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NEATROL SYSTEMS

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AKRX22-S12/24VDC Receiver Instructions

Description

The AKRX22-S is a self-contained 433.92MHz rolling key receiver designed to be directly interfaced with any devices or controllers able to utilise a dry contact relay signal. With it's 2 on-board 1 Amp (max resistive) 125 VAC rated dry contact relay outputs, this receiver can be connected across existing push buttons connected to various door and gate controllers or used to switch power directly to a vast number of electrical or electronic products.

Channel Setting

This receiver is capable of learning up to 85 unique transmitters and can be used in either a one or two channel configuration. In single channel mode (invoked when the **L** and/or **R** links are fitted) the receiver will activate the left hand relay according to the following criteria: If the **L** (left) link only is installed, the receiver will only accept a left button press from a transmitter. If the **R** (right) link only is installed, the receiver will only accept a right button press from a transmitter. If both links are installed, both buttons will be accepted.

In dual channel output mode (invoked by removing both the **L** and **R** links) the left button will operate the left relay and the right button will operate the right relay.

Relay Operation

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

Programming

Before any transmitters are learnt into the receiver, use a small metal object such as a screwdriver to momentarily short between the **CLEAR** pins of the receiver. The red light on the receiver will illuminate to indicate that all memory locations have been cleared and the receiver is ready to accept new transmitters.

Next press and hold the **ADD** button. The red light will illuminate for as long as the **ADD** button is depressed. To learn in transmitters, simply press one of the buttons of the transmitters to be added. If the transmitter is newly learnt, the red light will blink off for half a second to indicate a successful learn. If the transmitter has already been learnt or is faulty, the light will not blink and that transmitter will not be added. Up to 85 transmitters total can be added if and when required. A new transmitter can be added at any time by simply pressing the **ADD** button and one of the transmitter's buttons.

Antenna

An ideal antenna for this receiver is an insulated wire 350mm in length connected to the ANT terminal of the receiver.

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