KAJ INSTALLATIONS & SERVICES

DOMINATOR 433 PROGRAMMING INSTRUCTIONS.

The following steps must be completed quickly. If the door commences to move during this coding process the time taken between steps has exceeded the time limit and the process must be started again.









CODING NEW HANDSETS TO MOTOR

- 1. Turn power off (Motor only)
- 2. Turn power on (Motor only)
- 3. Press "Programme" button (located on back of motor) and release
- 4. Repeat Step 3
- 5. Wait for all four red LED's under the program button to flash twice then stop. LED #1 will be either flashing or illuminated
- 6. If the LED is illuminated this means a code has already been stored in this location. Press the "Programme" button to cycle through to the next vacant memory location (indicated by flashing LED)
- 7. When a flashing LED has been found, press and hold the transmitter button until the LED stops flashing and is illuminated. The code has now been stored in the memory
- 8. Wait 10 seconds and then press the transmitter button. If programming was successful the door should start to move
- 9. Repeat process for any extra transmitters
- Return to the reset mode by either waiting 10 seconds or by pressing the "Programme" button until you
 have passed memory location #10

Note: Up to ten (10) transmitters may be stored in the memory. Each memory location is assigned a number from 1 to 10 (e.g. LED 1 indicates memory location #1 and a combination of LED 2 and LED 3 and LED 4 represents memory location #9)

CODE DELETING

- 1. Disconnect power to the unit only for 20 seconds
- 2. Press and release the "Programme" button two (2) times
- 3. After several seconds all four LED's will flash, and then LED #1 (first memory location) will be illuminated
- 4. If this code requires deleting press and hold the "Programme" button until the LED starts to flash (the code in location #1 is now cleared)
- 5. Press and release the "Programme" button to cycle through to the remaining memory locations (indicated by illuminated LED's) and delete as required

