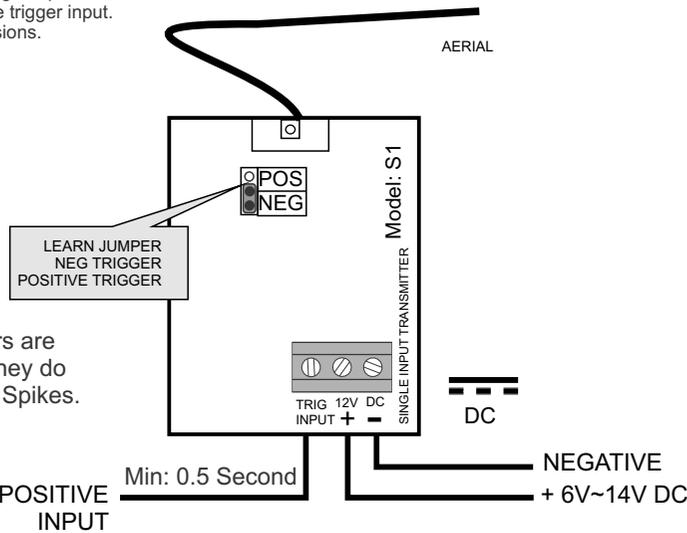


Specifications:

Encryption type	Code-Hopping
Frequency	403.55Mhz
Range : Line of site	500m
Range : Indoors	100m
Current drain with all outputs triggered	35mA
Power supply voltage	6V ~ 14V DC
Dimensions: ABS Housing	100 x 60 x 25mm

Features:

- 1 Channel output.
- Normally open trigger input ONLY
- Positive / Negative trigger input.
- 3 Signal transmissions.



Note:
Negative triggers are BEST to use. They do not trigger from Spikes.

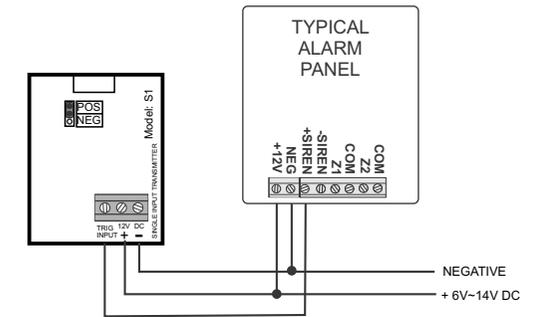
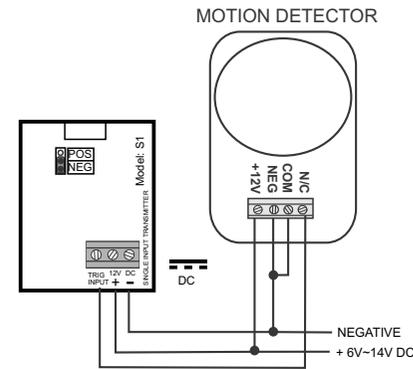
Product info:

The S1 Single Channel Transmitter unit is designed as a Cost Effective version of our 4 Channel Unit. In order to keep the unit cost effective, RF output is slightly less than the 4 Channel unit, reducing range marginally.

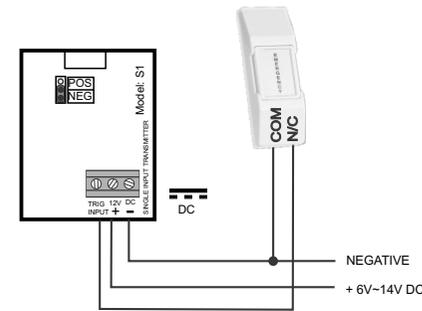
The unit has been simplified some what in that it can only be set to trigger from either a Positive or Negative trigger input. No other settings are required. When the unit is triggered it will transmit out 2 short RF bursts over a period of 3 seconds.

Designed to be wired up to Alarm outputs, Switches, & Motion Detectors, Long distance Gate openers, the S1 will suite applications that require just a single Channel wireless linkup at an affordable cost.

Wiring Details:



Note: If Alarm panel is programmed to squawk when armed/dissarmed, do not use the Siren output but rather a PGM output from the alarm panel.



Programming a Receiver:

1. Wire the S1 Unit up to 12V DC Power.
2. Place the Receiver unit into LEARN mode.
3. To learn a S1 into a Receiver momentarily bridge the NEG jumpers together. The LED will flash 3 times.
4. The Receiver will beep twice when it is learnt correctly.
5. Take the Receiver out of LEARN mode and test that the Transmitter activates the receiver.

Note: Keep the Receiver and Transmitter at-least 2m apart from each other whilst learning the unit and remove the aerial from the receiver unit if you are experiencing difficulty in getting the receiver to program in, as in some cases the transmitter can over power the receiver if it is very close to the receiver.

