INSTRUCTION MANUAL

Electronic control panel for one 230VAC motor

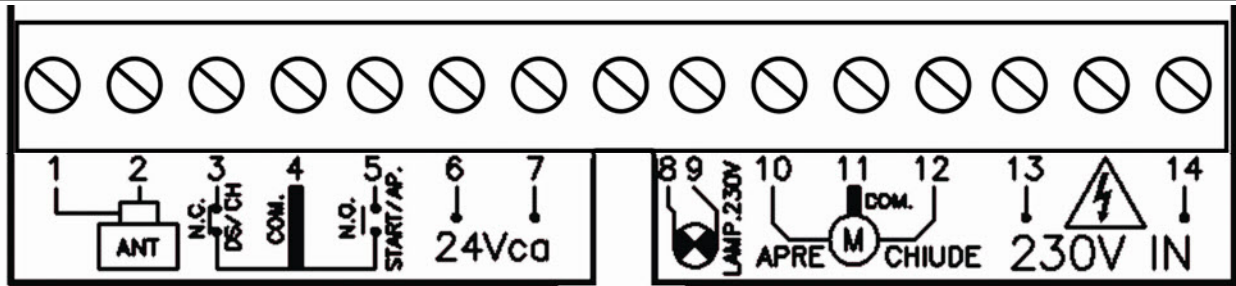## FORZA 5

Code: Q010

3. TERMINAL CONNECTIONS

1. Aerial mass input
2. Signal aerial input
3. **Automatic:** photocells contact input (N.C.)
   In deadman: key selector close contact N.O.
4. Key selector common contact
5. Opening push-button input (N.O)/ key selector
6. Auxiliary output 24 V AC (photocells power supply etc)
7. Auxiliary output 24 V AC (photocells power supply etc)
8. Flashing lamp output 230 V(max 100W)
9. Flashing lamp output 230 V(max 100W)
10. Opening operator output
11. Common operator output
12. Closing operator output
13. 230 Vac line input (phase)
14. 230 Vac line input (neutral)

ATTENTION: To work properly the control panel needs:
- **in automatic: (jumper SEL 3 NOT PLUGGED):** photocell input (terminal 3-4) must me connected as N.C.(Normally closed) or jumpered
- **in deadman(jumper SEL 3 PLUGGED) :** photocell input (terminal 3-4) must me connected as N.O.(Normally opened) or no connected.

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4. JUMPERS FUNCTIONS

JUMPER SEL 1 PLUGGED
Flashing light output used as blinking flashing light
JUMPER SEL 1 NOT PLUGGED
Flashing light output used as courtesy light
JUMPER SEL 2 PLUGGED
Automatic reclosing activated
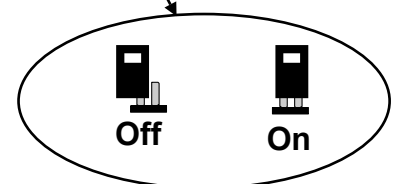**JUMPER SEL 2 NOT PLUGGED**
Automatic reclosing not activated
JUMPER SEL 3 PLUGGED
Deadman function(pushing the opening button, the rolling shutter opens automatically. Pushing the close button the rolling shutter closes until the button is released
JUMPER SEL 3 NOT PLUGGED
Step by step function (automatic opening and closing with transmitter)

5.   CONTROL PANEL PROGRAMMING

To program the system using the PROG button and the LED indicator D2, proceed as follows.

6. TRANSMITTER CONTROL PANEL

During the programming process you can save 1 or 2 buttons of remote control. With one button you get a cyclical movement (Up / Down) while with two keys, you can separately control the opening and closing.
The programming of the transmission codes of the remote control is performed as follows:

1. - Push the **PROG** button
2. - **LED** starts to blink
3. - Send the first code with the first button of the transmitter (opening)
4. - **LED** will start to blink quickly
5. - Send the second code with the second button of the transmitter (closing)
6. - **LED CODE** will stay on to signal that the programming has been successful.

If you don't send a second code within 10 seconds the control panel leaves from the programming phase and you will have a 1 code functioning (mono- button transmitter). It is possible to repeat this procedure until 120 transmitters.
Attention: If you don't program the second button of the transmitter, it won't work in deadman modality. If you program all the 120 transmitters, the LED will start to blink quickly to signal that no more memory are available.
Attention: If you want to program a transmitter already in memory LED D2 will signal with 4 blinks.

6.1 TRANSMITTER COPY FUNCTION

You can duplicate a transmitter already in memory.
You can program the rolling code transmitter by pushing the button of the transmitter for 10 seconds.
The rolling shutter will make 2 short movements of closing-opening with blinking.
Now push the first button of the transmitter, then the second, the rolling shutter and the flashing light will signal the successful operation with an opening and closing quickly movement.
This function is not active with the control panel in deadman mode.

7. HOW TO DELETE TRANSMITTER MEMORY

To delete the transmitter memory push the **PROG** button for 25 seconds. During this time **LED** blinks slowly.
When **LED** begins to blink quickly release the button. The memory has been deleted.

8. OPERATOR TIME

The control panel is provided with automatic control of the operator time: After 5 seconds from the closure of the microswitch corresponding to the limit switch in opening or closing position, the control panel cuts off the power to the motor.

9. PHOTOCELLS INPUT/SAFETY EQUIPMENTS

This control panel can support power supply for safety equipments. It is provided with a normally closed input for photocell or safety edge. Their operations don't produce any varations during the opening maneuver. On the contrary, during the closing maneuver they produce an immediate stop and inversion of stroke.

10. STEP BY STEP OPERATION MODE

In step by step mode (**JUMPER SEL 3** not plugged with 2 buttons transmitter):
Pushing the opening button the rolling shutter will open up to the limit switch or until the pression of the closing button.
If the rolling shutter reaches the opening limit switch, pushing the closing button the rolling shutter will begin quickly the closing maneuver.
The closing maneuver can be stopped by pushing the opening button or by interrupting the photocells.
If the closing/opening maneuver is interrupted before reaching the limit switch the rolling shutter will stop immediately. Push the button to complete the desired maneuver.
Attention: with 1 button transmitter for opening/closing and stop operation you must push the same button.

11. DEADMAN OPERATION MODE

To activate the deadman mode plug the jumper SEL 3. Push the transmitter button or the pushbutton for 1 second (contact 4-5). In opening the rolling shutter will reach automatically the limit switch or until the closing button pushing.
For the closing you need to keep pushed the closing button or the push-button up to the complete maneuver.
If the button is released the maneuver stops.
Attention: If the buttons of the transmitter are both programmed the transmitter won't work in deadman mode.

12. AUTOMATIC CLOSURE

In step by step mode (**JUMPER SEL 3 not plugged**), with **JUMPER S2** plugged you will have the automatic closure after a programmable pause (30 seconds with factory settings). The pause time is signalized by the flashing lamp with a blink on for half second and off for 1 second and a half.
To set up the pause time proceed as follows:
- Cut off the power supply
- Keep pushing the **PROG** button
- Connect power supply. The LED will blink every second.
- When the desired pause has been reached released the **PROG** button.

13. FLASHING LAMP

To activate the flashing lamp as blinking lamp plug the JUMPER SEL 1.
It will work as follows:

	Switched on	Turned off
Blinks in opening on of	1 second	1 second
Blinks in pause	0.5 second	2.5 second
Blinks in closing	0.5 second	0.5 second

14. COURTESY LIGHT

To activate the flashing lamp as courtesy light unplugged the JUMPER SEL 1.
flashing lamp will be ON along 3 minutes from the last pressure of a button.
Attention: every pressure of a button resets the 3 minute and the count restarts.

15. TECHNICAL FEATURES

Power supply	**230 Vac 50-60Hz 4.5W max**
Operator output	**230 Vac 1260 W max**
Environmental conditions	**-20 / 85 ℃**
Storable codes	**120**
Auxiliary output	**24Vac 3W max (fuse 250mA)**
Radio receiver	**433.92 MHz rolling code or fix code**
Transmitter model supported	**ECO-R roll-code/fix-code**