Coding Transmitters For SGO-1v3 Elite

DCB-05 can store up to five hundred and eleven (511) transmitters in its memory. Each transmitter can be allocated an alpha-numeric ID label up to eleven (11) characters in length. Each button can be assigned to one of several control functions.

The settings for a transmitter are represented in **Fig. 28.** It shows the transmitter's store number, ID label or serial number and the functions assigned to each of its four buttons.

To toggle between ID/SN display, press UP/DOWN with the cursor on the ID/SN indicator.

BRAND OF TRANSMITTERS

First memory location sets the type of transmitters which can be stored into the memory of the receiver. It either can be ATA TrioCode™ or B&D Tri-Tran™ transmitters.

Coding Transmitter Buttons

Step 1. Navigating to "code transmitter" menu

1. Press NEXT to navigate to the Menu 1 **(Fig. 29).**
2. Press SET to enter code set procedure.

Step 2. Storing transmitter code

1. DCB-05 will prompt to press one of the transmitter's buttons.
2. Press the transmitter button you wish to use to operate the Gate Opener (e.g. button 1) **(Fig. 30).**
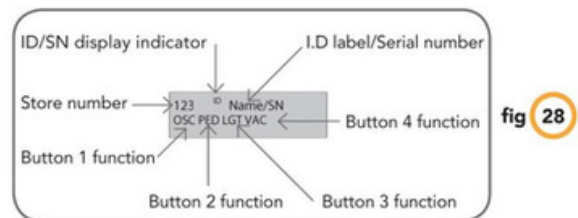3. Press same transmitter button again as prompted by display **(Fig. 31).**
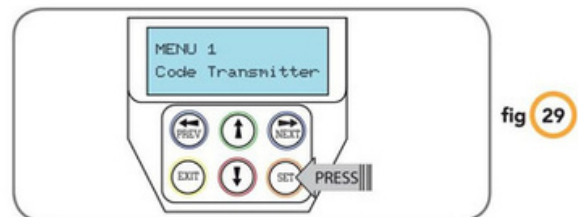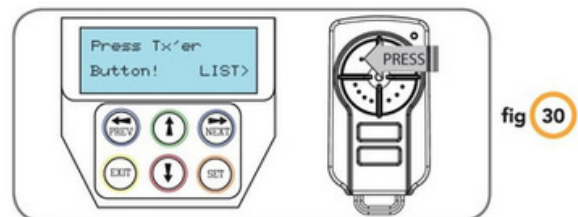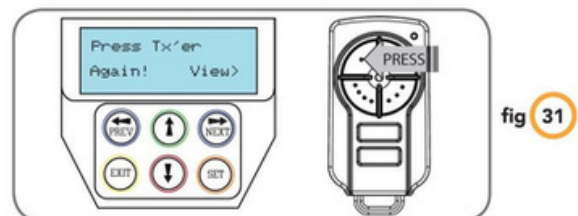
fig 28

fig 29

fig 30

fig 31

Step 3. Selecting function of the button

DCB-05 will now show the transmitter's record, with a cursor on the field for the button being coded **(Fig. 32)**. Use UP/DOWN to select the function for the button.

Available functions:
VAC (Vacation Mode)   LGT (Courtesy Light)
STP (Stop)   OPN (Open)
CLS (Close)   SWP (Swipe)
PED (Pedestrian access)   OSC (Open/Stop/Close)
OFF (No action)

Press SET to save the settings **(Fig. 33)** or EXIT to abort without saving. Press EXIT to return to the MAIN SCREEN and test the transmitter.
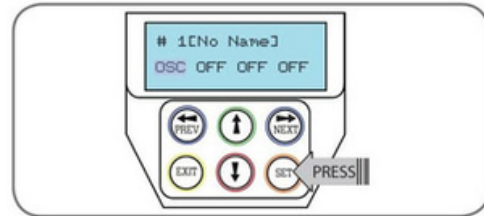

fig 32

fig 33