

SHERIFF CODE GRABER DEVICE 4

Universal remote for gates and barriers
Also for automatic barriers, chains, shutters and other automation systems



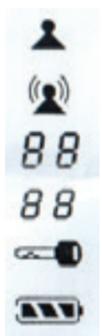
- 1 Short Press → Lock/ Unlock
- 2 Short Press → One cell back
Long Press → Copy/ paste
- 3 Short Press → One cell forward
Long Press → Delete the cell
- 4 Short Press → Turn on the backlight
Long Press → Turn On / Turn Off

When the signal is received and saved and the device isn't used for two minutes the remote will automatically turn off to save the battery power.

Copying of the remote control code is allowed only with the consent of the management company, the owner of the remote or other person authorized to use the target automation system. After turning on, the display will show current information. If the selected memory is empty, the device will automatically turn on the signal reception**. When the signal is received, the device will store it in memory, that will be confirmed by melodic sound, vibration and display illumination.

The type of the received signal is displayed by the corresponding indicator or by zeros if the memory cell is empty.

Indication on the Display LCD



- The signal is being received. For training the device it is necessary to press the reremote button***
- The signal is being transmitted. If the barrier is not opened, press the button again
- The current memory cell indicator. There are 25 non volatile memory cells in the device the model indicator of control pane
- The indicator of occupied memory cell
- Battery charge indicator

Hot keys - signal transmission without necessity to turn on the device

In the off state, the device has four hotkeys that correspond to the first four memory cells.

When the button is pressed, the signal is broadcasted from the corresponding memory cell without the necessity to turn on the device.

For example, if the first cell is not empty and the device is off, pressing the first button will transmit the signal from the first cell. To assign a hotkey, you must accept a signal or copy it to the corresponding button cell.

Memory cells copying

To copy a memory location, you must select it using buttons 2 and 3, then press button 2 for a long time. "CALL" lights up under the cell indicator. After that it is necessary to select the cell to which copying will be done and again make a long pressing of button 2. The "CALL" indication will go out, the cell will be copied, and that is confirmed by the model of the remote in the selected memory cell.

Supported models of automation / control panels (displayed by the console model indicator)

- | | | |
|----------------|-------------------|------------------|
| 1- Came Top | 6- DOORHAN | 11- Nice Smilo 1 |
| 2- Came Tam | 7- BENINCA | 12- Nice Smilo 2 |
| 3- Nice Flo | 8- FAAC | 13- GIBIDI |
| 4- Nice Flor-s | 9- DEA | 14- M-Code |
| 5- ROGER | 10- GSN ACS-R**** | 15- Nord-motors |

* Is a public offer. The developer or the seller is not responsible for the illegal or incorrect application of the device.

** If there is a corresponding inscription on the barrier, but there is no signal reception, there may be interference in the radio broadcasting, or the system uses an unsupported frequency or signal coding.

*** The training range of the device reaches 100 meters and depends on the relative location of the radio interference in the air, as well as the car salon screen the signal. If the signal is received, but the target barrier been opened, then the code of the barrier located somewhere nearby could be adopted, therefore it is necessary to erase the memory cell in order to resume receiving the signal.

**** In some systems with dynamic code, the original console may be out of sync, so it is recommended to alternate the use of the universal and original remote. In the case of out of sync, it is necessary to re record the console in the receiving unit.