



pro-alpha infinity

Setup instructions.

- 1) Make sure the door is working freely by hand, and there are no children, pets, obstructions etc in the garage which may get hurt during the set-up.
- 2) Engage the door to the traveler by opening or closing the door *slowly* by hand to the traveler while the release lever is in the horizontal position.
- 3) Connect and move closed limit switch well back to the machine head so that it is not activated when the door is closed.
- 4) Connect the mains power by means of the kettle cord provided.
- 5) Insert fuse to connect batteries. (see note below)
- 6) Jog the door to about +/- 300mm off floor with the "UP" or "DOWN" button.
- 7) Press and hold (about 3seconds) "SET" button until "BLUE" LED flashes.
- 8) Jog door down to the ideal closed position. You can fine-tune the position using the "UP" button as well.
- 9) Once satisfied with the position, slide the limit switch towards the trip button on the end of the chain. When the switch is activated the flashing "BLUE" LED will stop flashing and stay on.
- 10) Press and hold the "SET" button until the "BLUE" LED starts flashing again. The closed position is now saved into memory.
- 11) Jog the door to the ideal open position using the "UP" button, and if required the "DOWN" button can be used to fine set the position.
- 12) Press and hold the "SET" button again to memorize the open position.
- 13) The operator will then automatically run closed and then open. This is to set the door weight parameters into the program for the safety sensitivity settings. Do not interfere with this cycle! Do not touch the door! The "BLUE" LED will switch off when the SETUP is complete.
- 14) The operator is now ready for normal use.
- 15) ***To comply with international safety standards the maximum force the operator will apply is 20kg. If this is exceeded the door must be rectified before the operator will work correctly, even if the sensitivity override is used.***

Note:

In order to conserve the batteries and insure the immediate use of the operator, please remove fuse whenever the operator is stored, or is going to be without mains supply for 2 days or more.

Fault Indicator Lights:

BLUE "Mode indicator" LED flashes

- 1) 1 flash pause 1 flash pause - The operator is in "PROGRAM" mode. (Limit settings)

- 2) 2 flash pause 2 flash pause - The operator is in "Vacation" mode – locked with the wall switch.
- 3) 3 flash pause 3 flash pause - The battery voltage is low. The batteries might need replacing or the operator has been without "mains" for longer than three days.
- 4) 4 flash pause 4 flash pause - The "Dos" cable is unplugged or the "Dos" is faulty.

RED "Power indicator" LED

- 1) On - Mains power is connected.
- 2) Off - No mains power is being supplied to the board.

Note: If the operator opens the door but the courtesy lights do not switch on, the mains power supply has been interrupted

Sensitivity Override:

The override pot on the rear of the operator is adjustable by the means of a small screwdriver. It is used to adjust the overload sensitivity of the operator by up to 10 %. This function is to be used only when it is absolutely necessary. The operator software automatically sets the overload sensitivity during the "SETUP" sequence.

Receiver and wireless wall-switch programming instructions.

- 1) Erase transmitters from the memory, press and hold the "Receiver Set" button for approx 5 seconds when the operator is not in programming mode The LED will flash once and then will flash continuously, after approx 5 seconds to indicate that all the transmitters have been deleted. The LED will stop flashing when the "Receiver Set" button is released.

Note: This will erase ALL the transmitters stored I memory including the wall switch console.

- 2) Press the "Receiver set" Button once.
- 3) The "GREEN" LED flashes once, the receiver is now ready to be programmed.
- 4) Start first with the "Wall Console" only the "Door" button needs to be programmed into the receiver the other buttons will set automatically.
- 5) Press the "Receiver Set" button briefly again the "GREEN LED" will then flash, press the button on the remote that needs to be programmed, the "GREEN LED" will flash 3 times indicating that the remote has been programmed .
- 6) To program more transmitters repeat step 5 until all are programmed. A maximum of 32 transmitters can be store in the memory.
- 7) The receiver will exit programming automatically after the transmitter is learnt.
- 8) If the maximum number of transmitter has been programmed into memory the "GREEN LED" will flash once and then the operator will then exit the programming mode

Note: Always mount "Wall Console" in the garage even if there is no other exit from the garage. This will prevent 2 or more buttons programmed into the receiver simulating the light and or lock function of the "Wall Console"