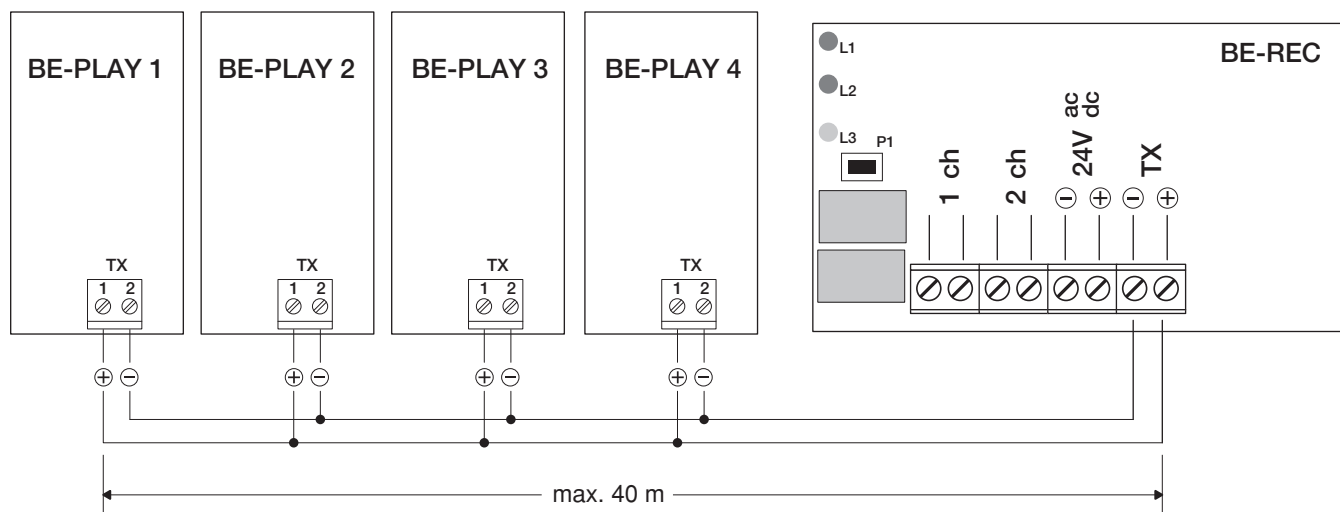
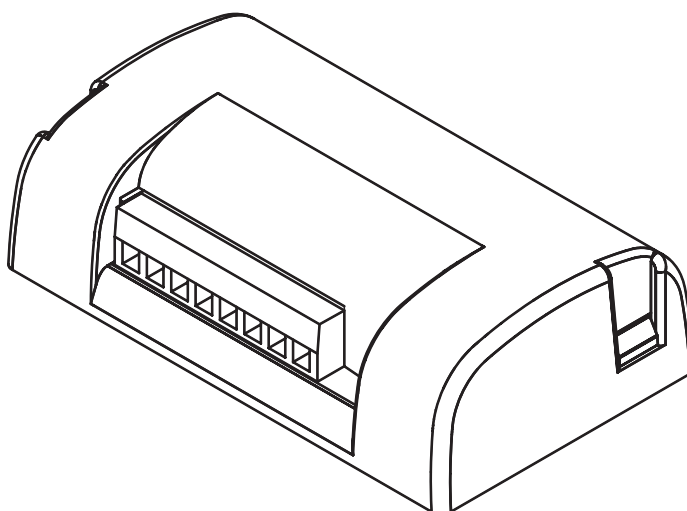


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BENINCA®

RICEVITORE BICANALE PROGRAMMABILE
PROGRAMMABLE TWO-CHANNEL RECEIVER
PROGRAMMIERBARER 2-KANAL-EMPFÄNGER
RÉCEPTEUR BICANAL PROGRAMMABLE
RECEPTOR BICANAL PROGRAMABLE
ODBIORNİK DWUKANAŁOWY DAJĄCY SIĘ PROGRAMOWAĆ

BE-REC



BE/REC Receiver

Programmable two-channel receiver, to be combined with one or more “BE/PLAY” keypads.

BE/REC Receiver Technical Characteristics

Power supply	24 Vac/Vdc
Outputs	2 channels max load 500mA-48Vac/dc.
No. connectable keypads	4 BE/PLAY keypads connectable to each receiver
Maximum distance between BE/PLAY-BE/REC devices	40m using screened cable
Storable codes	Up to 250 codes. Each code may be composed of a maximum of 9 figures
Degree of protection	IP30
Working temperature	from -20°C to +70°C

BE/PLAY Keypad Technical Characteristics

Number of leads	2	
Keys	10 numerical keys 0-9 plus 1 activation key	
Signals	Rear-lit keypad for night use and acoustic warning buzzer which may be disabled.	
Degree of protection	IP54	
Working temperature	from -20°C to +70°C	

BE/REC Receiver Inputs/Outputs functions

1-2	Channel 1* output (500mA-48Vac/dc max)
3-4	Channel 2* output (500mA-48Vac/dc max)
5-6	Power supply input 24 Vac/Vdc (5-,6+)
7-8	Serial input for receiving code from the keypad(s) (7-,8+)

**In the factory configuration the outputs 1-2 present a normally open contact (N.O.). This may be changed to a normally closed contact (N.C.) by following the indications given in the paragraph "Changing the output contact NO<>NC".*

BE/PLAY Keypad Inputs/Outputs functions

1-2	Serial output for transmitting code (1-,2+)
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RECEIVER CONFIGURATION

There are two possible operating modes: **Basic** and **Advanced**.

Functions in BASIC mode:

- Inserting the code
- Erasing the code
- Completely erasing the memory

Functions in ADVANCED mode:

- Inserting the code
- Inserting countdown codes: the code is allowed only a determined number of accesses (from 1 to 999)
- Erasing the code
- Disabling codes with a determined first figure

- Reactivating codes with a determined first figure
- Reactivating all the codes
- Changing the programming password.

Note: In basic mode codes are inserted using the PGM key on the receiver.

In advanced mode they are inserted by means of the numerical keypad using an access password, without any need of access to the receiver.

Configuring the channels

In both modes the channels (relays) can have two different operating modes:

- 1 – timed contact: the relay changes state for a time that may be set from 1 to 6000 seconds.
- 2 - bistable contact: the relay changes state until a new code is inserted.

To change the mode:

- 1 Press the PGM key on the receiver 3 times. The LED starts to blink with a frequency of 3 blinks followed by a pause.
- 2 On the keypad, select the channel (relay) that you intend to configure (1 for channel 1, 2 for channel 2).
- 3 Press the confirmation key → ⊙ ←
- 4 Insert the activation time in seconds, bearing in mind that:
 - typing “0” activates bistable mode
 - typing a number from “1” to “6000” activates timed mode.
 The factory setting considers a timing of 1 second.
- 3 Press the confirmation key → ⊙ ←), the buzzer gives three beeps to confirm that programming has been completed.

1 - BASIC MODE

1.1 – Storing codes

- 1 Press the PGM key on the receiver once. The LED starts to blink.
- 2 Type the code to be stored on the keypad (minimum 4, maximum 9 figures); each time a key is pressed the buzzer gives a sound to confirm typing.
- 3 Press the confirmation key → ⊙ ←, the buzzer gives a prolonged sound.
- 4 On the keypad, select the channel (relay) that you intend to associate with the code, bearing in mind that:
 - typing “1” activates channel 1.
 - typing “2” activates channel 2.
 - typing “3” activates both channels.
- 3 Press the confirmation key → ⊙ ←, the buzzer gives three beeps.

1.2 – Erasing a code

- 1 Press the PGM key on the receiver twice. The LED starts to blink with a frequency of 2 blinks followed by a pause.
- 2 On the keypad, type the code to be erased; each time a key is pressed the buzzer gives a sound to confirm typing.
- 3 Press the confirmation key → ⊙ ←, the buzzer gives three beeps.

1.3 - Completely erasing the memory

- 1 Press and hold down the PGM key for 15s. The red and green LEDs which were originally off blink alternately; when they stop blinking, the memory is completely erased.
- 2 After erasure the receiver returns to the default settings: 1s timed output and access password to advanced mode 123456.

2 – ADVANCED MODE

2.1 – Customisation of the programming Password.

- 1 Type in the factory-set password “123456” and press → ⊙ ←
- 2 Type 6 and press → ⊙ ←
- 3 Type in the new personal password (6 figures) and press → ⊙ ←

- 4 Type in the new personal password again, confirm insertion and press → ⊙ ←
- 5 The buzzer gives three beeps.

2.2 – Inserting code/countdown code.

- 1 Type in the personal password and press → ⊙ ←
- 2 Type 1 and press → ⊙ ←
- 3 Type the code to be inserted and press → ⊙ ←
- 4 Select the channel to be associated with the code (1:ch1, 2:ch2, 3: both) and press → ⊙ ←
- 5 Type 1 to deactivate or 2 to activate countdown accesses and press → ⊙ ←
- 6 If you selected 2 in the previous phase, type the number of countdown accesses (1-999) and press → ⊙ ←
- 7 The buzzer gives three beeps.

2.3 – Erasing a code.

- 1 Type the personal password and press → ⊙ ←
- 2 Type 2 and press → ⊙ ←
- 3 Type the code to be eliminated and press → ⊙ ←
- 4 The buzzer gives three beeps.

2.4 – Disabling all the codes with a determined first figure.

- 1 Type the personal password and press → ⊙ ←
- 2 Type 3 and press → ⊙ ←
- 3 Type the first figure of the codes to be disabled and press → ⊙ ←
- 4 The buzzer gives three beeps.

2.5 – Reactivating all the codes with a determined first figure.

- 1 Type the personal password and press → ⊙ ←
- 2 Type 4 and press → ⊙ ←
- 3 Type the first figure of the codes to be reactivated and press → ⊙ ←
- 4 The buzzer gives three beeps.

2.6 - Reactivating all the disabled codes.

- 1 Type the personal password and press → ⊙ ←
- 2 Type 5 and press → ⊙ ←
- 3 The buzzer gives three beeps.

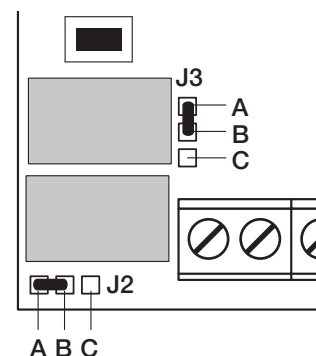
Notes and warnings:

- Do not use the programming password as the access code.
- The maximum pause between pressing one key and the next is 10 seconds, after which everything previously typed is cancelled. After pressing the PGM key you have 35 seconds to insert the code, after which the system leaves programming mode.
- If any values typed in are inadmissible, this is indicated by the buzzer with 5 short beeps
- When the codes typed in are correct this is indicated by the buzzer with 1 prolonged beep
- The confirmation of successful programming of a function is indicated by three beeps

CHANGING THE OUTPUT CONTACT (N.O. <-> N.C.)

If necessary it is possible to change the N.O. (normally open contact) present on the output channels 1 and 2 to a N.C. contact (normally closed). On the board there are some weld-on contacts near the relays (see figure alongside): the J2 contacts refer to channel 1, the J3 contacts refer to channel 2:

Using a welding machine for electronic items, remove the weld that connects the contacts B-C and make a jumper between the contacts A-B.



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