

Instructions



RX3-CONDO RC
Three channel, 999 user, rolling code receiver

RX3-2017 RC
Three channel, 31 user, rolling code receiver.



Product identification:

Dark blue base with light blue top casing.
White and orange antenna.
3 digit 7 segment LED display.

Transmitter compatibility:

ET BLU MIX[®] with dark blue base and light blue fascia.
ET Blue © with dark blue base and dark blue fascia.

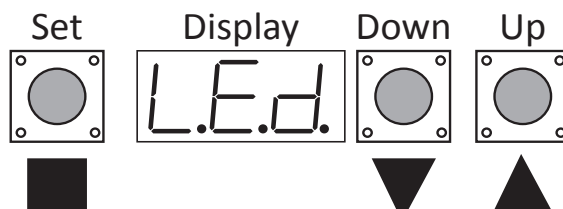
Features:

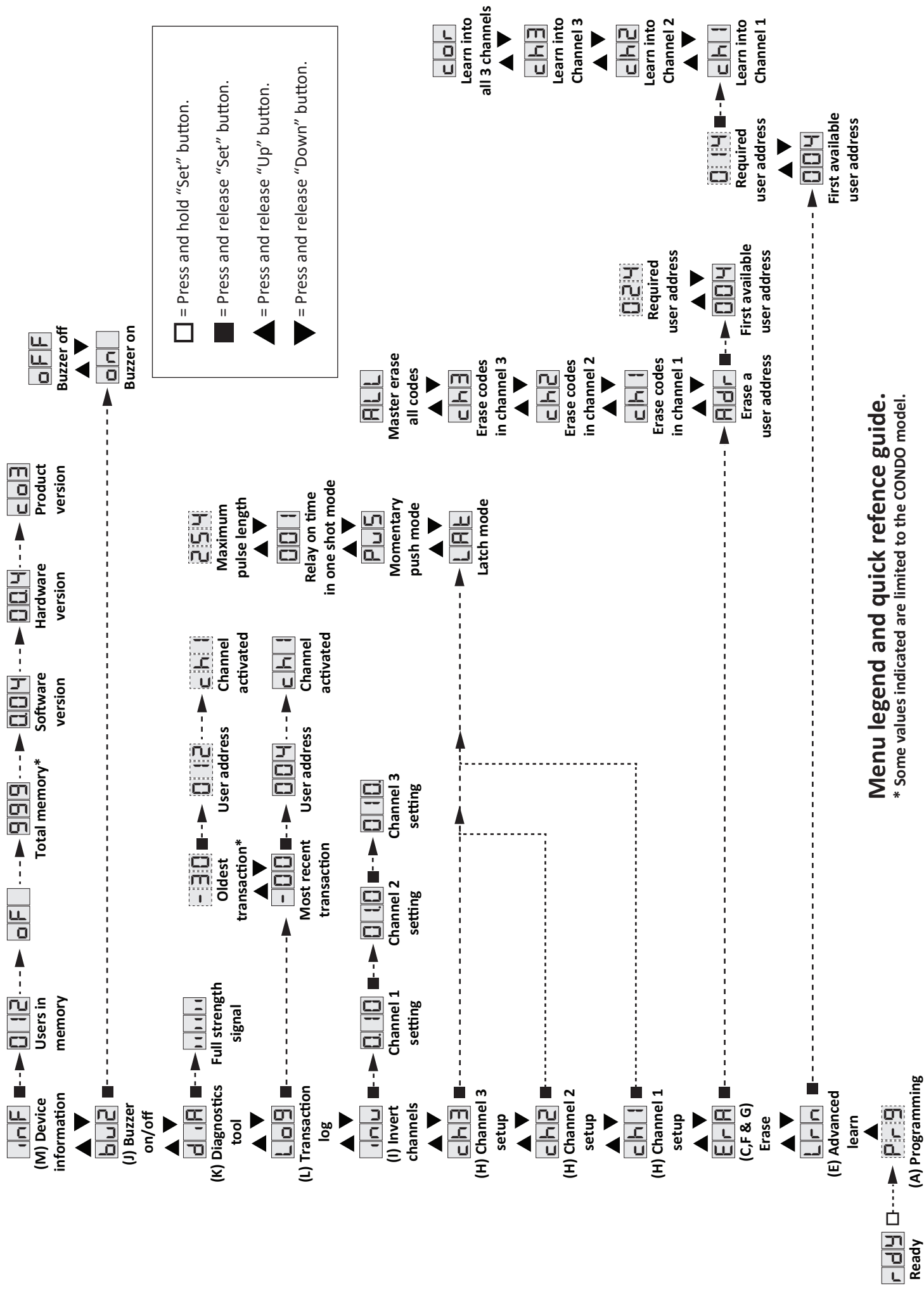
- Compatible with both ET BLU MIX[®] and ET BLUE © rolling code formats.
- Each user can be configured to use all three channels.
- Advanced learn option allows for personal user location selection.
- Corresponding button learn option to save time when wanting to learn into all three channels.
- Individual memory location erasing without the need to have the transmitter present.
- 3 digit, 7 segment LED display for ease of setup and user memory location identification.
- Automatic power save.
- Each channel can be individually setup to either latch, momentary on or one shot pulse mode.
- Channel pulse length can be setup to any time between 1 and 254 seconds in one shot pulse mode.
- Each channel can be set to invert.
- Channel status memory - On power-up any latch channel will return to its last status at the time of power failure.
- Radio frequency signal strength diagnostics facility to test for frequency interference.
- Total number of users already in memory indicator.
- Factory default the outputs without master erasing the user memory.
- Master erase the user memory without changing the outputs setup.
- User memory back-up facility using the EEPROM copier unit (RX3-CONDO RC only).

Specifications:

Input power.	12 - 30v AC/DC
Peak current draw.	50mA
Channel 1 peak load rating. (Dry contact relay)	Up to 250v @ 5A
Channel 2 and 3 peak load rating. (FET. Pulls to 0V)	500mA @ 16V DC or 100mA @ 30V DC
Range.	See transmitter specifications.
Frequency.	433.92MHz (403.55MHz option available)
User memory capacity.	RX3-2017 RC - 31 users.
	RX3-CONDO RC - 999 users.
Transaction log memory capacity.	RX3-2017 RC - Last 10 transactions.
	RX3-CONDO RC - Last 30 transactions.
Ingress protection.	IP10

Dashboard





Menu legend and quick reference guide.

* Some values indicated are limited to the CONDO model.

A	Entering, Navigating And Exiting Programming Mode.
<ul style="list-style-type: none"> • To enter programming mode, press and hold the “Set” □ until the buzzer beeps twice and display changes to “Pr9”. • Navigate the options by scrolling either “Up” ^ or “Down” v and enter any option by pressing and releasing the “Set” □ button once. • To exit back one level at a time, press and hold the “Set” □ button until a single beep is heard and the display flashes either “Pr9” if exiting back to the main list of options or “End” if exiting programming completely. • If no button is pressed for 255 seconds (4min 25sec) while in programming, the receiver exits programming automatically. 	

B	Factory Defaulting The Output Settings.
<ol style="list-style-type: none"> 1. Remove power. 2. Press and hold all three (“Set”, “Up” and “Down”) buttons. 3. While pressing and holding the buttons, power the receiver up. <ul style="list-style-type: none"> • The buzzer begins beeping intermittently and display alternates between “FRc” and “r5t”. 4. Wait.....(Removing power or releasing any button at this stage will abort the factory reset!) <ul style="list-style-type: none"> • Buzzer stops beeping and display remains on “r5t” 5. Wait..... <ul style="list-style-type: none"> • Buzzer beeps once and display changes to “dE” 6. Release the three buttons. <p>All three channel outputs and the buzzer output will now be back at factory default. Ch1 = 1 second, 1 shot pulse mode. Non-inverted. Ch2 = 1 second, 1 shot pulse mode. Non-inverted. Ch3 = 1 second, 1 shot pulse mode. Non-inverted. Buzzer = On.</p> 	

C	Master Erasing Users From The Memory.
<p><i>On completion of a master erase, all user memory locations will be cleared and no previously learnt transmitter codes will work on the receiver. This procedure does not effect the output settings. To default the output settings see Factory Defaulting The Output Settings “B” above.</i></p> <ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “ER”. (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) 4. Scroll to “ALL”. (See A on page 3) 5. Press and release “Set” to select the option. (See A on page 3) <ul style="list-style-type: none"> • Display shows “_uP” 6. Press and hold “Up” <ul style="list-style-type: none"> • Display shows “_□” 7. While still holding “Up” press and hold “Set”. <ul style="list-style-type: none"> • Buzzer begins beeping intermittently and display flashes “ALL”. 8. Wait.....(Removing power or releasing either button at this stage will abort the master erase!) 9. Buzzer stops beeping and display changes to “---”. 10. Wait..... <ul style="list-style-type: none"> • Buzzer beeps twice rapidly and display changes to “dE”. 11. Release the buttons. <ul style="list-style-type: none"> • All memory locations are now cleared. Display reverts back to “Pr9” 12. Exit back or scroll to next requirement. (See A on page 3) 	

D**Using The Quick Learn Option.**

When using the quick learn option, each new remote button programmed into the receiver is automatically allocated to the first available memory location. If a second or third button from a previously learnt remote control is learnt into the receiver then the same memory location is allocated. You can overwrite any button already learnt into a channel with another button code so long as it is from the same remote transmitter, using the quick learn option.

1. Begin transmitting with the required remote button by pressing and holding it.
2. While still transmitting, press and release the required button on the receiver.

Channel 1 = "Set"

Channel 2 = "Down"

Channel 3 = "Up"

Corresponding learn = "Up", while pressing "Up" the "Down", while pressing "Up" and "Down" the "Set"

- The buzzer will beep and the display will confirm the user memory location allocated followed by the channel selected.
3. Release the remote button.
 4. Repeat 1 to 3 for additional remote buttons.

E**Using The Advanced Learn Option.**

Advanced learn allows you to select any available memory location to learn a new remote user into it. If there is already another transmitter learnt into a memory location, the memory location will not appear in the list as you scroll through it. If the transmitter in that memory location is indeed no longer in service and you would like to replace it, then you must first erase the memory location (See F on page 5) before coming back to advanced learn.

1. Enter programming. (See A on page 3)
2. Scroll to "Lr". (See A on page 3)
3. Press and release "Set" to enter the option. (See A on page 3)
 - The first available memory location displays "0 12".
4. Scroll to the memory location that you would like to use "0 14". (See A on page 3)
5. Press and release "Set" to enter that memory locations options.
 - The first option displays "c1 1".
6. Scroll to the required option.
 - "c1 1" = Learn into channel 1.
 - "c1 2" = Learn into channel 2.
 - "c1 3" = Learn into channel 3.
 - "c0 r" = Learn the first three buttons on the remote into all three channels respectively.
7. With required option on the display, begin transmitting with the required button by pressing and holding it.
8. While transmitting, press and release "Set".
9. Buzzer beeps twice rapidly and display flashes "d r E" before returning to the next available memory location.
10. Repeat from 4 above to learn more remote users in or exit back.

F	Erasing An Individual Memory Location.
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You can delete any independent user from the system without effecting any other user already in the memory. This is done without the need for the transmitter being present.

1. Enter programming. (See A on page 3)
2. Scroll to "E-R". (See A on page 3)
3. Press and release "Set" to enter the option. (See A on page 3)
 - The first erase option displays "Rd-".
4. With "Rd-" displayed, press and release the "Set" button. (See A on page 3)
 - The first memory location with a transmitter code programmed into it displays "00 !".
5. Scroll to required memory location "030". (See A on page 3)
6. With the required memory location displayed, press and release "Set".
 - The receiver prompts you to press and hold the "Up" button by displaying "-uP".
7. Press and hold "Up".
 - Buzzer beeps once and the receiver prompts you to press and release "Set" by displaying "-o".
8. While holding "Up" press and release "Set"
 - Buzzer beeps twice rapidly and display flashes "dE" before returning to the next available memory location.
9. Repeat from 5 above to erase more addresses or exit back.

G	Erasing All The Button Codes In A Single Channel.
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It is possible to erase all of the button codes previously learnt into any one of the 3 channels, without effecting any other button codes learnt into any other channel.

1. Enter programming. (See A on page 3)
2. Scroll to "E-R". (See A on page 3)
3. Press and release "Set" to enter the option. (See A on page 3)
4. Scroll to the required channel "cH2". (See A on page 3)
5. Press and release "Set" to select the option. (See A on page 3)
6. Press and hold "Up"
 - "-o" displays as a prompt to begin holding the "Set" button as well.
7. While holding "Up" press and hold "Set".
 - Buzzer begins beeping intermittently and display flashes "cH2".
8. Wait.....(Removing power or releasing either button at this stage will abort the erase!)
9. Buzzer stops beeping and display changes to " - - -".
10. Wait.....(could be up to 30 seconds)
 - Buzzer beeps twice rapidly and display changes to "dE".
11. Release the buttons.
 - All memory locations for this channel are now cleared. Display reverts back to "P-R"
12. Exit back or scroll to next requirement. (See A on page 3)

H	Changing The Channel Functionality.
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Each channel can be independently configured to either latch, pulse or momentary push mode, when triggered.

1. Enter programming. (See A on page 3)
2. Scroll to required channel "cH 1", "cH2" or "cH3". (See A on page 3)
3. Press and release "Set" to enter the option. (See A on page 3)
 - The last programmed setting will display "00 !".
4. Scroll to new requirement.
 - "LR" = **Latch mode.**
 - "PUS" = **Momentary push mode (Mimics transmission)**
 - "00 !".....to "254" = **Relay on time in seconds. One shot timer mode.**
5. With the required setting displayed, press and release the "Set" button.
 - Buzzer beeps twice rapidly and display flashes "dE" before reverting back to "P-R"
6. Exit back or scroll to next requirement.(See A on page 3)

I	Inverting The Channel Outputs.
<p><i>Each channel can be independently configured to be inverted or non-inverted. This is especially useful when using channels 2 or 3 in circuits where a normally closed switch is required between 0V and the input on the device being switched; an alarm zone for example.</i></p> <ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “ 100 ” (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) <ul style="list-style-type: none"> • The last programmed settings will display “ 00 1 ”. (Note the period is positioned next to the first digit to indicate channel 1 must be set first) 4. Using the “Up” or “Down” buttons toggle between “ 1 ” (invert on) or “ 0 ” (invert off) for that channel. 5. Press and release the “Set” button to shift to the next channel. (Note the period shifts to the next digit) 6. Repeat 4 and 5 here for the next channel. <ul style="list-style-type: none"> • Buzzer beeps twice rapidly and display flashes “ 00E ” before reverting back to “ P-9 ” 7. Exit back or scroll to next requirement. (See A on page 3) 	

J	Disabling And Enabling The Buzzer Tones In Normal Operation.
<p><i>Having the buzzer beep each time a valid remote button is pressed to activate the receiver, is useful for testing however it could become irritating in some applications. The buzzer can be disabled.</i></p> <ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “ 000 ” (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) <ul style="list-style-type: none"> • The last programmed setting will display “ 00 ”. 4. Using the “Up” or “Down” buttons toggle between “ 00 ” or “ 0FF ”. 5. Press and release the “Set” button. <ul style="list-style-type: none"> • Buzzer beeps twice rapidly and display flashes “ 00E ” before reverting back to “ P-9 ” 6. Exit back or scroll to next requirement. (See A on page 3) 	

K	Using The Radio Activity Diagnostics Tool.
<p><i>In cases where the radio frequency is cluttered you will experience reduced response from a receiver unit. If the interfering radio “noise” is strong enough a receiver can become totally unresponsive. With this interference being radio it is very difficult to detect. Using the radio activity diagnostics tool can help you detect and possibly locate the source of the interference.</i></p> <ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “ 0 1R ” (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) <ul style="list-style-type: none"> • The display immediately reverts to the signal strength meter. • In the case of any transmission on the receiver frequency being active, the display signal strength bar will increase to the right as the signal gains strength. Bear in mind the signal strength of a transmission will increase as you get closer to the transmitter and weaker as you move further away. • In the case of a transmission from a learnt remote button being received, the receiver will respond by beeping and displaying the subsequent memory location address followed by the channel that button is paired to and finally the signal strength of the transmission. “ 00 1 ” “ 00 1 ” “ 111111 ” 4. When done testing, exit back. (See A on page 3) <ul style="list-style-type: none"> • Buzzer beeps once and display flashes “ 00E ” before reverting back to “ P-9 ” 	

L	Using The Last Transactions Log.
<p><i>The last transactions are stored in memory and can be viewed by scrolling through the log. Please note this memory is volatile and will reset on a power cycle. The two models have different size logs. See page 1 for values.</i></p> <ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “L 09” (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) <ul style="list-style-type: none"> • “- 00” displays. This is the most recent activation. 4. To view this activation, press and release the “Set”. <ul style="list-style-type: none"> • Buzzer beeps once and the display flashes the user number followed by the channel activated. “00 1” “c h 1” 5. Scroll up for earlier activations in the log and repeat 4. 6. When done, exit back. (See A on page 3) <ul style="list-style-type: none"> • Buzzer beeps once and display flashes “d n E” before reverting back to “Pr 9” 	
M	Viewing How Many Users Have Been Added And The Software/ Hardware Versions.
<ol style="list-style-type: none"> 1. Enter programming. (See A on page 3) 2. Scroll to “ n F” (See A on page 3) 3. Press and release “Set” to enter the option. (See A on page 3) <ul style="list-style-type: none"> • Buzzer beeps once and display flashes “054” “ 0 F” “999” (54 users of 999 already used*) • “004” Software version, • “004” Hardware version, • “c 03” Product type. • Buzzer beeps once and display flashes “d n E” before reverting back to “Pr 9” <p>*Some values indicated are limited to the CONDO model.</p>	

WARRANTY:

1. All goods manufactured by ET NICE (Pty) Ltd carry a 12 month factory warranty from date of invoice.
2. All goods are warranted to be free of faulty components and manufacturing defects.
3. Faulty goods will be repaired or replaced, at the sole discretion of ET NICE (Pty) Ltd, free of charge.
4. This warranty is subject to the goods being returned to the premises of ET NICE (Pty) Ltd.
5. The carriage of goods is for the customer’s account.
6. This warranty is only valid if the correct installation and application of goods, as laid out in the applicable documentation accompanying said goods, is adhered to.
7. All warranty claims must be accompanied by the original invoice.
8. All claims made by the end user must be directed to their respective service provider/installer.

The following conditions will disqualify this product from the warranty as laid out above. These conditions are non- negotiable.

1. Any unauthorized non-manufacturer modifications to the product or components thereof.
2. Any modification to the installation methods described in the installation instructions.
3. Any application or use of the product other than the intended use and application prescribed in the product documentation.

The following items are not included in the warranty or they carry a special warranty condition of their own.

1. Damage resultant of wind and other climatic influences such as lightning strikes.
2. Damage due to high voltage surges.
3. Damage due to infestation i.e. Ants nesting...
4. Water damage. It is the responsibility of the installer to ensure the product is installed in a location that is protected from water ingress. The ingress protection rating is specified in the accompanying documentation. Housings that require that cable entries be made by the installer do not carry an ex-factory ingress protection rating as it is the responsibility of the installer to seal the cable entry points after installation of the cabling.

Nomenclature

Displayed	Description	Definition
---	Busy	Receiver is busy processing.
_o	_o	Instruction - Press and hold the set button.
_uP	_Up	Instruction - Press and hold the up button.
3v3	3v3 error	Receiver processor 3v3 fault being corrected. Return to your supplier if this error persists.
Adr	Address	User memory address.
ALL	All	All user memory addresses.
cAn	Cancel	You cancelled the operation you are presently busy with.
ch1	Channel 1	Displays whenever working with channel 1.
ch2	Channel 2	Displays whenever working with channel 2.
ch3	Channel 3	Displays whenever working with channel 3.
co1	Condo 1	Single channel condominium receiver descriptive.
co3	Condo 3	Three channel condominium receiver descriptive.
cor	Corresponding	Corresponding learn option.
dEc	Decode error	The transmission detected within 4s of the learn instruction is from a non-compatible format or the transmitter code is corrupted.
d rA	Diagnostics	Programming mode - Diagnose present radio activity or test previously learned transmitter buttons, tool.
dnE	Done	Confirmation of programming sequence being finished successfully.
dup	Duplicate	This transmitter code is already learnt into memory in another memory location. The software has now allocated this button to the memory address previously used.
End	End	Displays as programming mode is exited.
ErA	Erase	Programming mode - Erase mode.
Err	Error	Handling error. Try again. If this persists, return the equipment to your supplier for further checking.
FAc	Factory	The first half of the "factory reset is about to commence" warning.
FuL	Full	The memory is full.
h1	Hello	Startup message.
inu	Invert	Programming mode - Invert channels standby status, setup.
LAt	Latch	Latch on/off mode.
Lo9	Log	Programming mode - Last transactions log, tool.
Lrn	Learn	Programming - Advanced, manual user address allocation learn mode.
non	None	No transmitter codes in memory.
oF	Of	Second part of the "how many user memory addresses have been allocated already" message.
Pr9	Program	Receiver has entered programming mode.
PuS	Push	Momentary push button mode.
rSt	Reset	The second half of the "factory reset is about to commence" warning.
rdY	Ready	Receiver is ready for next transaction in standby mode.
to	Time-out	No transmission was detected within 4s of a learn new remote button instruction.