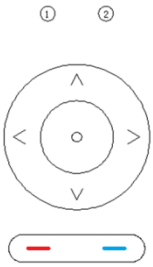
T72 Series transmitter user's manual



1, Technical Characteristics

1.1 Frequency: 433.92MHZ

1.2 Code： Rolling code

1.3 Channel: 2

1.4 Battery: 3VDC CR2032

1.5 working distance : 50M（indoor）

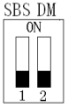
2, Application Method

2.1 Press < , > or ━ , ━ to select the channel, user can select channel from 1 to 2 or select all the 2 channels; The indicator light of the chosen channel(s) will turn on, if you choose channel ①,then the indicator light of the ① will turn on

2.2 How to choose all the 2 channels?
Choose channel ① and if you continue to press < or left ━ once more, all the indicator light of ①② will turn on ,that means all the 2 channels have been chosen, or press > or right ━ to channel ② then the press > or right ━ once more ;

3, Example: Operational process (With TM5030)

3.1 After you choose the channel, press the learning button on the receiver panel, LED turns into red and gets into learning state; press the same button (∧ or ● or ∨) twice on the same transmitter, LED blinks for a while and turns into green shows the channel of the transmitter has been learned successfully (under single button control system means the button you pressed twice is being learned successfully)



	DIP1	DIP2
ON	Single button	Deadman
OFF	Three button	Impulse

3.2 Three button control system and impulse model: Button ∧, ●, ∨ in transmitter is in correspondence with ∧(up, open), ●(stop), ∨(down, close)

3.3 Three button control with transmitter and deadman model, only button ∧ and ∨ are effective under this model
Motor works clockwise when keep pressing button ∧ ;Motor works anticlockwise when keep pressing button ∨; Motor stops when releasing button

3.4 Single button control system and impulse model , single-button control is only effective to the learned button only ,one button ∧ or ● or∨ which being learned can control the device under this model;
For example ,if button ∧ being learned into the receivers, press button ∧ to control the device (up, open),press ∧ again, device (stop), press again ∧,device (down, close) in a loop

If a new button of transmitter learned into the control panel, the formal one is useless. (e.g.: if learned button ∧ first, and then button ● or ∨, the former button ∧ becomes invalid).

3.5 Single button control and deadman model
Motor works clockwise/anticlockwise when keep pressing the button; motor stops when releasing.

3.6 Delete transmitter: Continue pressing the learning button (about 8s) until LED turns green then release the learning button, LED turns red (about 1s) then turns green. It indicates that the erasing process is successful

4.Group Control: If you want to control several devices (doors, curtain) at the same time, you can first press ━ or ━ to turn all 2 lights on(choose all the 2 channels),that just like the channel ③ (you can also use this channel to control one device).Then learn the channel ③ into the receivers which you want to control;

Example:
You learn channel ① into receiver 1 (control device 1) channel ② into receiver 2,channel ③ into receiver 3
If you learn channel ③ into all the 3 receivers, you can control the 3 device at the same time;
If you learn channel ③ into receiver 1,3,then you can control the device 1,3 at the same time by pressing button of∧,●,∨;