MicroTeq

COMPLEX RECEIVER

The MicroTeq complex receiver can store 500 transmitters. The storage space is divided into 100 locations, which can each store 5 transmitters. Each of the 100 locations can be assigned to the corresponding unit/town house number and each unit/town house can be allocated up to 5 transmitters. If the receiver is used in this way, no record needs to be kept on where each transmitter is stored.

NORMAL OPERATION

Each time a programmed transmitter is used to activate the receiver, the unit/town house number will be displayed for ±0.5 seconds followed by the transmitter number for another ±0.5 seconds, while the relay is being activated.

The factory default settings of the receiver are as follows:
1. No remotes programmed onto the receiver
2. LINK1 is set to NORMAL
3. Output is set to PULSE (±1 second)

LEARNING NEW/ADDITIONAL TRANSMITTERS

Transmitters can be programmed onto the receiver in one of two ways.
1. Select a unit/town house number, select the transmitter number and program the receiver to that transmitter
2. Program remotes in a sequential order onto the receiver

Method 1 is the recommended procedure that should be followed if no record will be kept of the transmitter locations.

METHOD1 (RECOMMENDED)
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **Pr** (**Pr**ogram).
3. Press FUNC and **01** will be displayed. This is the unit/town house number.
4. Using PREV and/or NEXT, navigate to the desired unit/town house number.
5. Press FUNC to select the unit/town house number. An **E** and a number (between **1** and **5**) will be displayed. This is the first empty transmitter location. If there aren't empty transmitters locations, **UF** (**U**nit **F**ull) will be displayed briefly, after which an **F** and a **1** will be displayed. **F** indicates that the transmitter location is **F**illed.
6. Use NEXT to navigate to another transmitter location if desired. (Pressing PREV will exit to the main menu.)
7. Press FUNC. The two decimal points will flash briefly.
8. Press and hold the transmitter button that needs to be programmed until the decimal points flash again. The transmitter is programmed onto the receiver.
9. The receiver will now display the next empty transmitter location for that unit. If there aren't anymore empty locations, **UF** will be displayed.

10. Repeat steps 7 and 8 to program the next transmitter.
11. To return to the unit/town house number selection menu, press PREV.

METHOD2 (NOT RECOMMENDED)
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **EL** (**E**asy **L**earn).
3. Press FUNC and **oo** will be displayed.
4. Press FUNC again, the two decimal points will flash briefly.
5. Press and hold the desired transmitter button until **oo** is displayed again.
6. To program additional transmitters, repeat steps 4 and 5.
7. To exit **EL** (**E**asy **L**earn), press PREV.

REMOVING TRANSMITTERS FROM THE RECEIVER

To remove transmitters from the receiver, one of three procedures can be followed.
1. The transmitter is lost and needs to be removed for security reasons.
2. The transmitter isn't lost or faulty but needs to be removed.
3. Remove all transmitters.

METHOD1
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **Pr** (**Pr**ogram).
3. Press FUNC and **01** will be displayed.
4. Use PREV and/or NEXT to navigate to the unit/town house number of the transmitter that needs to be removed.
5. Press FUNC and navigate (using NEXT) to the transmitter number of the transmitter that needs to be removed.
6. Press and hold FUNC. Both decimal points will light up.
7. After ±8 seconds, the first decimal point will turn off. The currently selected transmitter has been removed.
8. If the FUNC button is held down for another ±8 seconds, the second decimal point will turn off. All 5 transmitters of the selected unit/town house are now erased.
9. To return to the unit/town house number selection menu, press PREV.

METHOD2 (Transmitter that needs to be removed must be present and working)
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **SE** (**S**earch & **E**rase).
3. Press FUNC and **ºº** will be displayed.
4. Press FUNC again.
5. Press and hold the transmitter button until **rr** (**r**emote **r**emoved) is displayed briefly.
6. **ºº** will again be displayed.
7. To remove additional transmitters, repeat steps 4 and 5.
8. To return to the main menu, press PREV.

METHOD3 (Erase all transmitters)
1. Disconnect the power to the complex receiver.
2. Move LINK1 from NORMAL to PROG.
3. While holding down FUNC, reconnect the receiver power. Both decimal points will light up.
4. After ±16 seconds, both decimal points will go off.
5. Release FUNC. After ±8 seconds, **EA** (**E**rase **A**ll) will be displayed. All transmitters are now erased.

SELECTING PULSE OR LATCH
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **SU** (**S**et**U**p).
3. Press FUNC and **PU** (Pulse) will be displayed.
4. Use NEXT or PREV to select **PU** (Pulse) or **LA** (Latch).
5. Press FUNC to enable the selected setting.

BACKING UP THE RECEIVER MEMORY

The complete EEPROM memory of the receiver can be backed up onto a separate back-up module. The back-up module can then be stored to enable the user to restore all the transmitters at once in case of complete destruction (i.e. lightning) of the receiver.
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **br** (**b**ack-up/**r**estore).
3. Press FUNC and **bU** (Backup) will be displayed.
4. Plug backup module MTQCBM1A into the programmer.
5. Press FUNC to start the back-up procedure. If the back-up module is not connected or wrongfully connected **Er** (**Er**ror) will be displayed.
6. When the back-up is complete, **bC** (**b**ackup **C**omplete) will be displayed briefly.
7. The receiver will return to the main menu.
8. Remove backup module and store in safe place.

RESTORING THE RECEIVER MEMORY

The complete EEPROM memory of the receiver can be restored from a separate back-up module if the receiver memory has been backed up before the receiver got damaged.
1. Move LINK1 from NORMAL to PROG.
2. Using PREV or NEXT, navigate to **br** (**b**ack-up/**r**estore).
3. Press FUNC and **bU** (**B**ack-**u**p) will be displayed.
4. Use NEXT to navigate to **rS** (**r**e**S**tore).
5. Plug backup module MTQCBM1A into the programmer.
6. Press FUNC to start the restore procedure. If the back-up module is not connected or wrongfully connected **Er** (**Er**ror) will be displayed.
7. When the back-up is complete, **rC** (**r**estore **C**omplete) will be displayed briefly.
8. The receiver will return to the main menu.
9. Remove backup module and store in safe place.