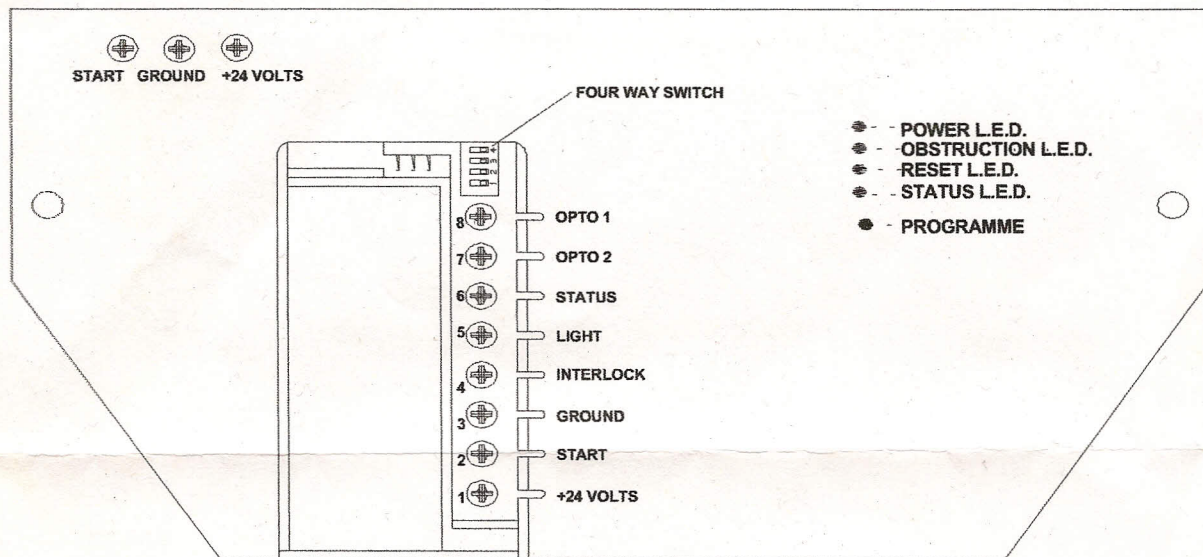


## CODE HOP OPERATOR OPTIONS

### 4. RADIO TRANSMITTER CODE LEARNING.



#### Code Learning.

- Reset the operator, (ie, disconnect and reconnect power).
- Depress and release the *PROGRAMME* button 2 times. (*The four L.E.D.'s will flash on and off two times after which L.E.D. #1 will be flashing or illuminated.*)
- If illuminated a code has already been stored in this location. Depress the *PROGRAMME* button to cycle through to the next vacant memory location, (indicated by flashing L.E.D.'s).
- When a flashing L.E.D. has been found, depress and hold the transmitter button until the L.E.D. stops flashing and is illuminated. This code has now been stored in memory.
- Repeat for any extra transmitters.
- Up to 10 transmitters may be stored in memory. Each memory location has a number assigned from number 1 to number 10. (eg. L.E.D. 1 indicates memory location #1 and a combination of L.E.D. # 2 + L.E.D.#3 + L.E.D.#4 represents memory location #9).
- Return to the reset mode by either waiting 10 seconds or depressing *PROGRAMME* button until you have passed memory location #10.

#### Code Deletion.

- Reset the operator, (ie, disconnect and reconnect power).
- Depress and release the *PROGRAMME* button 2 times. (*The four L.E.D.'s will flash on and off two times after which L.E.D. #1 will be flashing or illuminated.*)
- Depress the *PROGRAMME* button to cycle through to the memory location you want to delete, (indicated by illuminated L.E.D.'s).
- Depress and hold the *PROGRAMME* button until the L.E.D. begins to flash.
- The code from this memory location has now been deleted as indicated by flashing L.E.D.'s.
- Repeat to delete further memory locations.
- Return to the reset mode by either waiting 10 seconds or depressing *PROGRAMME* button until you have passed memory location #10.