

NOVA Voyager receiver operating instructions (Firmware V1.1)



SINGLE CHANNEL RECEIVER

The Nova Voyager receiver

The Nova Voyager is a plug-in receiver designed for use with Centurion Systems gate operators. A major product enhancement is the inclusion of a "master transmitter" learning system, which allows new transmitters to be added to the system without having to access the electronics. There is no longer a "learn" jumper provided on the receiver, all learning of transmitters is done using the **master** transmitter. Another time saving feature is the three-wire plug-in connection to the CP80. The three-wire harness plugs in via the "RX" plug, which is located just behind the relays on the CP80. (The RX plug might not be fitted to earlier versions of the CP80.) Once the Voyager is plugged into the CP80, all necessary power and signal connections for normal triggering are automatically made.

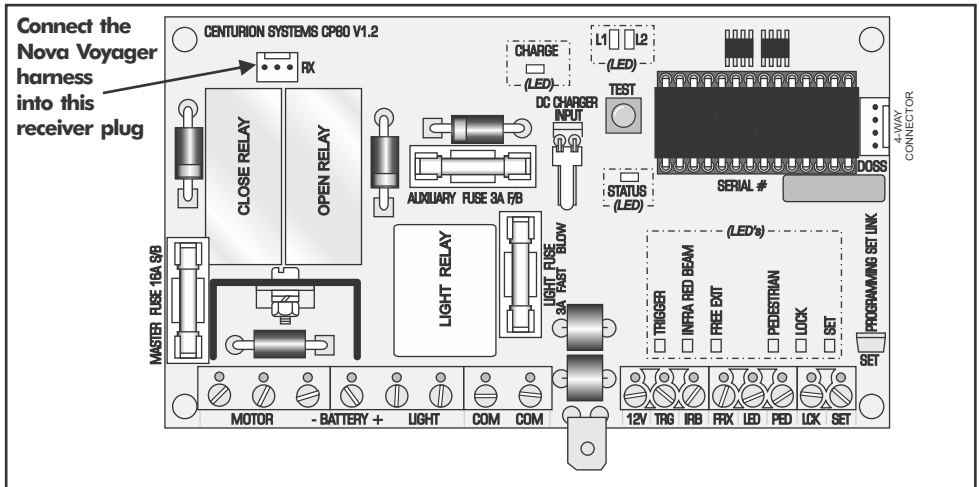


FIGURE 1. CONNECTION TO THE CP80 VIA THE THREE-WIRE HARNESS

Self learning memory capability (36 Transmitter buttons)

It is important to note that the self learning memory of the **Voyager** receiver is limited to 36 transmitter buttons (including **master** transmitter)

In other words if only one button of a transmitter is coded into the receiver, the receiver can accommodate 36 transmitters.

However if more than one button on a multi button transmitter is coded into the unit, where each button will take up a memory space, the number of transmitters that can be coded will be limited accordingly.

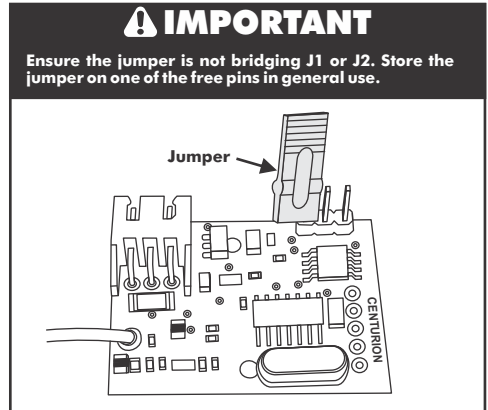
It is also important to note that when the memory limit is reached, trying to add new transmitters will not overwrite or affect the existing units stored into the system. It will just not be possible to code the additional transmitters.

1. Learning the MASTER REMOTE

(Applicable to NEW or ERASED units)

The first transmitter that is learned into the receiver with a completely clear (erased) memory becomes the **master** transmitter.

- a. With the Voyager plugged into the CP80, press and hold any Nova transmitter button down for at least five seconds. The **red LED** will light up, and a trigger signal will be sent to the gate, indicating that the button has been learned into memory.
- b. This remote is now the **master remote**, and will be required whenever new transmitters are to be added to memory. **Mark the master remote clearly, as it will be required when learning additional buttons.**



2. Learning additional buttons

- a. Press any button on the **master remote** for at least ten flashes of the **red LED**. If the receiver is not visible, count at least ten seconds. After at least ten seconds, release the button. (The receiver will not enter learn mode if the button is pressed for more than 20 seconds.) The receiver is now in **learn** mode, and will remain so for ten seconds. The **red LED** will remain on during this time.
- b. Any Nova button pressed during this time will be learned into memory. Each time a button is pressed, the learn time is extended for another ten seconds.
- c. Ten seconds after the last button is pressed, the **red LED** will turn off, indicating that the receiver has exited learn mode.

3. Erasing the Memory

- a. Link jumper J1 or J2.
- b. The **red LED** will flash 11 times. Removing the link during this time will cancel the erase operation.
- c. After 11 flashes, the **red LED** will remain on. Removing the link now will completely erase the memory.

4. I've lost the master remote

- a. The **master remote** can be identified by looking at the **red LED** when pressing any button on the **master remote**. The **red LED** will give one long flash and then one **short** flash when the **master remote** is used.
- b. If the **master remote** is lost, the only way to add more remotes is to first **erase** the memory, and then add a new **master**. Unfortunately, all existing buttons will need to be re-learned.



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