

How to Program CMH Wireless Andon Switches

First identify the type of switchbox you have.

Photos 1 and 2 below show a **Type 2** switchbox.

In Photo 1, note the black plastic housing that encloses the receiver circuitry.
In Photo 2, note the antenna secured to the side of the switchbox.

Go to **PAGE 3** for Type 2 programming instructions.



Photo 1. Type 2 box, interior view

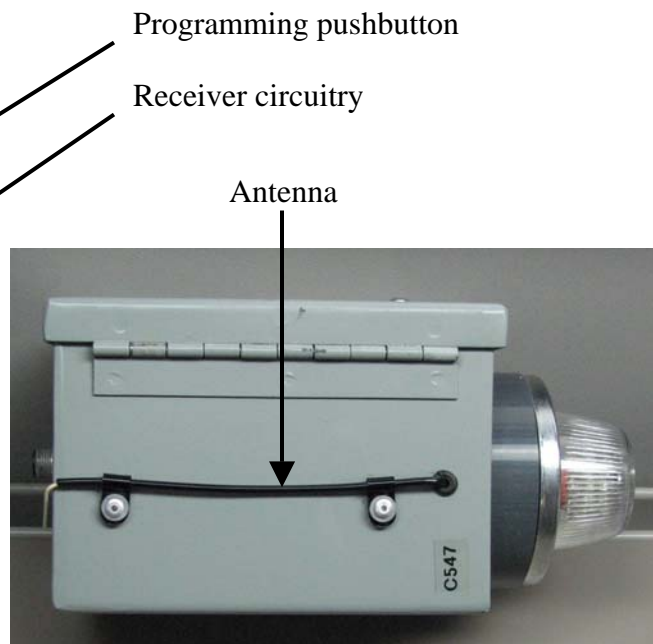


Photo 2. Type 2 box, left side view



Photo 3. Transmitter for Type 2 switchbox only

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Photo 3 below shows a **Type 3** switchbox.

In Photo 3, note the exposed receiver circuitry and the whip-style antenna that extends of to the right and out of the photo.

Go to **PAGE 4** for Type 3 programming instructions.

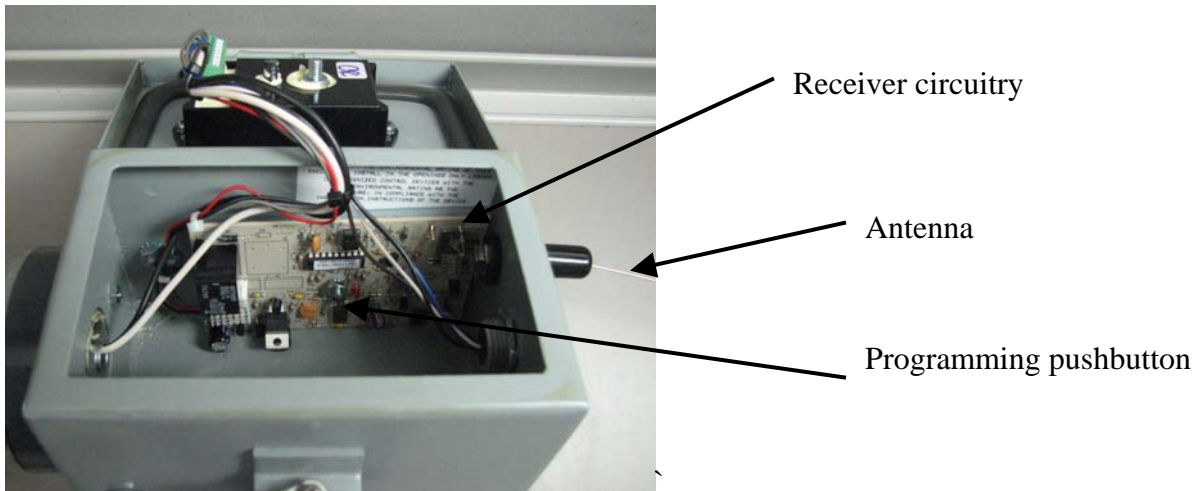


Photo 4. Type 3 box, interior view



Photo 5. Transmitter for Type 3 switchbox only

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INSTRUCTIONS FOR TYPE 2

TEACHING THE RECEIVER WHICH CODES TO ANSWER (LEARN MODE)

1. Push & quickly release the white button on side of receiver.
2. Within the next few seconds, push the transmitter button you want to use and hold it until the red LED on the receiver comes on again (about 4 seconds). Release the transmitter button. Immediately push button on second, third or fourth transmitter until LED comes on (if multiple transmitters are desired).
3. Wait 5 seconds until the red LED flashes 3 more times before using the system.

SETTING OUTPUT MODES FOR CMH RECEIVER

1. Push and hold the white button on the side of the receiver until you see the red LED flash the number of times that corresponds to the desired relay output.
2. Release the button at the desired mode.

Momentary (1 flash): 130-millisecond relay closure.

Latching (2 flashes): Closes relay until you push again (flip-flop).

Sustaining (3 flashes): Closes the relay for as long as you hold down transmitter button.

3. You can change the relay output mode without affecting the “learned” transmitter codes.

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INSTRUCTIONS FOR TYPE 3

ERASING PREVIOUS TRANSMITTERS

IMPORTANT NOTE: Previous transmitter addresses are not erased when programming new ones. It is important to erase unwanted transmitter addresses to prevent false calls.

1. Push and hold the S-1 button on the receiver until the LED stops blinking.
2. The LED will blink once for each transmitter in memory and then once to erase.

PROGRAMMING

1. Momentarily push the button labeled S-1 on the receiver.
2. The red programming LED will light.
3. Press the desired transmitter button.
4. The LED will flicker indicating that the receiver has accepted the transmitter.
5. Repeat process to add additional transmitters (up to 40 each).