

RX006A 6 CHANNEL RECEIVER INSTALLATION MANUAL

The Keystone multi channel receiver will work with any one of our 005 or 006 single or multi-channel transmitters. The RX006A receiver provides a transmitter low battery output plus 5 additional channel outputs

Code Learning Procedure

1. Open the small cover on top of the housing and you will see SW1 and SW2 (see fig 2). Push SW2 (Learn Button) and the LED will turn on. The receiver is now in the learn mode.
2. Press the transmitter once (transmits signal). If the code is learnt successfully, the LED will turn OFF. If the code is already in the memory, the LED will flash twice. If the memory is full, the LED will flash 5 times (a maximum of 30 different transmitters may be learnt to one receiver).

Clear Code Memory

To clear the memory of all codes, follow this procedure:

1. Power off the HRX006A by disconnecting the Red Wire.
2. Depress the LEARN button (SW2).
3. With the LEARN button still depressed, reconnect the power to the HRX006A.
4. The LED should come ON to show that the memory has been cleared and the receiver will switch automatically to the LEARN mode.

Clear Low Battery Memory

When the RX006A detects a low battery signal from a transmitter, the green LED of the RX006A will flash continuously until SW1 (reset button) is pressed.

Momentary Latching Output

Select momentary or toggle latching (on/off) outputs on all channels via JP1 (see fig 2)

If JP1 is closed, then all outputs are momentary.

If JP1 is open, then all outputs are toggle latching.

To apply toggle option, use either method 1,2 or 3 below:

1. Remove J1 BEFORE applying power or
2. Remove J1 and press RESET button or
3. Remove J1 and disconnect Power.

Positive or Negative Outputs

You can select whether each output is positive or negative. Open the housing and you will see JP2-JP7(see fig 3). If JP2 is selected as "HI", then channel 5 has a positive output. If JP2 is selected as "LOW", then channel 5 has a negative output. Note that the RX006A is delivered defaulted with all outputs as negative outputs.

Color	Jumper	Function
Red	/	+12V
Black	/	0V
Orange	JP7	Channel 1
White	JP3	Channel 2
Yellow	JP4	Channel 3
Green	JP6	Channel 4
Purple	JP2	Channel 5
Blue	JP5	Channel 6

Antenna Details

Two options are provided:

Option (1). Connect one of the antennas provided to the connection marked ANT1 on the pcb.

Option (2). Connect the second antenna provided to the connection marked ANT2 on the pcb.

The Di-pole option with both antennas connected (option2) will provide better range (see fig 1).

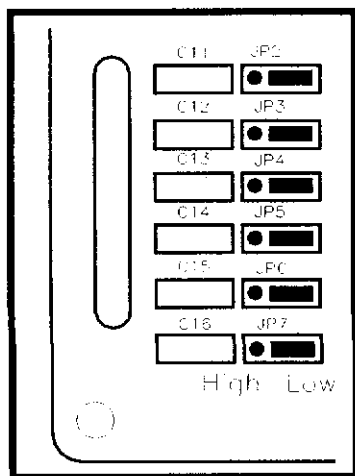


FIG 3.

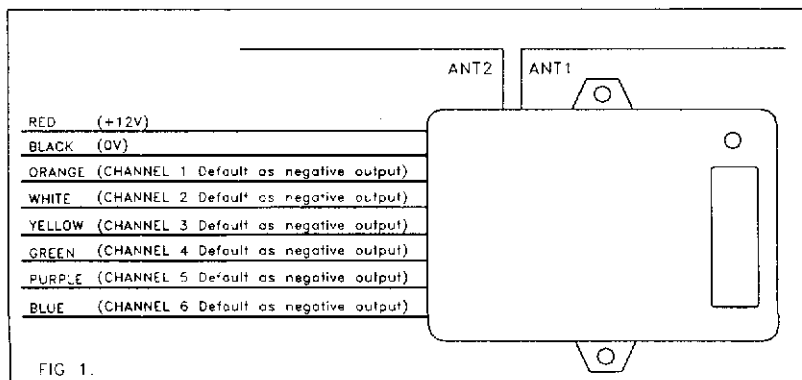


FIG 1.

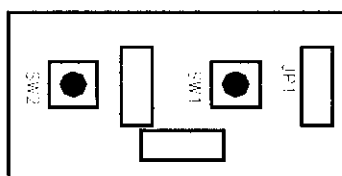


FIG 2.