

# Amaltea 2

Control board for rolling-shutters and blinds' automation with:

- rolling code
- cortecy lamp contact

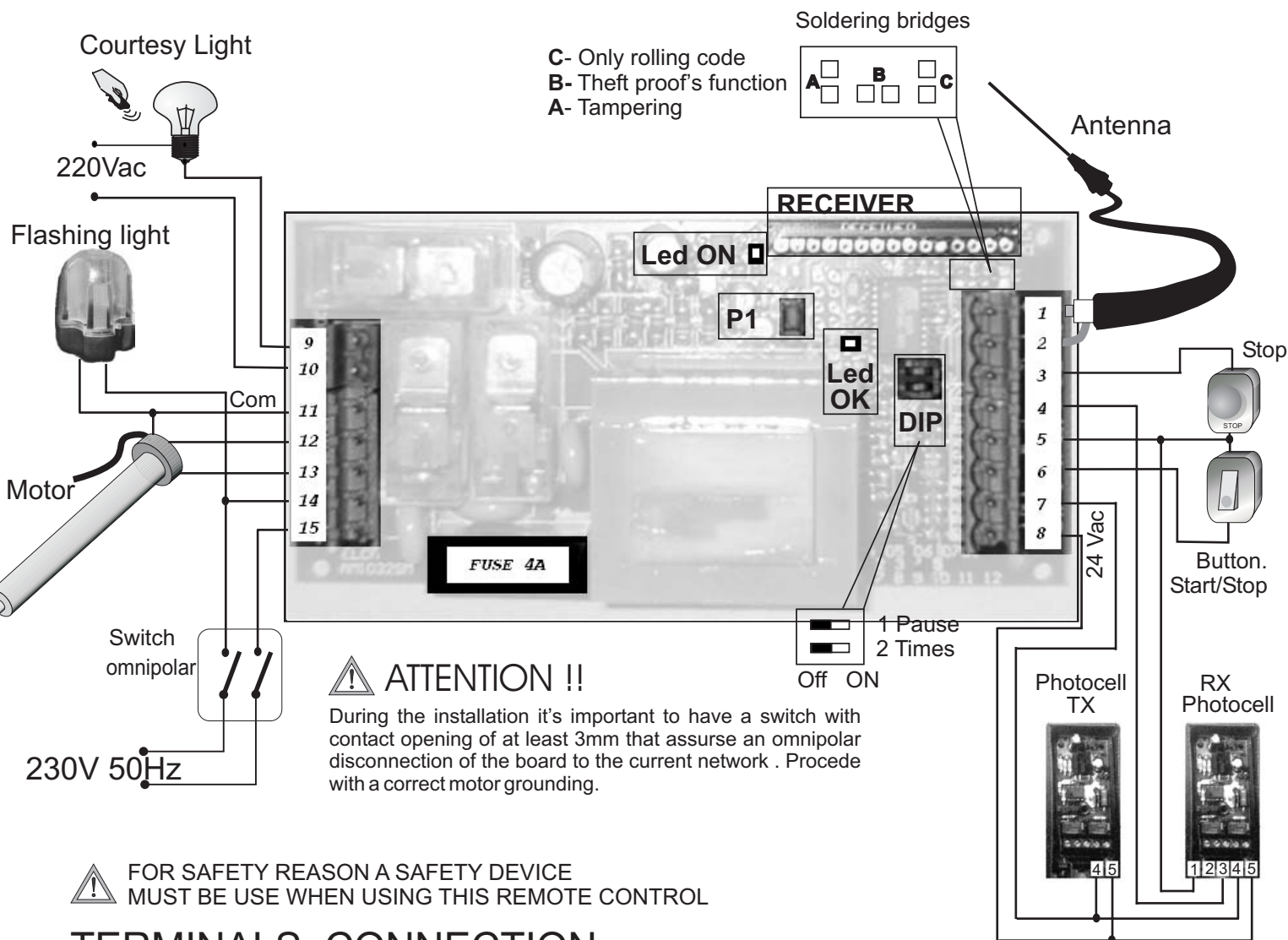


**FOLLOW THESE INSTRUCTION CAREFULLY !!!**

This manual contains very important instructions for the installation, and use of this control board mod. AMALTEA-2. Do not install prior to reading this manual, the best results depends upon the correct application, installation. We the manufactures of this product declines any responsibility in the case of an incorrect installation or improper use, And should be installed by a qualified person. This product has been created by keeping the strictest safety norms following EC directives : CEE73/23, CEE89/336, CEE93/68, CEE89/106, CEE89/392.



**This manual has to stay with the equipment at all time, must not remove!**



## TERMINALS CONNECTION

- 1-2 ANTENNA terminal n.1=RF
- 3-5 STOPcontact, normally close.
- 4-5 PHOTOCCELL contact, normally close
- 6-5 START/STOP contact, normally open
- 7-8 output 24 Vac max feeding 2 photocells
- 9-10 courtesy lamp contact (max 5A-230V) free voltage contact
- 11-12-13 connection for monophase motor 500W max (terminal n.11=common)
- 14-15 power supply 230 Vac - 50 Hz (TERMINAL 14=NEUTRAL)
- 11-14 flashing light connection 230 V - 25 W

# FUNCTIONS

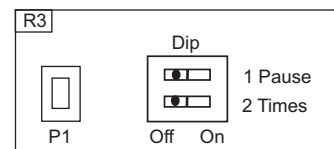
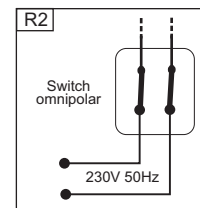
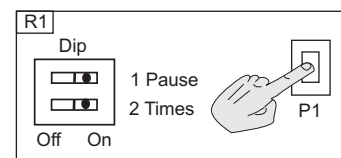
AMALTEA2 is the appropriate control board to operate motors with incorporated limit switch, you'll find it ready having a BASIC PROGRAM given from the factory :

- > working time = 30 seconds
- > radio code in memory = dips 1-3-5-7-9 ON channel n.1 ( transmitter's base code )
- > without automatic closing ( courtesy lamp timing = 3 min.)

## R - RESET

It is possible to return to the BASIC CODE or PROGRAM :

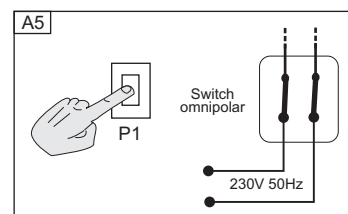
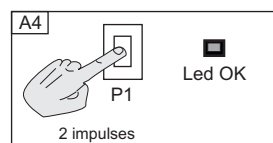
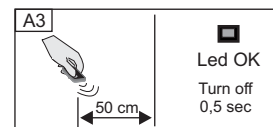
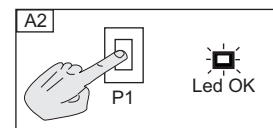
- R1 - Switch ELECTRICAL supply off turn dip switches 1 and 2 ON
- R2 - While holding P1 down turn power on
- R3 - The OK LED goes off for about 1 second at this time release P1 and turn dip switches n.1 and n.2 off ( the program is back to basic code)



## A - RADIO CODE PROGRAMMING (A code different from basic code)

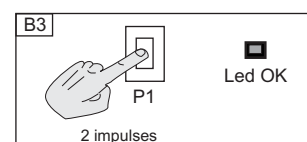
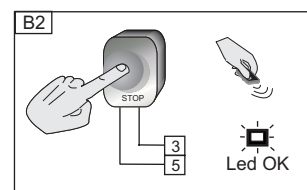
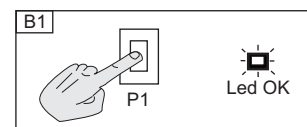
It's possible to program 61 different standard codes or 15 rolling codes

- A1 - Set a new code in hand set
- A2 - Push P1 the white button on the main PCB ONCE THE OK LED should come on.
- A3 - Send an impulse or signal from hand set from a minimum distance of 0,5 meter the OK led should go out for about 0,5 second, indicating the memory has accepted the new code. It's possible to store more codes in the memory, when the memory becomes full the OK led will flash 2 times to indicate the memory is full.
- A4 - To leave the programing procedure press P1 twice, the OK led goes out
- A5 - If you need to cancel codes from the memory : Press and hold down P1 turn power off and after a few seconds still holding down P1 switch power back on the PCB is now back to factory setting



## B- STOP CODE PROGRAMMING <<< not available at the moment >>>

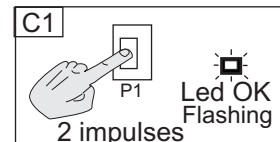
- B1 - Push the button P1. The OK led goes on.
- B2 - Open the stop contact (terminals 3-5) send a code from the hand set, the OK led goes off for 1 sec.
- B3 - For came out of programming push 2 times the button P1.



## C- COURTESY LAMP CODE PROGRAMMING

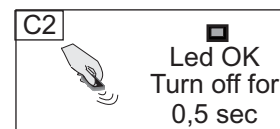
(if you need to switch the lamp by the transmitter)

C1- push two times the button **P1** the led **OK** flash



C2- send a code (not yet in memory) from the transmitter, the led stop flashing for 0,5 seconds.

It's possible to memorizing more codes.



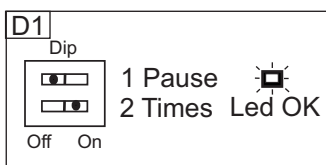
- To erase the lamp codes follow the step **A-5** or a **RESET**

NOTE : Programming the code to command the courtesy lamp doesn't exclude its lighting for 3 min at every movement.

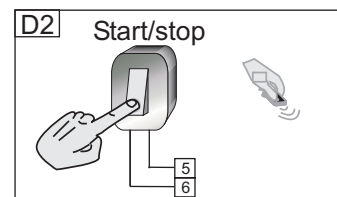
## D- WORKING TIME PROGRAMMING (Only use if the door takes longer than 30 seconds

To open)

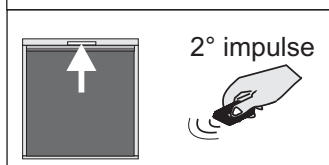
--- place the door in closed position ---



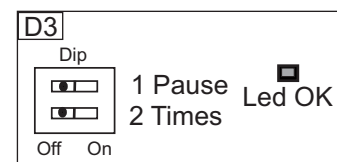
D1 - turn dip switch n.2 on the board to on the OK led should be on



D2- Send an impulse from hand set or by a switch with the connected on 5-6 on the PCB, the door should start to open if not, swap wires n.12 and n.13, and try again, the door should open, when the door is fully opened give a signal again from hand set, or press the switch to stop door, then turn off dip switch n.2 off on the PCB. (Max time = 4 minutes)



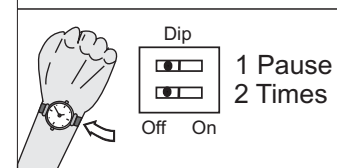
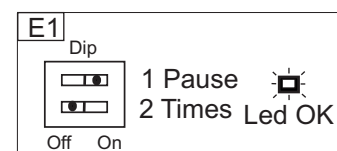
D3- set the dip n.2 in OFF position



## E- PAUSE TIME PROGRAMMING (only required on automatic closing)

E1- turn on dip switch n.1 in ON (the OK led comes on) leave it on for the desired time, max 4 minutes, turn off dip n.1 photocells should be used when using this function.

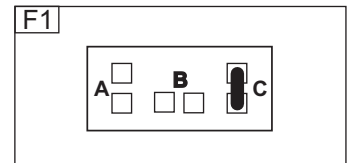
Replace dip n.1 in OFF position.



NOTE : If you want the door to stay open for a longer period in this mode, send a signal from hand set the door will stay open until you send another signal.

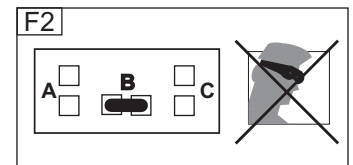
## F- SPECIAL FUNCTIONS

F1- if a solder bridge is across point "C" the control board will operate a Rolling code, but this should only be done by a qualified person.



F2- to set **THEFT PROOF**.

Solder a bridge across position "B" as shown in diagram again this should be done by a qualified person, the customer may use a code to that blocks any function, the first code memorized will have the theft proof function, the OK led flashes twice. The board will only accept the theft proof code if the door is in the closed position.



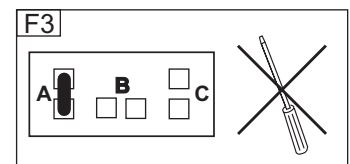
When a signal is received the door will open for a few seconds and then close, this proves that the theft proof function is activated.

When using the hand set again with the theft proof code the door will operate in the normal way.

- **ATTENTION !!!** If a reset or code change is attempted while in THEFT PROOF the board will shut down for its own protection, to start and go back to base code, the bridge on "B" must be desoldered by a qualified person.

To come out of the theft proof function :

switch off power remove the bridge on "B" with a soldering iron, again this can only be done by a qualified person, power back on and go through the set up procedure.



F3 - TAMPER PROOF

If a bridge is soldered across "A" the tamper proof function is activated.

The installer has installed the board to memorize a code that lets you operate the door in a normal way, but you can not change to another program without removing bridge "A" again this should be carried out by a qualified person.

- the first code programmed will have the **TAMPERING** function, the OK led will flash 3 times.
- when you send a new code, this function is aborted the OK led will flash 4 times

>> to remove the **TAMPER PROOF** function:

Switch the power off, remove board from box, remove solder on bridge "A", this sets the module back to work as normal. This must be carried out by a qualified person.

**NOTE :** If both bridges **A-B** are in operation, the first code takes preference the tamper proof takes priority over theft proof, first code and then the second code will activate the board in this order.

## FEATURES

- > power supply = 230vac
- > low tension input 12V
- > extractable self-learning receiver, frequencies 434mhz
- > ABS autoextinguishing box with closing screws Ip54 SIZE: 130-45-70 mm
- > output for single phase motor 500w max
- > output 24 vac (power for 2 couple of photocells)

## WARRANTY

ELCA devices and accessories are guaranteed for a period 24 months after production, whose date is printed on each item. ELCA will replace or repair its devices, provided that they are returned to our plant.

In order to check the actual functioning of the returned pieces, they will remain the property of the manufacturer. The warranty does not include damages due to any incorrect use such as : non fulfilment of the instructions detailed for each device. Moreover, warranty does not cover any damage due wrong tension supply and any other reason for which the manufacturer cannot be made responsible. Any device returned must be delivered to ELCA with carriage paid will be back with freight collect. Warranty validity ceases in case of the customer's non fulfilment of payment.