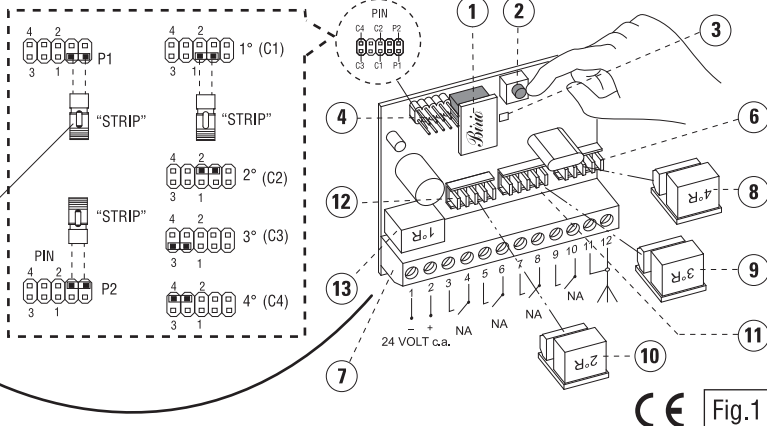
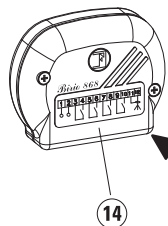


- DA ESTERNO
- EXTERNAL
- MODULAIRE
- AUFPUTZVERSION
- PARA EXTERIOR
- VOOR
- BUITENMONTAGE



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- (Morsetti 3-4)**  
Per codificare il 1° canale si deve inizialmente posizionare lo "STRIP" in posizione "1" C1; poi 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 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 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 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 "Birio 868/4 R" con quarzo, completa di un relé per il 1° canale, frequenza 868.35 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 relé 4° canale
  - 7 - Morsetteria di collegamento alimentazione a 24 V, 1°-2°-3°-4° canale e antenna
  - 8 - Modulo a relé N.A. per il 4° canale (OPTIONAL)
  - 9 - Modulo a relé N.A. per il 3° canale (OPTIONAL)
  - 10 - Modulo a relé N.A. per il 2° canale (OPTIONAL)
  - 11 - Connettore per modulo a relé 3° canale
  - 12 - Connettore per modulo a relé 2° canale
  - 13 - Modulo a relé per il 1° canale (di SERIE)
  - 14 - Contenitore radio ricevente da esterno Birio 868

- GB a) FREE MEMORY MONITORING -P1-**  
Monitoring the free portion, i.e. 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) ENCODING CHANNEL No.1 -C1- (Terminals 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) ENCODING CHANNEL No.2 -C2- (Terminals 5-6)**  
To encode channel No.2 repeat the above sequence "c", but the "STRIP" jumper must be inserted in position "2" C2.
- e) ENCODING CHANNEL No.3 -C3- (Terminals 7-8)**  
To encode channel No.3 repeat the above sequence "c", but the "STRIP" jumper must be inserted in position "3" C3.
- f) ENCODING CHANNEL No.4 -C4- (Terminals 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, i.e. operative action. Radio receiver card type "Birio 868/4 R" fitted with quartz, complete with one relay module for channel 1, frequency 868.35 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 to connect channels No. 1-2-3-4, 24 V power supply and aerial
  - 8 - N.O. Relay to activate channel No.4 (OPTION)
  - 9 - N.O. Relay to activate channel No.3 (OPTION)
  - 10 - N.O. Relay to activate channel No.2 (OPTION)
  - 11 - Module connector for channel 3
  - 12 - Module connector for channel 2
  - 13 - Module connector for channel 1 (STANDARD)
  - 14 - Weather-proof radio receiver container Birio 868

- F** a) **CONNATRE LA MEMOIRE LIBRE -P1-**  
Pour connaître combien de mémoire libre il y a dans le récepteur radio, avec la carte alimenté 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" pour 5 secondes, puis le relâcher. Ensuite, la led de signalisation émettra une impulsion lumineuse quand elle s'éteint l'opération d'effacement est terminée.
- c) **MEMORISATION 1<sup>er</sup> CANAL -C1- (Bornes 3-4)**  
Pour rentrer le 1<sup>er</sup> 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 2<sup>ème</sup> CANAL -C2- (Bornes 5-6)**  
Pour rentrer le 2<sup>ème</sup> canal procéder de la même façon que ci-dessus en mettant le pontage "STRIP" sur la position "2" C2.
- e) **MEMORISATION 3<sup>ème</sup> CANAL -C3- (Bornes 7-8)**  
Pour rentrer le 3<sup>ème</sup> canal procéder de la même façon que ci-dessus en mettant le pontage "STRIP" sur la position "3" C3.
- f) **MEMORISATION 4<sup>ème</sup> CANAL -C4- (Bornes 9-10)**  
Pour rentrer le 4<sup>ème</sup> 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 pontage "STRIP" et le mettre sur un seul "PIN", pour éviter des contacts.
- Récepteur radio modulaire "Birio 868/4 R" à quartz complète d'un module relais pour le 1er canal fréquence 868,35 MHz.

#### DESCRIPTION DES COMPOSANTS Fig.1

- 1 - Mémoire enfichable
- 2 - Poussoir "P"
- 3 - Led
- 4 - Pons 1'-2'-3'-4' canal: pour le poussoir émetteur de 1 à 4 max.
- 5 - Pontage "STRIP"
- 6 - Connecteur pour module relais 4ème canal
- 7 - Borne de raccordement 1'-2'-3'-4' canal contact N.F.-N.O., Antenne et alimentation 24 V
- 8 - Relais pour actionner le 4<sup>ème</sup> canal (OPTION)
- 9 - Relais pour actionner le 3<sup>ème</sup> canal (OPTION)
- 10 - Relais pour actionner le 2<sup>ème</sup> canal (OPTION)
- 11 - Connecteur pour module relais 3<sup>ème</sup> canal
- 12 - Connecteur pour module relais 2<sup>ème</sup> canal
- 13 - Relais pour actionner le 1<sup>er</sup> canal (de SERIE)
- 14 - Boîtier récepteur radio Birio 868 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 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 Löschivorgang 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 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 5-6)**  
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.
- e) **EINGABE 3. KANAL -C3- (Klemmen 7-8)**  
Um dem 3. Kanal zu kodieren, wie oben 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 kodieren, 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. Empfangsplatine Typ "Birio 868/4 R" mit Quarz komplett mit Relaismodul für den 1. Kanal, Frequenz 868,35 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. Kanal N.C. und N.O. Anschluss, Antenne und Stromversorgung 24 V
- 8 - Relais N.O. zur Aktivierung des 4. Kanals (OPTION)
- 9 - Relais N.O. zur Aktivierung des 3. Kanals (OPTION)
- 10 - Relais N.O. zur Aktivierung 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 Birio 868 Aufputzversion

- E** a) **PARA CONOCER LA MEMORIA LIBRE -P1-**  
siempre estando la ficha alimentada a 24 Volts, hay que conectar el puente "STRIP" en la posición "P1" y apretar el pulsador "P" durante 5 segundos: soltándolo 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 Volts. 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 al mismo tiempo el pulsador "P" y luego una tecla a elección del transmisor. El led emitirá después una impulsion de luz para confirmar que el código ha sido memorizado.
- d) **CODIFICACION 2<sup>o</sup> CANAL -C2- (Borne 5-6)**  
Para codificar el 2<sup>o</sup> canal, actuar como reseñado en el apartado "c" excepto únicamente que se coloca el "STRIP" en la posición "2" C2.
- e) **CODIFICACION 3<sup>o</sup> CANAL -C3- (Borne 7-8)**  
Para codificar el 3<sup>o</sup> canal, actuar como reseñado en el apartado "c" excepto únicamente que se coloca el "STRIP" en la posición "3" C3.
- f) **CODIFICACION 4<sup>o</sup> CANAL -C4- (Borne 9-10)**  
Para codificar el 4<sup>o</sup> 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 quite el puente "STRIP" y se lo introduzca en un sólo "PIN", de forma que el mismo no haga más contacto Ficha radioreceptor "Birio 868/4 R" con cuarzo, equipada de módulo relé para el 1er canal, frecuencia 868,35 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 - Relé N.A. para activar el 4' canal (OPTION)
- 9 - Relé N.A. para activar el 3' canal (OPTION)
- 10 - Relé 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 - Relé para activar el 1er canal (STANDARD)
- 14 - Contenedor radioreceptor para exterior Birio 868

- NL** a) **OM HET VRIJE GEHEUGEN TE WETEN -P1-**  
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 ingedrukt; wanneer deze wordt losgelaten kunnen er flikkerlichten worden opgemerkt. Elk flikkerlicht van de lichtdiode komt overeen met 180 zenders waarin los gegevens kunnen worden opgeslagen.
- 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 uit wanneer de annuleringshandeling is uitgevoerd.
- 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 tegelijkertijd de drukknop "P" drukken en een toets van de zender naar keuze indrukken. De lichtdiode zal hierna een verdukkersimpuls afgeven ter bevestiging dat de code in het geheugen is opgeslagen.
- 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 ontvangerstradio "Birio 868/4 R" met kwarts, compleet met relaismodule voor het 1e kanaal, frequentie 868,35 MHz.

#### BESCHRIJVING ONDERDELEN (FIG.1)

- 1 - Uittneembaar geheugen
- 2 - Drukknop "P"
- 3 - Led
- 4 - Geleiderbruggen 1-2-3-4 kanaal: keuze uit 1 tot 4 drukknoppen van de zender
- 5 - Inzetcontact "STRIP" geleiderbruggen
- 6 - Moduulrelaisconnector 4e kanaal
- 7 - Verbindingsklem 1-2-3-4e kanaal normaal geopend-, normaal gesloten contact, 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 Birio 868

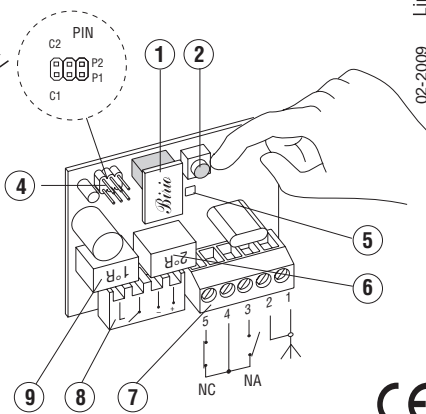
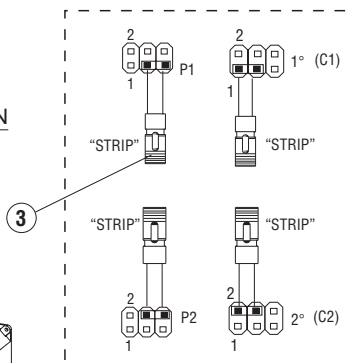
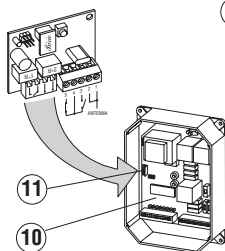
# Birio 868

- Cod. Art. 8611 -

CE 0678

## Rolling-code

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



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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 "Birio 868/2 R" con quarzo, completa di due moduli relè per il 1° e 2° canale, frequenza 868.35 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 - Relè 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 - Relè 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) ENCODING 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) ENCODING 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", to stop any linking, ie. operative action. Plug-in radio receiver card type "Birio 868/2 R" fitted with quartz, complete with two relay modules for channels 1 and 2, 868.35 MHz.

#### 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

Birio 868

Dis. N. 4110



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<p><b>F</b> a) <b>CONNAITRE LA MEMOIRE LIBRE -P1-</b> Pour connaître combien de mémoire libre il y a dans le récepteur radio, avec la carte alimenté 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.</p> <p>b) <b>EFFACER TOTALEMENT LA MEMOIRE -P2-</b> 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" pour 5 secondes, puis le relâcher. Ensuite, la led de signalisation émettra une impulsion lumineuse qui s'éteindra quand l'opération d'effacement est terminée.</p> <p>c) <b>MEMORISATION 1<sup>er</sup> CANAL -C1- (Connecteur enfichable)</b> Pour rentrer le 1<sup>er</sup> 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.</p> <p>d) <b>MEMORISATION 2<sup>ème</sup> CANAL -C2- (Bornes 3-4-5)</b> Pour rentrer le 2<sup>ème</sup> canal procéder de la même façon que ci-dessus en mettant le pontage "STRIP" sur la position "2" C2. 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 "Birio 868/2 R" à quartz complète de deux modules relais pour le 1er et le 2<sup>ème</sup> canal fréquence 868.35 MHz.</p>	<p><b>DESCRIPTION DES COMPOSANTS Fig.1</b></p> <ol style="list-style-type: none"> <li>1 - Mémoire enfichable</li> <li>2 - Poussoir "P"</li> <li>3 - Pontage "STRIP"</li> <li>4 - Ponts 1<sup>er</sup> et 2<sup>ème</sup> canal: choisir le poussoir émetteur de 1 à 4 max.</li> <li>5 - Led</li> <li>6 - Relais pour actionner le 2<sup>ème</sup> canal</li> <li>7 - Borne de raccordement 2<sup>ème</sup> canal contact N.F. et N.O. et antenne (bornes 1-2)</li> <li>8 - Connecteur enfichable femelle 1<sup>er</sup> canal et alimentation 24 V</li> <li>9 - Relais pour actionner le 1<sup>er</sup> canal</li> <li>10 - Programmeur électronique série Elpro</li> <li>11 - Connecteur enfichable mâle</li> </ol>	
<p><b>D</b> a) <b>PRÜFEN WIEVIEL PLATZ IM SPEICHER FREI IST -P1-</b> 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.</p> <p>b) <b>KOMPLETTES LÖSCHEN DES SPEICHERS -P2-</b> 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 Löschovorgang erfolgt ist.</p> <p>c) <b>EINGABE 1. KANAL -C1- (Einsteckverbinder)</b> 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.</p> <p>d) <b>EINGABE 2. KANAL -C2- (Klemmen 3-4-5)</b> Um dem 2. Kanal zu codieren, 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 "Birio 868/2 R" mit Quarz komplett mit zwei Relaismodulen für den 1. und 2. Kanal, Frequenz 868.35 MHz.</p>	<p><b>BESCHREIBUNG DER BESTANDTEILEN Abb.1</b></p> <ol style="list-style-type: none"> <li>1 - Abnehmbarer Speicher</li> <li>2 - Schalter "P"</li> <li>3 - "STRIP" Codierbrücke</li> <li>4 - 1.-2. Kanal Anschlüsse: Wahl des Sendersauslösers von 1 bis 4 max.</li> <li>5 - Led</li> <li>6 - Relais zur Steuerung des 2. Kanals</li> <li>7 - Klemme 2. Kanal N.C. und N.O. Anschluss und Antenne (Klemmen 1-2)</li> <li>8 - Einsteckverbinder Mutter des 1. Kanals und 24 V Speisung</li> <li>9 - Relais zur Aktivierung des 1. Kanals</li> <li>10 - Elektronische Steuerung Serie Elpro</li> <li>11 - Einsteckverbinder Zapfen</li> </ol>	
<p><b>E</b> a) <b>PARA CONOCER LA MEMORIA LIBRE -P1-</b> radioreceptor, 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.</p> <p>b) <b>BORRADURA TOTAL DE LA MEMORIA -P2-</b> 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.</p> <p>c) <b>CODIFICACION 1er CANAL -C1- (Conector enchufable)</b> 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.</p> <p>d) <b>CODIFICACION 2º CANAL -C2- (Borne 3-4-5)</b> Para codificar el 2º 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 quite el puente "STRIP" y se lo introduzca en un sólo "PIN", de forma que el mismo no haga más contacto Ficha enchufable radioreceptor "Birio 868/2 R" con cuarzo, equipada de dos módulos relés para el 1er y el 2º canal, frecuencia 868.35 MHz</p>	<p><b>DESCRIPCION COMPONENTES Fig.1</b></p> <ol style="list-style-type: none"> <li>1 - Memoria amovible</li> <li>2 - Pulsador "P"</li> <li>3 - Pieza de contacto "STRIP" puentes</li> <li>4 - Puentes 1er y 2º canal: eleccion desde 2 hasta 4 pulsadores del transmisor</li> <li>5 - Led</li> <li>6 - Relé para activar el 2º canal</li> <li>7 - Borne de conexión 2º canal contacto N.C.-N.A. y antena (borne 1-2)</li> <li>8 - Conector enchufable hembra 1er canal y suministro de corriente 24 V</li> <li>9 - Relé para activar el 1er canal</li> <li>10 - Programador electronico serie Elpro</li> <li>11 - Conector enchufable macho</li> </ol>	
<p><b>NL</b> a) <b>OM HET VRIJE GEHEUGEN TE WETEN -P1-</b> 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 flinkerlichten worden opgemerkt. Elk flinkerlicht van de lichtdiode komt overeen met 180 zenders waarin nog gegevens kunnen worden opgeslaan.</p> <p>b) <b>TOTALE ANNULERING VAN HET GEHEUGEN -P2-</b> 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 uit wanneer de annuleringshandeling is uitgevoerd.</p> <p>c) <b>CODERING 1e KANAAL -C1- (Koppingsconnector)</b> 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 verlikkersimpuls afgeven ter bevestiging dat de code in het geheugen is opgeslaan.</p> <p>d) <b>CODERING 2e KANAAL -C2- (Klemmen 3-4-5)</b> 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. Koppingskaart ontvangstradio "Birio 868/2 R" met kwarts, compleet met twee relaismodules voor het 1e het 2e kanaal, frequentie 868.35 MHz.</p>	<p><b>BESCHRIJVING ONDERDELEN (FIG.1)</b></p> <ol style="list-style-type: none"> <li>1 - Uitneembaar geheugen</li> <li>2 - Drukknop "P"</li> <li>3 - Inzetcontact "STRIP" geleiderbruggen</li> <li>4 - Geleiderbruggen 1e -2e kanaal: keuze uit 1 tot 4 drukknoppen van de zender</li> <li>5 - Led</li> <li>6 - Relais om het 2e kanaal te activeren</li> <li>7 - Verbindingsklem 2e kanaal normaal geopend-, normaal gesloten contact en antenne (1-2)</li> <li>8 - Vrouwjes-koppingsconnector 1e kanaal en stroomtoevoer van 24 Volt</li> <li>9 - Relais om het 1e kanaal te activeren</li> <li>10 - Elektronische programmeereenheid Elpro serie</li> <li>11 - Mannetjes-koppingsconnector</li> </ol>	
<p>Dis. N. 4110</p>		<p>Via Mantova, 177/A - 37053 Cerea (Verona) Italy - Tel. +39 0442 330422 r.a. Fax +39 0442 331054 - e-mail: info@fadini.net - www.fadini.net</p>

- I** **INSTALLAZIONE *Birio A8***  
 1 - PUNTALE STELO  
 2 - STELO ANTENNA  
 3 - COPERCHIO DI ATTACCO STELO  
 4 - OR 2031  
 5 - SCHEDINA ANTENNA  
 6 - VITE M5x10 T.C.  
 7 - FONDO DI CHIUSURA  
 8 - VITE AUTOFILETTANTE 3,9x25  
 9 - VITE AUTOFILETTANTE 4,8x22  
 10-SUPPORTO A PARETE

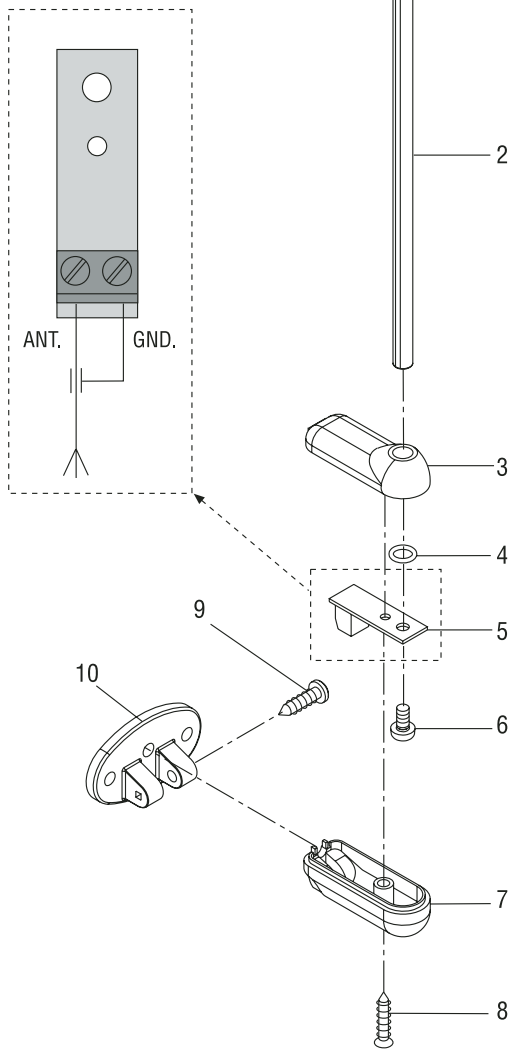
- GB** **INSTALLATION *Birio A8***  
 1 - AERIAL TOP CAP  
 2 - AERIAL ROD  
 3 - ROD FIXING COVER  
 4 - OR 2031  
 5 - AERIAL P.C. CARD  
 6 - M5x10 T.C. SCREW  
 7 - FIXING BOTTOM COVER  
 8 - SELF-TAPPING SCREW 3,9x25  
 9 - SELF-TAPPING SCREW 4,8x22  
 10-FIXING BRACKET

- F** **INSTALLATION *Birio A8***  
 1 - EMBOUT DE LA TIGE  
 2 - TIGE  
 3 - COUVERCLE DU PIECE DE FIXATION  
 4 - JOINT OR 2031  
 5 - CARTE ANTENNE  
 6 - VIS M5x10 T.C.  
 7 - BASE DE FERMETURE PIECE DE FIXATION  
 8 - VIS FILETEE 3,9x25  
 9 - VIS FILETEE 4,8x22  
 10-SUPPORT A FIXER AU MUR

- D** **ANLAGE *Birio A8***  
 1 - STABZWINGE  
 2 - ANTENNE STAB  
 3 - DECKEL  
 4 - OR 2031  
 5 - ANTENNE PLATINE  
 6 - SCHRAUBE M5x10 T.C.  
 7 - GRUNDHALTER  
 8 - SELBSTSCHNEIDENDE SCHRAUBE 3,9x25  
 9 - SELBSTSCHNEIDENDE SCHRAUBE 4,8x22  
 10-WANDBEFESTIGUNG

- E** **INSTALACION *Birio A8***  
 1 - EXTREMIDAD VASTAGO  
 2 - VASTAGO ANTENA  
 3 - TAPA DE SUJECION VASTAGO  
 4 - OR 2031  
 5 - FICHA ANTENA  
 6 - TORNILLO M5x10 DE CABEZA CILINDRICA  
 7 - FONDO DE CIERRE  
 8 - TORNILLO AUTOENROSCANTE 3,9x25  
 9 - TORNILLO AUTOENROSCANTE 4,8x22  
 10-SOPORTE MURAL

- NL** **INSTALLATIE *Birio A8***  
 1 - STEELPUNT  
 2 - ANTENNESTEEL  
 3 - KOPPELINGSDEKSEL STEEL  
 4 - OR 2031  
 5 - ANTENNEKAART  
 6 - CILINDERKOPSSCHROEF M5x10  
 7 - SLUITINGSBODEM  
 8 - ZELFTAPPENDE SCHROEF 3,9x25  
 9 - ZELFTAPPENDE SCHROEF 4,8x22  
 10-WANDSTEUN



**I** **INSTALLAZIONE ANTENNA *Birio* A8  
SUL LAMPEGGIATORE MIRI 4**

- 1 - PUNTALE STELO
- 2 - COLLARE LAMPEGGIATORE MIRI 4
- 3 - OR 2031
- 4 - SCHEDINA ANTENNA
- 5 - VITE M5x10 T.C.
- 6 - VITE AUTOFILETTANTE

**GB** ***Birio* A8 AERIAL FITTED TO THE  
FLASHING LAMP MIRI 4**

- 1 - AERIAL ROD
- 2 - COLLAR OF FLASHING LAMP MIRI 4
- 3 - OR 2031
- 4 - AERIAL P.C. CARD
- 5 - M5x10 T.C. SCREW
- 6 - SELF-TAPPING SCREW

**F** **INSTALLATION ANTENNE *Birio* A8 SUR  
LA LAMPE DE SIGNALISATION MIRI 4**

- 1 - TIGE
- 2 - COLLIER LAMPE DE SIGNALISATION MIRI 4
- 3 - OR 2031
- 4 - CARTE ANTENNE
- 5 - VIS M5x10 T.C.
- 6 - VIS FILETEE

**D** **EINBAU DER *Birio* A8 ANTENNE AUF  
BLINKLEUCHE MIRI 4**

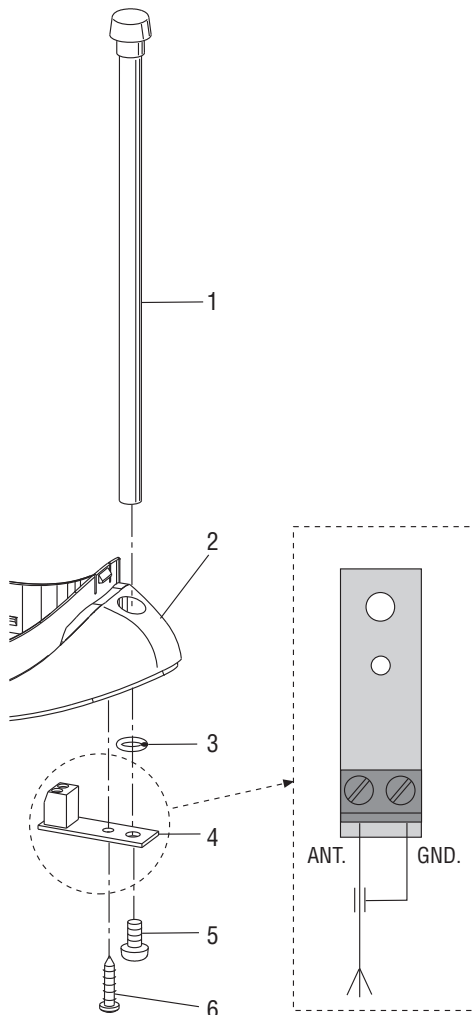
- 1 - STAB
- 2 - SCHELLER BLINKLEUCHE MIRI 4
- 3 - OR 2031
- 4 - ANTENNE PLATINE
- 5 - SCHRAUBE M5x10 T.C.
- 6 - SELBSTSCHNEIDENDE SCHRAUBE

**E** **INSTALACION DE LA ANTENA *Birio* A8  
EN EL DESTELLADOR MIRI 4**

- 1 - VASTAGO
- 2 - COLLAR DESTELLADOR MIRI 4
- 3 - OR 2031
- 4 - FICHA ANTENA
- 5 - TORNILLO M5x10 DE CABEZA CILINDRICA
- 6 - TORNILLO AUTOENROSCANTE

**NL** **INSTALLATIE *Birio* A8 ANTENNA OP DE  
MIRI 4 BLINKER**

- 1 - STEELPUNT
- 2 - RAND MIRI 4 BLINKER
- 3 - OR 2031
- 4 - ANTENNE KAART
- 5 - CILINDERKOPSCHROEF M5x10
- 6 - ZELFTAPPENDE SCHROEF



CE

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FADINI**

# BIRIO 868

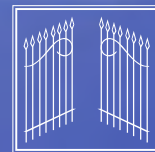


➤ Birio LC Device



## INSTALLATION MANUAL

FOR THE INSERTION OF THE CODE OF THE RADIO TRANSMITTER BIRIO 868

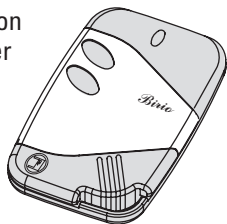


**FADINI**<sup>®</sup>  
the gate opener  
Made in Italy

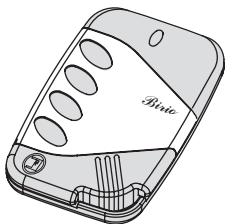




2 pushbutton  
transmitter



4 pushbutton  
transmitter

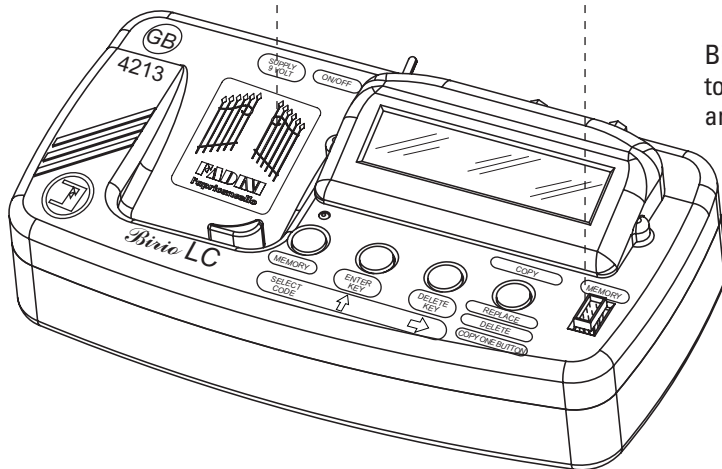


# *Birio 868*

- ROLLING-CODE 868,35 MHz-



Removable  
Memory



Birio LC Device  
to key-encode radio receivers  
and transmitters

GB



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the gate opener  
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## BIRIO 868 INSTRUCTIONS



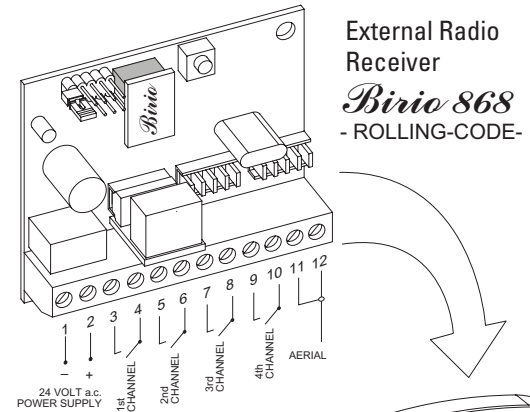
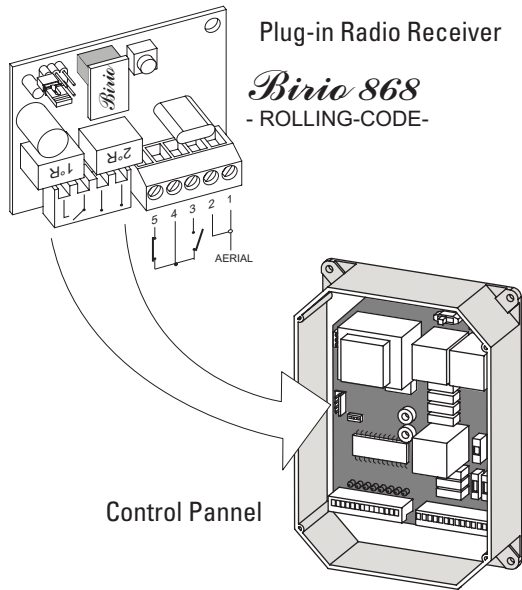
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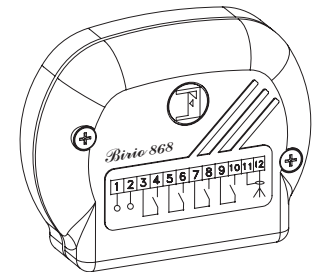
# INTRODUCTION

Birio 868 Radio Receiver and Transmitter use a self-learning 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.

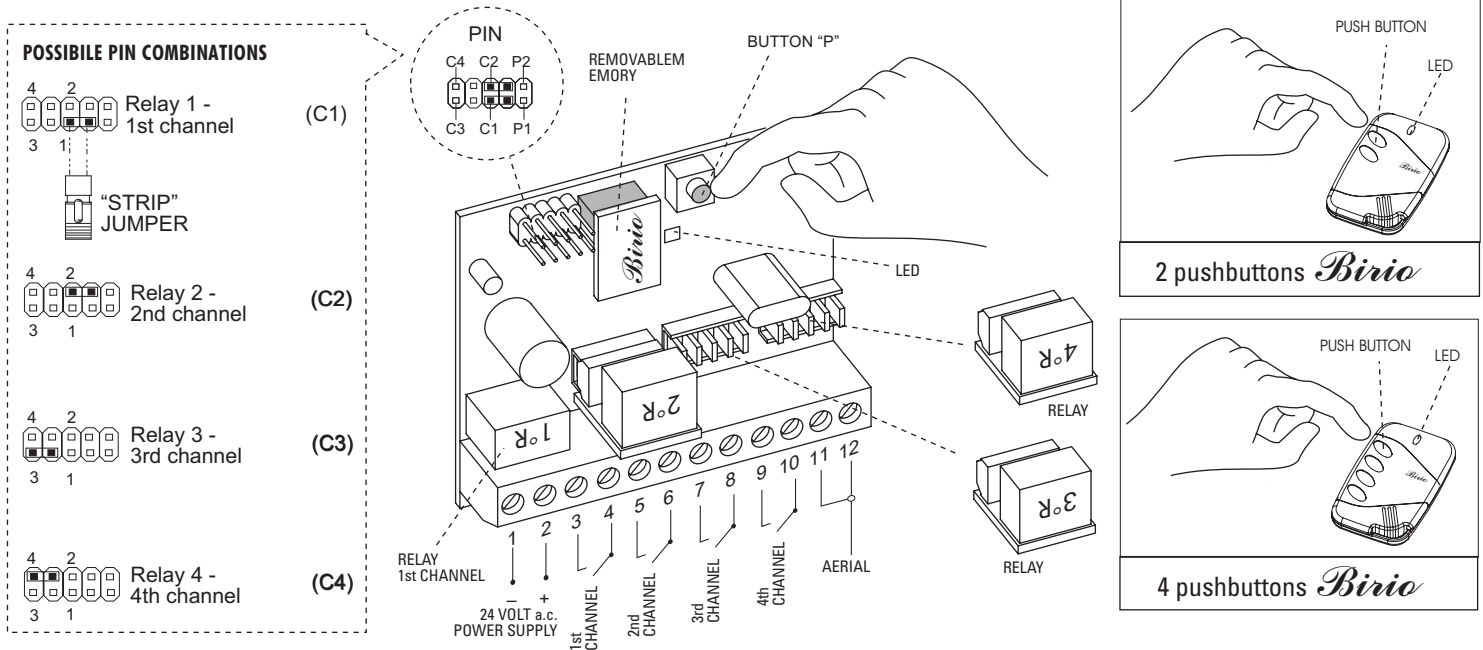
Besides having the traditional Radio Transmitter and Receiver encoding procedure, Birio 868 both Transmitters and Receivers can be customized by the installer entering up to two "keys" (that is 216 numerical codes) by means of a Birio LC Device. This customizing operation is not functional but it responds 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.



External Radio Receiver Case



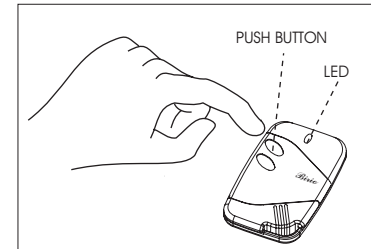
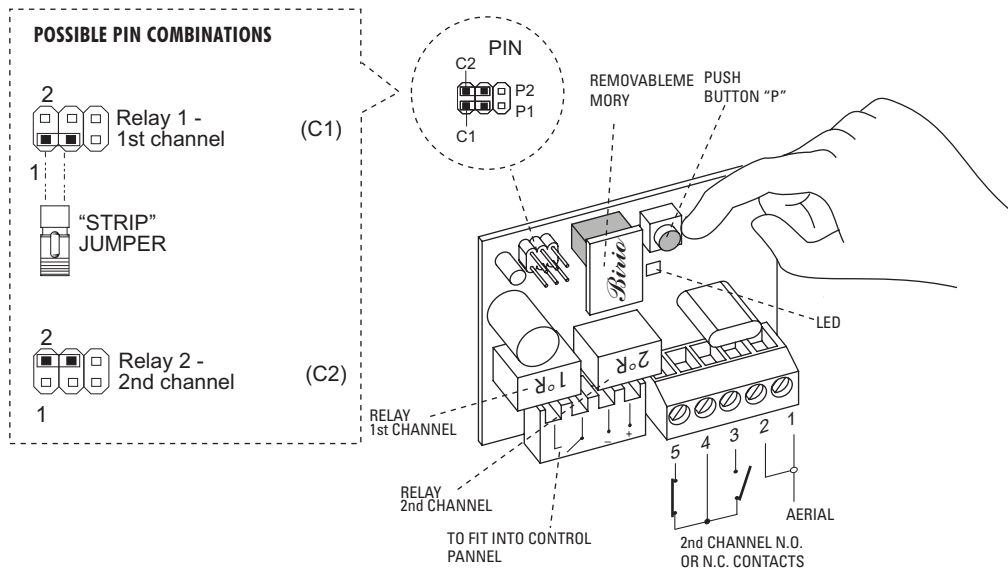
# EXTERNAL *Birio 868* RADIO RECEIVER ENCODING OPERATION



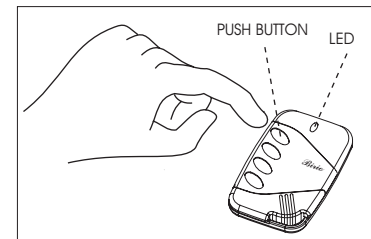
**SHOULD 24 V a.c. – 13 Vc.c. BE INTERRUPTED, THE CODE IS KEPT IN THE REMOVABLE MEMORY AND IT IS POSSIBLE TO INSERT IT INTO ANOTHER PC CARD.**

- 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.

# PLUG-IN *Birio 868* RADIO RECEIVER ENCODING OPERATION



2 pushbuttons *Birio*

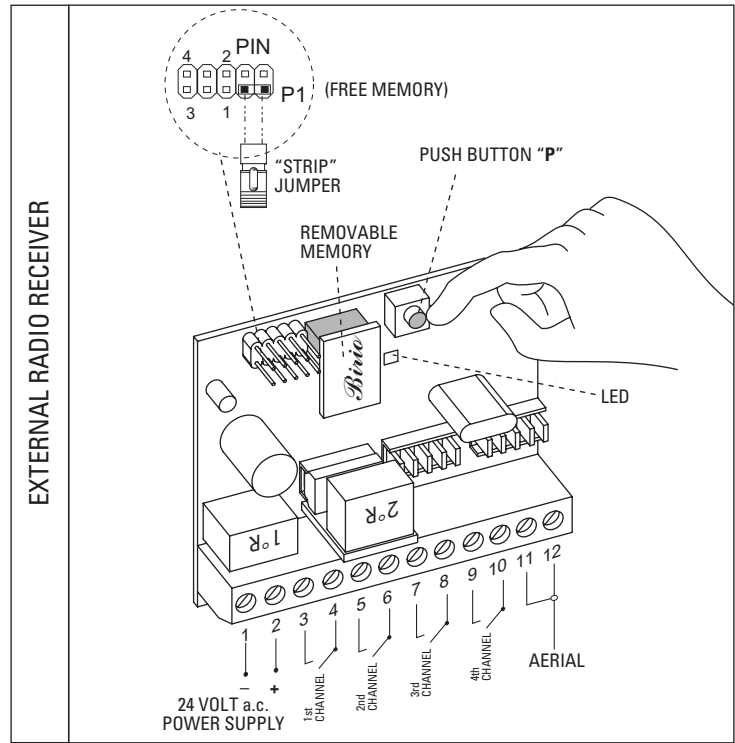
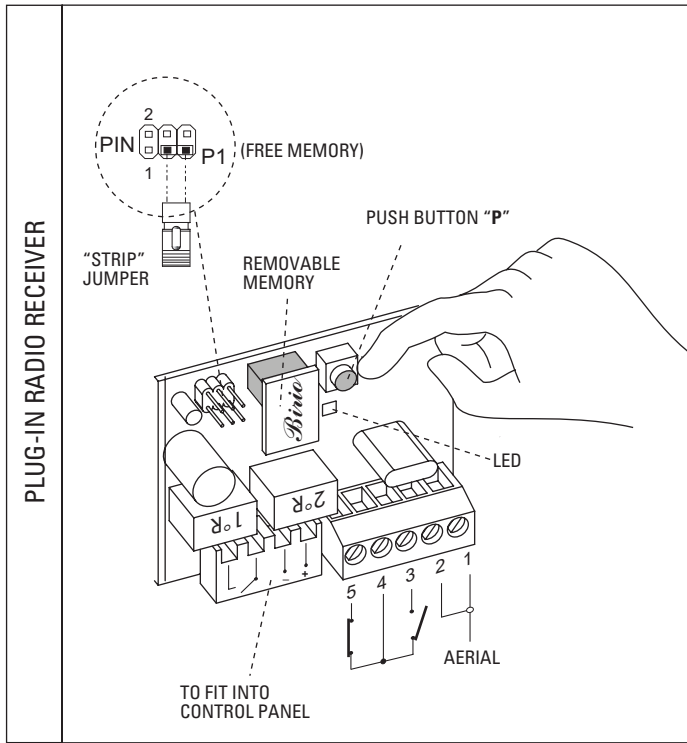


4 pushbuttons *Birio*

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

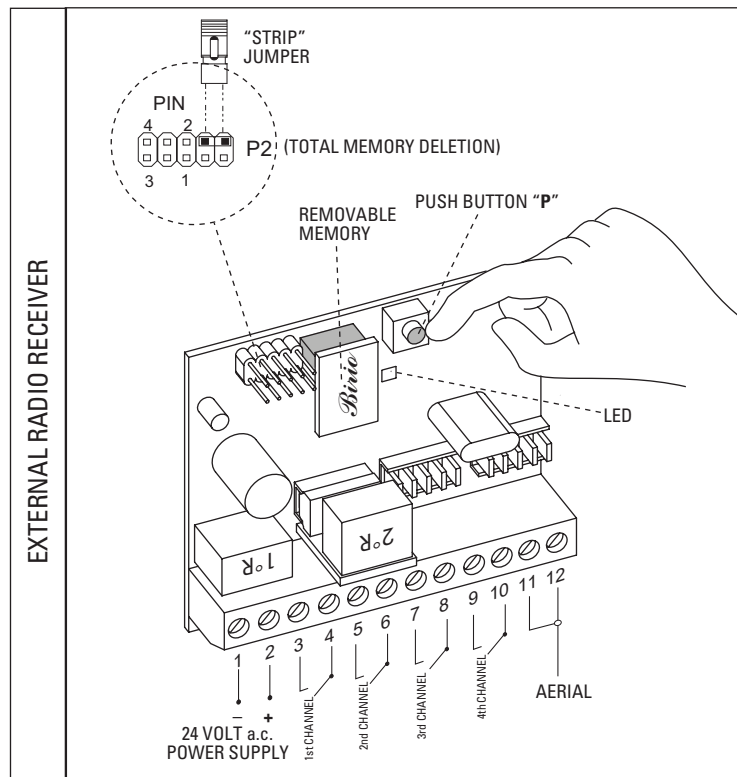
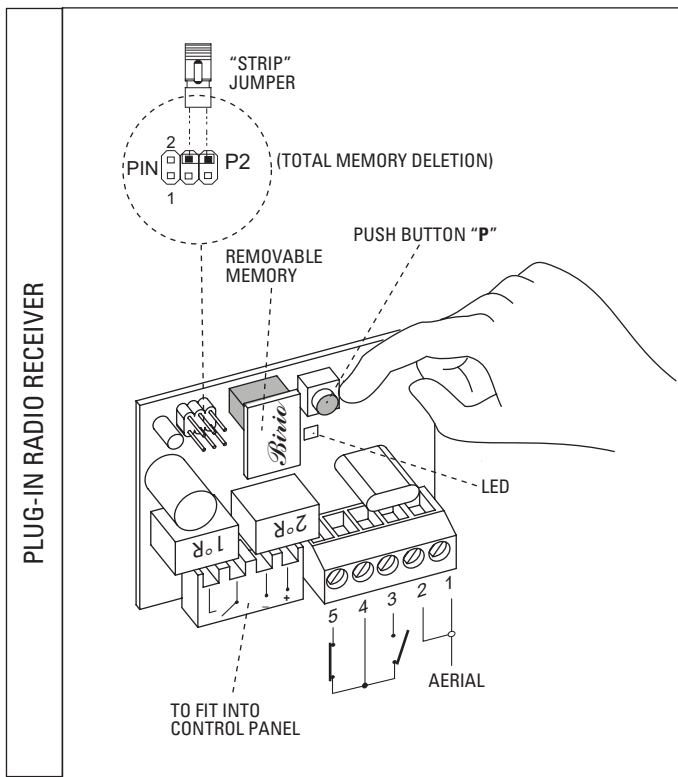
- 1) Insert the removable Memory and supply the Plug-in Radio Receiver by plugging it into the control panel.
- 2) Insert the "Strip" jumper into C1 position stimulating the 1R: this corresponds to **3 and 4 terminals** (1st Channel)
- 3) Press simultaneously P pushbutton on the Radio and any pushbutton 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.

# RADIO RECEIVER MEMORY READING



- 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  $7 \times 180 = 1\ 260$  transmitters still to store, (180 transmitters multiplied by 10 flashes is 1'800 transmitters to store).
- 4) Remove the "Strip" jumper and plug it into only one PIN.

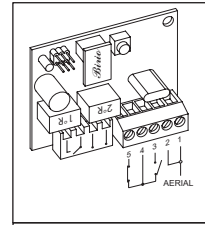
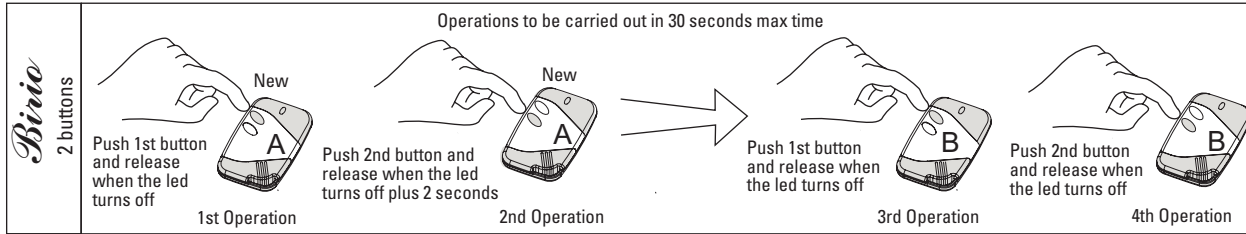
# RADIO RECEIVER MEMORY DELETING



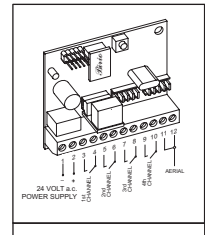
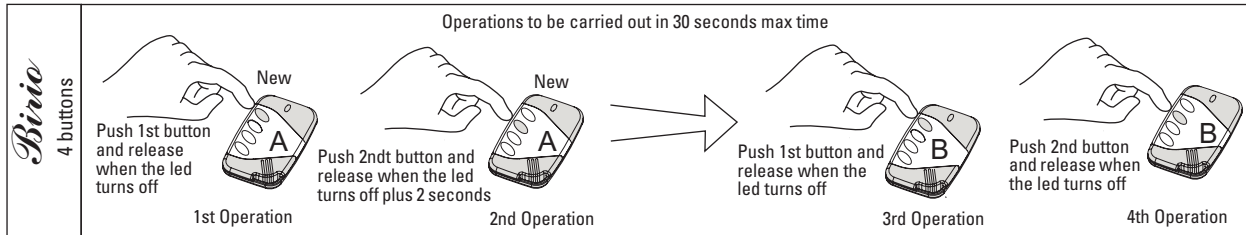
- 1) Insert the removable Memory and supply the External Radio Receiver with 24 V a.c. by terminals 1(-) and 2 (+); and plug the Radio Receiver into control panel.
- 2) Insert the **"Strip"** jumper into **P2** position.
- 3) Press **P pushbutton** on the Radio Receiver for about 5 seconds. Release the push **button P** and the red led will illuminate: memory deleted.
- 4) Remove the **"Strip"** jumper and plug it into only one **PIN**.

# TRANSMITTER COPYING ON THE SAME RECEIVER

**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.



PLUG-IN RECEIVER



EXTERNAL RECEIVER

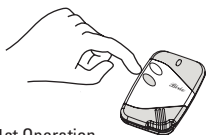

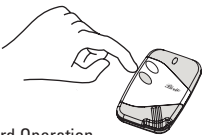
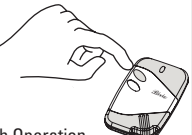
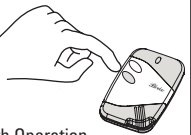
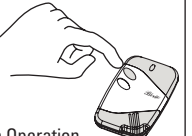
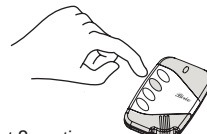

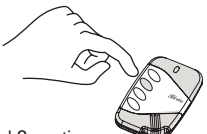



TO COPY NEW TRANSMITTERS OPERATING ON THE SAME RADIO RECEIVER, YOU NEED TO HAVE AN ENCODED TRANSMITTER AND TO CARRY OUT TWO OPERATIONS SEQUENCELY. THESE OPERATIONS MUST BE EFFECTED AT A MAX DISTANCE OF 10 METRES FROM THE RADIO RECEIVER, DULY POWER SUPPLIED, AERIAL CONNECTED.

- 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.



# RADIO TRANSMITTER CODE DELETING

**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.

<i>Birio</i> 2 buttons	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 	
	1st Operation	2nd Operation	3rd Operation	4th Operation	5th Operation	6th Operation	
	<i>Birio</i> 4 buttons	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 	Push 2nd button and release when the led turns off 	Push 1st button and release when the led turns off 
		1st Operation	2nd Operation	3rd Operation	4th Operation	5th Operation	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:

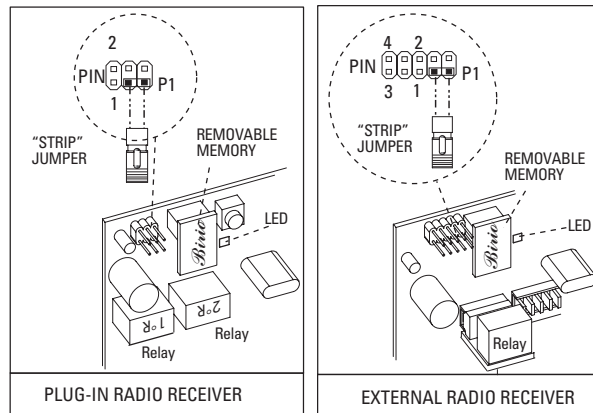
1st Operation: Push the **2nd button** on the Radio Transmitter and release when the Led turns off

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.

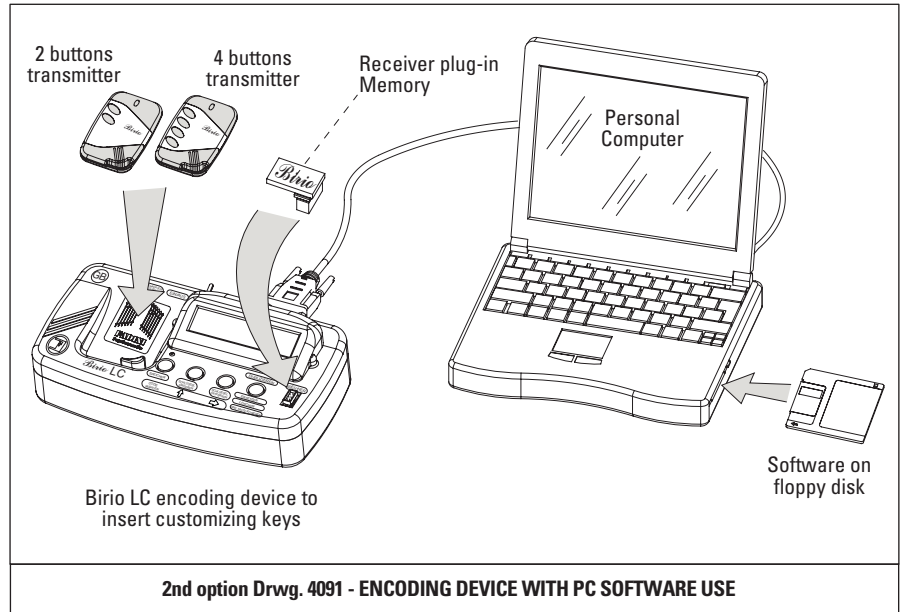
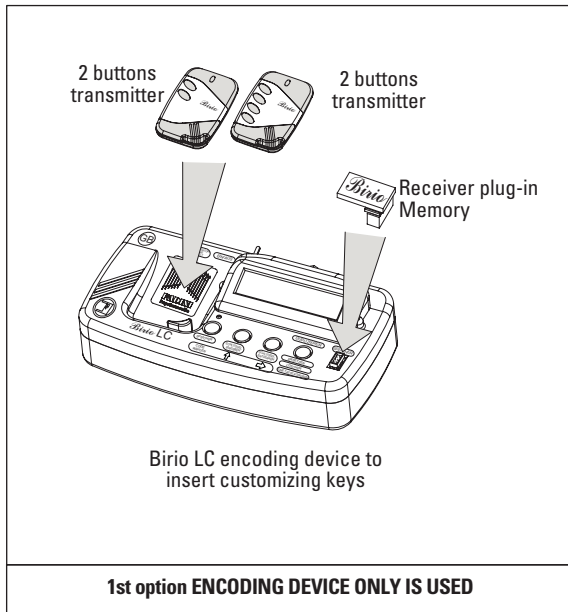


## BIRIO LC DEVICE (KEY-READING)

Birio 868 is a self-learning 868 Mhz frequency Radio Transmitter that can fit any gate automation installation with traditional encoding procedures. For a more professional use any Birio 868 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 encoding 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**



**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

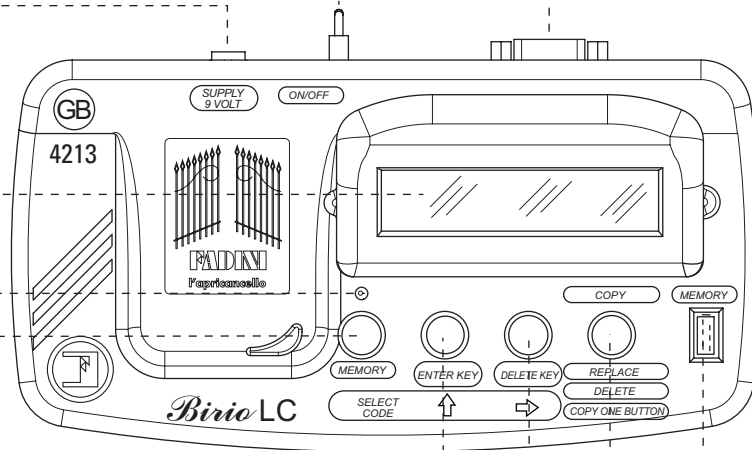
Button for encoding operations and memory

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



Drwg.4091

## BIRIO LC DEVICE TYPES

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):

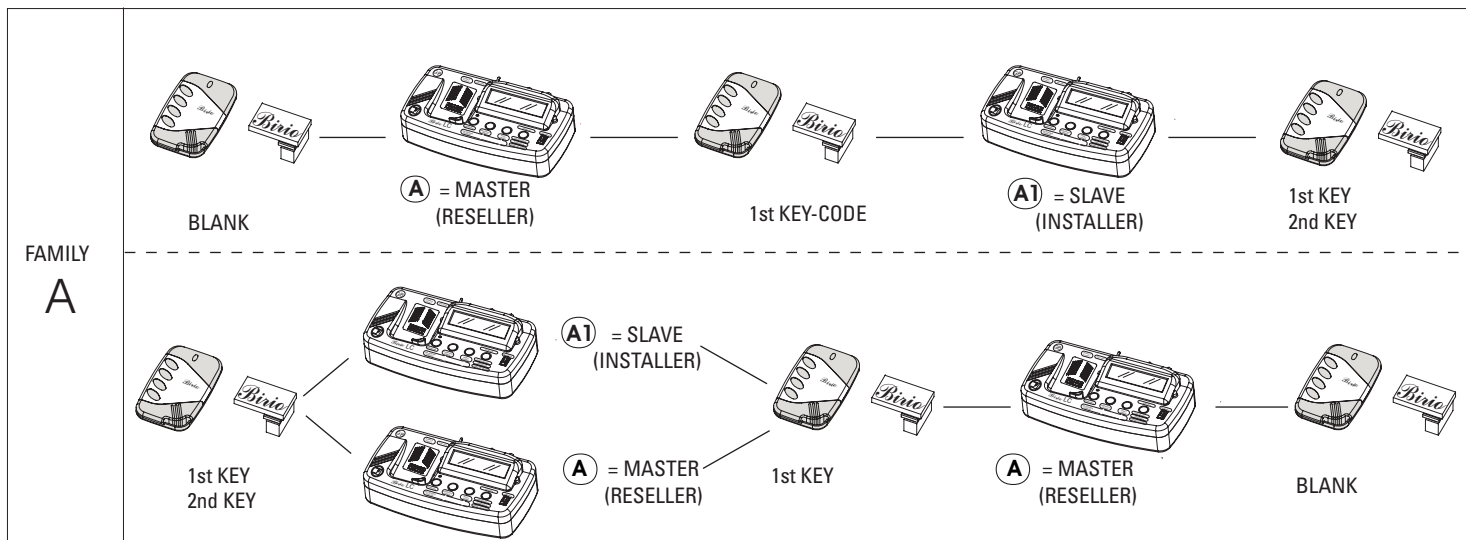
1) **Master Device (Red)**= enters only the 1st key and effects all operations on 1st key-encoded blank transmitters. It can also delete the 2nd key from slave devices belonging to its family.

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.**



## 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 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 the type of Device that encoded the Memory are displayed.

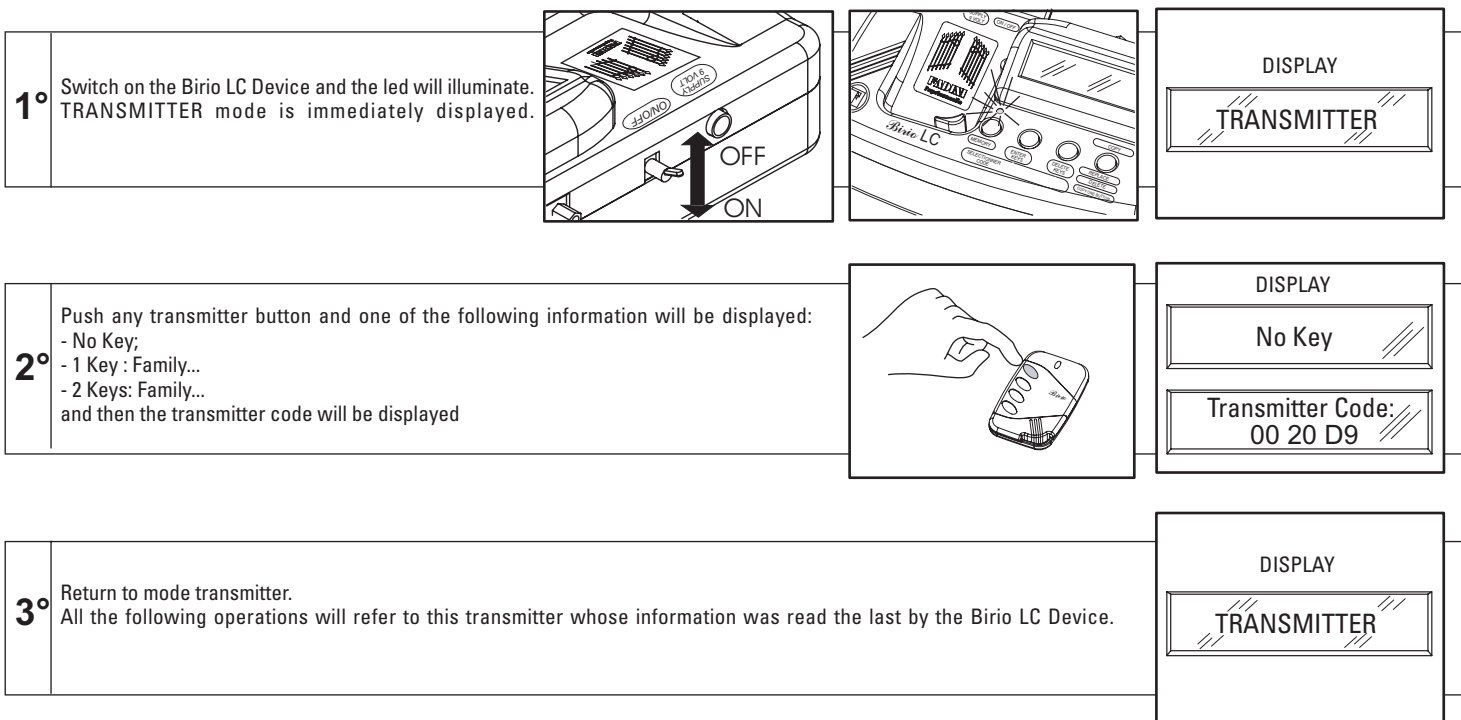
If the message Error is displayed it means that the Birio LC Device did not read the Memory information and thus no operation can be carried out.

“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.



**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.

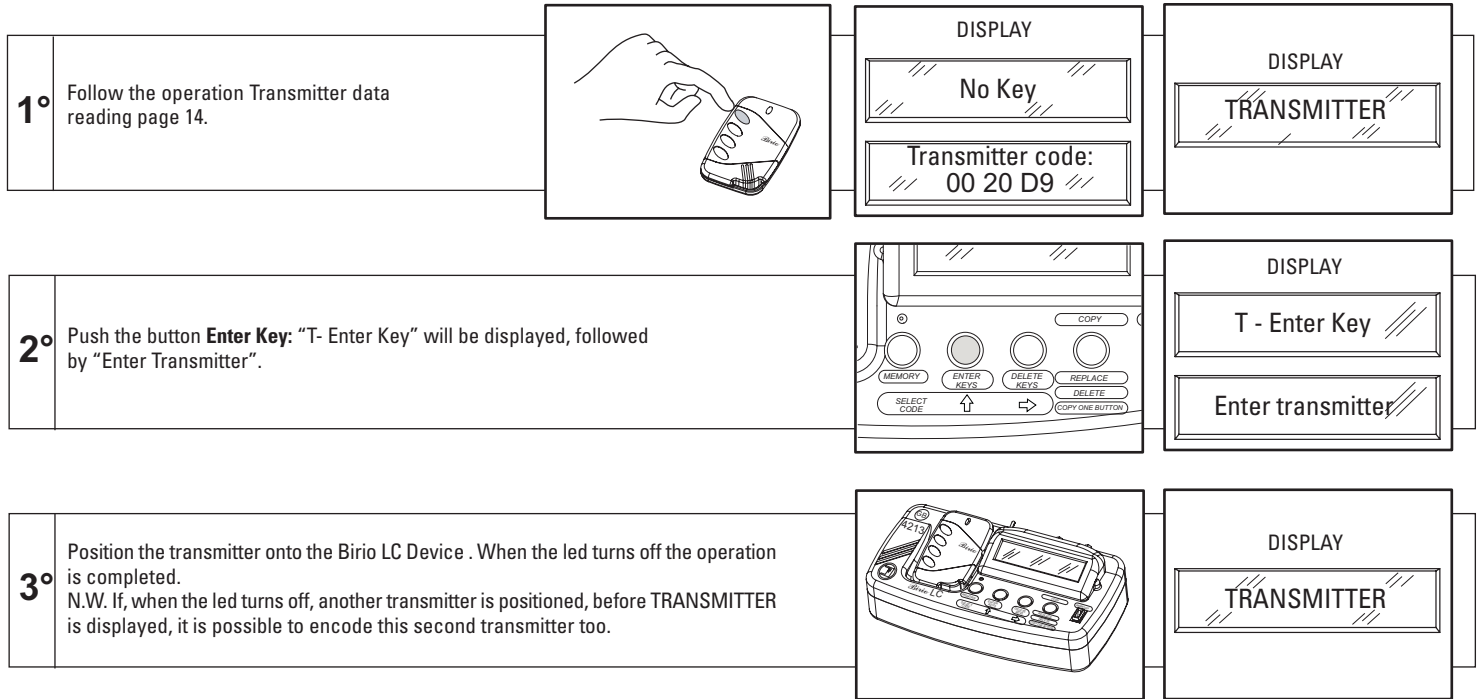
# TRANSMITTER KEY ENCODING

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.**



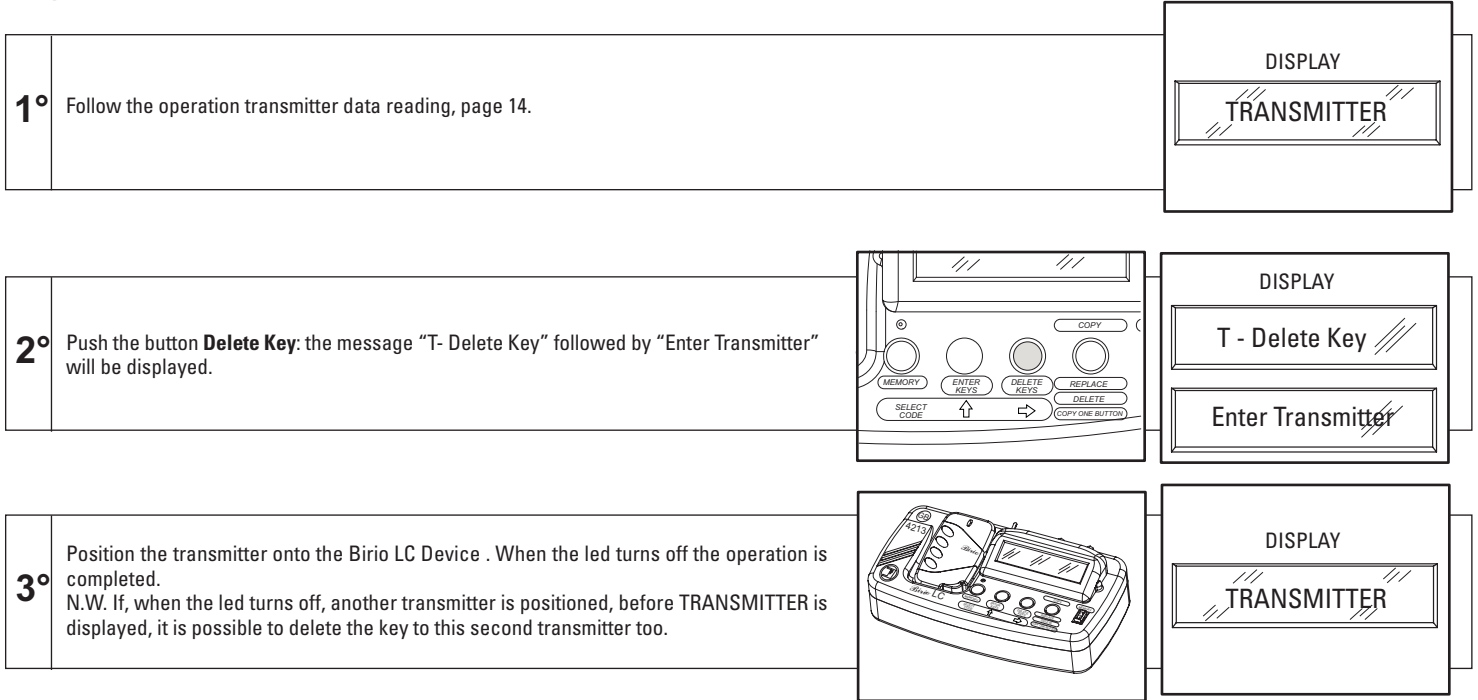
**IMPORTANT:** When the operation is completed, check the transmitter information by following the operation "transmitter data reading" on page 14.

# 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 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 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.**



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



# TRANSMITTER COPY

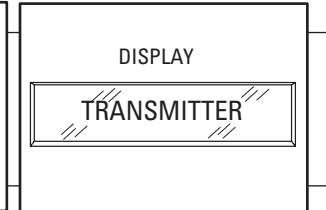
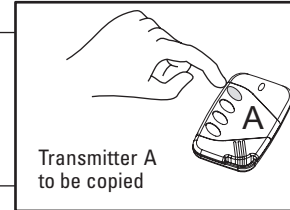
Copying a **Transmitter A** means creating a new **Transmitter B** which, in order to be stored inside a Memory, uses an existing Transmitter A to enter Memory. **Both transmitters are different and have different codes.**

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°

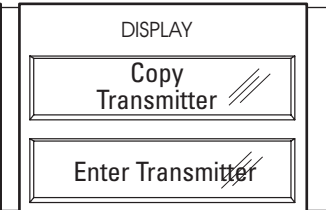
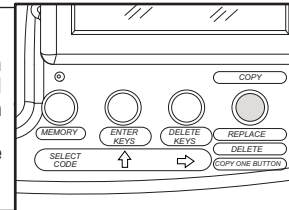
Follow the operation transmitter data reading, page 14, for the **transmitter A** to be copied.  
NOTE: only Transmitter A code is needed for the copy, in this way it is possible to follow the operation as described on page 21.



2°

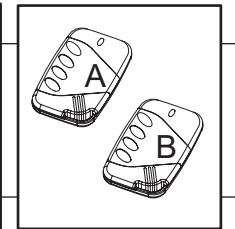
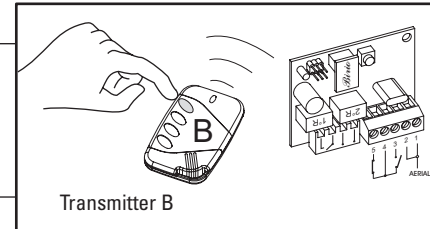
Push the 4th multi-function button: the functions Copy, Replace, Delete and Copy one button are sequentially displayed. To confirm press again this 4th button when the operation required is displayed. Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the operation.

**Check the operation: remove transmitter B and press one button, the messages "Pulse Transmission" and "Copy" will be displayed as a confirmation.**



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.



**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.

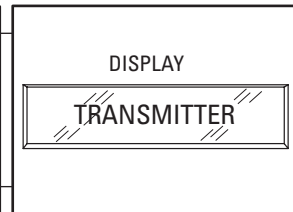
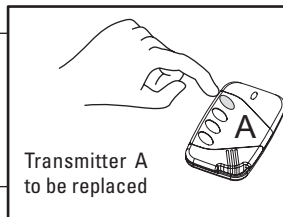
# TRANSMITTER REPLACING

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).

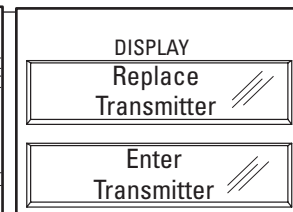
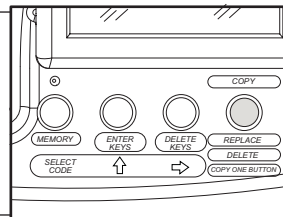
**If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter is encoded with a key-code belonging to a different family.**

- 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.

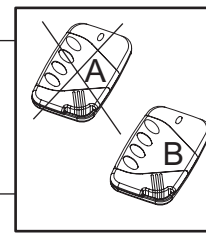
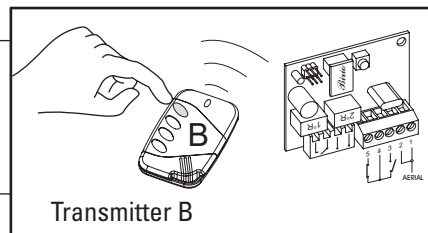


- 2°** Push the 4th multi-function button: the functions Copy, Replace, Delete and Copy one button are sequentially displayed. To confirm press again this 4th button when the operation required is displayed. Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the operation.

**Check the operation: remove transmitter B and press one button, the messages "Pulse Transmission" and "Replace" will be displayed as a confirmation.**



- 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.



**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.

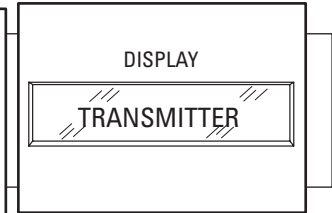
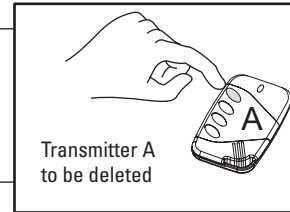
## TRANSMITTER DELETING FROM THE RADIO RECEIVER

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.

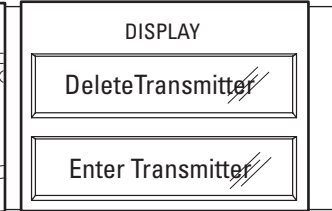
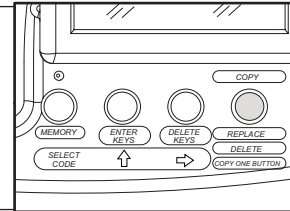
When the operation is completed the **Transmitter "carrier B"** will have deleted Transmitter A but will not replace it.

**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.**

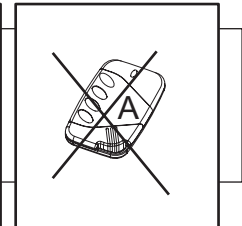
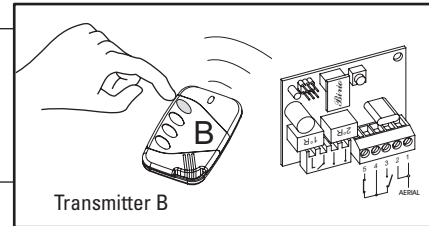
- 1°** Follow the operation transmitter data reading, page 14, for the **transmitter A** to be deleted.  
NOTE: only Transmitter A code is needed for the deletion, in this way it is possible to follow the operation as described on page 21.



- 2°** Push the 4th multi-function button: the functions Copy, Replace, Delete and Copy one button are sequentially 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.**



- 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.



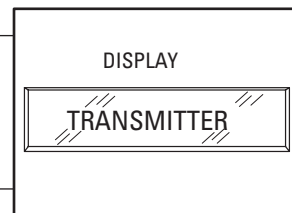
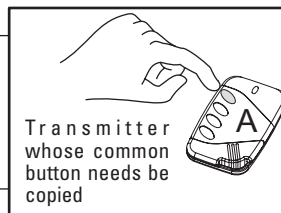
**IMPORTANT:** If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out, or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the 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.

## 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 example 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°

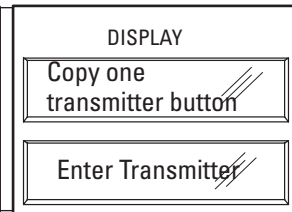
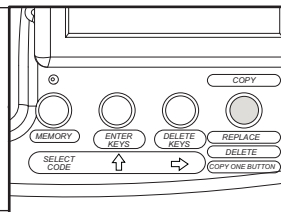
Follow the operation transmitter data reading, page 14, for the **transmitter A** to be copied.  
**NOTE:** only Transmitter A code is needed to copy one button, in this way it is possible to follow the operation as described on page 21.



2°

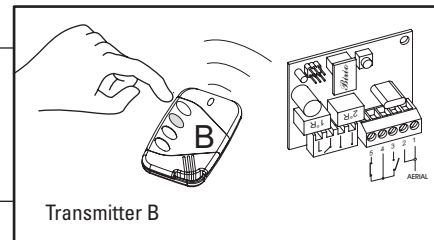
Push the 4th multi-function button: the functions Copy, Replace, Delete and Copy one button are sequentially displayed. To confirm press again this 4th button when the operation required is displayed. Then position the transmitter B onto the Birio LC Device to learn the information to accomplish the 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.**



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.



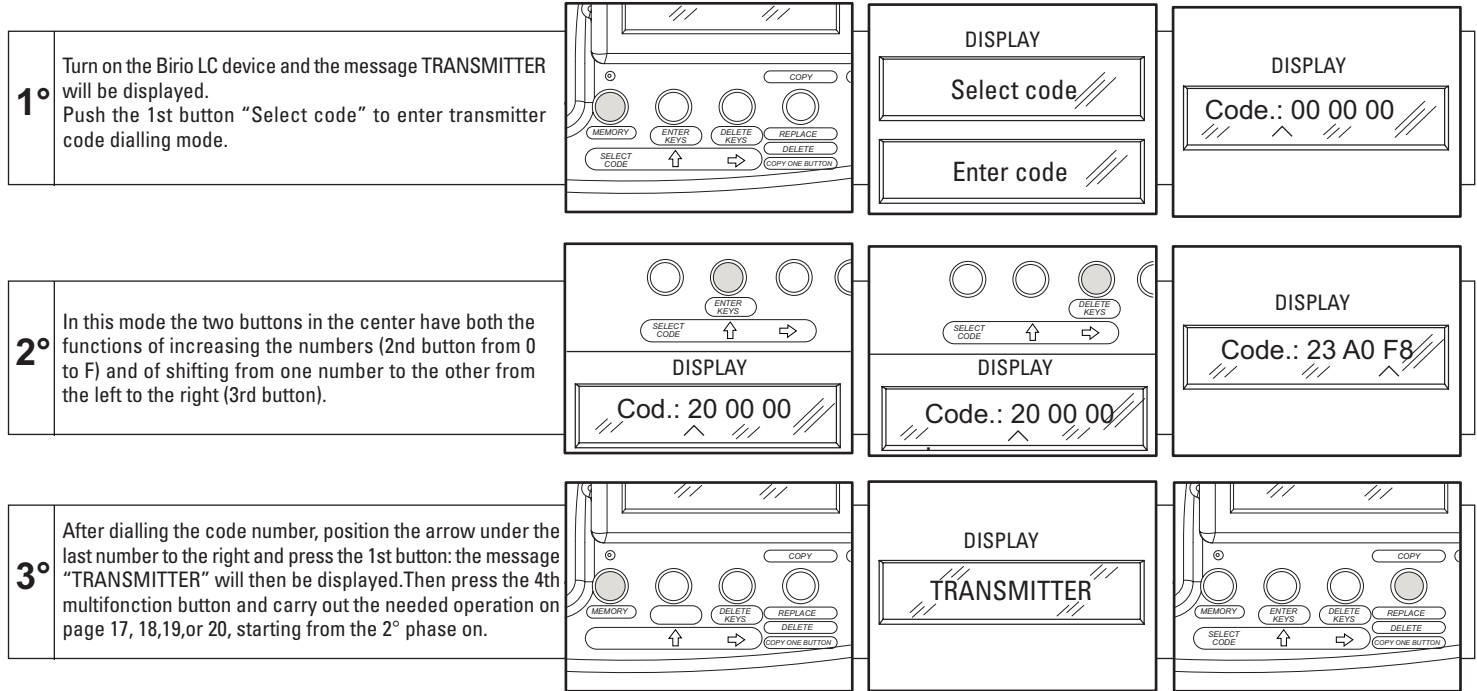
**IMPORTANT:** If by mistake a button on the transmitter B is pushed once or more times, before the Radio Receiver learning, or the operation is not correctly carried out, or the same operation needs to be carried out on other installations (page 27), 4 more possibilities will be given to repeat the 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.

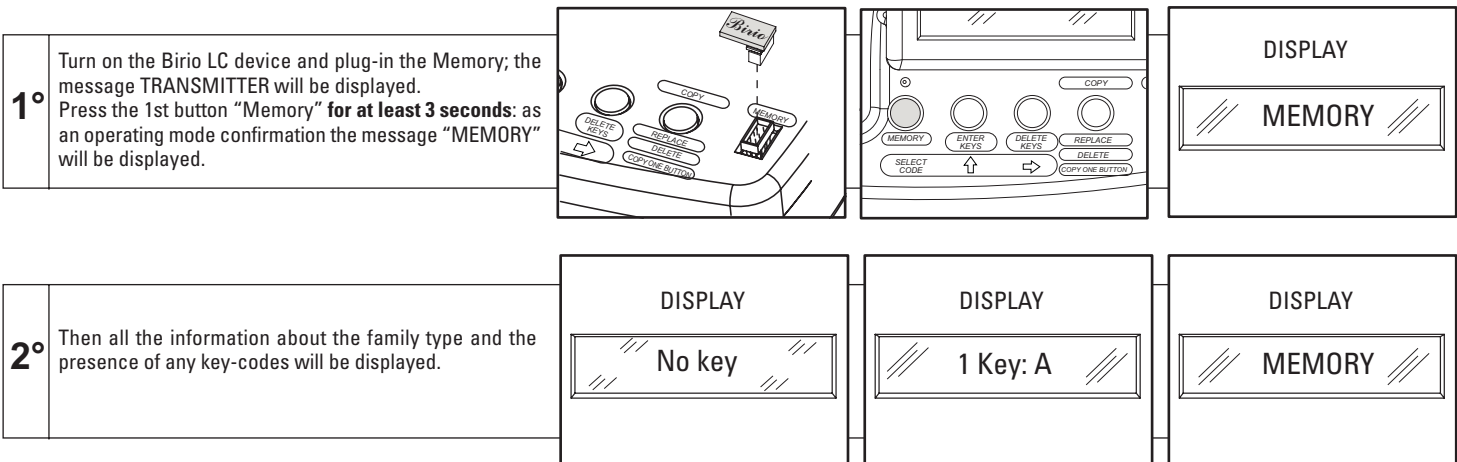
When the operation is completed this transmitter will have achieved its function.



## 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.



# MEMORY 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 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

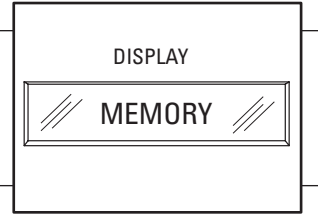
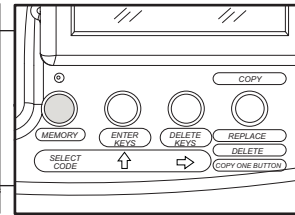
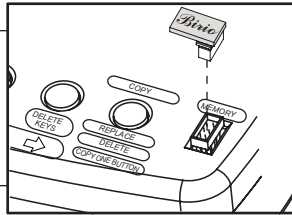
Key-deleting must be carried out according to the family of the Birio LC Device.

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

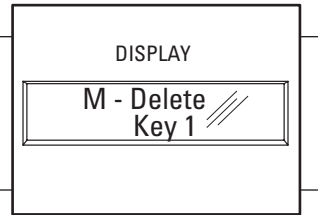
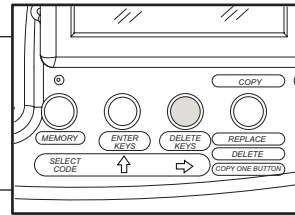
- The Slave Device (for ex. A1, A2,...) can delete only the 2nd key (C2) from those Transmitters and Memories which were 1st and 2nd key-encoded.

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.

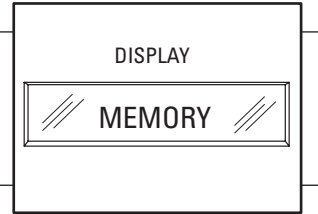
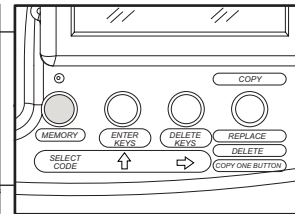
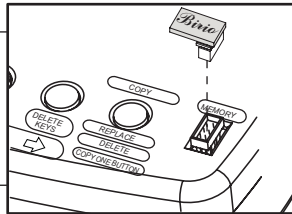
1° Follow the operation Memory data reading (page 22).



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.



3° To confirm the operation follow "Memory data reading" operation page 22.





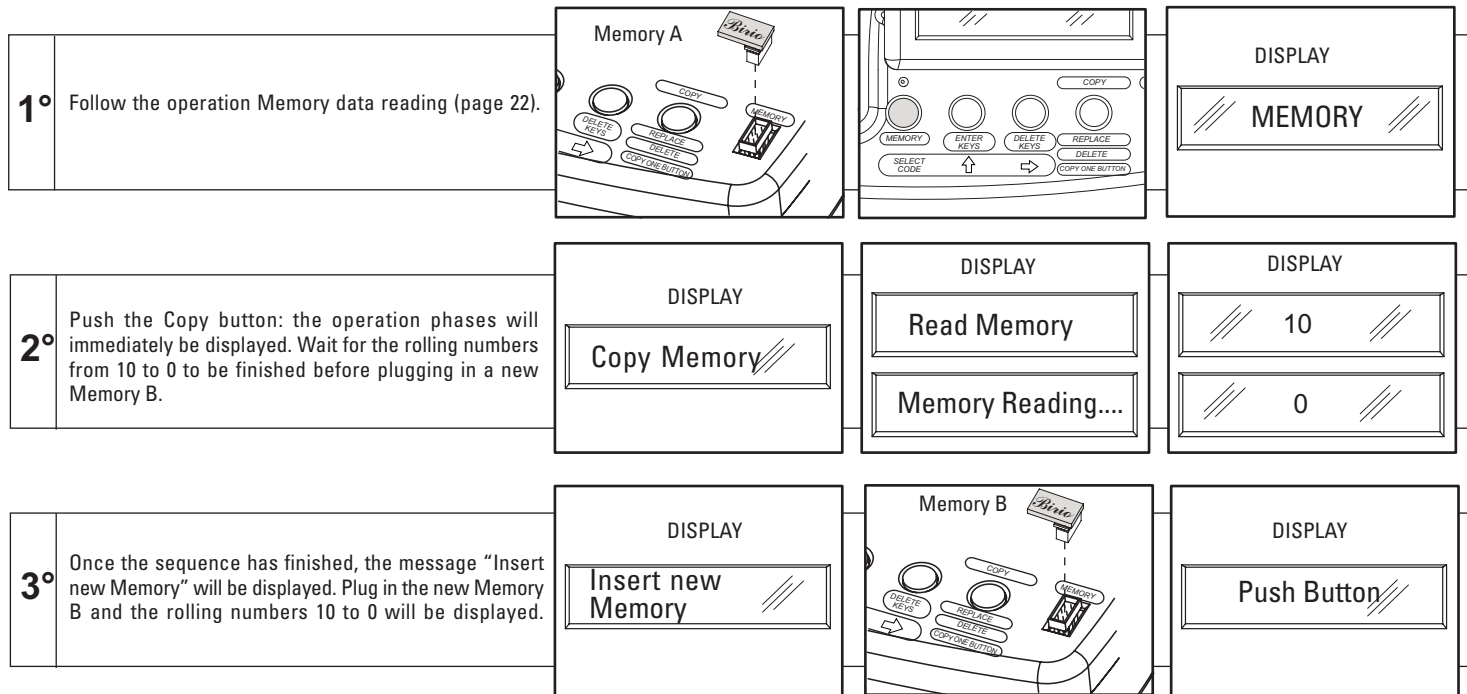
# MEMORY COPYING

Birio 868 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.

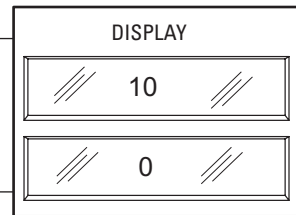
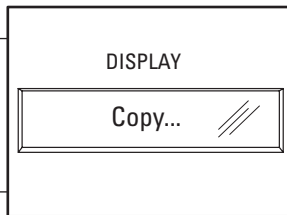
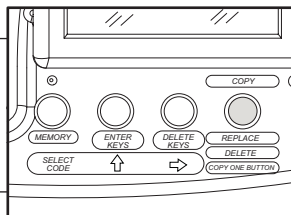
Copying a **Memory A** means creating its copy **Memory B** together with all its stored codes, using the Birio LC Device.

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

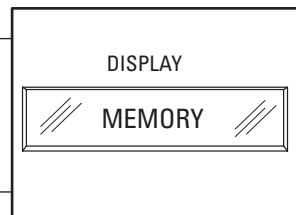
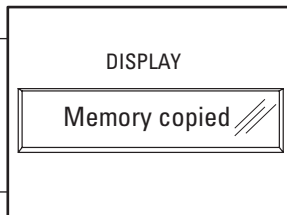
If an "Error" message is displayed it means that the operation was not correctly carried out, or that the transmitter was encoded with a key-code belonging to a different family.



4° Push the Copy button.



5° As a confirmation "Memory Copied" will be displayed.

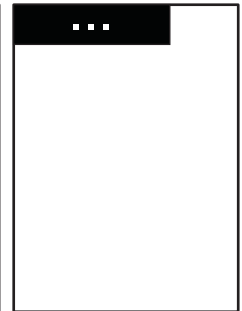
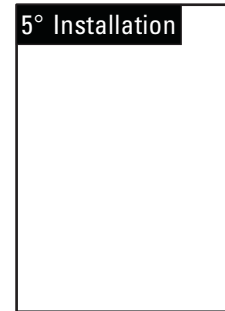
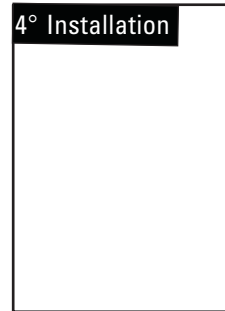
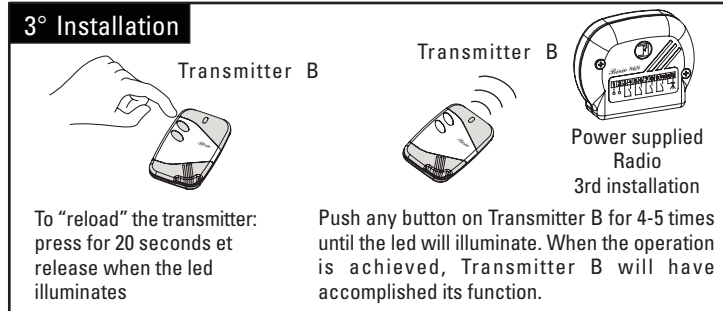
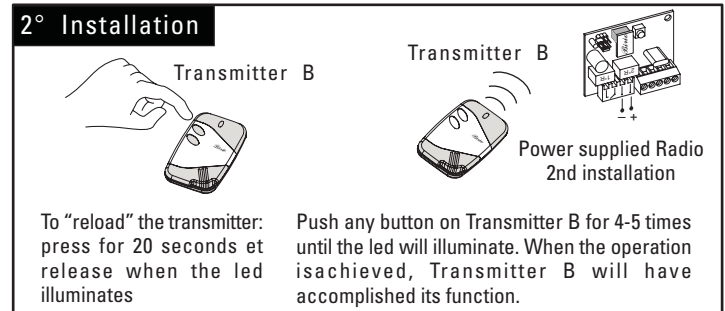
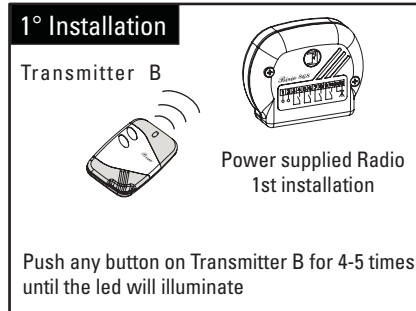
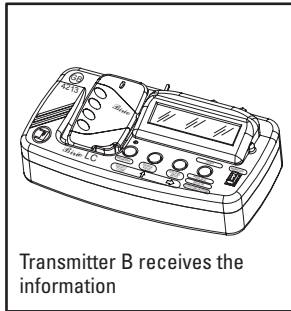


# DIFFERENT INSTALLATIONS LEARNING

This function 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. Duplication, Remplacement, Deletion et Copy one button, as described in the above paragraphs, 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 installation (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.

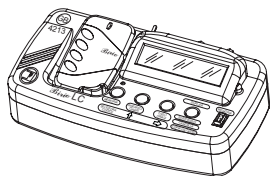


Repeat this operation for all the installations you need to encode.

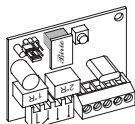
## RADIO RECEIVERS MULTIPLE LEARNING

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.

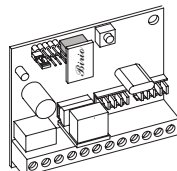
NOTE: The use of the "Professional Pratico" instrument can be useful to accomplish the operation.



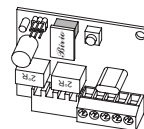
Transmitter B receiving the informations



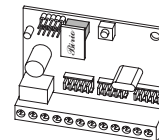
Power supplied  
Radio Receiver for  
the 1st installation



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.

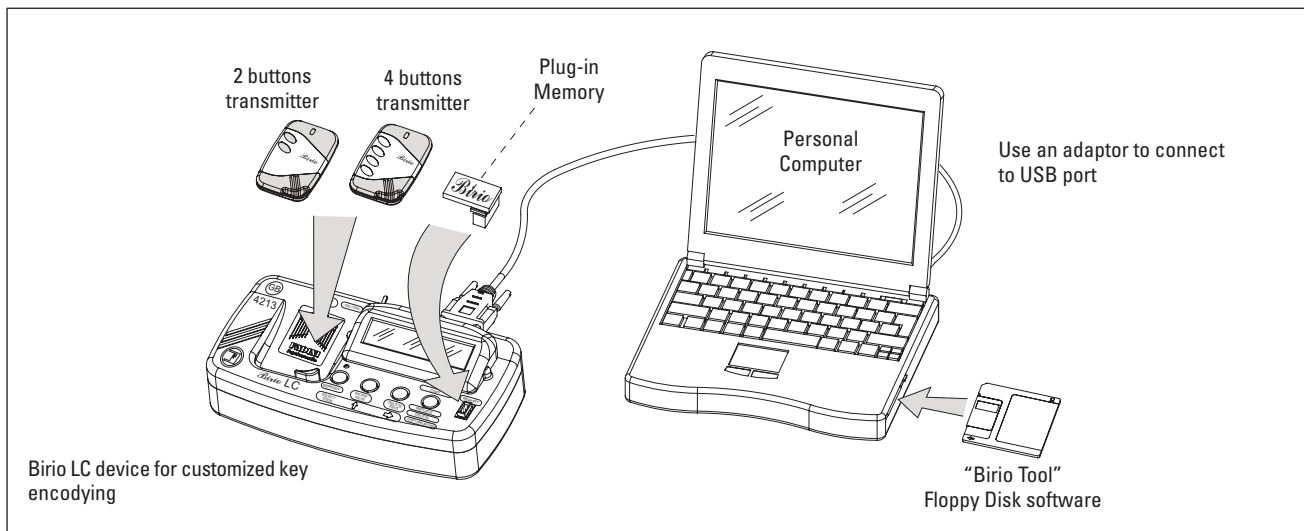
**Birio Tool software will not give any information about the presence of any key-code.**

**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" application 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.



# "BIRIO TOOL" SOFTWARE OPENING

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.

The screenshot shows the Birio Tool software interface. The main window has a title bar "Birio" and standard window controls. The interface is divided into several sections:

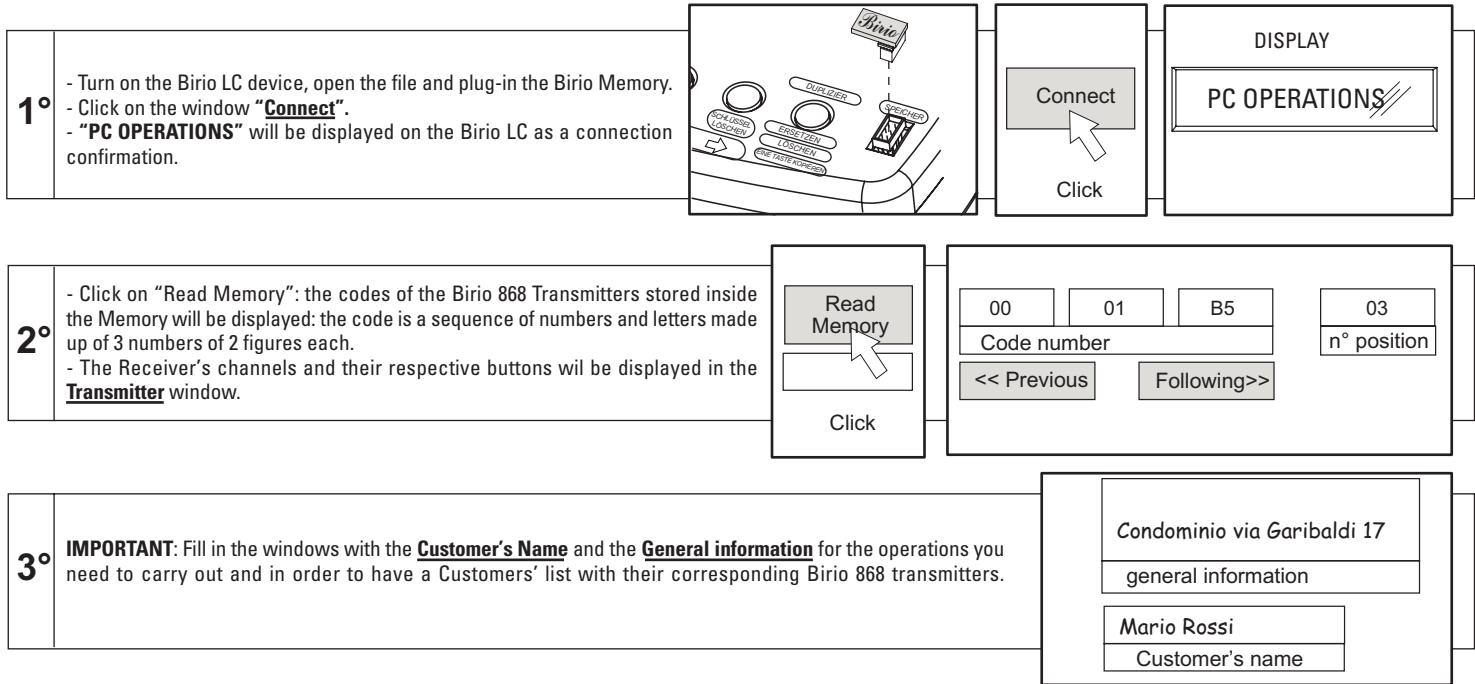
- General information:** Includes a "Birio Tool" label, a large empty text box, and a "General informations" label.
- Customer's name:** A text input field containing "Mario Rossi".
- Code number:** A section with three input fields and a "Code number" label.
- Navigation:** Buttons for "<< Previous", "Following >>", "Add Transmitter", and "Delete Transmitter".
- Find Customer:** A button and a text input field.
- Find Code:** A button and a text input field with the label "Entered or searched code (0,1,...F)".
- Actions:** Buttons for "Enter to Copy", "Enter to Replace", "Enter to Delete", and "Enter to Copy one button".
- Transmitter/Receiver Output:** A section with "Transmitter" and "Receiver Output" labels, four numbered radio buttons (1-4), and a small empty box.
- Memory and Connection:** Buttons for "Read Memory", "Connect", "Open File", and "Exit".
- Print List:** A button with a dashed line pointing to the "Print file" label below.
- File Selection:** A "Type file name" dialog box is open, showing "Mario Rossi" in the input field. A dashed line points from the "File name" label below to this field.
- Logo:** The FADINI logo is present, with the text "the gate opener" and "Made in Italy". A dashed line points from the "Exit and store file" label below to the "Exit" button.

Annotations with dashed lines point to the following elements:

- Print file:** Points to the "Print List" button.
- Open file:** Points to the "Open File" button.
- File name:** Points to the "Mario Rossi" text in the "Type file name" dialog.
- Connect to Birio LC device:** Points to the "Connect" button.
- Exit and store file:** Points to the "Exit" button.

# 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.



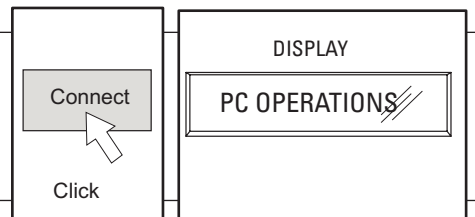
**ATTENTION:** If the code number is made of letters and symbols beyond the series 1,2,...A, B,...,F (ex: \$, ò, ü,...) it means that the data receiving is not correct and you need to check the connecting cables and start back to download data.

**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 user will be overwritten and thus deleted, because it is not possible to write and store the Customer’s General Information on the Memory.

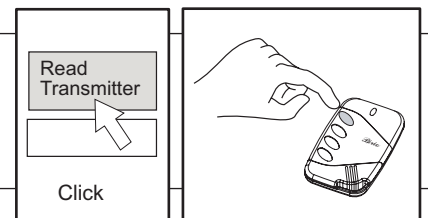
## TRANSMITTER DATA DOWNLOADING

This operation allows to read a Birio 868 transmitter code on the Radio Receiver Memory, either with or without encoded keys, for better managing the Copying, Replacing and Deleting operations.

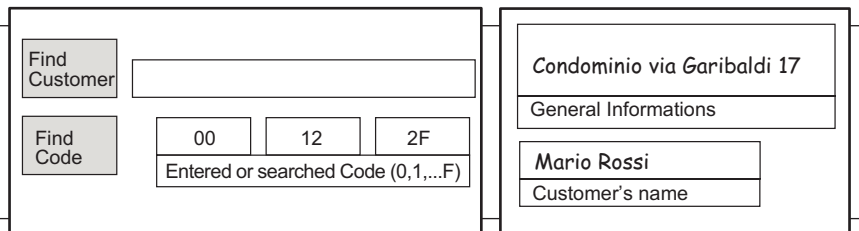
- 1°**
- Connect your PC to the Birio LC device using a serial cable to port COM1, turn on the Birio LC and open the "Birio Tool" file, then click on "**Open File**" and enter the file name.
  - Click on the window "**Connect**".
  - "**PC OPERATIONS**" will be displayed on the Birio LC as a connection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



- 2°**
- Click on "Read transmitter".
  - Push one button on the Birio 868 transmitter.



- 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 Birio 868 Radio Receiver's channels with the corresponding buttons.
  - Ten fill in with the Customer's General information.



**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.

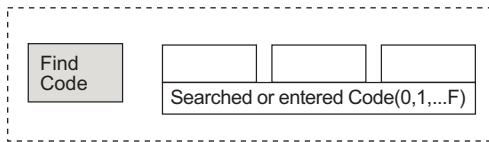


# TRANSMITTER CODE SEARCH

The search for a Birio 868 transmitter inside a Memory file can be effected in three ways:

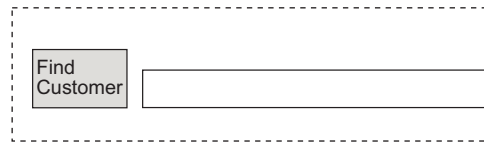
- 1) Type the code inside the window **Code to enter or to find**, if the code is not known it is possible to download it following the procedure "Transmitter data downloading" page 28; then click on **Find Code**.
- 2) Type the customer's name inside the window **Find Customer**, and enter it.
- 3) Open a file and search the memory list by typing <<**Previous** or **Following**>>.

On the "Birio Tool" software



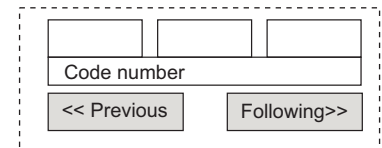
1) Enter code number

On the "Birio Tool" software



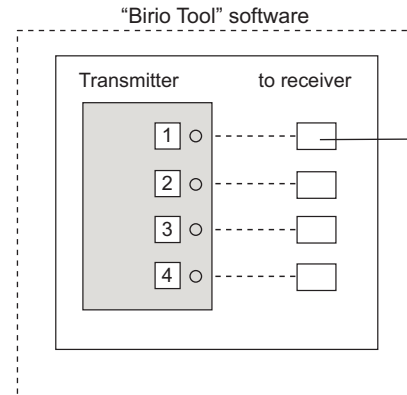
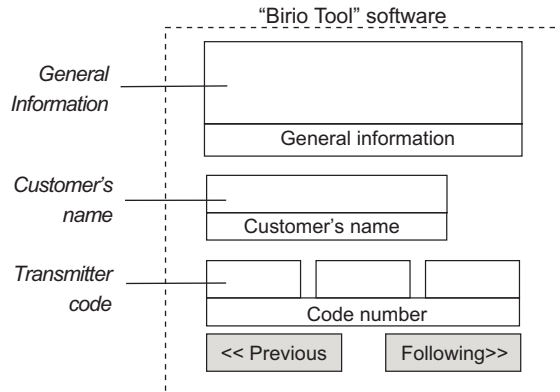
2) Enter customer's name

On the "Birio Tool" software



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.

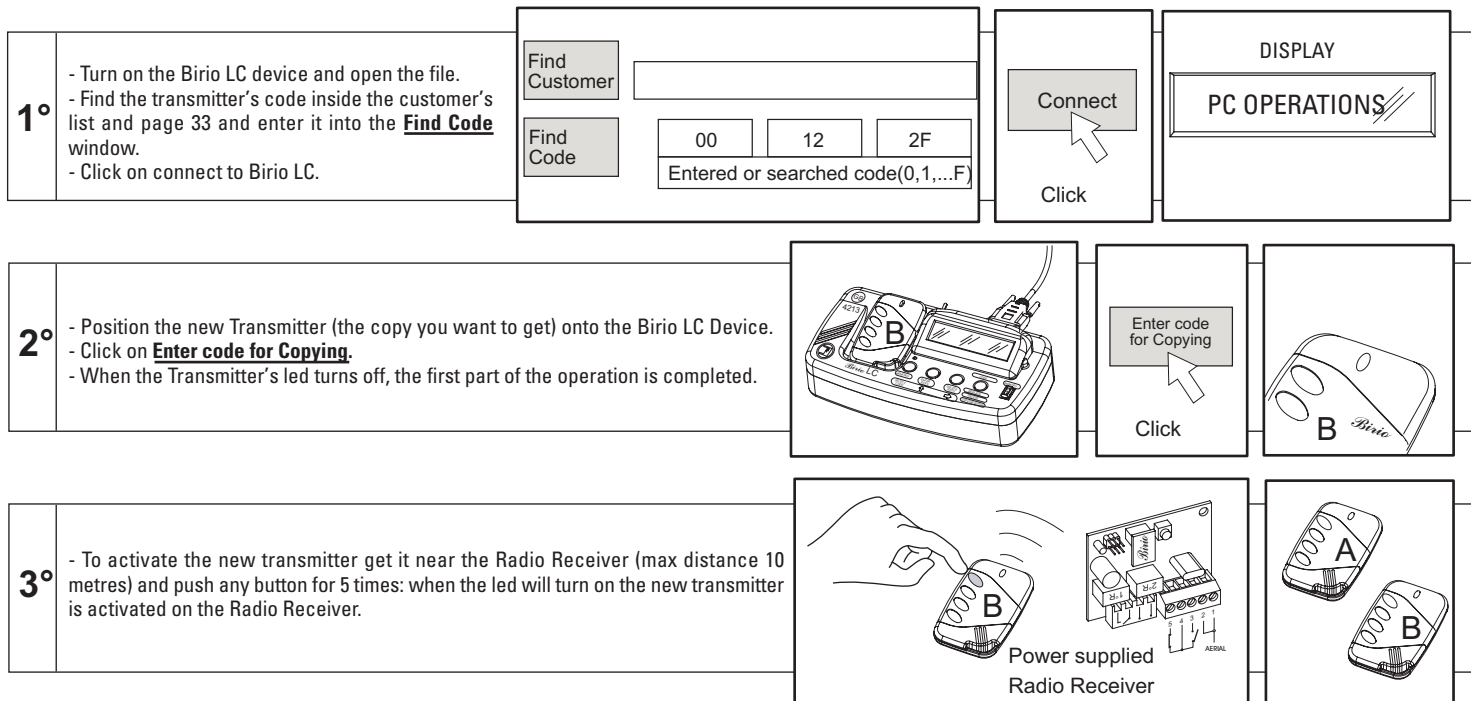


The channels activated by the corresponding buttons will be displayed

# 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.**

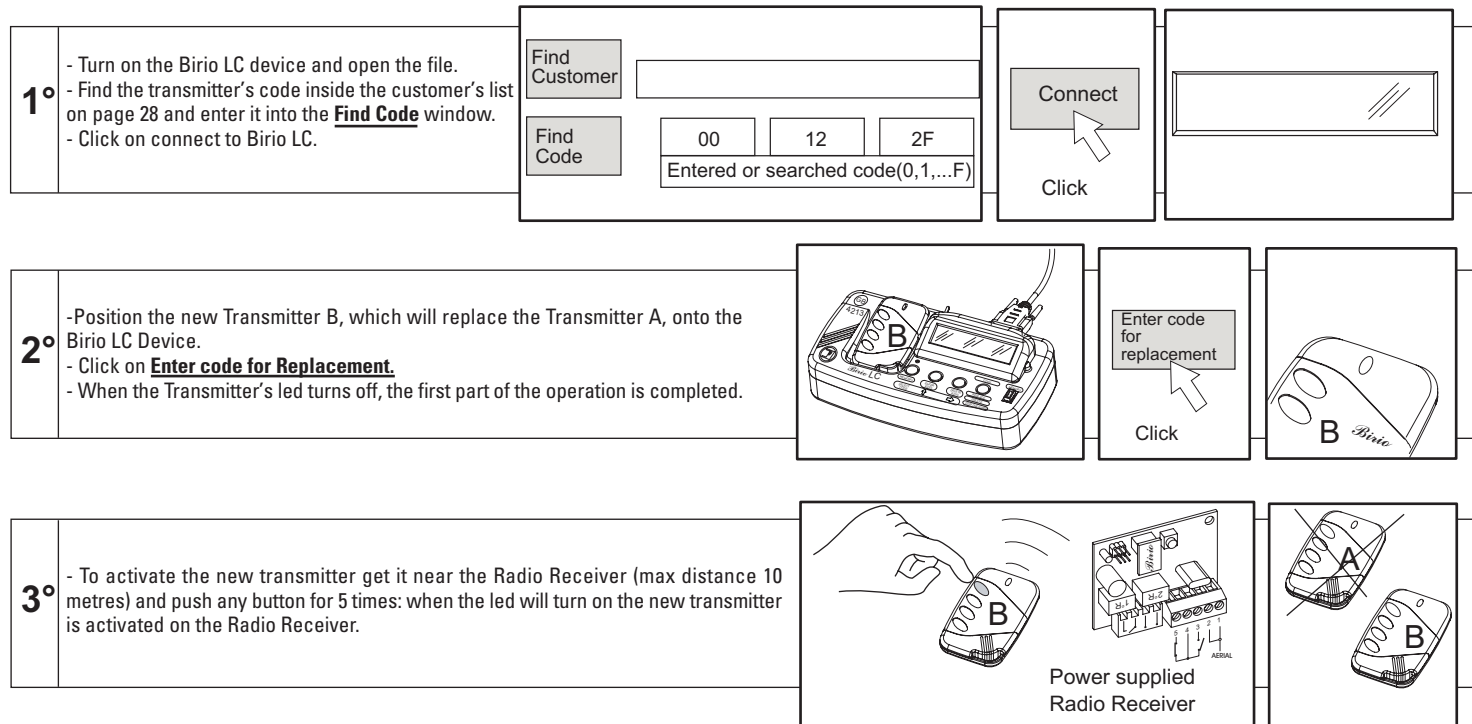
For this operation it is also necessary to know the code of the transmitter to be copied following the operation "Find a transmitter's code" page 33.



**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

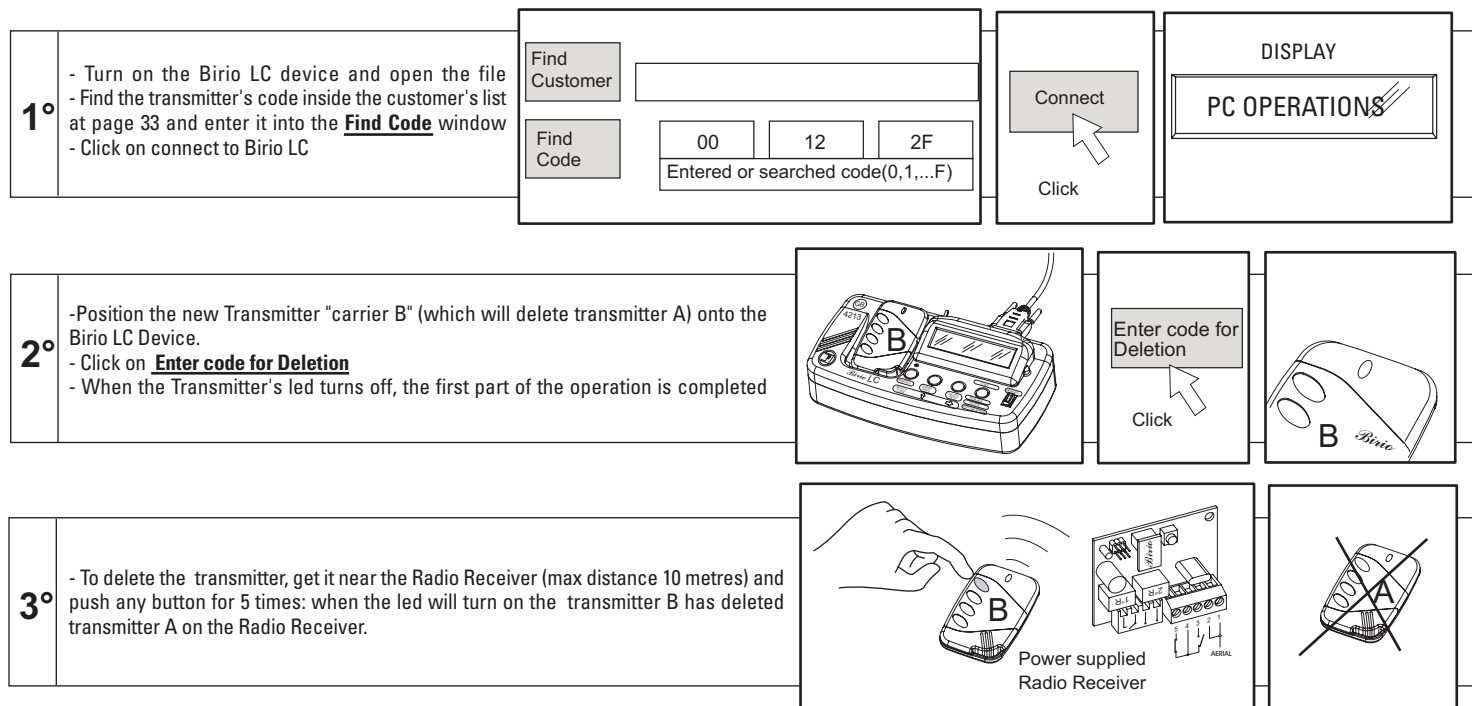
The operation of replacing a Birio 868 Transmitter allows to replace an exiting transmitter with another one (either not encoded or key-encoded by the same Birio LC Device), without making a copy of it. For this operation it is necessary to know the code of the Transmitter to be replaced by following the operation "Find a Transmitter code" page 33.



**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 Birio **Transmitter A** by means of any Transmitter **Birio 868 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:



**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 example if you need to copy only the 3rd button corresponding to the 3rd channel of the receiver of a Birio 868 transmitter which has the 4 buttons codified, it is necessary to complete the operation on the new transmitter by pushing the 3rd button.

<p><b>1°</b></p>	<ul style="list-style-type: none"> <li>- Turn on the Birio LC device and open the file.</li> <li>- Find the transmitter code inside the customer's list and page 33 and enter it into the <b>Find Code</b> window.</li> <li>- Click on connect to Birio LC.</li> </ul>			<p>DISPLAY</p> <p>PC OPERATIONS</p>
<p><b>2°</b></p>	<ul style="list-style-type: none"> <li>- Position the Transmitter, whose button you need to activate, onto the Birio LC Device</li> <li>- Click on <b>Enter to copy one button.</b></li> <li>- When the Transmitter's led turns off, the first part of the operation is completed.</li> </ul>			
<p><b>3°</b></p>	<ul style="list-style-type: none"> <li>- To activate the transmitter, get it near the Radio Receiver (max distance 10 metres) and <b>push only the button you need to operate as Common Button</b> for 5 times: when the led will turn on the transmitter is activated on the Radio Receiver.</li> </ul>			

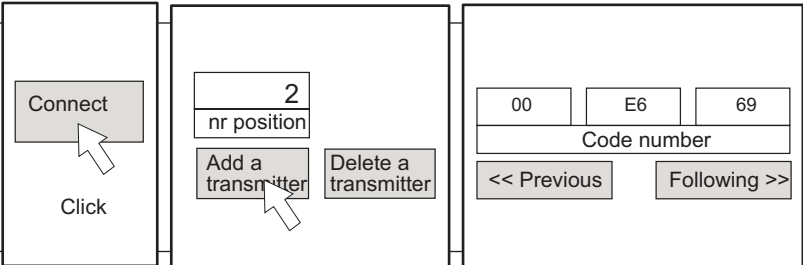
**IMPORTANT:** If by mistake a button on the transmitter B is pushed once or more times, before the data transmission to the Radio Receiver, or the operation is not correctly carried out, 4 more possibilities will be given to repeat the operation. If the 5 possibilities are used up, it is possible to 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 .

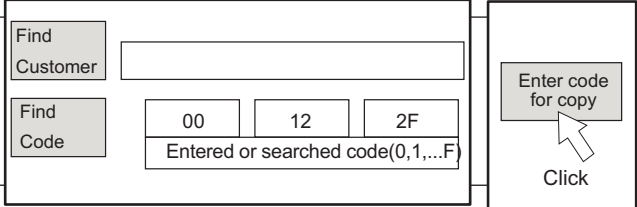
**1°**

- 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.



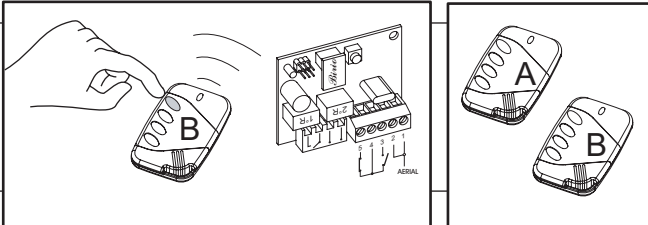
**2°**

- Follow Transmitter Copying operation (page 34 starting from 2nd phase) entering the code of a key-encoded Transmitter into Memory, this will allow the new Transmitter to enter Memory.



**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.



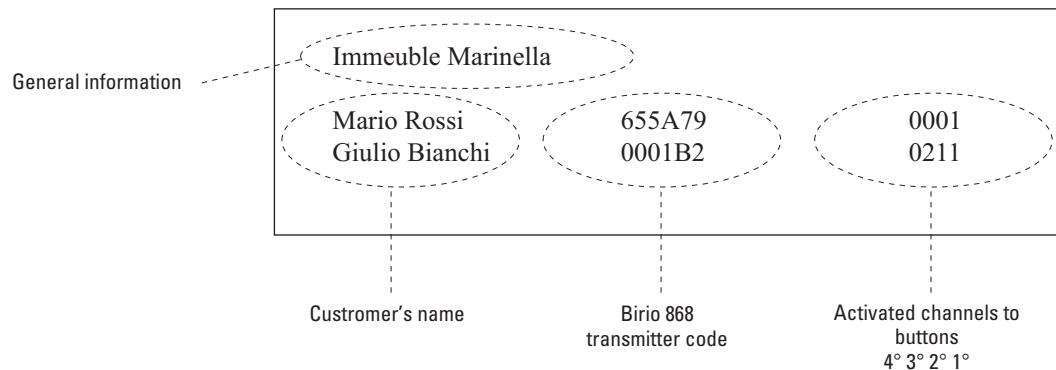
**N.W:** After this operation it is necessary to pay attention should you need to read the Memory data on the PC (with the operation Memory data downloading on PC, page 31) because when the file is closed, all the information entered by the user will be overwritten and thus deleted, as it is not possible 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 remember to fill in all data about the customer, in this way you will have all the complete information printed.**

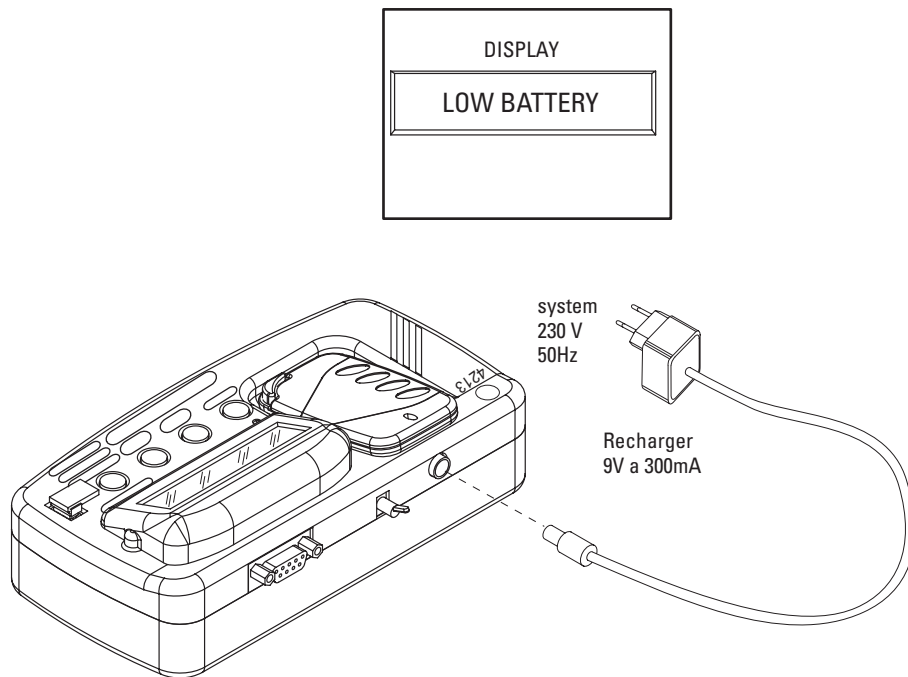


## *Birio* LC BATTERY RECHARGE

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.





# Birio 868, BIRIO LC SPECIFICATIONS

## TRANSMITTER

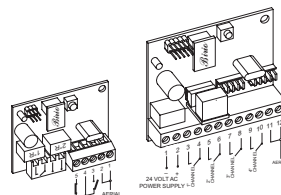
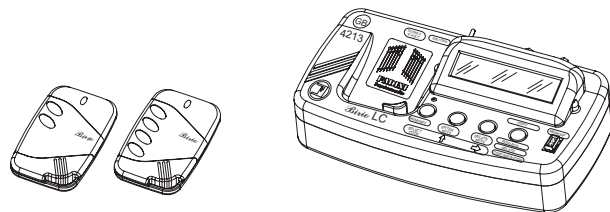
Working Frequency.....	868,35 MHz
Frequency Tolerance.....	± 150 KHz
Radiated Power.....	100 µW
Band width.....	>25 KHz
Apparent power of harmonic products.....	<-54 dBm (<4µW)
Power supply.....	6 Vcc (2 batteries CR2032)
Average absorption.....	14 mA
Working temperature.....	-40° C +85° C
Number of channels.....	2 and 4
Transmission range.....	120 metres
Codification.....	DIGITAL(2 <sup>64</sup> Chryptographic) "Rolling-Code"

## RADIO RECEIVER

Working Frequency.....	868,35 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.....	13 VCC (+20% -5%)
Working absorption.....	28 mA (1° active channel)
Stand-by absorption.....	14 mA
Codification.....	DIGITAL
Number of channels.....	2 and 4
Relay Contact.....	N.O.(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

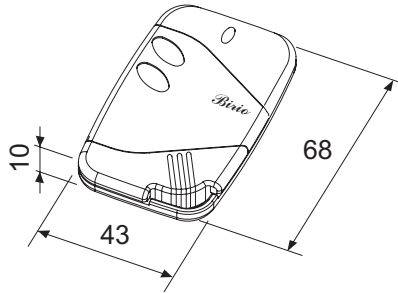
Max absorption.....	40 mA
Average absorption.....	25 mA
Autonomy.....	6 hours
Time battery recharge.....	5 hours
Radiated power.....	80 µW
Reception Sensitivity (to working pulse).....	1 µV
NiMh battery pack (n°8 rechargeable).....	9,6 V 250 mA
Display.....	16x2 figures



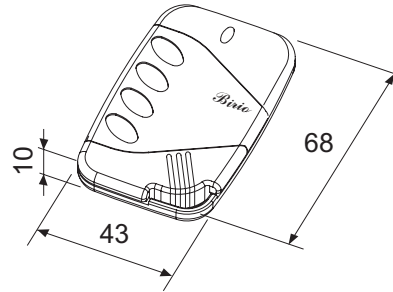
## "BIRIO TOOL" SOFTWARE:

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

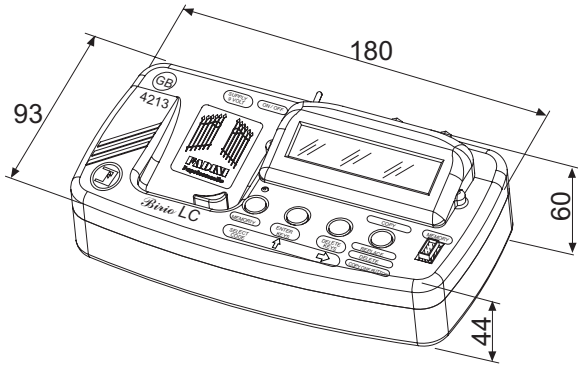
# BIRIO 868, BIRIO A8, BIRIO LC DIMENSIONS



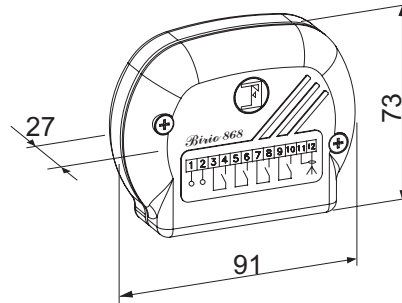
2 channel Birio 868  
transmitter  
- weight 23 g



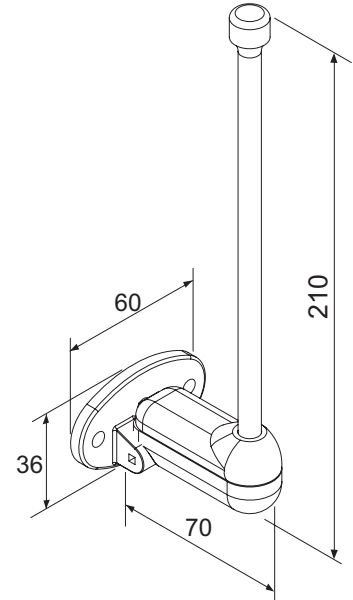
4 channel Birio 868  
transmitter  
- weight 23 g



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



External Radio  
Receiver case -  
weight 68 g



Aerial Birio A8 -  
weight 63 g









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s.n.c.

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The manufacturers has the right to modify this manual without notice