FAAC XT4433RC WHITE REMOTE

CODING INSTRUCTIONS

Important information: - During programming, don't press the keys on the new remote first, you risk deleting the old remote. - During coding the device will be activated. In this range of remotes, there are "master" remotes and "slave" remotes. "Master" remotes can share their code with other remotes and learn from other "master" remotes. "Slave" remotes cannot share their codes with another remote. To determine the type of your remote, hold down a button: - if the light flashes once then remains



lit, it is a "master" remote - if the light comes on continuously without flashing, it is a "slave" remote

CODING VIA MASTER REMOTE

- 1 On a flat surface, like a table, place one "master" remote that has already been coded and your new remote head to head
- 2 At the same time, press buttons P1 and P2 on the remote that has already been coded. Release the buttons when the light on the remote flashes.
- 3 Next, hold down one of the buttons on the remote that has already been coded.
- 4 Hold down the same button on the new remote. Wait until the light on your new remote flashes twice and then goes out, indicating that the operation has been successful.
- 5 Release all the buttons.
- 6 Verify that your new remote is working.

MAKING A NEW MASTER

Coding the new remote will delete all other remotes previously programmed for your device. Once a new master has been made you can make slaves of the remaining remotes

- 1- Open the box containing the radio receiver.
- 2- At the same time, press buttons P1 and P2 on a remote that has already been coded. Release them when the light on the remote flashes.
- 3- On the receiver card, hold down the learning button (round button SW1) until the light on the card flashes.
- 4- Holding down the learning button, hold down one of the buttons on the remote, until the light on the card stays on for 2 seconds.
- 5- Release all the buttons.
- 6- Verify that your new remote is working.
- 7- Close the box containing the radio receiver.

