JMA®

ALEJANDRO ALTUNA S.A.

TELEMANDOS
MANUAL DE INSTRUCCIONES

REMOTE CONTROL
USER GUIDE

HANDSENDER
BENUTZERHANDBUCH

TELECOMANDI
GUIDA UTENTE

TELECOMMANDES
NOTICE D'UTILISATION

COMANDOS
GUIA DO USUÁRIO

SR-4V , SR-48, SR-Q

REMOTE CONTROL
SR-4V, SR-48, SR-Q
USER GUIDE

ENGLISH

1 MAIN CHARACTERISTICS

Power supply: *12V*
Reception and transmission of RF code
Transmission frequencies:
433 MHz, 868 MHz, 20-40 MHz
Number of buttons: *4*
2 colour LED
Serial connection
Rolling and fixed codes

2 DESCRIPTION

SR Remote controls are duplicated garage controls. Unlike existing remote controls, SR models stand out for their ability to incorporate several rolling and fixed controls in a single remote.
These controls allow you to copy a rolling code or fixed code remote to any button and to combine them as you wish. They also allow you to combine 2 different frequencies on any of the 4 buttons. There are only three models with these characteristics, with the capacity to house 80% of the remote controls on the market. These models are as follows:

- **SR-4V - 433MHz**
- **SR-48 - 433/868 MHz**
- **SR-Q – 20-40MHz**

3 DUPLICATION CAPACITY

These controls' duplication capacity is summarised in the following table:

		SR-4V	SR-48	SR-Q
FFIXED CODE REMOTES	Binarios	✓	✓	✓
	Trinarios	✓	✓	✓
	Rápidos	✓	✓	✓
	Lentos	✓	✓	✓
	Mastercode	✓	✓	✗
ROLLING CODE REMOTES	KEELOQ			
	Mutancode	✓	✓	✗
	Jcm Neo	✓	✓	✗
	Pujol Vario	✓	✓	✗
	Norton	✓	✓	✗
	Roper	✓	✓	✗
	Erreka	✓	✓	✗
	Doormatic	✓	✓	✗
	Celinsa	✓	✓	✗
	Aprimatic TR	✓	✓	✗
	Gibidi	✓	✓	✗
	Dea	✓	✓	✗
	Nice Smilo	✓	✓	✗
	Beninca	✓	✓	✗
	Seav	✓	✓	✗
	NO KEELOQ			
	V2	✓	✓	✗
	NICE FLOR	✓	✓	✗
	FAAC	✓	✓	✗
	GO	✗	✓	✗
	DITEC	✓	✓	✗
	APRIMATIC TXM	✓	✓	✗

Note how the SR-4V and SR-48 controls copy all of the fixed and a large number of the rolling codes on the market. The JCM GO remote has 868 MHz and therefore can only be copied with version 433/868. The quartz remote does not copy any rolling codes, these work at 433 or 868 MHz but also do not copy the Master codes or Multi frequencies that work at 433 MHz.

3.1 BRANDS-PHOTOS LIST

FIXED CODE REMOTES

CLEMSA E20	CLEMSA MASTERCODE

ROLLING CODE REMOTES

JCM NEO	JCM GO	MUTANCODE	ROPER
NORTON	PUJOL VARIO	DOORMATIC	CELINSA
NICE SMILO	NICE FLOR	DEA	GIBIDI
BENINCA	SEAV	BFT	APRIMATIC-TR

APRIMATIC-TXM	FAAC

DITEC	V2

AERF

4 - The red LED remains on.
5 - Place the original remote and the duplicate remote face to face on a smooth, non-metallic surface, less than 1 cm apart.

VARIABLE-433 VERSION. FACE TO FACE

VERSION 433-868. SIDE ON

6- If you want to copy a fixed code remote, press the button of the original remote, or any button of the original remote control if it's a rolling code remote.
7 - The short range remote will behave differently depending on the code received.

4.2 Steps depending on the code received

When the short range remote receives the code it will first analyse whether it is a recognised rolling code. If yes, it will react by illuminating the green LED. Otherwise, it will assume the code is fixed.

4.2.1 EVOLUTIONARY KEELOQ

7 – 1 The short range remote goes green when the new code is received and then red again to receive a second screen.
7 – 2 Press the original remote to send a second screen.*
7 – 3 The short range remote goes green. If the codes received are correct and consecutive and not Erreka, BFT or APRIMATIC TR, the green LED will start to flash. You then have to decide between the "Keeloq duplication modes" explained in section 2.2.1.1. to complete recording.
7 – 4 If the code is Erreka, BFT or APRIMATIC, the duplicate remote LED will go back to red while waiting for a third screen. In this case, press the registration button on the original remote.
7 – 5 If it's one of those three remotes the green LED will start flashing. You then have to decide between the "Automatic/Manual/Clone duplication modes" explained in section 4.3.1. to complete recording. If it's an Evolutionary Keeloq that is not in the list, the LED on the duplicate remote will return to red to indicate copy failure after three attempts. Push any button to exit programming mode.

4.2.2 EVOLUTIONARY NICE FLOR-R

7 – 1 The short range remote goes green when the new code is received and then red again to receive a second screen.
7 – 2 Press the original again.*
7 – 3 The short range remote goes green when the new code is received and then red again to receive a third screen.
7 – 4 Press the original again.*
7 – 5 The short range remote goes green when the new code is received and then red again to receive a fourth screen.
7 – 6 Press the original for the last time.*
7 – 7 The short range remote goes green. If the codes received are correct and consecutive, the green LED starts flashing. Then you have to decide between the "Automatic/Clone/ Non-Evolutionary Clone duplication modes" explained in section 4.3.2. to complete recording.

4.2.3 EVOLUTIONARY V2

4 STAND ALONE FUNCTIONE

The steps to follow when face-to-face copying and the interpretation of the various LED flashes are described in the following section.
This process concerns face-to-face copying of the Variable/433 remote. The broadcast frequency on this remote is set to 433 MHz for any rolling code (Keeloq or other). Unlike fixed codes, it does not allow users to select a variable frequency.
In the case of remote 433/868, a final step to select the frequency for fixed and rolling codes, must be added to the following steps. In this step, once the copy has been made and the manual, automatic or clone mode selected, the LED will flash blue and the first button must be pressed to select a frequency of 433 MHz or the second button must be pressed to select a frequency of 868 MHz.
The leds corresponding to the SR controls are as follows:

SR-4V: Red: 433, 92 MHz / Green: Variable
SR-48: Red: 433, 92 MHz / Blue: 868 MHz
SR-Q: Green: main freq / Blue: other functions.

In this manual which indicates green led will be blue for the SR-48 and SR-Q
In this manual which indicates red, will be green for the SR-Q.

4.1 INITIAL STEPS COMMON TO ALL CODE TYPES

1 - Simultaneously press duplicate remote buttons 1 and 2 until the red LED flashes.
2 - Release both buttons and wait until the red light goes out.
3 - Press the button of the duplicate remote on which you want to programme the remote.

> When copying a rolling code remote, on selecting a button to copy the code to, this button and the following buttons will be copied. I.e. if we select button 2 of the duplicate remote, it will copy this original remote on buttons 2, 3 and 4. However, these buttons correlate to buttons 1, 2 and 3 of the original remote. Another example:
>
> In fixed code remotes, only the selected button is copied. If the original remote has more than one button, they must all be copied by selecting various buttons on the short-range remote control.

7 – 1 The short range remote goes green. If the code received is correct, the green LED starts flashing. Then you have to decide between the "Automatic/Clone/ Non-Evolutionary Clone duplication modes" explained in section 4.3.2. to complete recording.

4.2.4 EVOLUTIONARY APRIMATIC TXM

77 – 1 The short range remote goes green when the new code is received and then red again to receive a second screen.
7 – 2 Press the original again.*
7 – 3 The short range remote goes green. If the codes received are correct and consecutive, the green LED starts flashing. Then you have to decide between the "Automatic/Clone/ Non-Evolutionary Clone duplication modes" explained in section 4.3.2. to complete recording.

4.2.5 EVOLUTIONARY GO (ONLY EXISTS IN VERSION 433-868)

*7 – 1 T*he short range remote goes green. If the code received is correct, the green LED starts flashing. Then you have to decide between the "Automatic/Manual/Clone duplication modes" explained in section 4.3.1. to complete recording.

4.2.6 EVOLUTIONARY FAAC MASTER

This remote needs 4 consecutive screens plus a seed screen for each channel that you wish to record. The screens must be consecutive.
7 – 1 The short range remote goes green when the new code is received and then red again to receive a second screen.
7 – 2 Press the original again. *
7 – 3 The short range remote goes green when the new code is received and then red again to receive a third screen.
7 – 4 Press the original again.*
7 – 5 The short range remote goes green when the new code is received and then red again to receive a fourth screen.
7 – 6 Press the original again.*
7 – 7 The short range remote turns flashing red then red. This indicates that the seed should be introduced.
7 – 8 Simultaneously press all the buttons of the original remote. The original remote will start to flash. When it flashes, press the original button you pressed earlier to send the four screens.
7 – 9 The short range remote will receive the code and will switch off if the copy was correctly implemented. If the copy failed, it will go back to red to indicate an error.
Repeat all of the steps for the other buttons you want to copy.

4.2.7 EVOLUTIONARY DITEC

7 – 1 The short range remote goes green when the new code is received and then red again to receive a second screen.
7 – 2 Press the original again.*
7 – 3 The short range remote goes green. If the codes received are correct and consecutive, the green LED starts flashing. Then you have to decide between the "Automatic/Clone/ Non-Evolutionary Clone duplication modes" explained in section 4.3.2. to complete recording.

* You must press the original remote consecutively.

4.2.8 FIXED CODE REMOTES

When the remote read is not any of the above models, we assume that it is a fixed code remote. The code transmitted by the original is not a rolling code or a Nice or a V2 or an Aprimatic or a GO. In this case:
7 – 1 The short range remote turns flashing red. This indicates that a fixed code has been detected. Press any button to make the red LED light up.
7 – 2 Press the original again.
7 – 3 The short range remote turns flashing green. Indicate the desired frequency by pressing button 1 or button 2. (1 if it's 433 and 2 if it's variable).
7 – 4 It will stay red for a few seconds until all the data has been recorded and then it will switch off, indicating that the copy has been made correctly.

4.3 ROLLING CODE DUPLICATION MODES

4.3 ROLLING CODE DUPLICATION MODES

| •Automatic Duplication Mode	
auto	Press the first button of the duplicate remote when the green LED is flashing. We generate a compatible remote that must be registered with the installation.
• Manual Duplication Mode	
manual -1	Press the second button of the duplicate remote when the green light flashes.
manual -2	Now enter the number to be added or removed from the original remote. Enter it by using the buttons in the following manner:
manual -3	The first button on the duplicate remote is the units, the second button represents the tens and the third button represents the hundreds. In this way, if we want to add 127 places, press the third button once, the second button twice and the third button seven times.
manual-4	Button 4 can be both add and subtract. The LED is green for add and red for subtract.
manual -5	Finally, press the registration button of the duplicate remote to exit this mode.
•Cloning Mode	
clone	Press the third button of the duplicate remote when the LED is flashing. This will generate a clone that is identical to the original.
•Scanner Duplication Mode	
Scanner	This option exists for the Mutancode and Erreka controls. To do that we have to press the fourth button. This option generates a process that will make a scan of different serial numbers. After having made the process this way, we go to the garage and press the button where the control is recorded. This will start to emit codes starting from the original serial number forwards. When we see the door open, press the backwards button to stop the scan. As the scan is very quick, it is possible that the code where the scan stops is higher than the one really needed. Therefore we have to wait till the door is closed again and then we press the button where we have recorded the control. In this case, codes will be emitted backwards but much slower. When the door opens again we press the backwards button for 5 seconds until both Leds flash. The increase or decrease operation can be re-started by pressing any button for 3 seconds except the backwards one.

4.3.2 AUTOMATIC/CLONE/NON-EVOLUTIONARY CLONE DUPLICATION MODES

| • Automatic Duplication Mode	
auto	Press the first button of the duplicate remote when the green LED is flashing. We generate a compatible remote that must be registered with the installation.
• Cloning Mode	
clone	Press the third button of the blank remote when the green light is flashing. We generate a remote that's identical to the original.
• Non-evolutionary Cloning Mode	
Clon-noevol	Press the second button of the duplicate remote when the green light flashes. This generates a remote that's identical to the original, in fixed mode, so that it will always send the same screen.

Please consult the diagram on the following page for guidance.

4.4 DIAGRAM OF THE STEPS NEEDED WHEN COPYING

4.4.1 SR-4V

4.4.2 SR-48

4.4.3 SR-4Q

5. PC OPERATION

The SR remote can be connected to a PC using a special 6-pin cable on one end and a USB connection at the other. This cable can be exclusive to the PC connection or integrated along with the frequency metre.

In both cases, the USB cable must be connected to the PC and the 6 pin cable connected to the remote, as shown in the diagram.
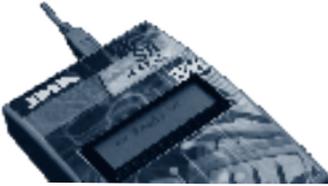
PC operation requires a Java application that will help produce the copies in a guided manner and will use additional options such as code saving, generating copies without the original or reading FAAC slave screens. Before installing the application, check that JAVA is installed and if not, download it directly from the following link:
http://www.java.com/es/download/

This application is compatible with Windows, MAC OS or Linux operating systems with 32 or 64 bits. To use it, copy the exe file and the relevant libraries depending on your operating system.
The relevant communications drivers must also be installed in accordance with the operating system.

5.1 INSTALLING THE APPLICATION

5.1.1 WINDOWS INSTALLATION:
The ClienteRollFixWindows folder contains the following information:

Driver installers

Application executable

Library for the adequate dongle

Adequate communications library
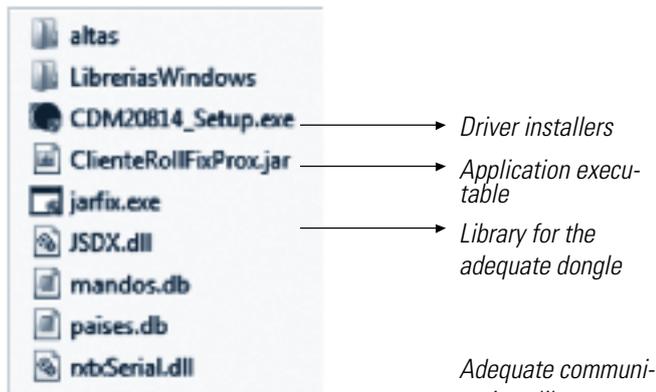
First execute the driver installers. The following screen will appear indicating: "Installing driver..." and "FTDI CDM Driver Installation process completed" when the driver has been installed.
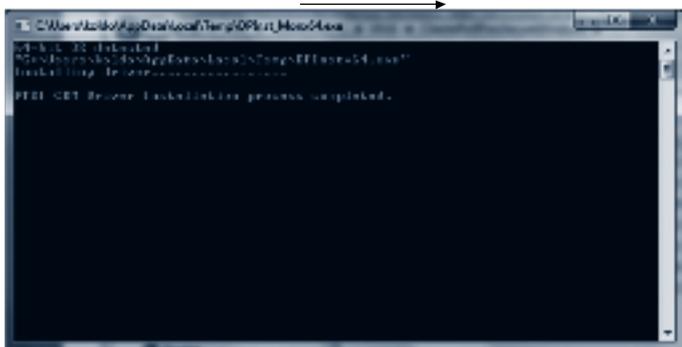
Next connect the dongle and wait for the drivers to be automatically installed in your system. You will see an icon in the lower right section of the new device while it is installing.
Finally, ensure that the JSDX.dll and rxtxSerial.dll libraries are appropriate for your operating system. Two files for 32 or 64 bit systems are found in the Windows Libraries file. Only copy the right files into the main folder.

When you have finished this installation you can execute the 'ClienteRoll-FixProx.jar' programme. If the application asks which programme you want to use to open it (with Java installed) use the jarfix.exe programme (in the ClienteRollFixWindows folder) to simply connect the .jar extension to java.

5.1.2   MAC INSTALLATION
You will find the following files in the ClienteRollProxMac folder as well as a libraries file with the necessary files for operating systems functioning at 32 or 64 bits.
Like Windows, you need to install the communication drivers. You will find the FTDIUSBSerialDriver_v2_2_17.dmg folder in the corresponding x86 or x64 folder. Execute it to install the corresponding drivers.
Then copy the librxtxSerial.jnilib and librxtxSerial.jnilib libraries into the applications folder.
Finally copy the libsdx.dylib folder into the /use/local/lib directory. If the /lib file does not exist inside /local, create it.
For correct USB communication folder/var/lock must exist and be accessible by the user. Otherwise you will receive the error "ComPortInUse". If it does not exist or does not have the correct permissions perform the following actions:

Create the folder/var/lock if it is not created: # sudo mkdir/var/lock
Give permissions to this folder: # chmod 777/var/lock
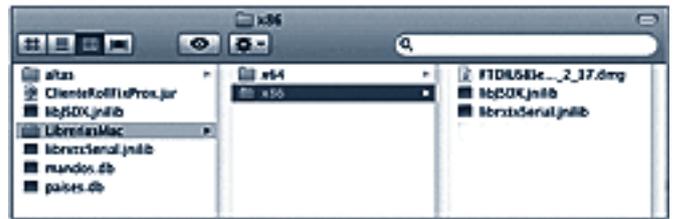
Once these operations have been carried out you can launch the application by double clicking on the ClienteRollFixProx.jar file.

5.1.3 LINUX INSTALLATION
You will find the following files in the ClienteRollProxMac folder as well as a libraries file with the necessary files for operating systems functioning at 32 or 64 bits.

Communications driver (not alwaysrequired)

Executable folder

Dogle librarya
Communication library
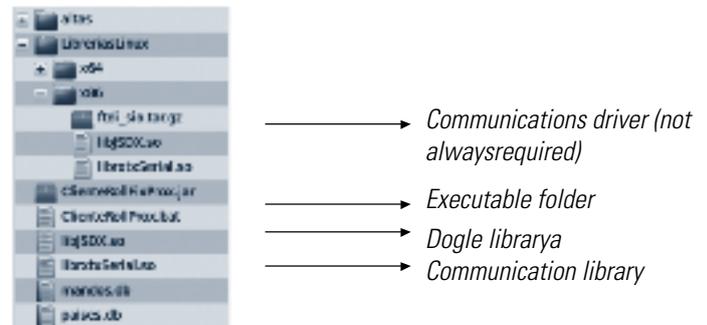
Installation may vary depending on the operating system, be it Ubuntu, Debian, Solaris, Red Hat, etc.
The latest versions of these operating systems include the ftdi_sio library belonging to the FTDI chip communications model for virtual COM ports. It is therefore enough to simply copy the libJSDX.so and librxtxSerial.so libraries into the applications folder. Once this is carried out, simply execute the ClienteRollProx.bat file.
For other versions, you may need to install the ftdi_sio manually. There are two ways of doing so.
1. Install the ftdi_sio.tar.gz file from the relevant x86 or x64 folder. Follow these steps to do so:
a. Create a temporary folder in the system
b. Extract the ftdi_sio.tar.gz files to the temporary folder
          i. "gunzip ftdi_sio.tar.gz"
          ii. "tar -xvf ftdi_sio.tar"
c. Compile the driver driver
   i. "make"
d. Connect the ftdi device
e. Check whether the driver is loaded by default
f. "lsmod" – will show the loaded ftdi_io driver

g. Delete the default driver
h. "rmmod ftdi_sio"
i. Install the new driver
j. "insmod ftdi_sio.o"

2. Install the most up to date ftdi_sio Linux version for your operating system

a. /sbin/modprobe -v ftdi_sio

If there are communication problems, try some of the following solutions:
When connecting the USB, check whether it has been properly set up with the following instructions:
lsusb - > See USB devices
cat /proc/tty/driver/usbBerial -> See usb serial devices loaded
You can also install the rxtx libraries from the following repositories:
apt-get install librxtx-java -> Install the librxtx and RXTXcomm.jar libraries
The libraries will be saved at the following paths:
librxtx -> /usr/lib/jni/librxtxSerial.so
RXTXComm -> /usr/share/java/RXTXComm.jar
It's a good idea to delete the visual impairment module as it can interfere with the Serial usb
apt-get remove blrtty -> Visual impairment module that creates conflicts with the Serial usb
Give USB permissions to all users:
/lib/udev/rules.d/50...default.
Create a line for kernel="ttyUSB=" .....MODE=0666 and copy it to /etc/udev/rules.d

5.2 APPLICATION FUNCTION

Once the application has been installed, execute the ClienteRollProx.jar file in Windows or Mac or the ClienteRollProx.bat in Linux and the following window will open.


Start screen

The USB licenses supplied are disabled and you need to register to activate them. You can register online or manually. If you select the online option, a form will open for completion and sending and in a few seconds the dongle will be activated.

5.2.1 ACTIVATION
If you register manually, you must enter the authorization number provided by Alejandro Altuna. To obtain this number, call Alejandro Altuna and provide the registration information.

Online activation form

Manual activation

Once the dongle has been activated, the window displayed will allow you to activate the 'Connection' and 'Saved Codes' options in the menu.

The 'Saved Codes' option allows you to consult the saved codes and load them when a SR remote is connected.

5.2.2 CONNECTION
To connect the remote using the application, you must follow these steps:

1. Connect the cable to the computer's USB port and the 6-pin cable with the PCB drawing to the top.
2. Simultaneously press buttons 3 and 4 on the remote until the red LED flashes and release both buttons.
3.Press the connect button in the application.

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SR CLIENT APPLICATION v1.0

This application allows:

1. Copy remotes in an unaided manner
2. Create remotes without needing the original
3. Read information recorded in the copied remote
4. Extract key Faac frames to send to DONGLE and create a master command.

License authentication

Serial Number   **F7B4D18F**

DONGLE ACTIVATED

| One Activation | Manual Activation | Activate |

Copyright by ALEJANDRO ALTUNA S.A. 2012   Connecting

The application is contacting the remote

Once you are connected, the 'SR Remote' option and all its options can be used.

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Functions menu:
- Analyse original
- Copy saved
- Read remote
- Compatible with SW
- Create remote
- Faac frames
- Delete remote

SR CLIENT APPLICATION v1.0

This application allows:

1. Copy remotes in an unaided manner
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4. Extract key Faac frames to send to DONGLE and create a master command.

License authentication

Serial Number   **F7B4D18F**

DONGLE ACTIVATED

| One Activation | Manual Activation | Activate |

Copyright by ALEJANDRO ALTUNA S.A. 2012   Connected

The remote is connected and the functions are available

You can carry out the following options:

• Analyse Original: An analysis is made of the original control, showing information like serial numbers, positions of switches or other parameters and that allows making a final copy of the analysis if needed.

• Guided Copy: The original remote is copied on the SR remote by following the messages that appear intuitively on the screen.

• Read Remote: This option enables you to read the type of code stored on each of the SR remote buttons. When the reading is finished, it gives you the option of saving the code.

• SW Compatible: Allows you to copy a remote with a DIP-Switch on a SR remote with modifiable switches or with no switches by generating a compatible copy that's identical to the original.

• Generate Remote: You can generate a rolling code or fixed code remote without needing the original. A new remote is generated by entering the right data or loading a code that was saved previously.

• FAAC screens: This option is important when you have tried to copy a slave FAAC onto a SR. As the original remote is a slave, it cannot send the activation screen, which is only available from master remotes, so the screens are saved on the SR as information, although it has not been possible to make a copy. This option reads the screens to send them to ALTUNA and generate a master screen that will enable you to make copies.

• Delete Remote: This option deletes the codes saved on the remote

5.2.3 GUIDED DUPLICATION

This option allows you to copy a rolling code or fixed code remote intuitively and in a guided manner, without having a detailed knowledge of remote technology.
When you press this option, the following window opens:

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0	1	2	Begin	Verify
3	4	5	YES	Automatic
6	7	8	NO	Manual
9	+/-	Del	Enter	Clone

Guided remote copy   Connected

To initiate the copy process, press the 'Start' button. The remote's red LED will start to flash and will display the following message.

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Beginning the programming process.

0	1	2	Begin	Verify
3	4	5	YES	Automatic
6	7	8	NO	Manual
9	+/-	Del	Enter	Clone

Guided copy. Beginning programming operation.   Connected

When the LED stops flashing, the application will ask you to select a channel from 1 to 4, where you wish to save the code it has read from the original. Press the button for the desired channel.

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Press the appropriate key of the keyboard (1 – 4) where you wish to record the remote.

0	1	2	Begin	Verify
3	4	5	YES	Automatic
6	7	8	NO	Manual
9	+/-	Del	Enter	Clone

Guided copy. Beginning programming operations.   Connected

Then place the original remote and blank remote face to face and press the button of the original remote until the LED on the SR reacts.

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Position the original remote as shown in picture and press the corresponding button of the original on to which you wish to copy. Continue to press it until the LED responds.

3	4	5	YES	Automatic
6	7	8	NO	Manual
9	+/-	Del	Enter	Clone

Guided copy. Selected channel.   Connected

ENGLISH

Once the remote has captured the code from the original, the application will display a message concerning the information received. For rolling code remotes, the application will display the following screen showing the screen received.

5.2.4 ROLLING CODE

In this case, as with the rolling codes, it will ask you for a second screen to decode the remote and in some cases may request a third screen from the registration button.

When the second screen requested has been sent, if the code has been decoded, it will display information about the type of remote, serial number, counter, personalisation and seed if these are required.

When processing fixed code, it will simply inform you that a fixed code has been processed.

You can copy Automatically, Manually, or by Cloning and in some cases ClonNoRoll (Non-Rolling Clone) on rolling code remotes.

Automatic Mode: The remote will generate a new serial number with the counter at 0. The remote generated is compatible with the original, which must be registered with the installation.

Manual Duplication Mode: In some cases, for example KEELOQ remotes (standard rolling code remote), it's a good idea to enter a specific serial number with specific pulsations. This is essential when the installation is full of codes and you want your remote to have the same serial number as one already registered with the installation.

Cloning Mode: This produces a remote with an identical serial number to the original. The number of pulsations can be modified, although it records identical pulsations to the original by default. This mode must be used to change the original remote for a SR as both cannot be used at once on the installation if they are not synchronized.

ClonNoRoll Mode: In this case, an exact copy is made of a rolling code remote, which operates as a fixed code. It's used when the original remote receiver is configured in fixed mode despite the fact that it's a rolling code remote, and that it enables rolling codes.
Scanner Mode: This option exists for the Mutancode and Erreka controls and generates a process that will make a scan of different serial numbers in order to find a possible position in the receiver.
When you press the manual button, the following screen will appear. Enter the value to add or subtract from the original serial number to generate the

desired serial number.

If you wish to delete them, press the Del key.
Once the serial number has been modified, press the Enter key to confirm.

When the new serial number has been confirmed, the application will ask if you wish to modify the number of pulsations. It will save the same number of pulsations as the original remote by default. If you wish to modify these pulsations press 'Yes' and if not, 'No'.
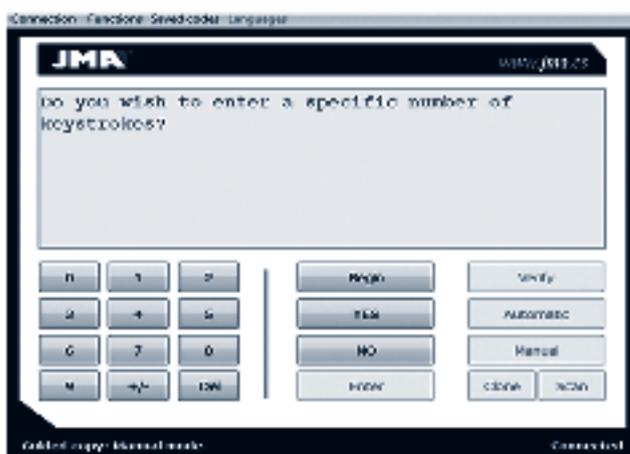
When you press 'Yes' to modify the pulsations, a new screen will open. Enter the desired value here.
The value is the same as the original by default, meaning that you have to press 'Del' to delete this value and enter the desired value.
Once you have entered the desired value, press Enter.
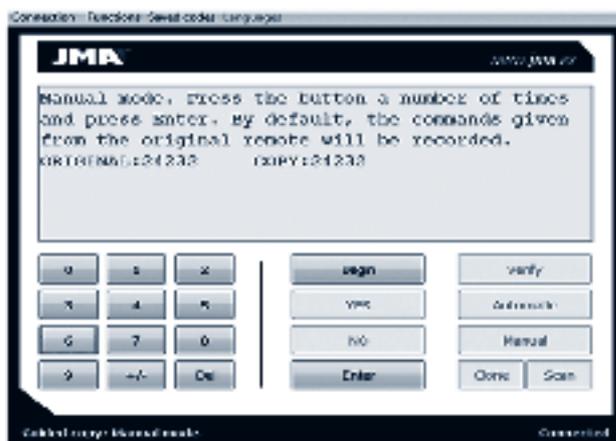
If you have successfully copied the remote, the application will display the message: "CORRECT COPY".

5.2.5 FIXED CODE

A similar process is used to copy fixed codes. Once the remote has captured the fixed code, the application will display the following window:

The remote will detect that it is fixed code and will ask you to press 'Enter' in order to read it. When you press 'Enter', the next screen opens, asking you to press the original remote so it can capture the code.

Once the code has been captured, press button 1 if the original remote is a 433 remote or button 2 if the original remote uses a variable frequency. In this second case, you must adjust the frequency once recording is finished.
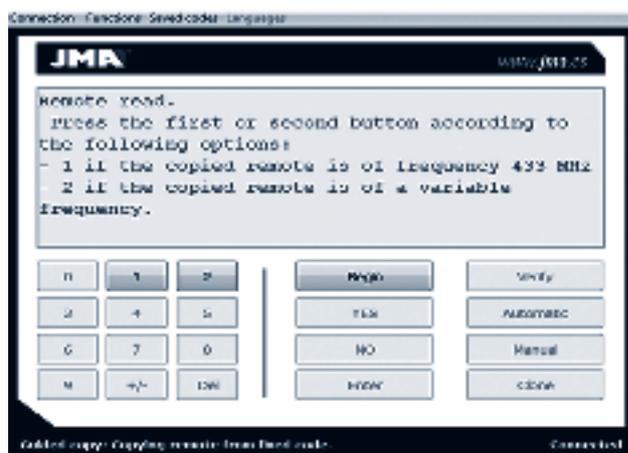
When you select the frequency, the remote starts to save the information and displays the following message.

When the copy is completed, the application will display "CORRECT COPY" and the code it has read.

With fixed codes, you can verify whether reading and saving were correct. To do so, press the 'Verify' button.

On pressing the 'Verify' button, a second window opens. It only displays the code that has been read while the remote recovers the code saved
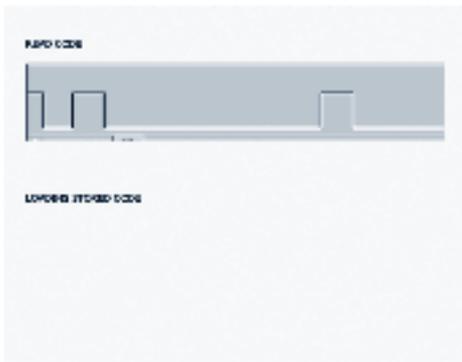
If the code read and the saved code coincide, the application will display the following message: 'VERIFICATION OK'. If this is not the case it will produce an error message.
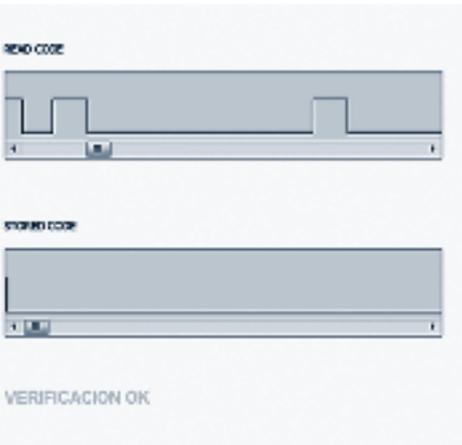
5.2.6 READ REMOTE

This option allows you to read the codes stored on the various buttons of the duplicate SR remote.
This option allows us to verify that the code saved is correct after copying.
Once the code has been read it also allows you to store this code for later use.
When you press this option, the following window opens.

Choose the SR remote button you want to read in this window. Once you have selected it, press 'Read' and the following screen will open.

The information saved on the remote will appear on the screen. The code type is displayed first.

When it's Rolling code, it will also display the manufacturer, serial number, counter, channel, frequency, seed and personalisation. The last two pieces of information depend on the type of remote.
If it's a fixed code, the application will first ask whether you wish to load the entire code on the screen.

If you answer 'Yes', the code will be displayed in the lower section of the window once it has loaded. If you answer 'No', the screen will simply tell you that it is a fixed code.
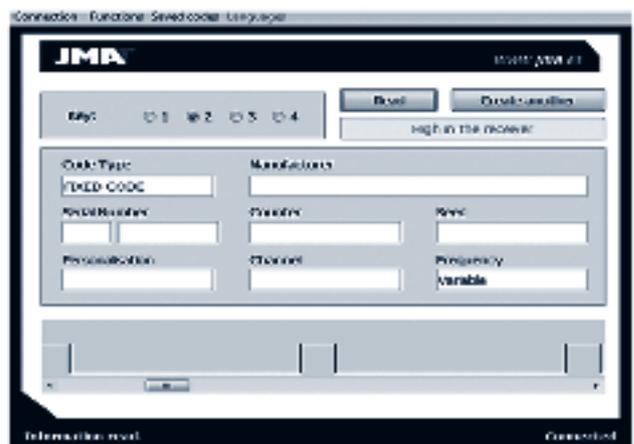
Every time it reads a code, the application will ask you if you want to save it, as shown in the following diagram. Saving the code can be useful if you want to produce more remotes for a known installation in future, without having to have the original remote for that installation with you every time you wish to produce a copy.
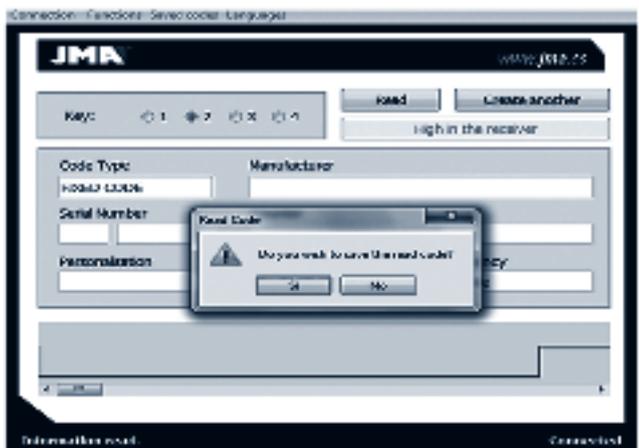
When you press 'Yes', a new window opens where you can enter the key data in order to find the code in future searches.

Finally, when a rolling code has been read, you can press the 'Register on the receiver' button to see a PDF with the instructions for activating the remote on the receiver.
There is a third button – 'Generate Other' which is used to create another new remote from the information read. In this case, depending on whether the code read is rolling code or fixed code, the respective 'Generate rolling code' or 'Generate fixed code' windows will open. These options are described in chapters 3.4 and 3.5 of this manual.

5.2.7 GENERATE COMPATIBLE
This option allows you to copy a fixed code with DIP-Switches from one remote to another in such a way that the new remote will also have DIP-Switches. This option is valid if you want to have a remote copy with switches that send different code when pressed. This function analyses the code to try and de-code the position of each of the original remote's micro-switches.

The process for copying a remote that's compatible with DIP-Switches is described below.
When you press this option, the following window opens.

Press the 'Start Reading' option to start the process of generating a compatible remote.

When you press 'Start reading' you will be asked to enter the original remote's code type (binary or ternary*), frequency (433 or other) and switch positions. To enter the switch positions, you first have to activate the upper check box.

Once you have entered all the data, press next.

*NB: if the DIP-Switch has three positions (top, middle bottom) then it's a ternary remote. If it only has two positions (top, bottom), then it's a binary remote.


Once all the fields have been entered and you have pressed 'Next' the application will ask you to place the original and duplicate remotes face to face and then press 'Next'.
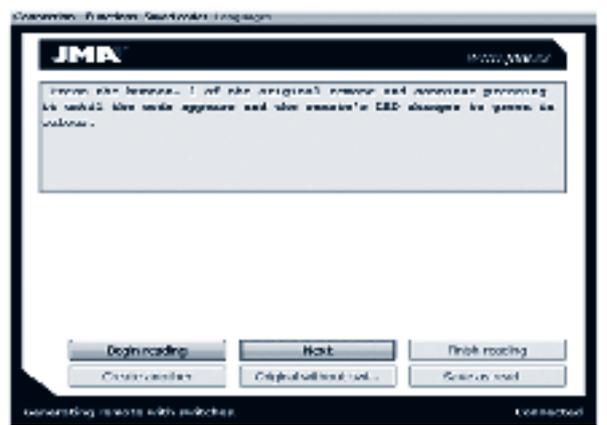
Once the remotes are facing each other, press the button on the original remote until the LED on the duplicate remote reacts and the application will display a new message.

When the remote has received the code and analysed it, the application will display whether it's a binary, ternary or multi-frequency remote (binary has different pulsations). You will find the standard pattern, which has the same positions as the original remote, among the switches displayed. The other positions complete the code sent in addition to the switch codes.
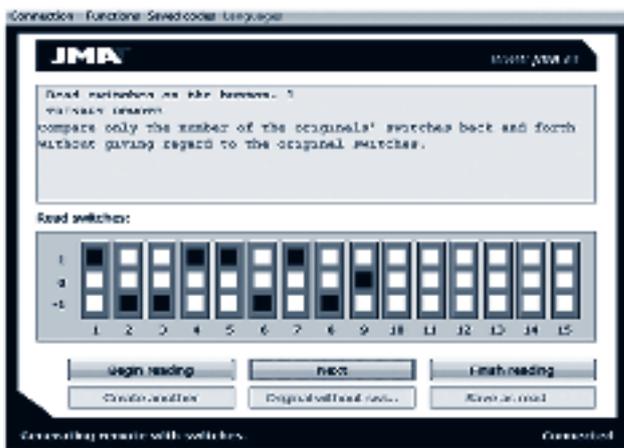
Then, if there are more buttons for recording information than the original remote, press 'Next' and the application will ask you to press the corresponding button. If all of the original remote's buttons have been read, press 'Finish readings'.

When you press 'Next', the application will ask you to press the buttons on the original remote in turn.

Once all of the readings have been taken and you have pressed 'Finish readings,' the application will display the message to change all the positions on the original remote. This action is required so that the duplicate remote knows which position to start from and it completes the original remote switch pattern. It searches by comparing previous with later readings.

If the original remote has no switches and the copy has been made using this mode, you can press 'Original has no switches.'
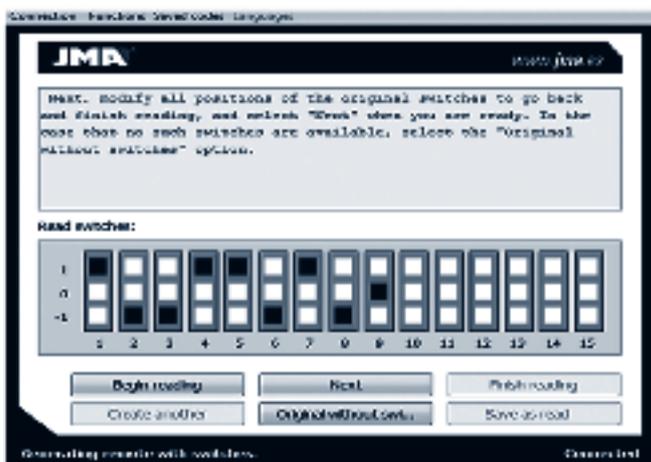

Once you have modified all the positions, press 'Next'. Then repeat the same readings of the original remote, but this time with the switches changed. Once the same number of readings have been repeated, press 'Next' and the following message will appear indicating that the readings have been carried out.
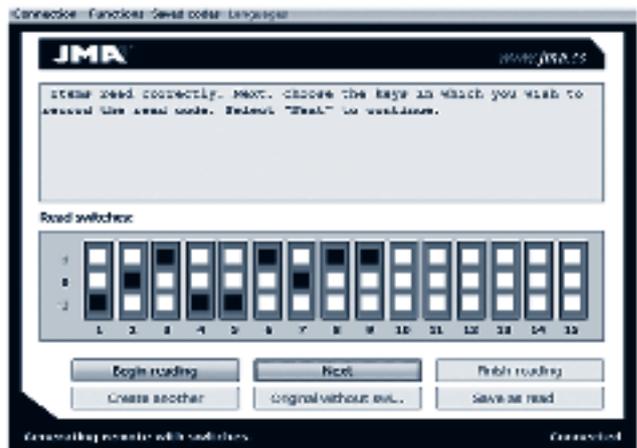
Press 'Next' to see the following screen, where you must select the button(s) to record the code read.
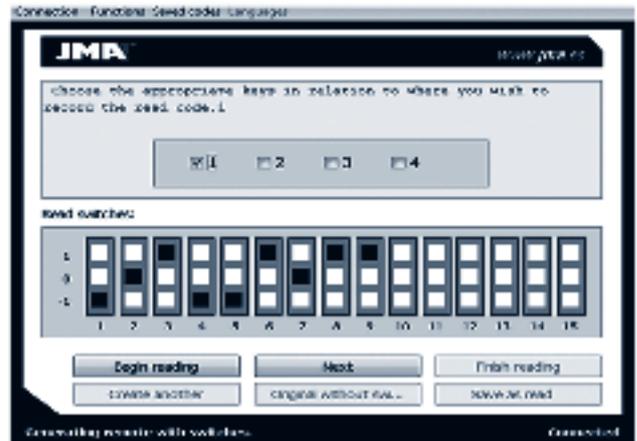
When you press 'Next' the application will ask you to select the buttons where you want to save the code read. It will then ask you to choose the buttons for each code read.
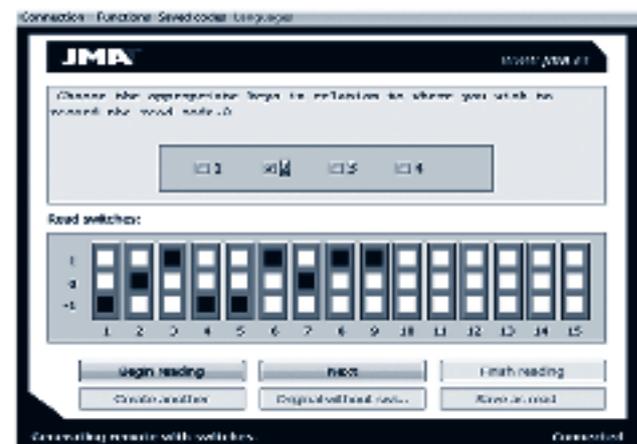
Once all of the buttons have been selected, when you press 'Next' the application will show the position in which you have to place the switches on the original remote and the position in which you have to place the switches on the duplicate remote, where relevant.
Duplication is now finished.
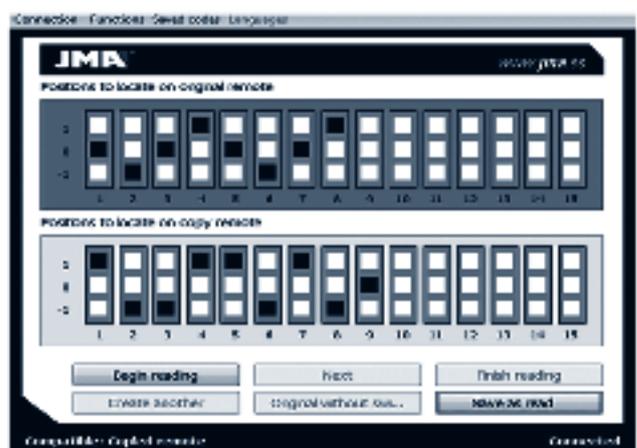
5.2.8 GENERATE A ROLLING CODE REMOTE

This option allows you to generate a series of rolling codes that are recognised by the application. The remote can be created from scratch or you can load it with a code that you saved earlier and modify the desired data, usually the serial number, to create a compatible remote.
In the first case, the following window opens.
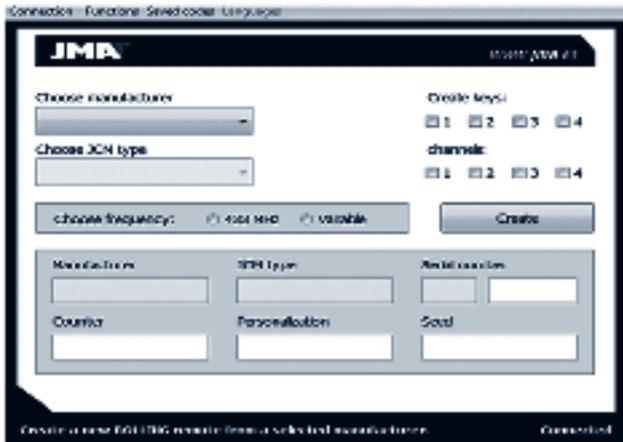
You need to know the data for the remote you are going to generate, such as the manufacturer, serial number and counter or the seed and personalisation if necessary.

In the example displayed here, the manufacturer is 'Mutancode' and the serial and meter numbers have been entered. In addition, this particular manufacturer tends to have a personalisation number, so this value is entered if you know what it is. If no value is entered enter, zero will be allocated.

In the case of other manufacturers such as 1st GEN JCM, 2nd GEN JCM or GO, you need to select the type of JCM so that the second combination is suitable. The example shows the manufacturer '1st GEN JCM' type 'FORSA'. You can also see that 'Personalisation' and 'Seed' are disabled as this manufacturer doesn't use them.

Once the values have been entered, press the 'Generate' button and the remote will be duplicated. The bottom application will indicate 'The following remote has been generated: XXXXX'

If you don't know the information to enter to generate a remote, you can load a previously saved code and modify the desired data, normally the serial number, to create a compatible remote.

When you press 'Generate Rolling Remote' -> 'Load Remote' the following window opens.
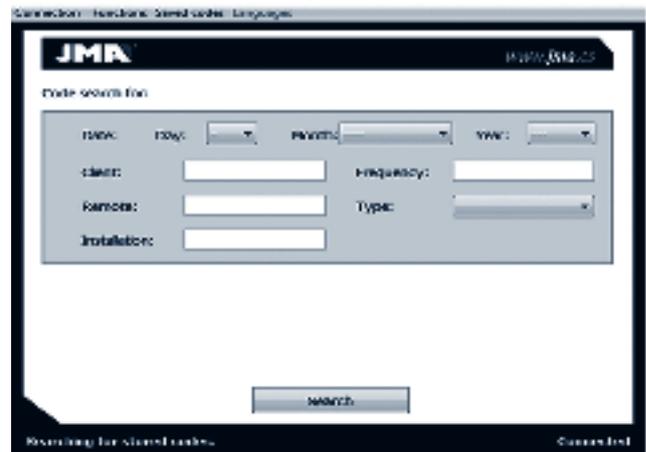
Here you can search the codes stored by various criteria such as the day, moth, year, client, remote, frequency, or code type installation.
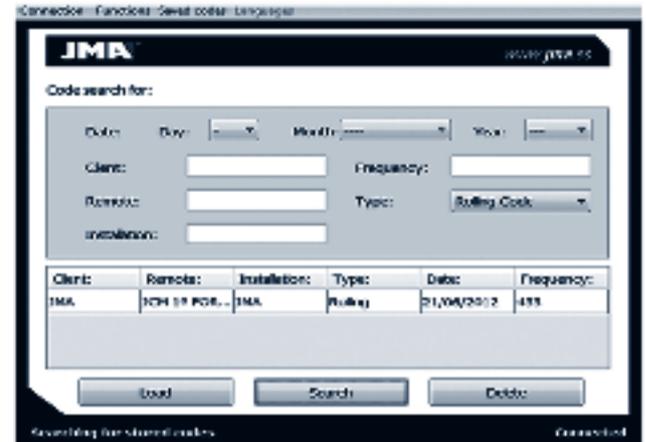
Once you have searched under the required criteria, choose the selected code and press 'Load'. The rolling code generation window will open, showing the data saved and allowing you to modify any of these pieces of information. As above, press 'Generate' and the remote will be copied.

5.2.9 GENERATING FIXED REMOTES

As with rolling codes, this option allows you to generate fixed code remotes from among those reprogrammed in the application or to load a code that you stored earlier.

When you select this option, the following window opens.

Select the manufacturer, the type of remote you wish to generate, the frequency, desired switch positions, the channel and the SR remote buttons on which this remote is to be generated.
Finally press 'Generate' to create the remote and the application will send the code.

The lower progress menu will demonstrate the code sent percentage. As the remote has to save all the information after sending, it will progress more slowly after 75%. Wait patiently until it finishes saving and the following message will be displayed.

When the copy has finished, the application displays a reminder of the frequency to which this remote should be set.
In the specific case of the 'Mastercode' remote, there's a new field for entering 'Personalisation' and 'Individualisation' as these are values that are usually loaded on 'Mastercode' remotes.
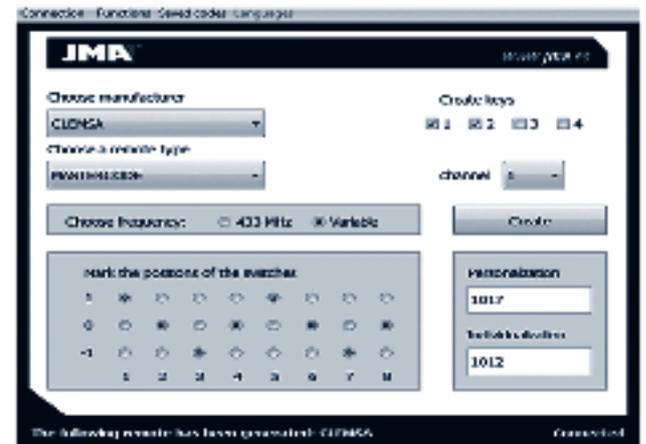
As when generating rolling code remotes, you can also generate a fixed code using previously saved codes.
As for rolling codes, the codes are filtered according to the search criteria and the desired code is selected. Then press the 'Load' button.

When the code is loaded the application displays the 'Generate fixed code' screen with the digital signal of the code loaded. Simply select the frequency and buttons where you want to save that code on the SR.
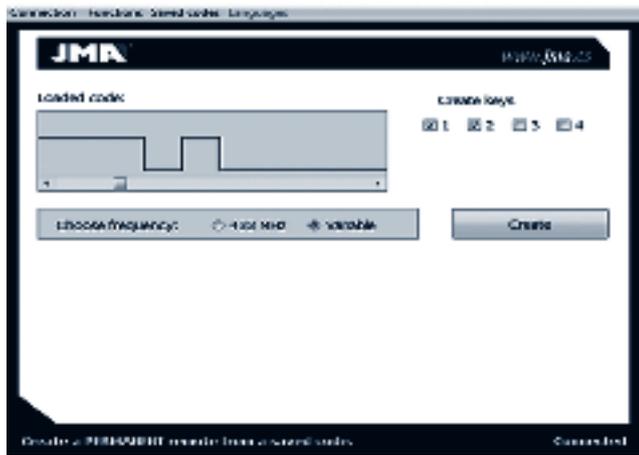
5.2.10 FAAC SCREENS

This option is a specific function for copying FAAC SLH remotes. FAAC remotes can be master and slave remotes. To copy a FAAC remote, you need to transfer the seed code from the master remote to the duplicate concerned. In general, clients only have a slave FAAC from which they wish to make the copy, however these FAAC remotes are not capable of transmitting the seed code, making it impossible to copy.

For SR remotes, you need to copy each FAAC remote button separately, even though it's a rolling code. In addition, 4 readings and a final reading of the seed code need to be performed for each button. When there is no seed code, the SR remote cannot complete the duplication, although it saves the four screens read for each button in the memory.

These four sections can be read using this option in the application and sent to ALTUNA. At ALTUNA, these four screens per button are used to obtain the seed codes belonging to each button. Once these have been obtained, they are sent to the client so that they can use the Generate Rolling option to create a FAAC remote using the seed option from ALTUNA. The remote generated by the client is a master remote and they can then use it to generate as many remotes as they wish from this master.

As it takes time for ALTUNA to obtain the seed codes and numerous clients may request this service, we recommend saving the master remotes generated and creating a copy to give to the client. In this way, when you need to produce a new copy of the same installation, ALTUNA clients will already have a master remote that they can copy, without having to send the screens for analysis.

The window for reading these screens is the following:

Press the 'Read FAAC screens' button to read the screens stored in the SR.

You can see how they tried to copy a FAAC code on button 1, but not on the other buttons.

Then press the 'Create screens file' button to generate a text file to send to ALTUNA for analysis.

5.2.11 CODES SAVED

TAs explained above, the application has an option for saving and loading codes registered in a database.

This option allows you to search codes using various criteria, such as date, code type, client, installation, frequency or remote.

When you use this option, the following window opens.
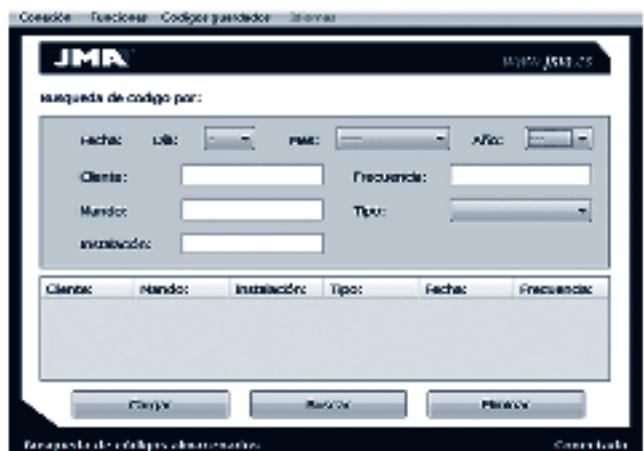
As you can see, this option can be used without needing to connect an SR remote.

Press the 'Search' button without specifying any criteria to see all of the codes stored in the database.
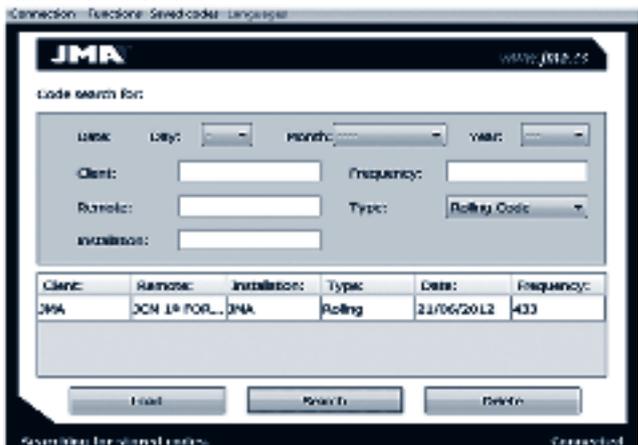
When you select the desired entry, you can load the code or delete the entry so long as a remote is connected.

5.2.12 ORIGINAL ANALYSIS

This option allows us to analyse the original remote without having to perform the entire 'Guided duplication' process.

When you press this option, the following screen opens:
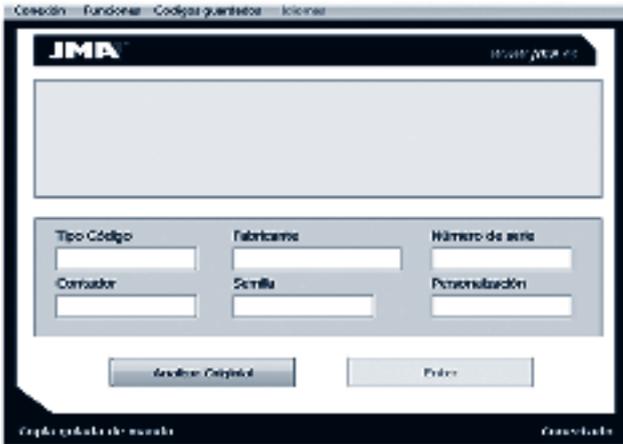
Press the 'Analyse Original' button to start analysing the remote. First it will ask you to turn the original remote to face it in order to perform the reading.

For rolling code, as when you make a Guided Copy, you have to send two, three or four screens according to the remote type. The original remote information will be displayed in the lower frame once it has been analysed.

Once analysis has completed you can copy it. To do so, select the button onto which you wish to duplicate the copy (For rolling codes, the code is copied onto all of the buttons after the selected button). If there is no reply within 30 seconds, the system deduces that you don't want to make a copy and continues to display the information.

However, if you have decided to copy the remote, having carried out the analysis the programme jumps to the Guided duplication screen and displays the relevant copy options.

As when making a Guided duplicate, when the remote analysed is a fixed code remote it asks you to press 'Enter' to read the complete code from the start.
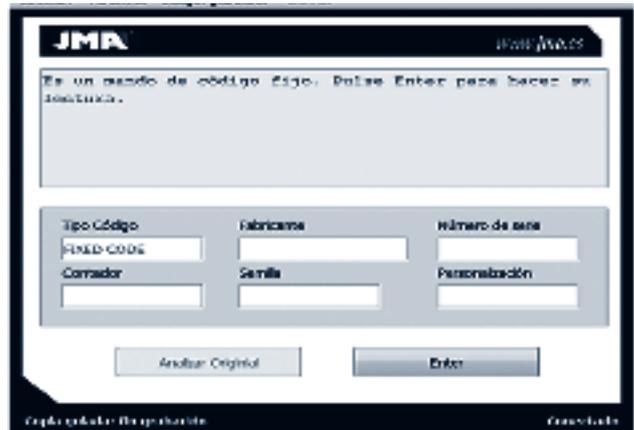
If you press the original again, the switch information is displayed (if it's a DIP-Switch remote,) along with the screen read.
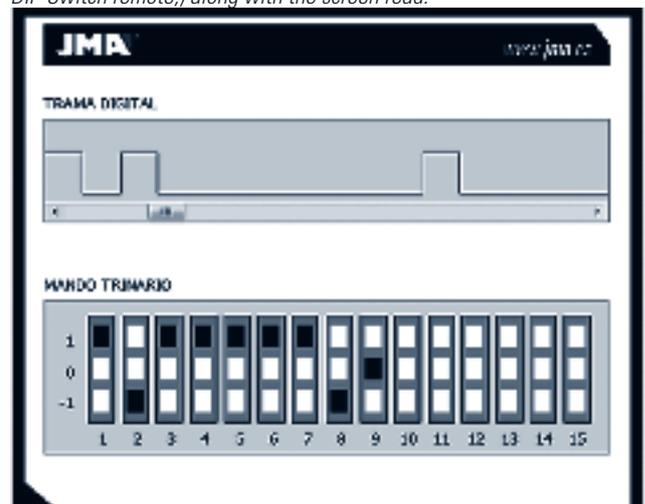
When you close the window, it will give the option to copy or not to copy the read code. If you wish to copy it, the programme jumps to the Guided Duplication window, showing the select frequency step.
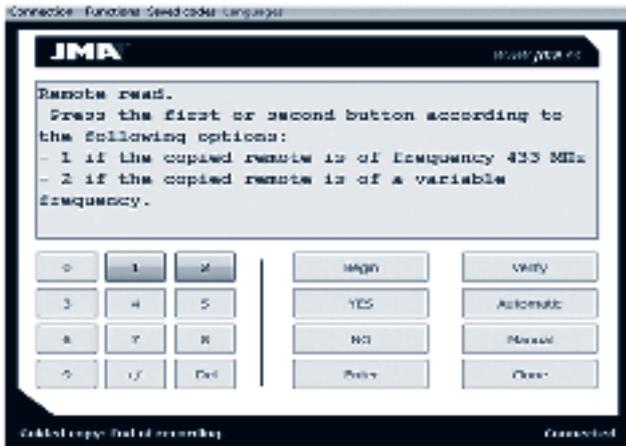
6 REGISTERING EVOLUTIONARY REMOTES ON THE RECEIVER

REGISTERING CLEMSA MUTANCODE EVOLUTIONARY REMOTES

The receivers for these remotes allow you to remotely register remotes without having to touch the receiver or use the button on the circuit board.

Remote registration
1. Stand near the receiver, open the original remote's battery cover and press and release the button next to the battery.
The receiver should beep twice to indicate that it has entered programming mode.
If not, please try again. If the receiver does not beep, remote registration may be disabled. Try registering directly on the receiver.
If the receiver correctly beeped twice
2. You must press the button of the remote you wish to register within 30 econds of the two beeps.
The receiver will then emit a short beep, to indicate that the remote was registered correctly.
If the receiver does not emit a short beep, the memory could be full preventing remote registration without permission from the installer.
3. Once 30 seconds have passed from the last activation, the receiver will quit programming mode.
If all of the steps were carried out correctly, try the new remote, which should now function.

Registering directly on the receiver
1. The receiver button can be located on the side or by removing the lid of the receiver on the electronic box.
2. Activate the switch on the receiver's electronic card.
The receiver should beep twice to indicate that it has entered programming mode. Then continue with point 2 from the previous method.

REGISTERING EVOLUTIONARY JCM REMOTES

he system for registering EVOLUTIONARY JCM REMOTES is the same for all models and personalisations, except the 868 MHz.
You can use 3 methods to register these remotes.
Distance registration in PIN-MODE

If PIN-MODE is written on the receiver, proceed as follows:
1. Stand near the receiver and press the button on the back of the remote that you want to register with a pointed object.
The receiver will emit a long beep to indicate that the remote has been successfully registered.

Remote registration using the installation remote
1. Stand near the receiver and press the button on the back of the registered remote with a pointed object.
The receiver will emit a long beep to indicate that it is in registration mode.
2. Within 10 seconds after this beep, press the button of the remote that you want to register.
The receiver will emit a short beep to indicate that the remote has been registered.
If the receiver does not emit a short beep indicating successful registration, the memory could be full preventing registration without permission from the installer.

3. After 10 seconds, the receiver will exit programming mode and will emit 2 short beeps.

Registering directly on the receiver
1. Open the receiver and find a switch or button marked 'PROG'.
2. Press the button or activate the switch.
The receiver will emit a long beep and the LED will light up. Now proceed to step 2 of the previous method.

REGISTERING EVOLUTIONARY ROPER REMOTES

This receiver does not usually permit radio registration. As a result, we advise using the direct registration method. However, both procedures are described here.

Remote registration (not usually permitted)
1. Stand near the receiver and press the button on the back of the registered remote with a pointed object.
The receiver will emit a long beep to indicate that it is in registration mode.
2. Within 10 seconds after this beep, press the button of the remote that you want to register.
The receiver will emit a short beep to indicate that the remote has been registered.
If the receiver does not permit registration, the memory could be full preventing registration without permission from the installer.
3. After 10 seconds, the receiver will exit programming mode and will emit 3 short beeps.

Registering directly on the receiver
1. Open the ROPER receiver.
2. Find a small button stamped PROG/RES.
3. Press the button and hold it down for one or two seconds until the receiver beeps.
 The receiver beeps.
4 Release the receiver button and press the button on the remote you wish to register. If you want to record more than one remote, use this opportunity to press a button for each remote that you wish to register.
Every time you press a remote to register it, the receiver will beep to indicate that it has been successfully registered.
5. Wait 10 seconds when finished.
The receiver will emit three beeps to indicate that it has quit programming mode.

REGISTERING EVOLUTIONARY NORTON REMOTES

The system for registering NORTON evolutionary remotes is the same as the procedure for JCM models.
You can use 3 methods to register these remotes.
Distance registration in PIN-MODE

If PIN-MODE is written on the receiver, proceed as follows:
1. Stand near the receiver and press the button on the back of the remote you wish to register with a pointed object.
The receiver will emit a long beep to indicate that the remote has been successfully registered.

Remote registration using the installation remote
1. Stand near the receiver and press the button on the back of the registered remote with a pointed object.
The receiver will emit a long beep to indicate that it is in registration mode.
2. Within 10 seconds after this beep, press the button of the remote that you want to register.
The receiver will emit a short beep to indicate that the remote has been registered.
If the receiver does not emit a short beep indicating successful registration, the memory could be full preventing registration without permission from the installer.
3. After 10 seconds, the receiver will exit programming mode and will emit 2 short beeps.

Registering directly on the receiver
1. Open the receiver and find a switch or button marked 'PROG'.
2. Press the button or activate the switch.
The receiver will emit a long beep and the LED will light up. Now proceed to step 2 of the previous method.

REGISTERING EVOLUTIONARY ERREKA REMOTES

The receivers for Erreka remotes allow you to remotely register remotes without having to touch the receiver or using the button on the receiver's circuit board.

ROLLER REMOTE
Remote registration
1. Stand near the receiver, open the battery cover and press the button beside the battery on the remote that already works with the installation or the registration button of the programmed remote.

When the LED on the receiver lights up, release the button.

2. Press the button on the remote you wish to register.

The receiver will emit a short beep to indicate that the remote has been registered.

If the receiver doesn't beep it may be due to:

• The receiver memory is full or the installer has filled it on purpose. You cannot register the remote without contacting the installer.

3. Once 30 seconds have passed from the last activation, the receiver will quit programming mode and the LED will go out.

Registering directly on the receiver

1. Remove the receiver cover and move the switch to the ON position.

The receiver lights the LED. Proceed to step 2 of the previous procedure.

SOL REMOTE

Both registration procedures are the same as for the Roller remote. The only difference is if you wish to activate the receiver programming mode, you have to bridge the first and fifth pins of the original remote so that the receiver enters programming mode, and then remove the bridge once it's in programming mode.

You don't have to do this if you activate registration using the programmed remote as it has a button for this purpose on the back.

REGISTERING EVOLUTIONARY BFT REMOTES

The receivers for these remotes allow you to remotely or directly register remotes.

Remote registration for BFT MITTO remotes

1. Stand in front of the receiver and press the button hidden on the back of the original BFT remote for 2 seconds.

2. Press the left hand button on the front of the original remote for 2 seconds.

3. Press the registration button on the back of the programmed remote.

4. Finally press the first button of the programmed remote.

Direct registration of BFT TRC or MITTO remotes

1. Open the receiver and and press the first button (SW-1) of the two marked SW-1 and SW-2.

A green light should flash on the receiver.

2. Open the battery cover of the existing remote, or the duplicated remote and press the button inside.

The light on the receiver should stay on.

3. Press the button on the remote you wish to register.

The light on the receiver goes back to flashing and goes out after 30 seconds indicating that the registration process has finished.

Comments

If the procedure does not work satisfactorily, this may be as the receiver memory is full, which prevents new registrations without permission from the installer.

REGISTERING EVOLUTIONARY PUJOL VARIO REMOTES

The system for registering evolutionary PUJOL VARIO remotes is the same as the JCM procedure.

You can use 3 methods to register these remotes.

Distance registration in PIN-MODE

If PIN-MODE is written on the receiver, proceed as follows:

1. Stand near the receiver and press the button on the back of the remote you wish to register with a pointed object.

The receiver will emit a long beep to indicate that the remote has been successfully registered.

Remote registration using the installation remote

1. Stand near the receiver and press the button on the back of the registered remote with a pointed object.

The receiver will emit a long beep to indicate that it is in registration mode.

2. Within 10 seconds after this beep, press the button of the remote that you want to register.

The receiver will emit a short beep to indicate that the remote has been registered.

If the receiver does not emit a short beep indicating successful registration, the memory could be full preventing registration without permission from the installer.

3. After 10 seconds, the receiver will exit programming mode and will emit 2 short beeps.

Registering directly on the receiver

1. Open the receiver and find a switch or button marked PROG.

2. Press the button or activate the switch.

The receiver will emit a long beep and the LED will light up. Now proceed to step 2 of the previous method.

REGISTERING NICE REMOTES

NICE receivers enable you to register remotely and directly on the receiver. The BIO version and regenerative versions of the VERY and FLO models must also be registered in addition to the Evolutionary versions.

BIO AND EVOLUTIONARY FLOR, VERYR AND SMILO REMOTES

Remote registration

1. Stand close to the receiver and press the first button on the remote you wish to register for five seconds.

The LED on the receiver will flash before going on.

2. Slowly press the first button of the existing remote three times and then press the button on the new remote.

The receiver has registered the new remote. Wait 15 seconds to test it.

Registering directly on the receiver

1. Remove the receiver cover and press the electronic card button for about 3 seconds until the LED goes on.

2. Within 10 seconds, press the button on the remote you wish to register for at least 2 seconds.

The receiver has registered the new remote. Wait 15 seconds to test it.

VERY RESONANCE REMOTE

To register this remote you must know the position of the 10 receiver switches!!!

Remote registration

1. Press the 2 buttons on the remote you want to register simultaneously.

The LED will go on.

2. Enter the 10 codes within 5 seconds. Proceed as follows.

3. Press the first button (top button) if the switch is ON and the second button if it's OFF. Press 10 times for the 10 codes.

WARNING

You have to register BIO and VERY Resonance remotes if you are using an original remote, but you don't have to register them if you're using a copy of a remote that already works this installation.

REGISTERING EVOLUTIONARY GIBIDI REMOTES

Registering directly on the receiver

1. Open the receiver and locate the programming button on the circuit board.

2. Press the button for a moment.

The LED on the receiver will flash.

3. Within 10 seconds, press the button on the remote you wish to register.

After a while the receiver will exit programming mode.

REGISTERING EVOLUTIONARY DEA REMOTES

DEA receivers work in fixed or evolutionary mode. You can select the mode by placing a jumper in specific positions. The jumper is located in the central section of the circuit board and the positions are marked on the board as A (fixed position) or B (evolutionary position).

In evolutionary mode, DEA receivers can be registered remotely or directly on the receiver.

Remote registration

1. Stand near the receiver and simultaneously press both buttons of the remote that already operates the installation.

The LED on the receiver will go on indicating that it has entered programming mode.

2. Press the button of the remote that you want to register within 5 seconds.

The LED on the receiver will flash and then go out, indicating that it was successfully programmed.

Registering directly on the receiver

1. Open the receiver and press and release the button marked P1 to the right of the board underneath a LED.

The LED will go on indicating that the receiver has entered 'memorise' mode.

Make sure you release the P1 button when the LED goes on as if you keep it pressed down until it goes off, you will erase the receiver's memory.

2. Press the left button of the remote you wish to register.

The LED on the receiver will flash, indicating that programming was successfully completed.

3. It has been successfully recorded. If you wish to register further remotes, repeat point 2 to record them. Otherwise, wait until the LED turns off to complete the recording process and to ensure that the receiver exits memorise mode.

Comments

If you can't complete the registration process, this may be due to the receiver's memory being full. If this is the case, the installer is the only person able to register remotes.

REGISTERING EVOLUTIONARY CELINSA REMOTES

In evolutionary mode, CELINSA receivers can be registered remotely or directly on the receiver.

Remote registration

1. Stand near the receiver and press and release the button on the back of the remote that currently operates the installation.

The receiver will beep to indicate that it has entered programming mode.

2. Press the button of the remote that you want to register within 5 seconds.

The receiver will memorize the code.

Wait 30 seconds for the receiver to exit programming mode - it will beep twice to indicate that it has done so.

Registering directly on the receiver

1.Open the receiver and locate the switch with 3 positions (A, B and C). Position A is for registering remotes, position B is to delete remotes from the system. Carefully move the switch to position A.

The receiver will be ready to register new remotes.

2. Press the button of the remote you wish to register.

The remote code will be memorised.

3.It has been successfully recorded. If you wish to register further remotes, repeat point 2 to record them. Otherwise, return the switch to position C - neutral.

Be careful to move the switch back to position C and not position B, as the latter will delete remotes that operate the installation.

WARNING

If you are unable to complete the registration process, this may be due to the receiver's memory being full. If this is the case, the installer is the only person capable of registering remotes.

REGISTERING EVOLUTIONARY DOORMATIC REMOTES

In evolutionary mode, DOORMATIC receivers can be registered remotely or directly on the receiver.

Remote registration

1. Stand near the receiver and press and release the button on the front of the remote that currently operates the installation. It's located beneath the remote's coloured casing.

The receiver will beep to indicate that it has entered programming mode.

2. Press the button of the remote that you want to register within 5 seconds.

The receiver will beep twice to indicate that it has memorized the remote.

Wait 30 seconds for the receiver to exit programming mode - it will beep twice to indicate that it has done so.

Registering directly on the receiver

1. Open the receiver and locate the button between two LEDS and a receiver card.

The red LED turns on and soon after goes out and the green LED goes on. This indicates that the receiver is ready to receive new remotes.

2. Press the button to be recorded from the remote you wish to register.

The remote code will be memorised.

Wait 30 seconds for the receiver to exit programming mode - it will beep twice to indicate that it has done so.

WARNING

If you are unable to complete the registration process, this may be due to the receiver's memory being full.

If this is the case, the installer is the only person capable of registering remotes.

REGISTERING EVOLUTIONARY GO REMOTES

The GO remote is activated directly on the receiver the first time you press it. However this option is disabled on some installations and you have to programme it manually.

Manual GO remote registration procedure

1. Open the receiver and find a switch or button marked 'PROG'.

2. Press the button or activate the switch.

3. Within 10 seconds after this beep, press the button of the remote that you want to register.

The receiver will emit a short beep to indicate that the remote has been registered.

If the receiver does not emit a short beep indicating successful registration, the memory could be full preventing registration without permission from the installer.

4. After 10 seconds, the receiver will exit programming mode and will emit 2 short beeps.

Comments

If the procedure does not work satisfactorily, this may be as the receiver memory is full, which prevents new registrations without permission from the installer.

REGISTERING EVOLUTIONARY APRIMATIC TR2 REMOTES

Registering the APRIMATIC TR2 remote

1. Stand in front of the receiver and simultaneously press all the keys of the transmitter that already operates the installation.

The receiver will emit a long beep.

2. Press the registration button of the duplicated remote.

3.Then press any key on the duplicated remote.

The LED and buzzer will briefly turn off before coming back on to confirm that the remote has been memorized.

REGISTERING EVOLUTIONARY V2 REMOTES

The V2 evolutionary remote has 2 modes for programming the receiver.

Radio registration

1. Simultaneously press buttons 1 and 2 on the remote that is already registered for approximately 10 seconds.

2. Release both buttons.

3. Within 5 seconds, press another button on the remote you wish to register.

4. After a few seconds, the LED on the receiver will go out, indicating that it has quit programming mode.

The code has been memorised.

This function is not possible on all receivers or all remotes, so we recommend using the following procedure.

Registering directly on the receiver

1. Open the receiver and locate a small key labelled SW1.

2. Press this key until the receiver LED turns on.

3. Within 5 seconds, press the key of the remote that you wish to register until the LED on the receiver flashes.

4. After a few seconds, the LED on the receiver will go out, indicating that it has quit programming mode.

The code has been memorised.

Comments

If the procedure does not work satisfactorily, this may be as the receiver memory is full, which prevents new registrations without permission from the installer.

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