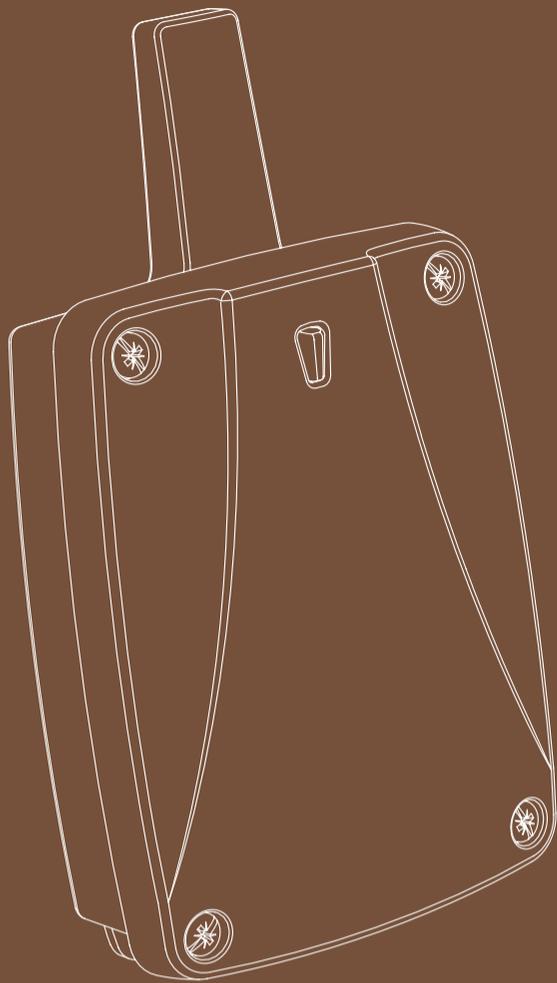


BOX S 140/180 B RECEIVER

INSTRUCTION MANUAL



SMINN

innovative in electronics

DESCRIPTION

SMINN's SAT M series B receivers are developed using state-of-the-art devices. They include a receiver with capacity to store up to 35 transmitters. Its memorization capability via radio or using a simple push-button makes it easy and handy. They have a robust copy protection and anti-burglar system.

They are designed to send the activation/deactivation order to SMINN motor controllers, alarm systems, access control systems, home automation systems, etc.

These devices are built using high quality materials and components and the latest technology. They are devices that observe the current regulations for usage in residential, commercial and light industry environments.

OPERATION

When a SMINN transmitter's code is received, the receiver checks the integrity of that code and if it is registered in the memory. Once verified, it activates the corresponding relay.

ERASE MEMORY

Stored SMINN transmitters' codes can only be deleted completely by erasing the memory. To do so, these steps should be followed:

- Disconnect the power supply of the equipment.
- Press and hold the programming button (PROG).
- Connect the power supply while holding (PROG).
- Wait 8 seconds until the LED is switched on.
- Release the programming button (PROG) for 2 seconds.
- Press and hold the programming button (PROG).
- The LED turns off.
- Wait 8 seconds until the LED flashes.
- Release the programming button (PROG).
- Wait for the validation beep.

After this process, the receiver has been erased and the memory checked, leaving it ready to register transmitters.

TRANSMITTER PROGRAMMING

SMINN's SAT M series B can store up to a total of 35 transmitters with compatible PIN. Before registering transmitters, make sure they have the same PIN.

If it is the first installation, previously we have to delete and, optionally, customize the receiver's memory. Repeat the process for as many transmitters as we want to register.

If we try to register more than 35 transmitters, the receiver will answer with a long beep indicating that the memory is full. The first registered transmitter indicates the working channel of the K1 relay in the receiver, the rest of transmitters should be registered using the same button of the channel as the first transmitter.

MANUAL PROGRAMMING

To register transmitters manually using the programming button, proceed as follows:

- Turn on the device and wait 5 sec.
- Press and hold the receiver's programming button (PROG).
- Press and hold the button of the transmitter's channel on the (transmitter/one) we want to register.
- Check that the led is blinking (SCAN mode).
- Wait for the validation beep.
- Release the transmitter button.
- Release the programming button of the receiver (PROG).

REGISTRATION VIA RADIO

Only a registered transmitter can invite or grant self-registration capabilities to other SMINN transmitters with the same PIN.

Registration by invitation

- Press and hold the registered transmitter's 1st and 2nd buttons (MASTER transmitter).
- Wait for 5 seconds until the LED is on in both transmitters.
- Release 1st and 2nd buttons of both emitters (the led remains on).
- Ensure you are close to the receiver to guarantee communication (1 to 10m).
- Press and hold the transmitter's 1st button.
- Wait for the validation beep (learning mode for 8 sec).
- Press and hold the corresponding button on the transmitter channel we want to register.
- Wait for the validation beep.
- Release the button of the new transmitter.

Registration by invitation

- Press and hold the registered transmitter's 1st and 2nd buttons (MASTER transmitter).
- Press and hold the new transmitter's 1st and 2nd buttons (it must have the same PIN).
- Wait for 5 seconds until the LED is on in both transmitters.
- Release 1st and 2nd buttons of both emitters (the led remains on).
- Take the Master transmitter's led near the new transmitter's SYNC area.
- Press and hold the Master transmitter's 1st button.
- Wait until the new transmitter's led flashes 5 times.
- Release the Master's button.
- Ensure you are close to the receiver to guarantee communication (1 to 10m).
- Press and hold the corresponding button on the transmitter channel we want to register.
- Wait for the validation beep
- Release the button of the new transmitter.

CODE REPLACEMENT DUE TO LOSS

This function allows to replace a transmitter code stored in the receiver with a new one, be it due to loss or mislaying. The replacement of a transmitter code is only possible with a SMINN programming console. Knowing the PIN of the installation and the code number of the lost transmitter is required.

INSTALLATION

SMINN's motor controller is ready to be easily fixed on a wall using the supplied wall plugs and screws.

Before connecting or operating the device, the power supply switch or differential shall be disconnected.

Specialized and/or skilled personnel will do the installation, using properly protected cable of enough gauge and taking into account that devices permanently connected to the mains need to have an accessible connection device (i.e. a magnetothermic switch).

The wiring should be done following the instructions printed in the serigraphy of the circuit board. After programming and verifying the equipment, place the lid on the front of the box, with the supplied screws.

SMINN'S MOTOR CONTROLLERS INCLUDE A LIGHT SIGNAL TO KNOW IF THE EQUIPMENT IS POWERED.

Note: Reinforced concrete, metallic components and/or any other receiving device reduce dramatically the radiofrequency signal, so installation close to these elements should be avoided.



RECEIVERS' USAGE RESTRICTIONS

Operation is not guaranteed when installed in different equipment than the specified one.

THE USAGE INSTRUCTIONS OF THIS DEVICE SHALL BE HANDED TO THE USER, WHO WILL HAVE THEM IN THEIR POSSESSION. IF THEY ARE MISLAID, THE USER CAN ASK FOR A COPY OR DOWNLOAD IT DIRECTLY FROM THE WEBSITE WWW.SMINN.COM

The manufacturer reserves the right to change the specifications of these systems as well as this manual without prior warning.
The equipment must be manipulated only by specialized and/or skilled personnel.

WARRANTY

This product has undergone a complete TEST during its manufacturing process that guarantees its reliability and proper operation.

The manufacturer provides 24 months of warranty to the product from the date printed in the product and against any anomaly that it may present in its appearance or operation.

Any damage caused by third parties, natural causes (flooding, fire, lightning, etc), arising from improper handling or installation, vandalism or any other cause non attributable to the manufacturer will void the warranty.

The warranty only covers repairs or replacement of the damaged device. Any expenses derived from assembling, travelling, transport, natural wear of parts, etc., and, in general, any expenses that are not part of the repairs or replacement of the damaged element of the system are excluded.

The installer/provider will ask the manufacturer for a RMA number or authorization for transport of the system in warranty. Without this previous requisite, the manufacturer will not be able neither to process nor provide warranty service.

WARNING

This product must be used in installations which has been conceived for, considering any other as improper use.

The packaging must not be dumped in the environment. Keep products, packaging, wrapping, documentation, etc., out of the reach of children. Follow the current local, national or European regulations.

The information contained in this document may have some mistakes that will be corrected in future editions. The manufacturer reserves the right to modify the contents of this document or the product without prior warning.

RESIDUOS DE APARATOS ELÉCTRICOS Y ELECTRÓNICOS (WEEE)

Conforme a la directiva europea 2002/96/EC sobre residuos de aparatos eléctricos y electrónicos (RAEE), la presencia del símbolo (ver símbolo al final de este texto) sobre el producto o en el embalaje indica que este artículo no debe arrojarse al flujo de residuos no clasificados municipal. Es responsabilidad del usuario desechar este producto llevándolo a un punto de recogida designado para el reciclaje de residuos de aparatos eléctricos y electrónicos. La recogida por separado de este residuo ayuda a optimizar la recuperación y reciclaje de cualquier material reciclable y también reduce el impacto en la salud y el entorno. Para obtener mas información acerca del desecho correcto de este producto póngase en contacto con la autoridad local o el distribuidor donde adquirió este producto.



WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT DIRECTIVE (WEEE)

The company

ELSON SISTEMAS, S. L.
Pol. Torrelarragoiti, P6 - A3 - 1ª
48170 Zamudio - Vizcaya (SPAIN)

Declares that

The product

BOX S 140 B Receiver

Manufactured by

ELSON ELECTRÓNICA, S.A.

Under the trademark

SMINN

Created for

Residencial, comercial and industrial use.

This device meets the provisions contained in the article 3 of the R&TTE 1999/05/CE Regulation, as long as its usage is compliant to what was envisaged, having applied the following regulations:

Telecommunications:

EN 300 220-1 v1.3.1 (2000-09)
EN 300 220-1 v1.1.1 (2000-09)

Electromagnetic compatibility:

EN 301489-1 v1.3.1 (2001-09)
EN 301489-3 v1.3.1 (2001-11)

Low tension:

N 60730-1: 2000

Zamudio 2010.03.30

José Miguel Blanco Pérez
Chief Technical office

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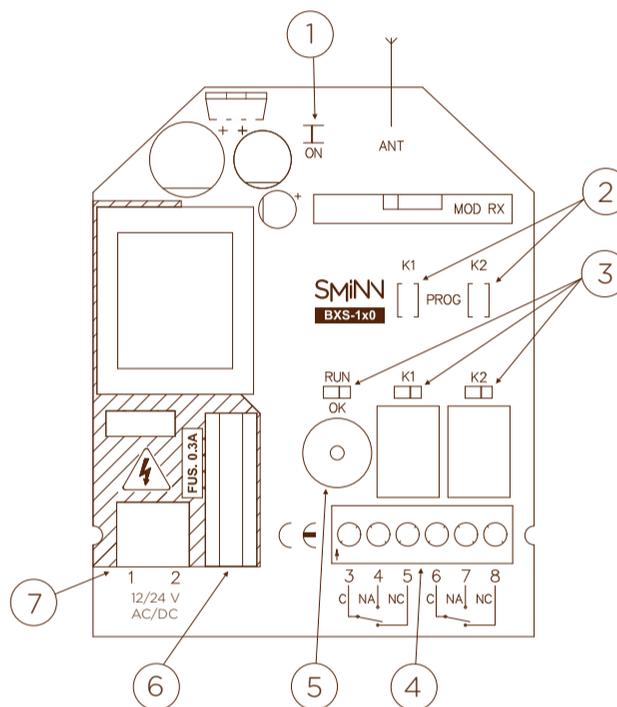
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TECHNICAL FEATURES

BOX S 130 B	315 MHz	230 VAC
BOX S 140 B	433,92 MHz	230 VAC
BOX S 180 B	868,3 MHz	230 VAC
BOX S 134 B	315 MHz	12/24 VAC
BOX S 144 B	433,92 MHz	12/24 VAC
BOX S 184 B	868,3 MHz	12/24 VAC
Sensitivity	< -115 dBm	
Radio type	Superheterodine	
Encryption	Evolutive Crypto Code	
Memorizing codes	Internal memory of 35 codes	
Working channel K1 relay K2 relay	1 to 4	
Antenna	Internal helical	
Consumption at 12/24 VDC min / max	20 mA / 80mA	
Operating TA	-20°C - +85° C	
Dimensions	100 mm x 130 mm x 50 mm (antenna not included)	
Watertight	IP54 - (IP65 with cable glands)	

Fig. 1



COMPONENTS

1. ON Led
2. Registering button
3. RUN LED (OK) / 1 Relay / 2 Relay
4. Relay connector
5. Buzzer / Zumbador
6. Fuse
7. Power Connector

