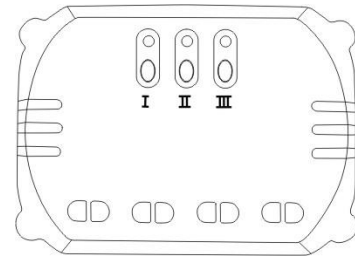


GMR-824

GMR-824: 3 outputs module receiver



GMR-824

- 1 set AC wire input and 3 sets output available wired appliance module receiver.
- It can be used singly at indoor or compatible with IPB-823 used at outdoor.
- 67 million learning codes. Less interference.
- Compatible with ARC all types (learning type and code switch type) transmitter.
- Each output (I, II or III) has max. 6 memories to program self learning code with transmitters for 6 different combinations.

INSTALLATION:

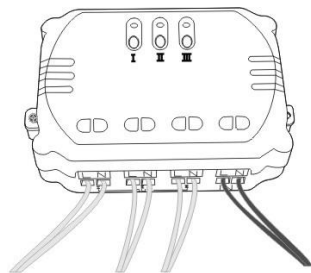
1. -Connect 230V AC wire to receiver terminal block.
230V AC Neutral wire connect to GMR-824 “IN” “N” port.
230V AC Live wire connect to GMR-824 “IN” “L” port.
230V AC earth wire connect to IPB-823 earth terminal block.

-Connect lamp wire to receiver terminal block.

(1 output) Lamp Neutral wire connect to GMR-824 “OUT” “N” port.

Lamp Live wire connect to GMR-824 “OUT” “L” port (“N” “L” of same set I, II or III).

Lamp earth wire connect to earth terminal block.



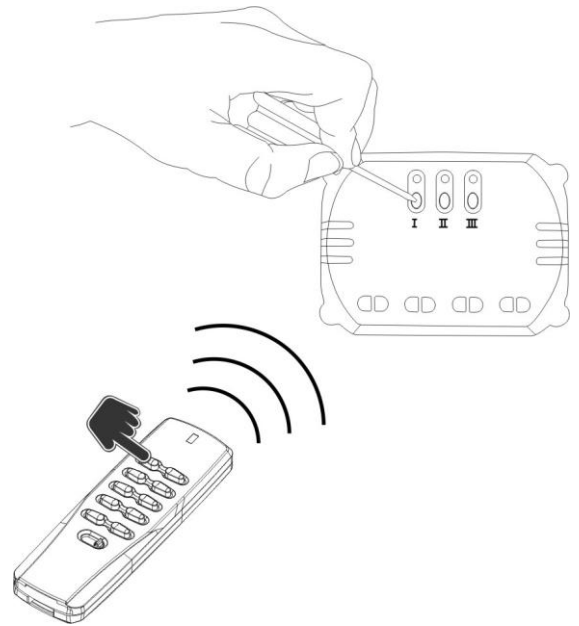
To lamp

230V AC Wire

LEARN AND DELETE CODE:

HOW TO LINK CODE:

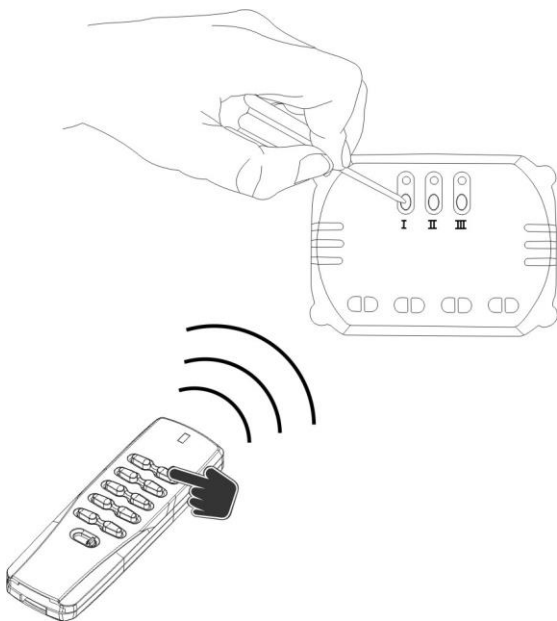
- * To start, program your transmitter with the receiver.
- * Connect power to receiver.
- * Bring the transmitter near the receiver, push the selected self learning button (I, II or III) on receiver once.
- * Receiver LED will blink slowly, press transmitter selected “ON” button.
- * Receiver connected lamp will blink twice, code is confirmed and LED stops blinking.
- * Transmitter and Receiver code is auto programmed.
- * Same procedure to learn the rest of the same output memory or the other 2 sets output memories. An output has max. 6 memories.
- * Same procedure to link with ARC code switch transmitter.



TO CHANGE OR DELETE CODE :

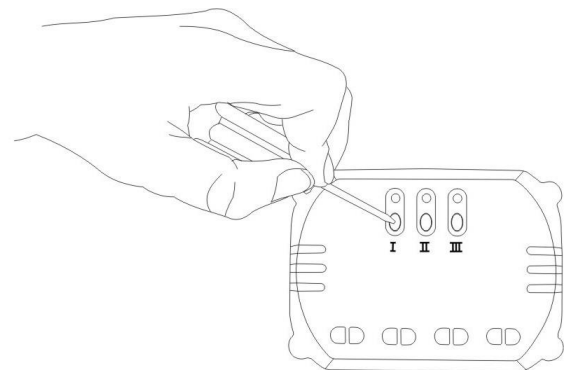
INDIVIDUAL DELETE-

- * Push the selected learn button (I, II or III) once, LED will blink slowly.
- * Press selected “OFF” button on transmitter, receiver connected lamp will blink twice for confirmation. LED stops blinking. Memory is deleted.
- * Each learning button (I, II or III) can memorize max. 6 memories.
- * Repeat step for another memory deletion.



ALL MEMORY DELETE (PER OUTPUT)-

- * Push selected learning button (I, II or III) for 6 seconds till LED blink continuously.
- * Release and push the same learn button again.
- * Receiver connected lamp will blink twice for confirmation.
- * All programmed memories of an output are deleted.
- * To delete all memories of another output, repeat the same procedure.



EACH OUTPUT (I, II OR III) HAS 6 MEMORY SETTINGS:

- * Each output (I, II or III) has 6 memory settings.
- * It can be programmed as to your requirement with special effect. It can be programmed to switch ON at one time individually or programmed with different combinations switching.
- * This means one output can be programmed into max. 6 different combinations.

Example : if there are 3 receivers, [receiver 1 = lamp shade , receiver 2 = night light , receiver 3 = ceiling light]

Receiver 1,2,3 can be control individually with transmitter button 1,2,3

Receiver 1,3 can be programmed with transmitter button 4, (lamp shade and ceiling light ON/OFF at same time)

Receiver 1,2,3 can also be programmed into group function ALL ON or OFF at same time into group button (lamp shade, night light and ceiling light ON/OFF at same time)

(Above settings 'Receiver 1' and '3' takes up 3 programmed memory and 'Receiver 2' only 2 program memory, different combinations and settings can be teamed up and controlled from transmitter)

OPERATION:

Handy transmitter (eg. LYCT-505, YCT-603, YCT-100) or wall switch type transmitter (eg. LWST-605/615, WST-512)

Press transmitter ON button to switch on.

Press transmitter OFF button to switch off.

Automatic sensor type or timer transmitter (eg. MDT-507, LMDT-609, LBST-604, MDT-403, TMT-502)

Transmitter emit ON signal to switch on.

Transmitter emit OFF signal to switch off.

SPECIFICATION:

GMR-824

RF : 433.92MHz

Input: 230V / 50Hz

Output: **output I - III TOTAL do not over 3500 watt (resistive load)**

ON/OFF function

RF receiving distance: 30 meters