

GENERAL INDEX

| | |
|--|-----------|
| 1. Introduction | 3 |
| 1.1 General considerations | 5 |
| 1.2 Descriptive diagram MANAGER+DCS..... | 6 |
| 1.3 Descriptive diagram of the Proximity key | 7 |
| 1.3.1 Technical characteristics | 7 |
| 1.3.2 Diagram connection..... | 7 |
| 1.4 Menu Tree..... | 8 |
| 2. Quick guide for the maintenance of installations | 11 |
| 2.1 Retrieving an installation..... | 13 |
| 2.2 Modifying the code of a transmitter, smartcard or proximity key..... | 13 |
| 2.3 Creating a new code | 14 |
| 2.4 Deleting a code | 14 |
| 2.5 Reading "n" transmitters..... | 14 |
| 2.6 Storing "n" transmitters..... | 15 |
| 2.7 Reading "n" smartcards..... | 16 |
| 2.8 Storing "n" smartcards..... | 18 |
| 2.9 Reading "n" proximity keys | 19 |
| 2.10 Storing "n" proximity keys | 20 |
| 2.11 Entering reserve codes | 21 |
| 2.12 Changing the installation channel | 22 |
| 3. Creating installations..... | 25 |
| 3.1 Creating the installation in the Portable Programmer and storing it in the receiver unit | 27 |
| 1.3.3 Using the code of the transmitter / smartcard / proximity key | 27 |
| Installing a Receiver | 28 |
| Installing a Mini-A.C. Unit..... | 30 |
| Installing a Maxi-A.C. Unit..... | 33 |
| 1.3.4 Generating the code of the transmitter in the Portable Programmer and storing it in the transmitter | 37 |
| Installing a Receiver, Mini-A.C. Unit or Maxi-A.C. Unit | 37 |
| 3.2 Creating the installation in the receiver unit and storing it in the Portable Programmer (Recommended option) | 40 |
| Installing a Receiver | 40 |
| Installing a Mini-A.C. Unit..... | 42 |
| Installing a Maxi-A.C. Unit..... | 43 |
| 4. Connection to PC | 45 |
| 4.1 Connection software | 47 |
| 4.1.1 Minimum requirements of the PC..... | 47 |
| 4.2 Connection system..... | 47 |
| 5. General functions..... | 49 |
| 5.1 Remarks..... | 51 |
| 5.2 Read Transmitter Menu | 51 |
| 5.3 Read Smartcard Menu | 51 |

| | | |
|---------|--|----|
| 5.4 | Read Proximity Key Menu..... | 52 |
| 5.5 | Memorize Transmitter Menu | 52 |
| 5.6 | Memorize Smartcard Menu..... | 52 |
| 5.7 | Memorize Proximity Key Menu..... | 53 |
| 5.8 | Copy Transmitter Menu..... | 53 |
| 5.9 | Transmitter Replacement Menu..... | 53 |
| 5.10 | Replace Smartcard Menu | 54 |
| 5.11 | Replace Proximity Key Menu | 55 |
| 5.12 | Direct functions for reading or storing a transmitter, smartcard or proximity key | 55 |
| 5.12.1 | Reading transmitter..... | 56 |
| 5.12.2 | Read smartcard | 56 |
| 5.12.3 | Read proximity key..... | 56 |
| 5.12.4 | Memorize transmitter | 56 |
| 5.12.5 | Memorize smartcard | 56 |
| 5.12.6 | Memorize proximity key | 56 |
| 5.13 | Create a Receiver, Mini-A.C. or Maxi-A.C. installation..... | 56 |
| 5.13.1 | Modify a code..... | 57 |
| 5.13.2 | Create a new code..... | 57 |
| 5.13.3 | Delete a code..... | 57 |
| 5.13.4 | Change the password of a Mini-A.C. or Maxi-A.C. installation created with the MANAGER+DCS | 57 |
| 5.13.5 | Go to position..... | 57 |
| 5.13.5 | Memorize “n” transmitters/Memorize “n” smartcards/ Memorize “n” keys..... | 57 |
| 5.13.7 | Read “n” transmitters/Read “n” smartcards/Read “n” keys | 58 |
| 5.13.8 | Change status..... | 58 |
| 5.13.9 | New installation..... | 58 |
| 5.13.10 | Reserve codes | 59 |
| 5.13.11 | Change channel..... | 59 |
| | To change the channel individually to a position | 59 |
| | To change the channel to a complete installation | 59 |
| 5.13.12 | Configure codes in zonal mode | 59 |
| 5.14 | Read installation memory card..... | 60 |
| 5.15 | Programming installation memory card..... | 60 |
| 5.16 | Save installation in memory cartridge | 61 |
| 5.17 | Restore installation from memory cartridge | 61 |
| 5.18 | Change type of memory card..... | 62 |
| 5.19 | Protect access to memory..... | 63 |
| 5.20 | Program a memory card in old/new format | 63 |
| 5.21 | Add installation PIN | 63 |
| 5.21.1 | Enter installation PIN in a TM126 or TM500 | 63 |
| 5.21.2 | Enter installation PIN in Transmitters..... | 64 |
| 5.22 | Delete installation from memory cartridge..... | 64 |
| 5.23 | Delete memory cartridge..... | 65 |
| 5.24 | Change password for access to MANAGER+DCS | 65 |
| 5.25 | Change language..... | 65 |
| 5.26 | Save configuration | 66 |

1. Introduction

1.1 General considerations

1.2 Descriptive diagram MANAGER+DCS

1.3 Descriptive diagram of the Proximity key Interface

1.3.1 Technical characteristics

1.3.2 Diagram connection

1.4 Menu Tree

NOTES

The MANAGER+DCS Portable Programmer allows the complete management of installations, programming of transmitters, receiver or Access Control memories and direct programming of smartcards and proximity keys. It is a powerful tool for the installer.

It can incorporate a **secret installer code**, transferable to the whole system, which prevents intrusion and creates customer loyalty. It also includes a password which the installer can change at will and which protects the system in the event of unauthorised handling.

It operates by way of a rotary menu and with fixed function keys, which make it possible to read transmitter, smartcard codes and proximity keys, read receiver and Access Control memories, store codes individually or in groups, generate reserve codes, etc. All of the information can be saved in memory cartridges or transmitted to a computer and stored on diskettes.

It has a numerical keyboard, an LCD screen, low consumption (1.5V batteries or mains power unit), and an automatic switch-off function for battery saving.

1.1 General considerations



Ensure that the receiver device is switched off at the mains before performing any operation with the memory elements.

If working simultaneously with transmitters, smartcards and proximity keys, avoid having them inserted in the Portable Programmer at the same time. This could cause errors.

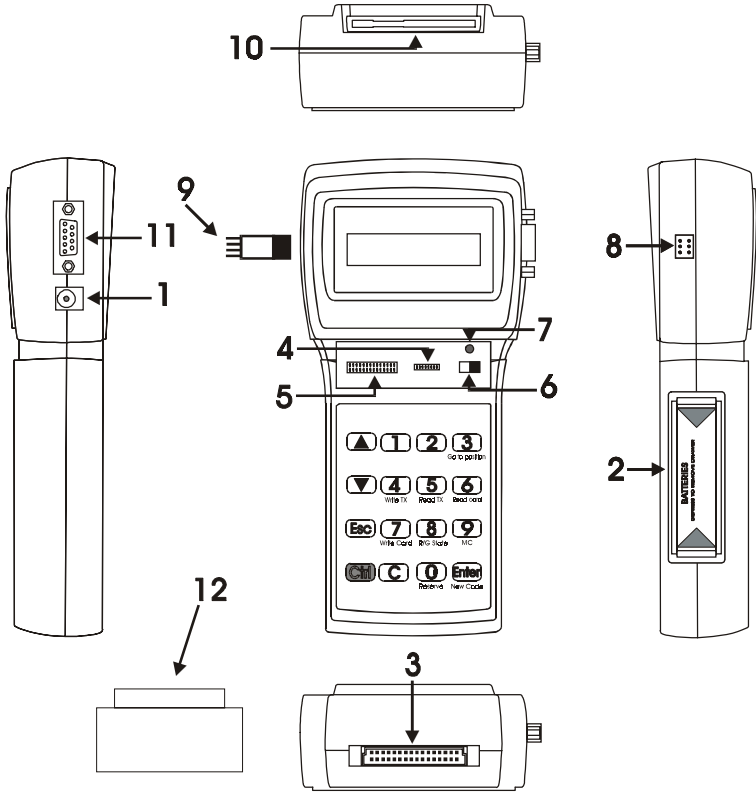
In order to work with the Portable Programmer, a memory cartridge must be inserted (see figure on page 6, no. 12).

If an erroneous password is entered three times in succession, the Portable Programmer is deactivated. To reactivate it, leave it switched on for two minutes, after which time it will emit a series of “beeps” and then request the password again.

The Portable Programmer always works in its internal memory. This means that whenever any operation is performed with it, the results must always be saved in the memory cartridge of the receiver, as otherwise all of the information would be lost on switching off the programmer.

The autonomy period of the programmer on battery power is approximately 30 hours. When the battery level is low, the “low power” LED will light up (see figure on page 6, no. 7), and the message “low battery” will appear on the screen. We recommend replacing the batteries at this moment, as otherwise the MANAGER+DCS could induce errors.

The Portable Programmer has an automatic switch-off function: if no operation is performed for five minutes, it will emit a series of “beeps” before switching off automatically. While it is emitting this warning, if any key is pressed, it will return to the normal “on” state.



1.2 Descriptive diagram MANAGER+DCS

1. External power supply 9V –DC (the interior pin is the negative)
2. Battery housing 4 x 1.5V
3. Installation memory cartridge connector
4. Receiver and Mini-A.C. memory card connection
5. Maxi-A.C. memory card connection
6. Power switch
7. Low power indicator LED
8. Transmitter connection
9. Transmitter connection adapter
10. Smartcard connection
11. RS-232 connection to PC
12. Portable Programmer memory cartridge

1.3 Descriptive diagram of the Proximity Key Interface

The proximity system allows the transmission of data between the MANAGER+DCS Interface and the proximity key to take place with no physical contact: simply place the key some 4 cm. from the Interface zone indicated with a serigraph.

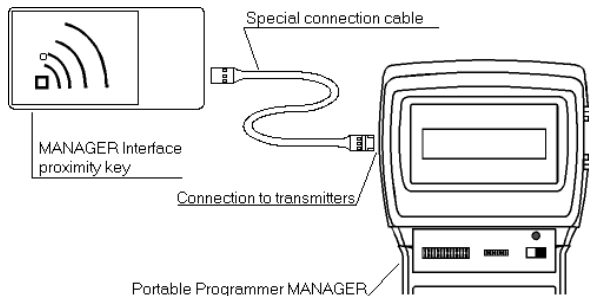
Each proximity key has a personal code, which can be reprogrammed by using a Portable Programmer MANAGER+DCS. The key is highly attractive, very small and can be carried as a key ring. In addition, it is very inexpensive to maintain and does not use batteries.

1.3.1 Technical characteristics

| General Data | |
|---------------------------|--|
| Reading system | By proximity |
| Working distance | 4 cm. |
| Housing | Plastic |
| Technical Data | |
| Power supply | Via the Portable Programmer MANAGER+DCS(*) |
| Idle/working consumption | 12 / 53 mA |
| Oscillation frequency | 125 KHz |
| Working temperature range | -20 °C to + 55 °C |

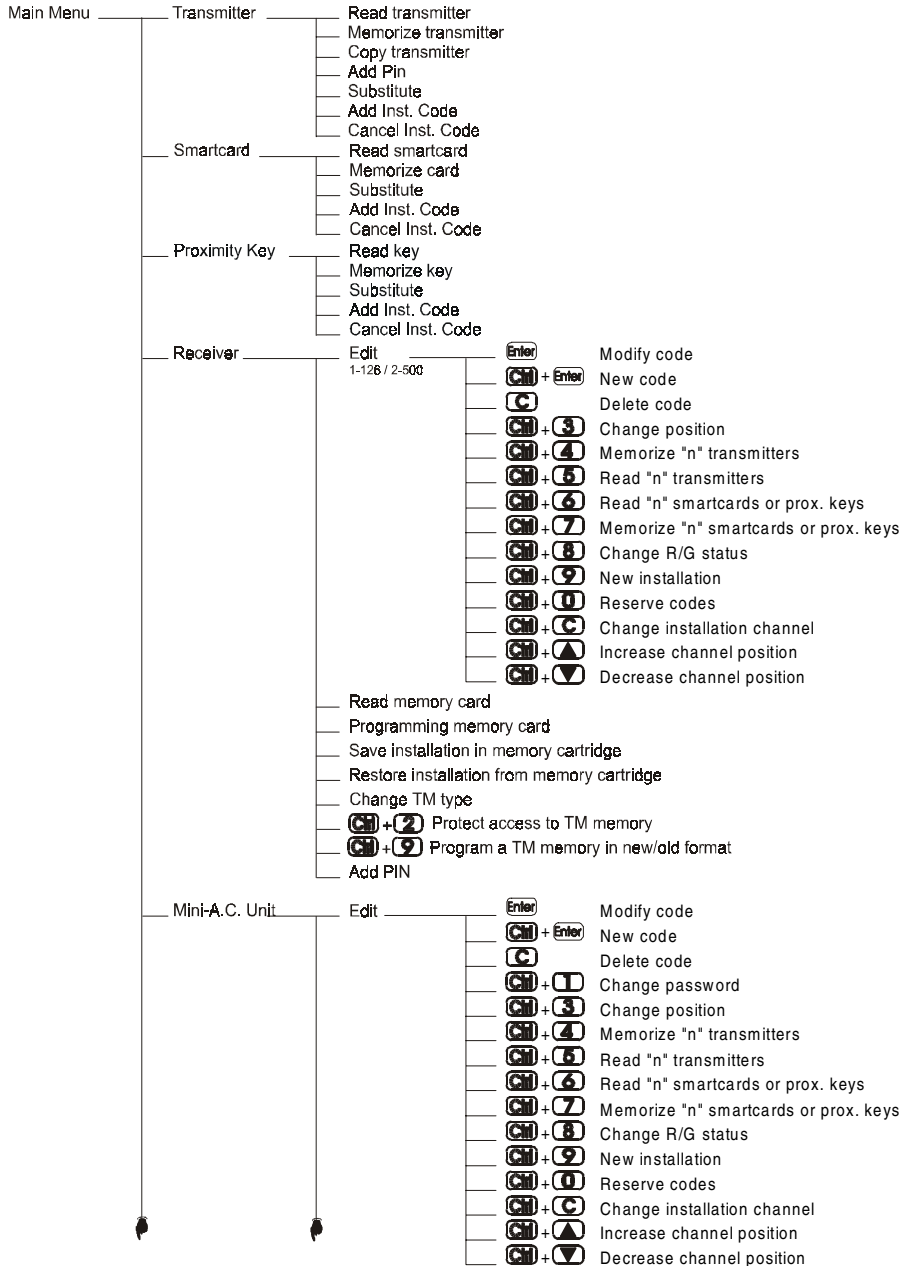
(*) Owing to the Interface's high consumption, we recommend that if extensive work is needed with it, connect the MANAGER+DCS to the mains supply so as to avoid shortening battery life.

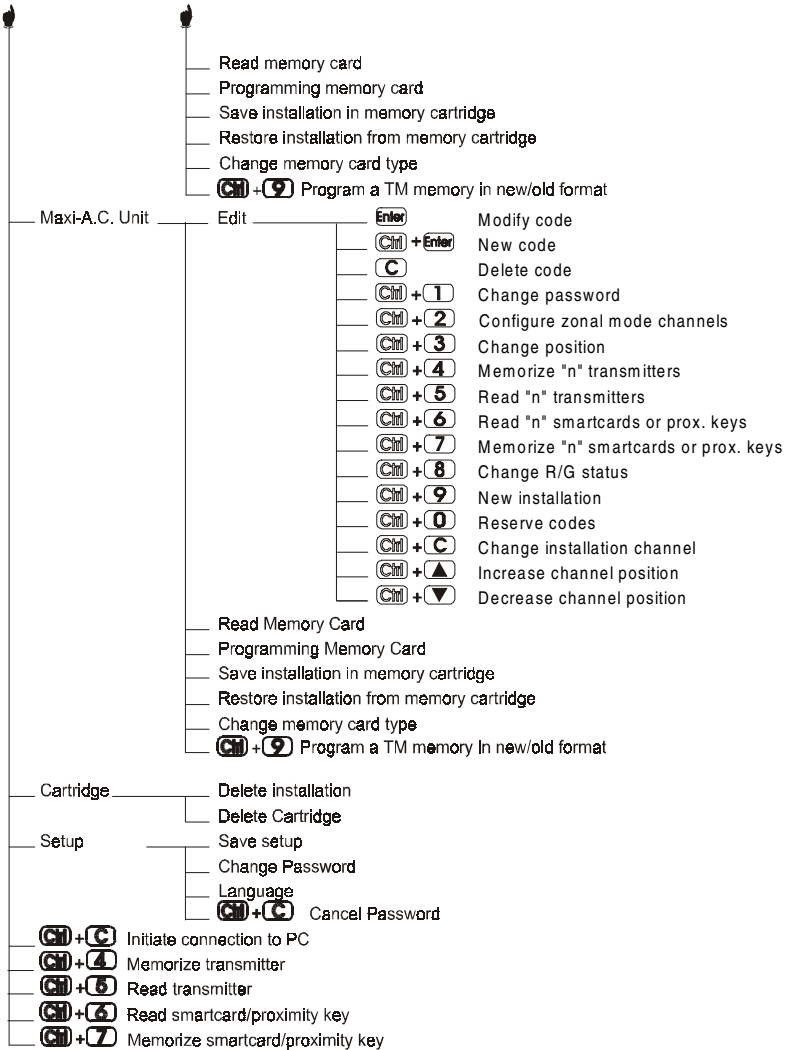
1.3.2 Diagram connection



Insert one end of the special connection cable in the connection slot of the MANAGER+DCS Proximity Key Interface, and the other in the connection for transmitters of the Portable Programmer MANAGER+DCS (see figure page 6, no. 8 of the MANAGER+DCS manual).

1.4 Menu Tree





NOTES

2. Quick guide for the maintenance of installations

2.1 Retrieving an installation

2.2 Modifying the code of a transmitter, smartcard or proximity key

2.3 Creating a new code

2.4 Deleting a code

2.5 Reading “n” transmitters

2.6 Memorizing “n” transmitters

2.7 Reading “n” smartcards

2.8 Memorizing “n” smartcards

2.9 Reading “n” proximity keys

2.10 Memorizing “n” proximity keys

2.11 Entering reserve codes

2.12 Changing the installation channel

NOTES

The maintenance of an existing installation can include various operations, such as enlarging the number of codes, changing one or more code numbers, cancelling code numbers, and so on. To carry out this maintenance, the first and obligatory step to be taken is the retrieval of the installation.

2.1 Retrieving an installation

Insert the Receiver memory card in the slot (see figure on page 6, nos. 4 or 5), or the memory cartridge where the installation is stored. The following example is for a Single-Channel Receiver memory card.

Connect the Portable Programmer and enter the password. Press **Enter**. The following menu will appear on the screen:

```
Main Menu
Transmitter
```

Using the **▲** or **▼** keys, locate the menu corresponding to the receiver device being used, that is, Receiver, Mini-A.C. Unit or Maxi-A.C. Unit. Press **Enter**.

```
Main Menu
Receiver
```

The following menu will appear on the screen:

```
Receiver
1-126 2-500
```

Press 1 or 2 depending on the type of memory to be used, and the following screen will immediately appear.

```
Receiver Menu
Edit
```

Using the **▲** or **▼** keys, go to menu:

```
Receiver Menu
Read Memory Card
```

Press **Enter**.

```
Result Ok
```

The following menu will reappear on the screen:

```
Receiver Menu
Edit
```

The installation is now stored in the internal memory of the Portable Programmer and can therefore be handled.

2.2 Modifying the code of a transmitter, smartcard or proximity key

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code  SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, select the code to be modified and press **Enter**.

```
Type code
262886
```

Enter the new code by means of the numerical keys and press **Enter**. The new code will appear on the screen. The new code will be in the reserve state (R).

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.3 Creating a new code

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

| |
|---------------|
| Receiver Menu |
| Edit |

Press **Enter**. The installation will appear on the screen:

| | |
|-------------|------|
| Pos. Code | SsEC |
| 0002 262886 | 00G1 |

Press the **Ctrl** and **Enter** keys simultaneously. The following message will appear on the screen:

| |
|-----------|
| Type code |
| 000000 |

In the case of a Mini-A.C. or Maxi-A.C., enter the position from which you wish to create the new code and press **Enter**.

Enter the new code by means of the numerical keys and press **Enter**. The new code will appear on the screen. The new code will be in the reserve state (R).

| |
|---|
| Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective. |
|---|

2.4 Deleting a code

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

| |
|---------------|
| Receiver Menu |
| Edit |

Press **Enter**. The installation will appear on the screen:

| | |
|-------------|------|
| Pos. Code | SsEC |
| 0002 262886 | 00G1 |

Using the **▲** or **▼** keys, select the code to be deleted and press **C**. The code number will have been deleted.

| |
|---|
| Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective. |
|---|

2.5 Reading “n” transmitters

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

| |
|---------------|
| Receiver Menu |
| Edit |

Press **Enter**. The installation will appear on the screen:

| | |
|-------------|------|
| Pos. Code | SsEC |
| 0002 262886 | 00G1 |

Using the **▲** or **▼** keys, enter the position from which you wish to read the transmitters.

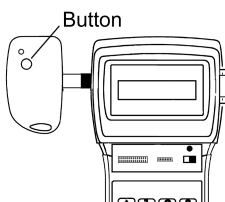
Press the **Ctrl** and **5** keys simultaneously. A message will appear on the screen requesting the number of transmitters to be read. Enter the quantity by means of the numerical keys. Press **Enter**.

```
# Transmitters
0000
```

The following message will appear:

```
Press Transm.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



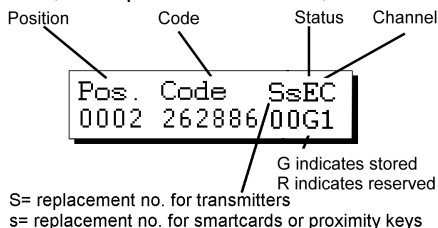
The confirmation of the operation will appear on the screen:

```
0001
Result Ok.
```

If we try to enter a transmitter twice, the following message will appear:

```
Repeated code
```

Once all of the transmitters have been entered, the screen will show the position of each transmitter, the code, the replacement number, the status and the channel.



Press **Esc** to return to the menu.

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.6 Storing “n” transmitters

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to store the transmitters.

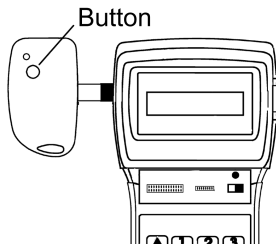
Press the **Ctrl** and **4** keys simultaneously. A message will appear on the screen requesting the number of transmitters to be stored. Enter the quantity by means of the numerical keys. Press **Enter**.

```
# Transmitters
0000
```

The following message will appear:

```
Press Transmit.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



The confirmation of the operation will appear on the screen:

```
0001
Result Ok.
```

Once all of the transmitters have been entered, the screen will show the position of each transmitter, the code, the replacement number, the status and the channel.

| Position | Code | Status | Channel |
|----------|--------|--------|---------|
| Pos. | Code | SsEC | |
| 0002 | 262886 | 00G1 | |

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys

Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.7 Reading “n” smartcards

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```


Press **Enter**. The installation will appear on the screen:

```
Pos. Code  SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to read the smartcards.

Press the **Ctrl** and **6** keys simultaneously. The screen will show:

```
1- Smartcard
2- Proximity Key
```

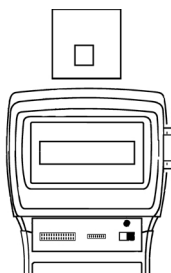
Press **1** and a message will appear on the screen requesting the number of smartcards to be read. Enter the quantity by means of the numerical keys. Press **Enter**.

```
# SmartCards
0000
```

The following message will appear:

```
Insert SmartCard
0001
```

Insert the card into the smartcard connector (see figure on page 6, no. 10).



The confirmation of the operation will appear on the screen. Press **Enter** for the programme to request the introduction of another smartcard.

```
0001
Result Ok.
```

If we try to enter a transmitter twice, the following message will appear:

```
Repeated code
```

Once all of the smartcards have been entered, the screen will show the position of each card, the code, the replacement number, the status and the channel.

```

Position      Code      Status      Channel
Pos. Code  SsEC
0002 262886/00G1

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys
```

Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.8 Storing “n” smartcards

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to read the smartcards.

Press the **Ctrl** and **7** keys simultaneously. The screen will show:

```
1- Smartcard
2- Proximity Key
```

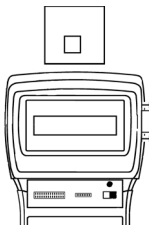
Press **1** and a message will ask for the number of smartcards you wish to save. Enter the quantity using the numerical keys. Press **Enter**.

```
# SmartCards
0000
```

The following message will appear:

```
Insert SmartCard
0001
```

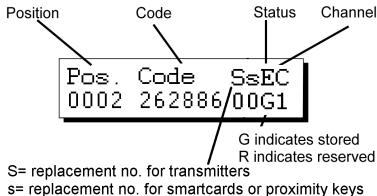
Insert the card into the smartcard connector (see figure on page 6, no. 10).



The confirmation of the operation will appear on the screen. Press **Enter** for the programme to request the introduction of another smartcard.

```
0001
Result Ok.
```

Once all of the smartcards have been entered, the screen will show the position of each card, the code, the replacement number, the status and the channel.



Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.9 Reading “n” proximity keys

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code   SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to read the proximity keys.

Press the **Ctrl** and **6** keys simultaneously. The screen will show:

```
1- Smartcard
2- Proximity Key
```

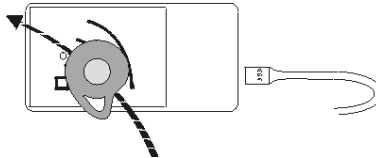
Press **2** and a message will appear on the screen requesting the number of proximity keys to be read. Enter the quantity using the numerical keys. Press **Enter**.

```
N. Keys
0000
```

The following message will appear:

```
Approach Key
0001
```

Approach the key to the Proximity Key Interface.



The confirmation of the operation will appear on the screen. Press **Enter** for the programme to request the introduction of another proximity key..

```
0001
Result Ok.
```

If we try to enter a proximity key twice, the following message will appear:

```
Repeated code
```

Once all of the keys have been entered, the screen will show the position of each card, the code, the replacement number, the status and the channel.

| Position | Code | Status | Channel |
|----------|--------|--------|---------|
| Pos. | Code | SsEC | |
| 0002 | 262886 | 00G1 | |

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys

Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.10 Storing “n” smartcards

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code  SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to read the proximity keys.

Press the **Ctrl** and **7** keys simultaneously. The screen will show:

```
1- Smartcard
2- Proximity Key
```

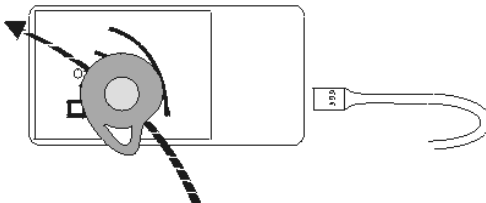
Press **2** and a message will ask how many proximity keys you wish to store. Enter the quantity using the numerical keys. Press **Enter**.

```
N. Keys
0000
```

The following message will appear:

```
Approach Key
0001
```

Approach the key to the Proximity Key Interface.



The confirmation of the operation will appear on the screen. Press **Enter** for the programme to request the introduction of another proximity key.

```
0001
Result Ok.
```

Once all of the keys have been entered, the screen will show the position of each card, the code, the replacement number, the status and the channel.

| Position | Code | Status | Channel |
|----------|--------|--------|---------|
| Pos. | Code | SsEC | |
| 0002 | 262886 | 00G1 | |

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys

Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.11 Entering reserve codes

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code   SsEC
0002 262886 00G1
```

Using the **▲** or **▼** keys, enter the position from which you wish to read the smartcards.

Press the **Ctrl** and **0** keys simultaneously. A message will appear on the screen of the Portable Programmer asking how many codes are to be reserved and in what manner, sequentially or at random.

```
N. Reserve Cod.?
1-Seq. 2-Random
```

If you press **2**, will indicate the maximum number of codes available that are not reserved and will ask how many codes you wish to reserve. Enter the quantity by means of the numerical keys and press **Enter**.

```
N. Reserve Cod.?
0126
```

It will then ask which channel is to be used.

```
Channel?
1
```

If you wish to create a Mini-A.C. or Maxi-A.C. installation, see the section on "Reserve Codes" in chapter 5 (General functions).

Select the channel by means of the numerical keys and press **Enter**. The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```

The screen now shows the position of each transmitter, the code, the replacement number, the status and the channel.

| Position | Code | Status | Channel |
|----------|--------|--------|---------|
| Pos. | Code | SsEC | |
| 0002 | 262886 | /00G1 | |

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys

If you now wish to store the transmitters, smartcards or proximity keys with the code numbers thus generated, press the **Ctrl** and **4** keys simultaneously to store them in the transmitters, or **Ctrl** and **7** to store them in the smartcards or proximity keys.

```
# Transmitters
0000
```

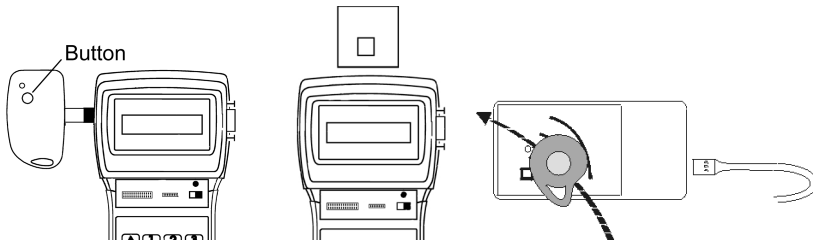
Select the quantity by means of the numerical keys (e.g. 3).

```
# Transmitters
3
```

Press **Enter** again. The following message will appear:

```
Press Transm.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press the button of the transmitter, or insert the card into the smart-card connector (same figure, no. 10) or approach the key to the Proximity Key Interface.



The confirmation of the operation will appear on the screen.

```
Memorizing
```

Followed by:

```
0001
Result Ok.
```

Once all of the transmitters have been stored, the Portable Programmer will return to the position

```
Pos. Code SsEC
0002 262886 00G1
```

Press **Esc** to return to the menu:

```
Receiver Menu
Edit
```

Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective.

2.12 Changing the installation channel

Retrieve the installation as indicated in section 2.1 of this chapter.

From the menu:

```
Receiver Menu
Edit
```

Press **Enter**. The installation will appear on the screen:

```
Pos. Code SsEC
0002 262886 00G1
```

Press the **Ctrl** and **C** keys simultaneously. A message will appear on the screen requesting the channel number required for the installation. Enter the number by means of the numerical keys. Press **Enter**.

```
Channel?
1
```

The following message will appear:

```
Processing ...
```

Followed by:

```
Result Ok
```

The programmer will then return to the screen:

| | |
|-------------|------|
| Pos. Code | SsEC |
| 0002 262886 | 00G1 |

Press **Esc** to return to the menu:

| |
|---------------|
| Receiver Menu |
| Edit |

The channel of each position can also be changed by pressing **Ctrl** and **▲** or **Ctrl** and **▼** when the following display is on the screen:

| | |
|-------------|------|
| Pos. Code | SsEC |
| 0002 262886 | 00G1 |

| |
|---|
| Remember to store the installation again in the memory card and in the memory cartridge in order to make the changes effective. |
|---|

NOTES

3. Creating installations

3.1 Creating the installation in the Portable Programmer and storing it in the receiver unit

3.1.1 Using the code of the transmitter / smartcard / proximity key

3.1.2 Generating the code of the transmitter in the Portable Programmer and storing it in the transmitter

3.2 Creating the installation in the receiver unit and storing it in the Portable Programmer (Recommended option)

NOTES

All of the examples contained in this manual are based on transmitters. For installations with smartcards or proximity keys, the steps to be followed are similar.

3.1 Creating the installation in the Portable Programmer and storing it in the receiver unit

There are two ways of creating an installation in the MANAGER+DCS and then entering it into the receiver: by applying the code stored in the transmitters, or by generating the codes in the MANAGER+DCS and then storing them in the transmitters.

Set the power switch (see figure on page 6, no. 6) to ON. The following message will appear on the screen and a long “beep” will be emitted.

```
MANAGER+DCS
Version 3.0XI
```

The Portable Programmer will now request the password. This consists of 6 figures: if fewer figures are entered, the Portable Programmer will interpret the entry as erroneous: that is, to use the number 9 as the password, the value 000009 must be entered. The factory pre-set password is always 000000.

Each time a figure of the password is pressed, an asterisk (*) appears in the display and a “beep” is emitted.

```
Present password
*****
```

Once the password is correctly entered, it must be validated by pressing **Enter**. In the event of error, it can be deleted before validation by pressing the key **(C)**.

If an erroneous password is entered, the following message will appear on the screen:

```
Protected Access
```

Once the password has been correctly entered, the screen will display *Main Menu/Transmitter*.

```
Main Menu
Transmitter
```

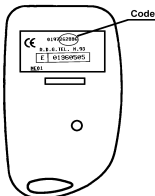
Both the main menu and the submenus are of the rotary type, which means that the various options can be accessed by pressing the direction keys **(▲)** or **(▼)**.

To facilitate the search for the options of each menu, section Menu Tree, shows a blown up diagram of the menus (pages 8 and 9).

Press the **(▲)** key until the screen shows the type of receiver element (Receiver, Mini-A.C. or Maxi-A.C.) required for the installation.

3.1.1 Using the code of the transmitter / smartcard / proximity key

All of the transmitters, smartcards and proximity keys have a pre-stored code. In the case of transmitters, this is shown on the label on the rear of the unit and in the booklet included in the packaging. The code of the smartcards, on the other hand, is not stored anywhere: to view it, use the *Read Card* command of the Portable Programmer. In proximity keys, this code is indicated on the label on the rear of the packaging.



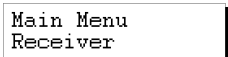
To create the installation, proceed as follows:

Switch off the power supply to the receiver apparatus (Micro-Receiver, Single-Channel Receiver, Control Panel Receiver Card, Mini-A.C. or Maxi-A.C.) and remove the corresponding memory card. (Consult the manual of the receiver).

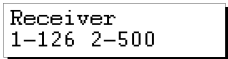
In the MANAGER+DCS, insert the memory cartridge into the corresponding slot (see figure on page 6, no. 3), the transmitter adapter (9) in slot number 8, and the memory card in slot number 4 in the case of a Receiver or Mini-A.C. or in slot number 5 in the case of a Maxi-A.C.

• **Installing a Receiver**

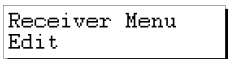
If the type of receiver element to be used is a Micro-Receiver, a Single-Channel Receiver or a Control Panel Receiver Card, select the *Receiver* menu using the direction keys (▲) or (▼).



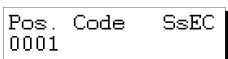
Once selected, press **Enter**. The following message will appear:



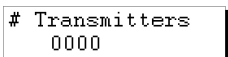
Press 1 or 2 depending on the type of memory to be used, and the following screen will immediately appear



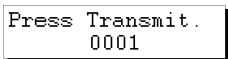
Press **Enter** again. The following message will appear:



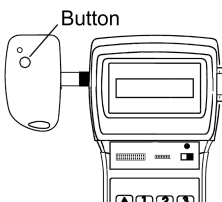
Press the **Ctrl** and **5** keys simultaneously. A message will appear on the screen requesting the number of transmitters to be stored.



Enter the quantity by means of the numerical keys (e.g. 3). Press **Enter**. The following message will appear:



Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



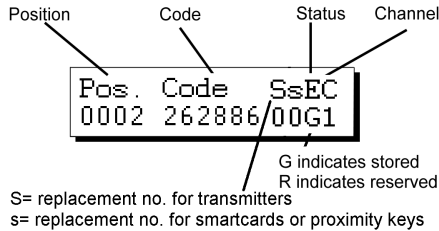
The confirmation of the operation will appear on the screen:

```
0001
Result Ok.
```

If we try to enter the same transmitter twice, the following message will appear:

```
Repeated code
```

Once all of the transmitters have been entered, the screen will show the position of each transmitter, the code, the replacement number, the status and the channel. Pressing the **(Cm)** and **(8)** keys simultaneously alternates the status between *G* y *R*.



We recommend making a reservation of codes in the memory card of the receiver, in order to be able to store transmitters, smartcards or keys without having to go to the place where the receiver element is installed. For more information, see the chapter on Maintenance of Installations.

If no change has been made, on pressing **(Esc)**, you will return to the *Receiver menu/Edit*.

```
Receiver Menu
Edit
```

If some change has been made, on pressing the key **(Esc)**, the programmer will ask you whether you want to save the TM.

```
Prog memory card
1- Yes      2- No
```

If you answer “Yes” follow the instructions that appear on the screen corresponding to the following.

If you answer “No”, you will return to the *Receiver Menu/Edit*.

Despite having answered “No” to the question of whether or not you wish to save the TM, provided you have not turned off the *MANAGER+DCS*, you will be able to save the installation in the Receiver memory card and in the memory cartridge, otherwise all of the information will be lost when the Portable Programmer is switched off.

Using the **(▲)** or **(▼)** keys, locate the menu:

```
Receiver Menu
Prog. Memory Card
```

Press **(Enter)**. The following message will appear:

```
Memorize?
```

Press **(Enter)** again to confirm. The following message will appear momentarily:



```
Processing ...
```

Followed by:

```
Result Ok
```

The programmer will then return to the menu:



```
Receiver Menu
Edit
```




In order to save a copy of the installation in the memory cartridge, use the  or  keys to locate the menu:

```
Receiver Menu
Save Instal.
```

Press . The following message will appear:

```
# Sector
Sector    0
```

Using the  or  keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C. In a sector with the letters *Rc*, only receiver installations may be stored, and similarly with the indications *Mn* and *Mx*.

Press  to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the  or  keys.

```
Sector    0
Instal.   00
```

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

```
Sector    0 Rc
Instal.   00 #
```

Press . The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```



The Programmer will automatically return to the *Receiver Menu/Edit*.

```
Receiver Menu
Edit
```


Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is completed.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

• **Installing a Mini-A.C. Unit**

If the type of receiver element to be used is a Mini-A.C., select the *Mini-A.C. Unit* menu using the direction keys  or .

```
Main Menu
Mini A.C. Unit
```

Once selected, press . The *Mini Unit Menu/Edit* will appear on the screen:

```
Mini Unit Menu
Edit
```

Press  again. The following message will appear:

```
Pos. Code  SsEC
0001
```

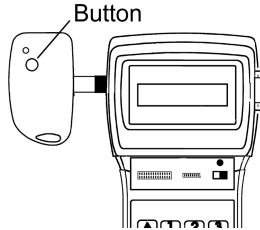
Press the **(Ctrl)** and **(5)** keys simultaneously. A message will appear on the screen requesting the number of transmitters to be stored.

```
# Transmitters
0000
```

Enter the quantity by means of the numeric keys (e.g. 3). Press **(Enter)**. The following message will appear:

```
Press Transmit.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



The confirmation of the operation will appear on the screen:

```
0001
Result Ok.
```

If we try to enter the same transmitter twice, the following message will appear:

```
Repeated code
```

Once all of the transmitters have been entered, the screen will show the position of each transmitter, the code, the replacement number, the status and the channel. Pressing the **(Ctrl)** and **(8)** keys simultaneously alternates the status between *G* and *R*.

| Position | Code | Status | Channel |
|----------|--------|--------|---------|
| Pos. | Code | Ss | EC |
| 0002 | 262886 | 00 | G1 |

G indicates stored
R indicates reserved
S= replacement no. for transmitters
s= replacement no. for smartcards or proximity keys

We recommend making a reservation of codes in the memory card of the receiver, in order to be able to store transmitters, smartcards or keys without having to go to the place where the receiver element is installed. For more information, see the chapter on Maintenance of Installations.

If no change has been made, on pressing **(Esc)**, you will return to the *Mini Unit Menu/Edit*.

```
Mini Unit Menu
Edit
```

If some change has been made, on pressing the key **(Esc)** the programmer will ask you whether you wish to save the TM.

```
Prog memory card
1- Yes 2- No
```

If you answer "Yes", follow the instructions that appear on the screen, which correspond to the following.

If you answer "No", you will return to the *Mini Unit Menu/Edit*.

Press **Esc**. The following message will appear:

```
New Password
```

Enter the chosen password and press **Enter**. A message requesting confirmation will appear on the screen:

```
Repeat password
```

It is possible to change or assign a password at any time while creating an installation, by means of the following process:

In the *Mini Unit Menu/Edit*, press **Ctrl** and **1** simultaneously. Enter the new password and press **Enter**. Confirm the password by entering it a second time and pressing **Enter** again.

Press **Esc** to return to the *Mini Unit Menu/Edit*.

```
Mini Unit Menu
Edit
```

Despite having answered “No” to the question of whether or not you wish to save the TM, provided you have not turned off the MANAGER+DCS, you will be able to save the installation in the Mini-A.C. Unit memory card and in the memory cartridge, otherwise all of the information will be lost when the Portable Programmer is switched off.

Using the **▲** or **▼** keys, locate the menu:

```
Mini Unit Menu
Prog. Memory Card
```

Press **Enter**. The following message will appear:

```
Memorize?
```

Press **Enter** again. A message will appear requesting the password of the memory card of the Mini-A.C. Unit.

```
TM Password?
```

Enter the password by means of the numerical keys and press **Enter**. A message will appear indicating the password number previously selected.

```
Present password
inst. XXX
```

If no password has been entered, three question marks will appear on the screen, and it will be impossible to store the memory card until a password is entered.

The following message will now appear:

```
Change password?
1-Yes 2-No
```

If you do not wish to change the password, press **2** and the MANAGER+DCS will process the data.

On the other hand, if you wish to change it, press **1**. The following message will appear:

```
New Password
```

Enter the new password and press **Enter**. A message will appear asking for confirmation of the password.

```
Repeat password
```

Enter the password again and press **Enter**. The programmer will ask if you wish to store the password.

```
Memorize?
```

We recommend noting down the password number in a safe place, **never** in the Mini-A.C. Unit itself.

Press **Enter**. The following message will appear:

```
Processing ...
```

Followed by:

```
Result Ok
```

The programmer will then return to the menu:

```
Mini Unit Menu
Edit
```

In order to save a copy of the installation in the memory cartridge, use the **▲** or **▼** keys to locate the menu:

```
Mini Unit Menu
Save Instal.
```

Press **Enter**. The following message will appear:

```
# Sector
Sector      0
```

Using the **▲** or **▼** keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C..

Press **Enter** to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the **▲** or **▼** keys.

```
Sector      0
Instal.     00
```

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

```
Sector      0 Mn
Instal.     00 # 000
```

Press **Enter**. The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```

The Programmer will automatically return to the *Mini Unit Menu/Edit*.

```
Mini Unit Menu
Edit
```

Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is complete.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

• *Installing a Maxi-A.C. Unit*

If the type of receiver element to be used is a Maxi-A.C. Unit, select the *Maxi A.C. Unit Menu* using the direction keys **▲** or **▼**.

```
Main Menu
Maxi A.C. Unit
```

Once selected, press **Enter**. The *Maxi Unit Menu/Edit* menu will appear on the screen:

```
Maxi Unit Menu
Edit
```

Press **Enter** a

```
Pos. Code SsEC
0001
```

gain. The following message will appear:

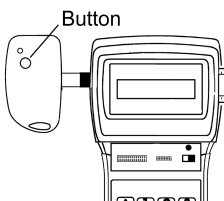
Press the **Ctrl** and **5**. Keys simultaneously. A message will appear on the screen requesting the number of transmitters to be stored.

```
# Transmitters
0000
```

Enter the quantity by means of the numerical keys (e.g. 3). Press **Enter**. The following message will appear:

```
Press Transmit.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



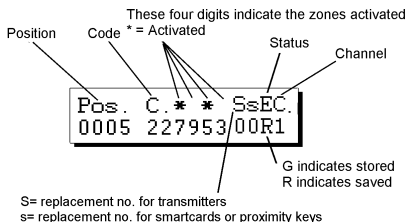
The confirmation of the operation will appear on the screen:

```
0001
Result Ok.
```

If we try to enter the same transmitter twice, the following message will appear:

```
Repeated code
```

Once all of the transmitters have been entered, the screen will show the position of each transmitter, the code, the replacement number, the status and the channel. Pressing the **Ctrl** and **8** keys simultaneously alternates the status between *G* and *R*.



We recommend making a reservation of codes in the memory card of the Maxi-A.C., in order to be able to store transmitters or smartcards without having to go to the place where the receiver element is installed. For more information, see the chapter on Maintenance of Installations.

If no change has been made, on pressing **Esc**, you will return to the *Maxi Unit Menu/Edit*.

```
Maxi Unit Menu
Edit
```

If some change had been made, on pressing the key **(Esc)** the programmer will ask whether you wish to save the TM.

```
Prog memory card
1- Yes  2- No
```

If you answer “Yes”, follow the instructions that appear on the screen, which correspond to the following.

If you answer “No”, you will return to the *Maxi Unit Menu/Edit*.

Press **(Esc)**. The following message will appear:

```
New Password
```

Enter the chosen password and press **(Enter)**. A message requesting confirmation will appear on the screen.

```
Repeat password
```

It is possible to change or assign a password at any time while creating an installation, by means of the following process:

Press **(Ctrl)** and **(1)** simultaneously. Enter the new password and press **(Enter)**. Confirm the password by entering it a second time and pressing **(Enter)** again.

Press **(Esc)** to return to the *Maxi Unit Menu/Edit*.

```
Maxi Unit Menu
Edit
```

Despite having answered “No” to the question of whether or not you wish to save the TM, provided you have not turned off the *MANAGER+DCS*, you will be able to save the installation in the *Maxi-A.C.* memory card and in the memory cartridge, otherwise all of the information will be lost when the *Portable Programmer* is switched off.

Using the **(▲)** or **(▼)** keys, locate the menu:

```
Mini Unit Menu
Prog. Memory Card
```

Press **(Enter)**. The following message will appear:

```
Memorize?
```

Press **(Enter)** again. A message will appear requesting the password of the memory card of the *Maxi-A.C.*

```
TM Password?
```

Enter the password by means of the numerical keys and press **(Enter)**. A message will appear indicating the password number previously selected.

```
Present password
inst. XXXX
```

If no password has been entered, four question marks will appear on the screen, and it will be impossible to store the memory card until a password is entered.

The following message will now appear:

```
Change password?
1-Yes 2-No
```

If you do not wish to change the password, press **(2)** and the *MANAGER+DCS* will process the data.

On the other hand, if you wish to change it, press **(1)**. The following message will appear:

```
New Password
```

Enter the new password and press **(Enter)**. A message will appear asking for confirmation of the password.

```
Repeat password
```

Enter the password again and press **Enter**. The programmer will ask if you wish to store the password.

```
Memorize?
```

We recommend noting down the password number in a safe place, **never** in the Maxi-A.C. itself.

Press **Enter**. The following message will appear:

```
Processing ...
```

Followed by:

```
Result Ok
```

The programmer will then return to the menu:

```
Mini Unit Menu
Edit
```

In order to save a copy of the installation in the memory cartridge, use the **▲** or **▼** keys to locate the menu:

```
Maxi Unit Menu
Save Instal.
```

Press **Enter**. The following message will appear:

```
# Sector
Sector      0
```

Using the **▲** or **▼** keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C.

Press **Enter** to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the **▲** or **▼** keys.

```
Sector      0
Instal.     00
```

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

```
Sector      0 Mx
Instal.     00 #0000
```

Press **Enter**. The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```

The Programmer will automatically return to the menu:

```
Maxi Unit Menu
Edit
```

Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is completed.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

3.1.2 Generating the code of the transmitter in the Portable Programmer and storing in the transmitter

- **Installing a Receiver, Mini-A.C. Unit o Maxi-A.C. Unit**

Always select the menu corresponding to the receiver element being used

If the type of receiver element to be used is, for example, a Micro-Receiver, a Single-Channel Receiver or a Control Panel Receiver Card, select the *Receiver* menu.

```
Main Menu
Receiver
```

Press **Enter**. The screen will show

```
Receiver
1-126 2-500
```

Press 1 or 2 depending on the type of memory you are going to use. Once selected, press **Enter**. The *Receiver Menu* will appear on the screen.

```
Receiver Menu
Edit
```

Press **Enter** again. The following message will appear:

```
Pos. Code SsEC
0001
```

Press the **Ctrl** and **0** keys simultaneously. A message will appear on the screen of the Portable Programmer asking how many codes are to be reserved and in what manner, sequentially or at random.

```
N. Reserve Cod.?
1-Seq. 2-Random
```

If you press **2**, the programmer will immediately ask how many codes are to be reserved. Enter the quantity by means of the numerical keys and press **Enter**.

```
N. Reserve Cod.?
0000
```

If you wish to make a Mini-Exchange or Maxi-Exchange installation, see the section on “Reserve Codes” in chapter 5 (General functions).

The programmer will then ask which channel is to be used.

```
Channel?
1
```

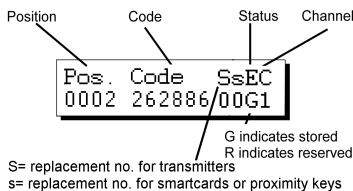
Indicate the channel by means of the numerical keys and press **Enter**. The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```

The screen now shows the position of each transmitter, the code, the replacement number, the status and the channel. Pressing the **Ctrl** and **8** keys simultaneously alternates the status between *G* and *R*.



To store the transmitters or smartcards with the code numbers thus generated, press **Ctrl** and **4** simultaneously.

```
# Transmitters
0000
```

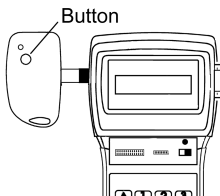
Enter the quantity by means of the numerical keys (e.g. 3).

```
# Transmitters
3
```

Press **Enter** again. The following message will appear:

```
Press Transmit.
0001
```

Insert the transmitter into the transmitter connection adapter (see figure on page 6, no. 9) and press any button of the transmitter.



The confirmation of the operation will appear on the screen:

```
Memorizing
```

Followed by:

```
0001
Result Ok.
```

Once all of the transmitters have been stored, the Portable Programmer will return to the position:

```
Pos. Code SsEC
0002 262886 00G1
```

Press **Esc** to return to the *Receiver Menu*.

```
Receiver Menu
Edit
```

Now save the installation in the receiver memory card and in the memory cartridge, otherwise all of the information will be lost when the Portable Programmer is switched off.

Using the **▲** or **▼** keys, locate the menu:

```
Receiver Menu
Prog. Memory Card
```

Press **Enter**. The following message will appear:

```
Memorize?
```

If the installation is a Mini-A.C. or a Maxi-A.C., a message will appear requesting the password of the memory card.

```
TM Password?
```

Remember that you can change the default password, if you prefer. See the section “Changing the password of a Mini-A.C. or Maxi-A.C. installation created with the MANAGER+DCS” in chapter 5.

Enter the password by means of the numerical keys and press **Enter**. A message will appear indicating the password number previously selected:

```
New Password
```

We recommend noting down the password number in a safe place, **never** in the Mini-A.C. itself.

Press **Enter**. The following message will appear:

Processing ...

Followed by:

Result Ok

The programmer will then return to the menu:

Receiver Menu
Edit

In order to save a copy of the installation in the memory cartridge, use the **▲** or **▼** keys to locate the menu:

Receiver Menu
Save Instal.

Press **Enter**. The following message will appear:

Sector
Sector 0

Using the **▲** or **▼** keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C.

Press **Enter** to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the **▲** or **▼** keys.

Sector 0
Instal. 00

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

Sector 0 Rc
Instal. 00 #

Press **Enter**. The following message will appear momentarily:

Processing ...

Followed by:

Result Ok

The Programmer will automatically return to the menu:

Main Menu
Transmitter

Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is complete.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

3.2 Creating the installation in the receiver unit and storing it in the Portable Programmer (Recommended option)

In order to create an installation in the receiver unit, the instructions accompanying each of the models must be followed.

Once the programming of the receiver unit is completed, switch it off and remove the corresponding memory card.

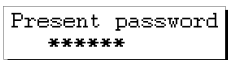
Insert the memory card into the corresponding connector of the Portable Programmer (see figure on page 6, nos. 4 and 5).

Set the power switch (see figure on page 6, no. 6) to ON. The following message will appear on the screen and a long “beep” will be emitted.



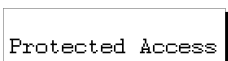
The Portable Programmer will now request the password. This consists of 6 figures: if fewer figures are entered, the Portable Programmer will interpret the entry as erroneous: that is, to use the number 9 as the password, the value 000009 must be entered. The password pre-set in the factory is always 000000.

Each time a figure of the password is pressed, an asterisk * appears in the display and a “beep” is emitted.

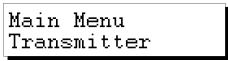


Once the password is correctly entered, it must be validated by pressing **Enter**. In the event of error, it can be deleted before validation by pressing the key **C**.

If an erroneous password is entered, the following message will appear on the screen:



Once the password has been correctly entered, the screen will display *Main Menu/Transmitter*.



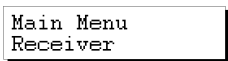
Both the main menu and the submenus are of the rotary type, which means that the various options can be accessed by pressing the direction keys **▲** or **▼**.

To facilitate the search for the options of each menu, section 1.4, Menu Tree, shows an exploded diagram of the menus (pages 8 and 9).

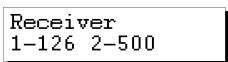
Press the **▲** key until the screen shows the type of receiver element (Receiver, Mini-A.C. or Maxi-A.C.) required for the installation.

- **Installing a Receiver**

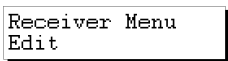
If the type of receiver element to be used is a Micro-Receiver, a Single-Channel Receiver or a Control Panel Receiver Card, select the *Receiver* menu.



Press **Enter**. The screen will show



Press 1 or 2 depending on the type of memory that is going to be used. Once selected, press **Enter**. The *Receiver Menu/Edit* will appear on the screen.



Using the  or  keys, locate the menu:

```
Receiver Menu
Read Memory Card
```



Press . The following message will appear:

```
Result Ok
```

The Programmer will then return to the menu:

```
Receiver Menu
Edit
```



We recommend making a reservation of codes in the memory card of the receiver, in order to be able to store transmitters or smartcards without having to go to the place where the receiver element is installed. For more information, see the chapter on General functions.




In order to save a copy of the installation in the memory cartridge, use the  or  keys to locate the menu:

```
Receiver Menu
Save Instal.
```

Press . The following message will appear:

```
# Sector
Sector 0
```

Using the  or  keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C.

Press  to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the  or  keys.

```
Sector 0
Instal. 00
```

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

```
Sector 0 Rc
Instal. 00 #
```

Press . The following message will appear momentarily:

```
Processing ...
```

Followed by:

```
Result Ok
```

The Programmer will automatically return to the *Receiver Menu/Edit*.

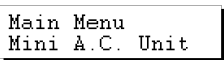
```
Receiver Menu
Edit
```

Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is completed.

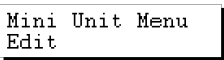
It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

• **Installing a Mini-A.C. Unit**

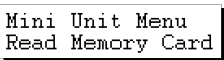
If the type of receiver element to be used is a Mini-A.C., select the *Mini-A.C. Unit* menu.



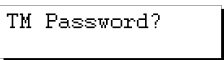
Once selected, press **Enter**. The *Mini Unit Menu/Edit* will appear on the screen.



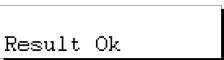
Using the **▲** or **▼** keys, locate the menu:



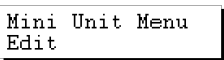
Press **Enter**. A message will appear requesting the password of the memory card of the Mini-A.C.



Enter the password by means of the numerical keys and press **Enter**. The following message will appear:

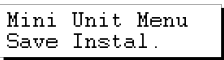


The Programmer will now return to the menu:

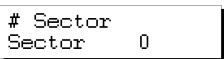


We recommend making a reservation of codes in the memory card of the Mini-A.C., in order to be able to store transmitters or smartcards without having to go to the place where the receiver element is installed. For more information, see the chapter on General functions.

In order to save a copy of the installation in the memory cartridge, use the **▲** or **▼** keys to locate the menu:

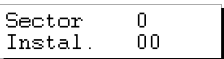


Press **Enter**. The following message will appear:

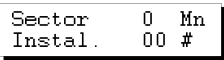


Using the **▲** or **▼** keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Mini-A.C., or *Mx* if it is a Maxi-A.C.

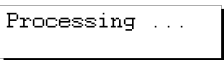
Press **Enter** to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the **▲** or **▼** keys.



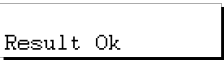
If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.



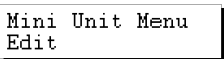
Press **Enter**. The following message will appear momentarily:



Followed by:



The Programmer will automatically return to the menu:



Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is complete.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

• **Installing a Maxi-A.C. Unit**

If the type of receiver element to be used is a Maxi-A.C., select the *Maxi-A.C. Unit* menu.

Main Menu
Maxi A.C. Unit

Once selected, press **Enter**. The *Maxi Unit Menu/Edit* will appear on the screen:

Maxi Unit Menu
Edit

Using the **▲** or **▼** keys, locate the menu:

Maxi Unit Menu
Read Memory Card

Press **Enter**. A message will appear requesting the password of the memory card of the Maxi-A.C.

TM Password?

Enter the password by means of the numerical keys and press **Enter**. The following message will appear:

Result Ok

The Programmer will now return to the menu:

Maxi Unit Menu
Edit

We recommend making a reservation of codes in the memory card of the Maxi-A.C., in order to be able to store transmitters or smartcards without having to go to the place where the receiver element is installed. For more information, see the chapter on General functions.

In order to save a copy of the installation in the memory cartridge, use the **▲** or **▼** keys to locate the menu:

Maxi Unit Menu
Save Instal.

Press **Enter**. The following message will appear:

Sector
Sector 0

Using the **▲** or **▼** keys, select the number of the sector where the installation is to be saved. If another installation is already saved in this sector, the Portable Programmer will indicate this on the screen by means of the abbreviations *Rc* if it is a receiver installation, *Mn* if it is a Maxi-A.C., or *Mx* if it is a Maxi-A.C.

Press **Enter** to access the screen that enables the selection of the installation number where the installation being configured is to be stored. This number can be selected by using the **▲** or **▼** keys.

Sector 0
Instal. 00

If the number is already occupied, it will be accompanied by the symbol #. In this case, you must decide whether to overwrite the previously stored installation or select a different number.

Sector 0 Mx
Instal. 00 #

Press **Enter**. The following message will appear momentarily:

Processing ...

Followed by:

Result Ok

The Programmer will automatically return to the menu:

Maxi Unit Menu
Edit

Switch off the power supply of the Portable Programmer, remove the memory card and insert it correctly in the receiver (remembering that this must be switched off). The installation is complete.

It is very important to note down the installation number and the sector of the memory cartridge where it has been stored, together with the position number and the code of each transmitter, in order subsequently to be able to maintain the installation efficiently.

4. Connection to PC

4.1 Connection software

4.1.1 Minimum requirements of the PC

4.2 Connection system

NOTES

The MANAGER+DCS Portable Programmer can be connected to IBM-compatible PCs by means of a DB9-DB25 (male-female) RS-232 series cable.

4.1 Connection software

The software package, which enables the data of the MANAGER+DCS to be processed from the PC, is called SOFTMAN and can be obtained from your usual distributor.

4.1.1 Minimum requirements

- PC Pentium 133 MHZ.
- 16 Mb of RAM memory.
- 10 Mb of free space on hard disk.
- One free serial port RS232.
- VGA Graphic card (recommendable 800 x 600).
- CD-ROM Unit.
- Printer (highly recommendable).

4.2 Connection system

Connect the wide end (25 pins) of the RS-232 cable to the appropriate serial port of the computer and the narrow end (9 pins) to the PC connector of the MANAGER+DCS Portable Programmer (see figure on page 6, no. 11).

Switch on the MANAGER+DCS and enter the password (remembering that the factory setting is 000000). Now press the **Ctrl** and **C** keys simultaneously. The MANAGER+DCS Portable Programmer is immediately connected to the computer.

5. General functions

5.1 Remarks

5.2 Read Transmitter Menu

5.3 Read Smartcard Menu

5.4 Read Proximity key Menu

5.5 Memorize Transmitter Menu

5.6 Memorize Card Menu

5.7 Memorize Proximity Key Menu

5.8 Copy Transmitter Menu

5.9 Transmitter Replacement Menu

5.10 Card Replacement Menu

5.11 Key Replacement Menu

5.12 Direct functions for reading or storing a transmitter, smartcard or proximity key

5.13 Create a Receiver, Mini-A.C. or Maxi-A.C. installation

5.14 Read installation memory card

5.15 Programming installation memory card

5.16 Save installation in memory cartridge

5.17 Restore installation from memory cartridge

5.18 Change type of memory card

5.19 Protect access to memory

5.20 Program a memory card in old/new format

5.21 Add installation PIN

5.22 Delete installation from memory cartridge

5.23 Delete memory cartridge

5.24 Change password for access to MANAGER+DCS

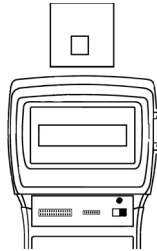
5.25 Change language

5.26 Save configuration

NOTES

5.1 Remarks

In order to perform the functions marked (*), in the case of transmitters, the transmitter connection adapter must be used (see figure on page 6, no. 9) fitted to the connector (no. 8) for that purpose, while in the case of smartcards, the smartcard connection slot (no. 10) must be used, inserting the card with the chip downwards and facing the operator in order for it to meet up with the contacts fitted in the mouth of the connector, as shown in the following diagram. In the case of proximity keys (see figure page 7) use the Interface provided for this purpose.



5.2 Read Transmitter Menu (*)

This menu makes it possible to read the code contained in a transmitter.

It is accessed via *Main Menu/Transmitter*.

```
Main Menu
Transmitter
```

Once selected, press **Enter** and *Transmitter Menu/Read Transmitter* will appear.

```
Transmit. Menu
Read Transmitter
```

Once selected, press **Enter** and the message *Press Transmit.* will appear.

```
Press Transmit.
```

Connect the transmitter and press the button.

5.3 Read Smartcard Menu

This menu makes it possible to read the code contained in a smartcard.

It is accessed via *Main Menu/Smartcard*.

```
Main Menu
Smartcard
```

Once selected, press **Enter** and *Read SmartCard* will appear.

```
SmartCard Menu
Read SmartCard
```

Once selected, press **Enter** and the message *Insert SmartCard* will appear.

```
Insert SmartCard
```

Insert the smartcard.


5.4 Read Proximity Key Menu

By means of the keys  or  select the *Main Menu/Proximity Key*. Press .

```
Main Menu
Proximity Key
```

This message appears on screen:

```
Prox. Key Menu
Read Key
```

Press . The Portable Programmer will then ask you to place the key close to the Interface. Remember to put it inside the serigraphed area at 4 cm or less away.

```
Approach Key
```

Once the Interface has correctly read it, a short beep will sound which will denote the validity of the read operation. The key's code and channel will appear on screen.


```
s Code
X-XXXXXX X
```

5.5 Memorize Transmitter Menu (*)

This menu makes it possible to store a transmitter with the code the user has previously entered by means of the keyboard.

It is accessed via *Main Menu/Transmitter*.


```
Main Menu
Transmitter
```

Once selected, press  and the *Memorize Transm.* menu will appear.

```
Transmit. Menu
Memorize Transm.
```

Enter the code required (six digits).

```
Type code
000000
```

Once entered, press  and the message *Press Transmit.* will appear.

```
Press Transmit.
```


Connect the transmitter and press the button.

5.6 Memorize SmartCard Menu

This menu makes it possible to store a smartcard with the code the user has previously entered by means of the keyboard.

It is accessed via *Main Menu/SmartCard*.


```
Main Menu
Smartcard
```

Once selected, press  and the *Memorize Card* menu will appear.

```
SmartCard Menu
Memorize Card
```

Enter the code required (six digits).

```
Type code
000000
```

Once entered, press  and the message *Insert SmartCard* will appear.

```
Insert SmartCard
```

Insert the smartcard.

5.7 Memorize Proximity Key Menu

By means of the keys  or  you should select the *Main Menu/Proximity Key*. Press .



```
Main Menu
Proximity Key
```

This message appears on screen:

```
Prox. Key Menu
Read Key
```

By means of the keys  or  select the menu

```
Prox. Key Menu
Memorize Key
```

Press the key . The code is asked for on screen. Enter the relevant code using the numerical keypad. Press the key  again to validate the code.

```
Type code
000000
```

The channel will now be asked for. Enter the channel number and validate by pressing the key .

```
Channel?
1
```

The Portable Programmer will then ask you to place the key close to the Interface. Remember to put it inside the serigraphed area at 4 cm or less away.

```
Approach Key
```

Once the Interface has correctly saved the key, a short beep will sound indicating the validity of the save operation. This message will now appear on screen

```
Memorizing
```

With the subsequent visual confirmation of the operation.

```
Result Ok
```

The Portable Programmer **MANAGER+DCS** will return to the menu


```
Prox. Key Menu
Read Key
```

5.8 Copy Transmitter Menu (*)


This function is recommended only for copying the code of a faulty transmitter to a new one.

This menu is accessed via *Main Menu/Transmitter*.


```
Main Menu
Transmitter
```

Once selected, press  and the *Copy Transmitter* menu will appear.

```
Transmit. Menu
Copy Transmitter
```

Press . Connect the transmitter to be copied and press any of its buttons.

```
Press Transmit.
```

Press . Connect the new transmitter (to which the code is to be copied) and press any of its buttons.

```
Press Transmit.
```

5.9 Transmitter Replacement Menu (*)

This function allows a transmitter that has been lost or stolen to be annulled and the same code to be used without any need to go to the installation to annul the lost code in the receiver. That is, a "replacement" is made with a new transmitter,

modifying the code and the “Replacement Number”. This “Replacement Number” goes from “0” to “7” (0 is the first command served from the factory and 7 the last “replacement” before giving the code as obsolete to the installation). A higher replacement, on issuing the code to the receiver, annuls the previous one and is automatically updated.

Access is made by means of *Transmitter Menu/Substitute*.

| |
|------------------------------|
| Transmit. Menu Substitute |
|------------------------------|

Once chosen, press **Enter** and the screen will show the message *Type code*.

| |
|---------------------|
| Type code 000000 |
|---------------------|

Press **Enter**. Enter the number of the replacement to be made.

| |
|---------------------|
| Nr. Substitute 0 |
|---------------------|

Press **Enter** again. Turn on the transmitter you wish to include and press any key.

| |
|-----------------|
| Press Transmit. |
|-----------------|

Then the following screens will appear.

| |
|------------|
| Memorizing |
|------------|

| |
|-----------|
| Result Ok |
|-----------|

Important note on replacement

For better use of the replacement numbers, it is best to keep a control on them, as presented in the attached card. If, when a new replacement is served, a number is delivered that is not the next one (for instance 4 when it should be 3) one possible change is lost. If, on the other hand, the user is given a replacement number that is the same or lower than the previous one, it will not work.

| | | | | | | | |
|---------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| SECRET CODE: | <input type="text"/> | <input type="text"/> | | | | | |
| SUBSTITUTE: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| BATTERY REPLACEMENT | | | | | | | |

While we are editing an installation, albeit a Receiver, Mini-C or Maxi-C, to be able to undertake replacement, we must situate ourselves in the position to change and press the key **Enter**. Then follow the instructions of aside 5.9, 5.10 or 5.11 depending on whether it is a transmitter, smartcard or proximity key.

5.10 Card Replacement Menu

This function allows a smartcard that has been lost or stolen to be annulled and the same code to be used without any need to go to the installation to annul the lost code in the receiver. That is, a “replacement” is made with a new smartcard, modifying the code and the “Replacement Number”. This “Replacement Number” goes from “0” to “3”, so the original card may only have three replacements. A higher replacement, on issuing the code to the receiver, annuls the previous one and is automatically updated.

Access is made by means of *SmartCard Menu/Substitute*.

SmartCard Menu
Substitute

Once selected, press **Enter** and the message *type code* will appear on the screen.

Type code
000000

Press **Enter**. Enter the number of the replacement to be made.

Nr. Substitute
0

Press **Enter** once more. Insert the card you wish to include.

Insert SmartCard

Then the following screens will appear

Memorizing

Result Ok

5.11 Key Replacement Menu

This function allows a proximity key that has been lost or stolen to be annulled and the same code to be used without any need to go to the installation to annul the lost code in the receiver. That is, a “replacement” is made with a new proximity key, modifying the code and the “Replacement Number”. This “Replacement Number” goes from “0” to “3”, so the original key may only have three replacements. A higher replacement, on issuing the code to the receiver, annuls the previous one and is automatically updated.

Access is made by *Prox. Key Menu/Substitute*.

Prox. Key Menu
Substitute

Once selected, press **Enter** and the message *type code* will appear on the screen.

Type code
000000

Press **Enter**. Enter the number of the replacement to be made.

Nr. Substitute
0

Press **Enter** again. Now the channel is requested. Enter the channel number and validate by pressing the key **Enter**.

Channel?
1

Then the Portable programmer will ask you to approach the key to the Interface. Remember to approach it to the serigraphed areas and at a distance of less than 4 cm.

Approach Key

Once the Interface has saved correctly, a short beep will be emitted to indicate the validity of the storing operation. The following message will appear on screen

Memorizing

The operation will then be confirmed on screen

Result Ok

5.12 Direct functions for reading or storing a transmitter, smartcard or proximity key (*)

These functions make it possible to read or store a transmitter, smartcard or proximity key quickly and without having to enter any menu.

5.12.1 Read transmitter

Press **Ctrl** and **5** simultaneously. Press any button on the transmitter. The code of the transmitter will appear on the screen. To exit, press **Enter**.

5.12.2 Read smartcard

Press **Ctrl** and **6** simultaneously. Insert the card. The code of the card will appear on the screen. To exit, press **Enter**.

5.12.3 Read proximity key

To read the code of the proximity key, simultaneously press **Ctrl**+**6** and follow the instructions that appear on the screen of the Portable Programmer.

5.12.4 Memorize transmitter

Press **Ctrl** and **4** simultaneously. Enter the required code. Press **Enter**. Press any button on the transmitter.

5.12.5 Memorize smartcard

Press **Ctrl** and **7** simultaneously. Enter the code. Press **Enter**. Insert the card.

5.12.6 Memorize proximity key

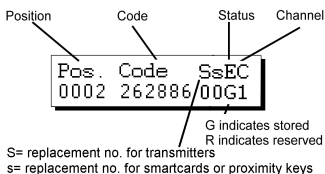
To save the code in the proximity key, simultaneously press **Ctrl**+**7** and follow the instructions that appear on the screen of the Portable Programmer.

5.13 Create a Receiver, Mini-A.C. or Maxi-A.C. installation

This menu is accessed via:

Main Menu/Receiver, Main Menu/Mini A.C. Unit or Main Menu/Maxi A.C. Unit.

It makes it possible to create or modify an installation in the memory of the MANAGER+DCS. The following data are shown on the screen:



Select *Main Menu/Receiver...*

```
Main Menu
Receiver
```

Main Menu/Mini A.C. Unit...

```
Main Menu
Mini A.C. Unit
```

...or Main Menu/Maxi A.C. Unit.

```
Main Menu
Maxi A.C. Unit
```

Press **Enter**. Select *Edit*

```
Receiver Menu
Edit
```


Press **Enter**. The following message will appear on the screen:

| | |
|-----------|------|
| Pos. Code | SsEC |
| 0001 | |

5.13.1 Modify a code

This function makes it possible to modify the code of an existing installation.

Go into the required position and press **Enter**. Enter the new code (a number of six digits, lower than 524286). Press **Enter**.

5.13.2 Create a new code

This function makes it possible to enter a new code in the installation.

In the case of a Receiver, press **Ctrl** and **Enter** simultaneously. Enter the code of six digits and press **Enter**. In the case of a Mini-A.C. or a Maxi-A.C., go into a vacant position and simply press **Enter**.

5.13.3 Delete a code

This function makes it possible to delete an individual code in an installation.

Go into the required position. Press **C**

The position is now vacant.

5.13.4 Change the password of a Mini-A.C. or Maxi-A.C. installation created with the MANAGER+DCS

To change the password, proceed as follows:

Press **Ctrl** and **1** simultaneously. Enter the new password and press **Enter**. Confirm the password by entering it again and pressing **Enter**.

5.13.5 Go to position

This function makes it possible to go directly to the required position.

Press **Ctrl** and **3** simultaneously. Enter directly the number corresponding to the required position. Press **Enter**.

5.13.6 Memorize “n” transmitters/Memorize “n” smartcards/Memorize “n” keys

This function makes it possible to store the codes of an installation to n transmitters or n smartcards. All of the positions stored automatically assume the status **G** (stored).

Go into the position from which the codes are to be stored to the transmitters or smartcards

| |
|---------------------------------|
| In the case of transmitters ... |
|---------------------------------|

Press **Ctrl** and **4** simultaneously to store transmitters.

Connect successively the transmitters to be stored and press any button on them. Press **Enter** on completing the process of connecting and pressing a button on each transmitter.

In the case of smartcards or proximity keys ...

Press **Ctrl** and **7** simultaneously to store smartcards.

Select 1 or 2 depending on whether it is a card or a key. Enter the number that corresponds to the quantity you wish to store. Press **Enter**.

Successively insert the smartcards or proximity keys that you wish to store and press **Enter** after each one.

5.13.7 Read “n” transmitters/Read “n” smartcard/Read “n” keys

This function makes it possible to read the codes of n transmitters or n smartcards and register them in an installation.

All of the positions read automatically assume the status **G** (stored).

Go into a free position from which the transmitters or smartcards are to be read (only in the case of a Mini-A.C. or Maxi-A.C.).

In the case of transmitters ...

Press **Ctrl** and **5** simultaneously to read transmitters.

Enter the number of transmitters to be read and press **Enter**.

Connect successively the transmitters to be read, and on each of them press the button corresponding to the required working channel.

In the case of smartcards or proximity keys...

Press **Ctrl** and **6** simultaneously to read smartcards.

Select 1 or 2 depending on whether it is a card or a key. Enter the number that corresponds to the quantity you wish to store. Press **Enter**.

Successively insert the smartcards or proximity keys that you wish to store and press **Enter** after each one.

5.13.8 Change status

This function makes it possible to change the status of a position.

Go into the required position.

Press **Ctrl** and **8** simultaneously. The position will automatically change to the opposite status.

5.13.9 New installation

This function makes it possible to delete all of the installation contained in the memory of the MANAGER+DCS and create a new one.

From any position of the installation, press **Ctrl** and **9** simultaneously. Confirm the action by pressing **Enter**.

5.13.10 Reserve codes

This function makes it possible to store reserve codes in an installation.

All of the positions will automatically assume the status R (reserved).

Go into a free position (only in the case of a Mini-A.C. or Maxi-A.C.). Press **Ctrl** and **0** simultaneously.

Select sequential or random codes

| |
|---------------|
| 1= sequential |
|---------------|

| |
|-----------|
| 2= random |
|-----------|

Press **Enter**. Enter the number of reserve codes to be generated. Press **Enter** again.

If sequential codes have been selected, the MANAGER+DCS will request the entry of an initial code (6 figures). Enter the code and press **Enter**.

Only in the event that the unit operates in single-channel mode, enter the number of the channel to be stored, and press **Enter**.

In the case of a Maxi-A.C., the MANAGER+DCS will ask if zonal mode is required. If it is, enter the common channels that use the positions generated and press **Enter**. If zonal mode is not required, press **Enter** directly.

5.13.11 Change channel

This function makes it possible to change the assigned channel individually to one single position or to a complete installation.

- **To change the channel individually to a position**

Go into the required position. Press **Ctrl** and **▲** or **▼** simultaneously until the required channel number is reached. Press **Enter**.

- **To change the channel to a complete installation**

From any position, press **Ctrl** and **C** simultaneously. Enter the required channel number and press **Enter**.

5.13.12 Configure codes in zonal mode

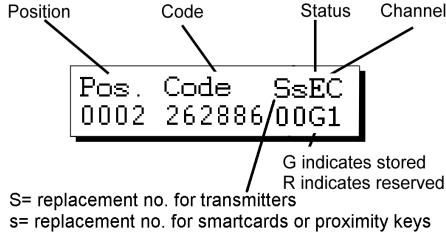
| |
|--------------------------------|
| (Only from the Maxi-A.C. menu) |
|--------------------------------|

This function makes it possible to modify the channels assigned in zonal mode in each position.

Go into the required position. Press **Ctrl** and **2** simultaneously.

By means of the numerical keyboard, select or cancel the channels assigned in zonal mode by entering the corresponding channel number, and press **Enter**.

In these cases, the screen display will be as follows:



5.14 Read installation memory card

This function is accessed via:

Main Menu/Receiver,

```

Main Menu
Receiver
    
```

Main Menu/Mini A.C. Unit...

```

Main Menu
Mini A.C. Unit
    
```

...or Main Menu/Maxi A.C. Unit.

```

Main Menu
Maxi A.C. Unit
    
```

It enables the contents of the memory card of a Receiver, Mini-A.C. or Maxi-A.C. to be dumped into the memory of the MANAGER+DCS..

Select *Main Menu/Receiver,*

```

Main Menu
Receiver
    
```

Main Menu/Mini-A.C. Unit...

```

Main Menu
Mini A.C. Unit
    
```

...or Main Menu/Maxi-A.C. Unit.

```

Main Menu
Maxi A.C. Unit
    
```

Press **Enter**. Select *Read Memory Card*

```

Receiver Menu
Read Memoy Card
    
```

Press **Enter**. In the case of a Mini-A.C. or Maxi-A.C., enter the password of the memory card and press **Enter**.

In order to work in the installation retrieved, select *Edit*.

Press **Enter**.

```

Receiver Menu
Edit
    
```

5.15 Programming installation memory card

Within the *Edit* menu of a Receiver, Mini-A.C. or Maxi-A.C. installation, press **▲** or **▼** and select *Prog. Memory Card*. Press **Enter**.

```

Receiver Menu
Prog.Memory Card
    
```

Confirm the action by pressing **Enter**. In the case of a Mini-A.C. or Maxi-A.C., the Programmer will ask for the password of the memory card. Enter it and press **Enter**. The new password will appear on the screen. Press **Enter** again to confirm it.

5.16 Save installation in memory cartridge

This function makes it possible to dump a Receiver, Mini-A.C. or Maxi-A.C. installation from the memory of the MANAGER+DCS to the memory cartridge.

The capacity of the cartridge is divided into seven sectors, numbered from zero to six. Only installations of the same type can exist in each sector. The first installation stored in each sector determines the type of installations, which will subsequently be stored in it. The maximum number of installations stored varies according to the type:

32 Receiver installations of 126 codes

8 Receiver installations of 500 codes

16 Mini-A.C. installations

2 Maxi-A.C. installations

The initials

Rc Receiver 126

R5 Receiver 500

Mn Mini-A.C.

Mx Maxi-A.C.

Indicate the occupied sectors, and each occupied installation is indicated by the symbol #.

From the *Edit* menu of a Receiver, Mini-A.C. or Maxi-A.C. installation, press **(Esc)**.

```
Receiver Menu
Edit
```

Select *Save Instal.* Press **(Enter)**.

```
Receiver Menu
Save Instal.
```

Select the number of the sector where the installation is to be stored and press **(Enter)**.

Then select the number of the installation and press **(Enter)** again.

5.17 Restore installation from memory cartridge

This function is accessed via:

Main Menu/Receiver,

```
Main Menu
Receiver
```

Main Menu/Mini A.C. Unit...

```
Main Menu
Mini A.C. Unit
```

...or Main Menu/Maxi A.C. Unit.

```
Main Menu
Maxi A.C. Unit
```

It enables a Receiver, Mini A.C. or Maxi A.C. installation to be retrieved from the cartridge to the memory of the MANAGER+DCS.

Select *Main Menu/Receiver*,

```
Main Menu
Receiver
```

Main Menu/Mini A.C. Unit...

```
Main Menu
Mini A.C. Unit
```

...or *Main Menu/Maxi A.C. Unit*, and press **Enter**.

```
Main Menu
Maxi A.C. Unit
```

Select *Restore Instal.* and press **Enter**.

```
Receiver Menu
Restore Instal.
```

Select the number of the sector where the installation is located. Press **Enter**.

Then select the number of the installation and press **Enter** again.

Select *Edit* and press **Enter** to work in the installation restored.

```
Receiver Menu
Edit
```

5.18 Change type of memory card

This function is accessed via:

Main Menu/Mini A.C. Unit...

```
Main Menu
Mini A.C. Unit
```

...or *Main Menu/Maxi A.C. Unit*.

```
Main Menu
Maxi A.C. Unit
```

It enables the contents of the memory of a unit with a smaller code storage capacity to be transferred to a unit with a larger memory. For example, the contents of a Receiver can be transferred to a Mini A.C., or those of a Mini A.C. to a Maxi A.C.

Example:

To perform the process, let us assume that the source unit is a Receiver and the destination unit is a Mini A.C.

Connect the memory card of the unit to be enlarged (Receiver) to the memory card connector (see figure on page 6, no. 4).

Select the menu of the unit to which the contents of the source unit are to be transferred (in this case, a Mini A.C.: *Mini Unit Menu*).

Select *Change TM type* and press **Enter**.

```
Mini Unit Menu
Change TM type
```

Select *Edit* and press **Enter** to go into the new enlarged installation.

```
Mini Unit Menu
Edit
```

5.19 Protect access to memory

This allows the programming to be blocked in 126 or 500 receivers via radio transmission

Access if made by means of *Main Menu/Receiver*.

```
Main Menu
Receiver
```

Press **Enter** and on screen the message will appear

```
Receiver
1-126 2-500
```

Select the type of receiver and press **Enter** again. The screen will show:

```
Receiver Menu
Edit
```

Press the keys **Ctrl** and **2** together. The screen will show the option to block the programming by radio. If you press **1** it will block it and if you press **2** it will release

```
Block Program
1-Yes 2-No
```

5.20 Program a memory card in old/new format

Access is made by means of:

Main Menu/Receiver, Main Menu/Mini-Unit or Main Menu/Maxi-Unit.

This allows any memory card to be stored in new or old format. If the MANAGER+DCS detects a new TM, it will store it in new format, and if it detects an old TM, it will store it in old format.

If the MANAGER+DCS detects that it is a memory card automatically reconverted with a receiver, it will ask:

```
Prog. memory card
1-Yes 2-No
```

This function may also be performed with the keys **Ctrl** and **9** in the Receiver, Mini-Unit and Maxi-Unit menus.

5.21 Add installation PIN

The installation PIN is a 4-figure number that is entered, through the portable programmer, in the first transmitter that is saved in the receiver or directly on the memory card. From this moment, the receiver will recognise this “PIN” in any transmitter where it is inserted. It will be emitted by pressing the button on the rear of the corresponding transmitter, and the receiver will automatically program it in its memory, issuing a long beep

5.21.1 Entering the installation PIN in a TM126 or TM500

Insert the TM in the MANAGER+DCS and select the *Main Menu/Receiver*.

```
Main Menu
Receiver
```

Press **Enter** and the screen will show

```
Receiver
1-126 2-500
```

Select the type of receiver and press **Enter** again. The screen will show:

```
Receiver Menu
Edit
```

Select the *Receiver Menu/Enter PIN* and press **Enter**.

```
Receiver Menu
Enter PIN
```

If the TM entered is old, the following message will appear:

```
Actualize TM
1-Yes 2-No
```

By pressing the key **1** the screen will show

```
Enter New PIN
****
```

Enter the PIN and press **Enter** again. The screen will show:

```
Result Ok
```

By pressing **2** you will return to the previous screen, because in old format it was not possible to enter the PIN.

```
Receiver Menu
Enter PIN
```

If the TM entered is new, the following message will appear:

```
Enter New PIN
****
```

Enter the PIN and press **Enter** again. The screen will show:

```
Result Ok
```

5.21.2 Entering installation PIN in transmitters

Access is made by means of *Transmitter Menu/Add PIN*.

```
Transmit. Menu
Add PIN
```

By pressing the **Enter** key, the screen will show

```
Enter New PIN
****
```

Enter the PIN and press **Enter** again. The screen will show:

```
Press Transmit.
```

Press any button of the Transmitter and a screen will appear to confirm the operation.

```
Result Ok
```

5.22 Delete installation from memory cartridge

This function is accessed via *Main Menu/Cartridge*.

```
Main Menu
Cartridge
```

It enables a determined installation to be deleted from the cartridge.

Select *Cartridge* and press **Enter**.

```
Main Menu
Cartridge
```

Select *Delete Instal.* and press **Enter**.

```
Cartridge Menu
Delete Instal.
```

Select the number of the sector where the installation to be deleted is stored. Press **Enter**.

Select the number corresponding to the installation to be deleted. Press **C**.

```
Delete?
```

Confirm the action by pressing **Enter**.

5.23 Delete memory cartridge

This function is accessed via *Main Menu/Cartridge*.

Main Menu
Cartridge



THIS FUNCTION TOTALLY DELETES THE CONTENTS OF THE CARTRIDGE

Select *Main Menu/Cartridge*. Press **Enter**.

Main Menu
Cartridge

Select *Delete Cartridge*. Press **Enter**.

Cartridge Menu
Delete Cartridge

Confirm the action by pressing **Enter**.

Delete?

5.24 Change password for access to MANAGER+DCS

This function is accessed via *Main Menu/Set-up*.

Main Menu
Setup

It makes it possible to change the password for access to the MANAGER+DCS.

Select *Main Menu/Set-up*. Press **Enter**.

Main Menu
Setup

Select *Change Password*. Press **Enter**.

Setup Menu
Change Password

Enter the new password (six figures).

Confirm the new password by pressing **Enter** again.

If you wish to delete the password of the Portable Programmer, go to *Set-up Menu/Save Set-up*, and press **Enter**

Setup Menu
Save Setup

Now press **Ctrl** and **C** simultaneously, then enter the current password. Press **Enter**. A message will appear on screen asking if you wish to continue using a password or not.

Remember to save the configuration in order for the changes to be effective.

5.25 Change language

This function is accessed via *Main Menu/Set-up*.

Main Menu
Setup

It makes it possible to change the language of the messages appearing on the screen of the MANAGER+DCS.

Select *Main Menu/Set-up*. Press **Enter**.

Main Menu
Setup

Select *Language*. Press **Enter**.

```
Setup Menu
Language
```

Enter the number corresponding to the language required.

Remember to save the configuration in order for the changes to be effective.

5.26 Save configuration

This function is accessed via *Main Menu/Set-up*

```
Main Menu
Setup
```

It makes it possible to save the selected configuration as the pre-selected default configuration of the MANAGER+DCS.

Define the configuration parameters to your preferences.

Select *Save Set-up*. Press **Enter**.

```
Setup Menu
Save Setup
```