INSTRUCTIONS FOR USE

Q-TRON SECURPLEX EXTENDED RANGE CODE HOPPING RECEIVER
Covers models: SECPLEX-1X, SECPLEX-3X

STEP 1. Selecting Pulse or Latch

This procedure must be performed first. Make sure power is off.
The factory default setting for all channels is PULSE. To change a particular channel's function from PULSE to LATCH, put the applicable channel's "Program Jumper" ie. either CH-1, CH-2 or CH-3 into the ON position. If you want to leave a channel in PULSE mode, then simply leave its jumper in the OFF position. Now Hold in the ADD button and at the same time apply power to the receiver. The LED will flash 3 times to confirm. The PULSE / LATCH settings are now complete. Once complete put all JUMPERS back into the OFF position. This procedure only needs to be performed once but if you want to change the configuration simply repeat the process. *See Figure 1. overleaf.*

STEP 2. Applying Power

Your receiver can function from either a 12v Dc or 24v Ac/Dc power source. Please adhere to the power ratings very carefully. See connection block diagram on inside cover. When power is applied the LED will flash 3 times.

STEP 3. Storing your transmitters into memory

In order for your receiver to function the transmitters you have purchased must be stored into the receiver's memory. Your Securplex receiver is designed to accept all Securplex compatible transmitters. You can store up to 250 different transmitter codes into memory. Each transmitter is unique and supplied to you factory pre-coded. The receiver is equipped with 2 push buttons (ADD & DEL) and will allow you to perform 3 basic functions namely: A. Store a transmitter B. Delete a transmitter C. System reset. *See Figure 1. overleaf.*

A. Storing a transmitter

First apply power to receiver. Now put either "Program Jumper" CH-1 (Channel 1), CH-2 (Channel 2) or CH-3 (Channel 3) if applicable into the ON position. Only one jumper can be put in the ON position at a time. The remaining jumpers must be OFF while programming! Hold in the ADD button and at the same time press your transmitter button. The LED on the receiver will flash 3 times to confirm code acceptance. Should the LED flash 5 times it means that either the transmitter code is already in memory or the "Program Jumpers" have not been set correctly. Repeat this process for all transmitters you want stored in the particular channel you have selected. Once complete, put the jumper back into the OFF position and check that the relay on the receiver clicks when the various transmitter buttons are pressed. Repeat the process for all remaining channels you want programmed.

B. Deleting a transmitter

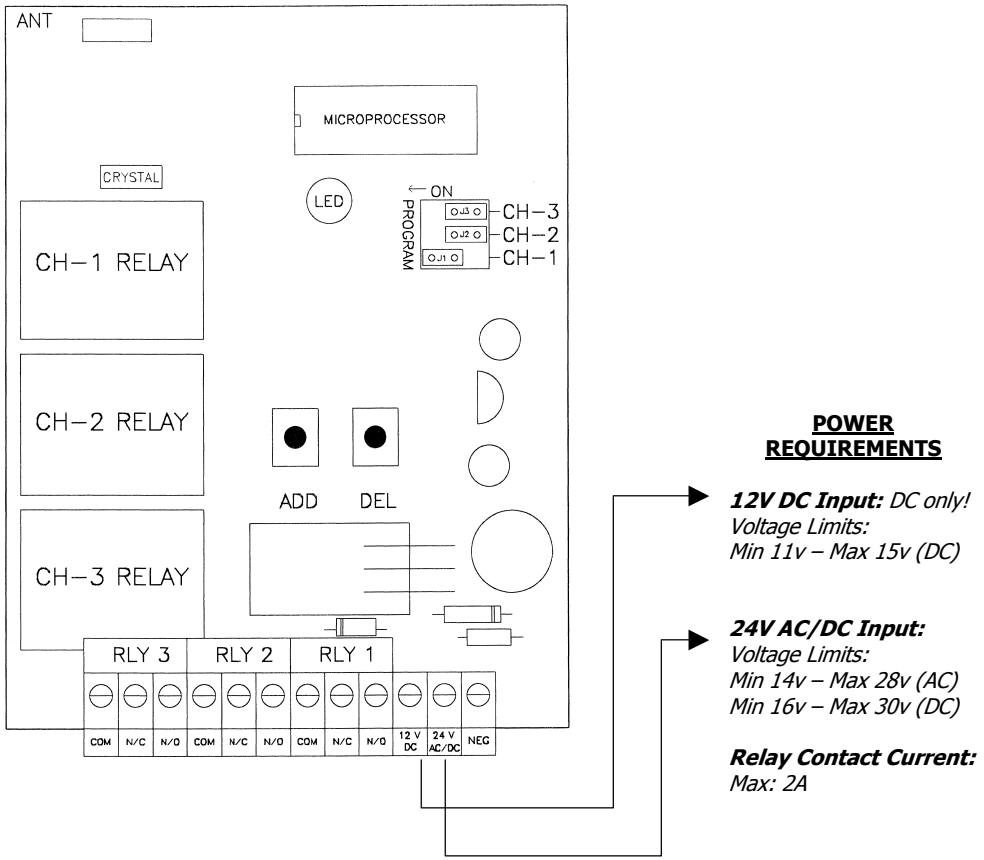
To delete a transmitter code from a particular channel, put the appropriate "Program Jumper" CH-1, CH-2 or CH-3 in the ON position. Hold in the DEL button on the receiver and at the same time press the button of the transmitter button you want deleted. The LED will flash 3 times to confirm code deletion. Should the LED flash 5 times it means that the transmitter did not exist in memory. Once complete, check that the transmitter has been deleted by pressing the button. The LED will flash once quickly but the relay will not click.

NOTE: If your transmitter is faulty or has been lost or stolen, you will then be unable to individually delete it from the receiver's memory. Instead you will need to perform a System Reset!
See instruction below.

C. Performing a system reset

The system reset function will completely erase all codes from memory and restore all settings to factory default. *Caution:* All stored data will be lost! To perform the system reset put all "Program Jumpers" into the OFF position and hold in the ADD button for 5 seconds. The LED will flash twice to confirm.

Figure 1.



POWER REQUIREMENTS

12V DC Input: *DC only!*
Voltage Limits:
Min 11v – Max 15v (DC)

24V AC/DC Input:
Voltage Limits:
Min 14v – Max 28v (AC)
Min 16v – Max 30v (DC)

Relay Contact Current:
Max: 2A