (with N = 1,2,3,4)**

Determines the number of the TX transmission channel.
It is possible to set a value between 1 and 9.
If the value **0** is set, the function is disabled.

Once configured the TX keys, press **Esc** twice to go back to the programming display previously seen.

FUNCTION KEYS

F1 prg

With the key **F1** the TX is programmed, and all the settings done are transferred to its memory.
If the TX has left the connection in the meantime, the writing **Failed Command** appears after the programming trial.
In this case, preset again the TX for the connection through the procedure previously seen and press again **F1**; the writing **Command in Progress** comes out and the operation is ended when the writing **Command Done** appears.
It is possible to stop the programming by pressing the key **Esc.**
After programming a TX, the programmer prepares itself to program a new one.
If you press again **F1** the new TX is programmed with the same settings of the previous one but without modifying the serial number of the TX.

F2. cpy

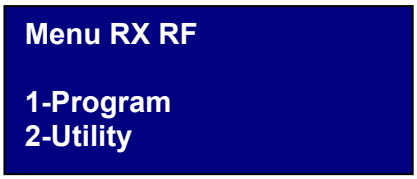
Copies all the settings, serial number included, to another TX.

F3. rd

Allows the user to read the settings of a TX

RECEIVER

If you select option 3 when choosing the RF peripheral device, the following display comes out.

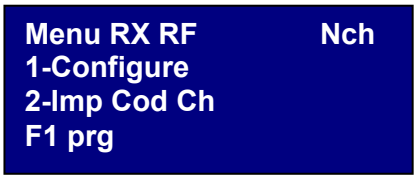


Choose the required menu with the keys ▲▼ and confirm with **Enter**.

PROGRAMMING

If you select option 1, the programmer tries to connect to the RX RF and the writing **Search Device** is shown**.**
The (powered) receiver must be at a maximum distance of 20 meters from the programmer.
To communicate with the programmer, the receiver must be enabled by pressing the key LEARN: the red led D8 on the receiver immediately turns on and when the connection to the programmer is enabled the green led D6 turns on.

If the connection fails, the writing **Missing Device** is shown.
If the connection is successful, the writing **Device Found** is displayed and the following display comes out.



The programmer automatically recognizes the type of receiver that made the connection (2 or 4 channels), duly managing the outputs

Choose the required option with the keys ▲▼ and confirm with **Enter**.

CONFIGURATION

If you select option 1, the following display comes out

1. **ID User**

Identifies the type of user (for example BOX, BARRIER,… max 31)

2. **NS User**

Sequential number of the user (for example BOX1, BOX2, BOX3,….max 2047)

3. **Timing: 030**

Length of time of the timed output/s.
The base of the time is 10 s so the value set (from 0 to 255) is always multiplied by 10 s.
Remember to set the timed outputs on the receiver.

4. **Key: ON**

Indicates that the key LEARN on the receiver is enabled.
If you press **Enter**, the writing OFF is displayed to indicate that the key is disabled.
In this case, it is necessary to follow these steps to enter the programming procedure:
Press simultaneously the keys 1 and 2 of an already stored transmitter, the leds start flashing fast for 5/6 s, then they slow down. Release the keys, the leds stop flashing and the receiver enters the pre-learning phase. Press the key of a transmitter already stored within 2/3 s. The red led turns on on the receiver to indicate that the learning phase has been entered.

Enable once again the LEARN key and program once again the receiver. In this way, the new transmitters will be automatically stored.

The key LEARN will be enabled if the receiver is reset, but it will be necessary to memorize once again all the TX.

If you disable the key LEARN, you also disable the automatic self-learning. Remember that by default the customized installation allows the automatic storage of the TX in the RF receivers if they have the same “ID User”, same “NS User” and same installation code.

Set the required values and press **Esc** to go back to the previous menu.

CHANNEL CODE SETTING

If you select option 2, the following display comes out

This menu allows the user to assign the required channel from 0 to 9 to each output (relay).

WARNING: if you set the value **0,** the output is disabled.

WARNING: The settings will be enabled only for the stored after the channel code setting, while the previously stored TX will maintain the old settings.

If the connection is with a 2-channel receiver, the outputs 3 and 4 of the receiver are not managed.

Set the required values and press **Esc** to go back to the previous menu.

FUNCTION KEYS

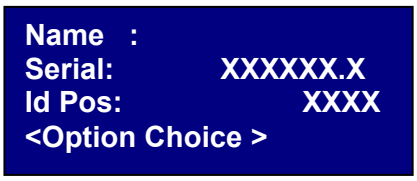
F1 prg

If you press **F1**, the settings done are transferred to the receiver memory.
If the receiver has left the connection in the meantime, the writing **Failed Command** appears after the programming trial**.** In this case, preset again the receiver for the connection with the key LEARN or with the procedure seen before and press **F1** once again. The writing **Command in Progress** is displayed and the operation is ended when the writing **Command Done** comes out.
It is possible to stop the programming by pressing the key **Esc.**

Once ended the programming, the display seen at the beginning of this section is shown again.

UTILITY

If you select option 2 the programmer tries to connect to the receiver and if the connection is successful the following display comes out.



Choose the required menu with the keys ▲▼ and confirm with **Enter**.

This menu allows the following programmings:

1. **Name :**

Allows the setting or the search of a name associated to a TX stored in the receiver.

2. **Serial: XXXXXXX.X**

Allows the setting or the search of a serial number of a TX stored in the receiver.
The number **XXXXXXX** indicates the serial number
The number **.X** indicates the substitute code, which cannot be set.

3. **Id Pos : XXXX**

Allows the setting of a position in the receiver memory.
The number XXXX indicates the position of the TX in the receiver memory.

4. Option Choice

Allows the user to set the search criteria of the data previously set and to associate the different parameters to the receiver.
If you select **Option Choice** with the keys ▲▼ and confirm with **Enter**, you can choose among:

4.1 Acq. Serial N.

The receiver must be connected to the programmer and it gets back the serial number, the name and the ID position of the TX that is transmitting to the receiver.

4.2 Associate Name

Associates the name written in the field **Name** to the TX (with the serial number displayed).

4.3 Search by Serial

Searches the number set in the field **Serial:XXXXXXX.?** (the substitute code is not considered)

4.4 Search by Name

Searches the **Name** of the TX in the RX memory (pay attention that all the characters of the name, spaces included, are keyed)

4.5 Search by Id Pos

Searches the position in the memory set in **Id Pos.**

4.6 Search from Id Pos

Searches the first TX stored from the position set in **Id Pos.**

4.7 Make TO USE

Presets the receiver for the acceptance of the serial number of the TX searched with the substitute code increased of one unit.
In this way the searched TX will not work anymore and it will be necessary to program a new one (or the same one) with the same serial number but with substitute code increased of one unit to make it work.
The name associated to the old TX that cannot be used anymore is erased; in its stead the writing “TO BE USED” is displayed.

WARNING: This entry is displayed only if a search has already been performed.

4.8 Canc Serial Num

Erases from the RX memory the TX with the serial number identical to the one set in the field Serial

4.9 Cancel EEprom

Erases all the receiver memory (not the configuration)

Press **Esc** to leave the menu **Option Choice**.
Press **Esc** again to leave the menu **Utility**.

TRANSPONDER

Allows the user to program the CARD/ TAG and the RX XP.

After selecting the entry TRANSPONDER when choosing the type of peripheral device, the following display comes out

Peripheral Device Choice
1-CARD
2-RECEIVER

Select the required entry with the keys ▲▼ and confirm with **Enter**.

CARD

The programmer tries to connect to the CARD that must be programmed. Place the CARD on the programmer in correspondence of the serigraphy and press **Enter**

If the connection fails, the writing **Missing Device** is displayed.
If the connection is successful, the writing **Device Found** comes out and the following display is shown.

CARD	rd F3
-Configure	
F1 prg	cpy F2

CONFIGURATION

If you select the option **Configure** and confirm with **Enter,** the following display comes out.

1. **Serial: XXXXXXX**

Allows the user to display and modify the CARD/TAG serial code.
The serial code of the CARD/TAG connected to the programmer is displayed.

2. **Cod.Subst: X**

Allows the user to increase the substitute code of the CARD/TAG.
It is possible to set 9 different substitute codes (from 1 to 9).
The value 0 is automatically assigned at the first programming of a CARD/TAG.
The substitute code allows the substitution of a CARD/TAG that has been lost or that must be removed from the RX XP, assigning the same serial number of the lost CARD/TAG to the new one and increasing the substitute code of one unit.
At the first transmission of the new CARD/TAG, it is stored in the RX XP and the one with the same serial number but with lower substitute code is automatically erased.

Once set the required values, leave the menu with the key **Esc**.
Go back to the previous menu.

FUNCTION KEYS

F1 prg

With the key **F1** the CARD/TAG is programmed, and all the settings performed are transferred to its memory.
The writing **Command in Progress** is displayed and the operation is ended when the writing **Command Done** is displayed.
It is possible to stop the programming by pressing the key **Esc.**
After programming a CARD/TAG , the programmer prepares itself for the search of a new CARD/TAG.
If you press again **F1** the new CARD/TAG is programmed with the same settings of the previous one but without modifying the serial number of the CARD/TAG.

F2 cpy
Copies the settings on another CARD/TAG so that the two are identical.

-F3. rd
Allows the user to read the CARD settings

Press **Esc** to exit.

RECEIVER

If you select option 2 when choosing the XP peripheral device, the following display comes out.

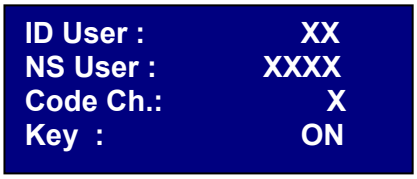
Choose the required option with the keys ▲▼ and confirm with **Enter**.

PROGRAMMING

If you select option 1, the programmer tries to connect to the RXXP and the writing **Search Device** is displayed.
The (powered) receiver must be at a maximum distance of 20 meters from the programmer.
To communicate with the programmer, the receiver must be enabled by pressing the key LEARN: the white led D3 on the receiver immediately turns on.
If the connection fails, the writing **Missing Device** is shown.
If the connection is successful, the writing **Device Found** is displayed and the following display comes out.

CONFIGURATION

If you select the option **Configure,** the following display is shown



1. **ID User**

Identification of the type of user (for example BOX, BARRIER,.. max 31 different types of user)

2. **NS User**

User sequential number (for example BOX1,BOX2, BOX3, ... max 2047)

3. **Code Ch: X**

Sets the transmission code of the transponder to the RF receiver.
It is possible to set the value from 1 to 9.
If you set the value **0** the transmission is disabled.

4. **Key: ON**

Indicates that the key LEARN on the receiver is enabled.
If you press **Enter**, the writing OFF is displayed, to indicate that the key is disabled.
In this case, the memorization can be entered only by means of the master card

The key LEARN will be enabled again if the receiver is completely reset, but it will be necessary to store again all the CARD/TAGS.

Set the required values and press **Esc** to go back to the previous menu.

FUNCTION KEYS

F1. prg

The performed settings are transferred to the XP receiver memory.

WARNING: If the connection between the programmer and the device is interrupted during the programming operation, always restart from the menu RX XP

In position 1 of the memory there is always the MASTER CARD/TAG

UTILITY

If you select option 2, the programmer tries to connect to the receiver and if the connection is successful, the following display is shown.

Choose the required menu with the keys ▲▼ and confirm with **Enter**.

This menu allows the following programmings:

1. **Name :**

Allows the setting or the search of a name associated to a CARD/TAG that is stored in the receiver.

2. **Serial: XXXXXXX.X**

Allows the setting of a serial number of a CARD/TAG stored in the receiver.
The number **XXXXXXX** indicates the serial number
The number **.X** indicates the substitute code

3. **Id Pos : XXXX**

Allows the setting of a position in the receiver memory.

4. **Option Choice**

Allows the user to set the criteria for the search of the previously stored data and to associate the different parameters to the receiver.
If you select **Option Choice** with the keys ▲▼ and confirm with **Enter** you can choose among:

4.1 Acq. Serial N.

The receiver must be connected to the programmer: in this way, it can get the serial number, the name and the ID position of the CARD/TAG that is transmitting to the receiver.

4.2 Associate Name

Associates the name written in the field **Name** to the CARD/TAG (with the serial number displayed).

4.3 Search by Serial

Searches the number set in the field **Serial:XXXXXXX.?** (the substitute code is not considered)

4.4 Search by Name

Searches the number set in **Name** (pay attention that all the characters of the name, spaces included, are keyed)

4.5 Search by Id Pos

Searches the position in the memory set in **Id Pos.**

4.6 Search from Id Pos

Searches the first CARD/TAG stored from the position set in **Id Pos.**

4.7 Make TO USE

Presets the receiver for the acceptance of the serial number of the CARD/TAG searched with the substitute code increased of one unit.
In this way the searched CARD/TAG will not work anymore and it will be necessary to program a new one (or the same one) with the same serial number but with substitute code increased of one unit to make it work.
The name associated to the old CARD/TAG that cannot be used anymore is erased; in its stead the writing “TO BE USED” is displayed.

WARNING: This entry is enabled only if a search has already been performed.

4.8 Canc Serial Num

Erases the CARD/TAG deleting the name from the memory

4.9 Cancel EEprom

Deletes all the receiver memory (not the configuration)

To leave the menu **Option Choice** press **Esc**.
To leave the menu **Utility** press again **Esc**.

WARNING: any configuration that has been chosen works only after disconnecting the XP receiver from the Consolle (led LEARN off)

EEPROM

Allows the user to read, copy or delete the content of the RF and XP receivers memories

After selecting the option EEPROM the following display comes out

WARNING: Remember to insert the memory card in the due connector before doing any operation. The memory card can be introduced in all directions

Choose the required operation with the keys ▲▼ and confirm with **Enter**.
Press **Esc** to leave the menu

Copy
Copies the content of the memory card in the receiver

Paste
Pastes the data previously stored in the programmer in a new memory

Cancel
Deletes the memory content

Keep in mind that the last copy done remains stored in the programmer memory

BOOTLOADER

Allows the updating of the firmware of the :MANAGER programmer

1. Save the updating file in the folder C:programs\GIBIDI\ Manager GIBIDI\ firmware
2. Connect the programmer to the PC
3. Launch the program Manager G:B:D:
4. In the menu “Settings” choose the entry “Firmware updating”
5. Check the firmware version loaded by clicking on the command indicated
6. Select the new version to install and confirm
7. The firmware updating of the :Manager programmer starts.
8. If during this process the programmer is disconnect, it waits for the updating completion, which will continue when the connection is restored.
9. As soon as the updating is completed, the Manager automatically disconnects from the PC.

WARNING: Do not consider the directions that are displayed on the LCD until the operation is ended.

NOTES

NOTES

Cod. AIC2784 – 11/2009 – Rev.01

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