

# RCM-1 Rolling Code Module.

**DANGER:**      **Damage to RCM-1 will result if All power to the panel is not removed prior to wiring.**

## FEATURES:

- **Learn** up to forty-eight (2 button or 4 button) transmitters.
- **Hold** down any button on a transmitter to send a panic code to the control panel.
- **Two** "sink" outputs.
- **One** siren chirp output.

## HOW IT WORKS

### ARMING/DISARMING

When button 1 is pressed on a transmitter the **RCM-1** decoder receives the signal then transmits the key sequence selected by the user to the panel. This key sequence consists of a series of up to six individual key presses, simulating the entry of a valid user code into the keypad.

### OUTPUT CONTROL

Pressing either of buttons 3 or 4 on a four-button transmitter will activate one of the two "sink" outputs. Jumpers 3 and 4 control the operation of these outputs. When the jumper is in place the output functions as a momentary activation. When the jumper is removed the output functions in latching mode.

### SIREN CHIRP

Connecting a wire from output 3 to the siren enables the siren chirp function.

### PANIC ACTIVATION

A "panic" activation occurs when any transmitter button has been held down for more than four seconds.

### MEMORY RESET

To erase the memory of the RCM-1, remove jumper 5. The led will flash as the memory is reset. The keypad will give two beeps when the reset is complete.

## PROGRAMMING

- 1:      To enter programming mode remove the appropriate jumper from the board, jumper 1 for area A and jumper 2 for area B. When in programming mode the led on the board will come on.
- 2:      To program the arm/disarm code, just arm then disarm the system from the keypad using a valid user code.
- 3:      To learn transmitters, press any button on the transmitter. The keypad will give two beeps when the signal has been received. Then press the same button again and the keypad will give three beeps to indicate that the transmitter has been learnt correctly. You can then learn the next transmitter.

If the keypad gives a long beep then the transmitter has not been learnt successfully.

- 4:      When the desired number of transmitters has been learnt, replace the jumper. The led will go out on the board to indicate the end of programming mode.

## TRANSMITTER BUTTON

Each button on a transmitter has a fixed function. These functions are:

- |            |                                                                                                                                                                     |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Button 1 - | <b>Arm/Disarm</b><br>When this button is pressed the <b>RCM-1</b> sends the code learnt during programming. It will also trigger the siren chirp output. (Output 3) |
| Button 2 - | <b>Nite Arm/Disarm</b><br>When this button is pressed the unit will operate the nite arm function. Press Button 1 to disarm.                                        |
| Button 3 - | This button triggers <b>output 1</b> on the <b>RCM-1</b> board.                                                                                                     |
| Button 4 - | This button triggers <b>output 2</b> on the <b>RCM-1</b> board.                                                                                                     |