



MAGIC BUTTON® (433MHz) PROGRAMMER INSTRUCTIONS

This programmer will allow you to Upload and Download transmitter information to **MAGIC BUTTON®** receivers that are fitted with a program socket.

Individual transmitters can be deleted from receivers.

Transmitter information can be Uploaded and then Downloaded to a different receiver or Memory chip to be used as a back up.



Programmer functions:

- ◆ Upload transmitter information from receiver to programmer
- ◆ View information stored on the receiver or program chip
- ◆ Delete an individual transmitter from a memory
- ◆ Download transmitter information from programmer to receiver

PLEASE NOTE: TRANSMITTERS CAN NOT BE PROGRAMMED IN WHILST THE PROGRAMMER IS PLUGGED INTO THE RECEIVER.

1. TO STORE TRANSMITTER INFORMATION FROM 340 CODE RECEIVER TO MEMORY

There are 340 slots that can be used to store individual transmitters. Only a 340 Memory chip can be used to store receiver information. A new memory chip is required for each new site.

- ◆ Insert the correct program chip into the programmer. Plug the Programmer into the program socket that is provided on the **Magic Button**[®] receiver circuit board. The screen will indicate:

Liftmaster	V2.1
Magic Button	Prog

- ◆ Press **NEXT**. The screen will indicate:

Select Recvr EEPROM
340 slot (93C86)

- ◆ Press **NEXT**. The screen will indicate:

Select Backup EEPROM
340 slot (93C86)

Note: Only a 340 Memory Chip can be used to save information from a 340 Receiver.

- ◆ Press **NEXT**. The screen will indicate:

Ready to start-Press
NXT/Upld/Downld/Add

- ◆ To Upload information press the **UPLOAD** button. The screen will indicate:

Remove empty slots ?
No

Note: Selecting *No* when Uploading will mean that any empty slots amongst the used slots will stay available. **WARNING:** Selecting *Yes* (by pressing the MODE button) will compress the information, which will require the compilation of a new remote holders register.

- ◆ Press **NEXT**. The screen will indicate:

Uploading from Recvr

Then display:

Upload Complete

- ◆ Press **NEXT**. The screen will indicate:

Programing Complete

- ◆ Press **NEXT**. The screen will indicate:

Liftmaster	V2.1
Magic Button	Prog

2. TO VIEW / DELETE TRANSMITTER INFORMATION ON A 340 RECEIVER OR MEMORY CHIP

- ◆ Insert the correct program chip into the programmer. Plug the Programmer into the program socket that is provided on the **Magic Button**[®] receiver circuit board. The screen will indicate:

Liftmaster	V2.1
Magic Button	Prog

- ◆ Press **NEXT**. The screen will indicate:

Select Recvr EEPROM
340 slot (93C86)

- ◆ Press **NEXT**. The screen will indicate:

Select Backup EEPROM
340 slot (93C86)

Note: only a 340 Memory Chip can be used to save information from a 340 Receiver.

- ◆ Press **NEXT**. The screen will indicate:

Ready to start-Press
NXT/Up1d/Down1d/Add

- ◆ To view information press **NEXT**. The screen will indicate:

Select Magic Button
Normal

- ◆ Press **NEXT**. The screen will indicate:

Select EEPROM view
Receiver

Note: Using the Magic Button programmer, you can choose to view the information stored on the receiver or the program chip. If you choose to view receiver information and then delete a remote, the change will not be shown on the program chip until the receiver information is Uploaded to the program chip.

- ◆ To view information stored on the program chip press **MODE**. The screen will indicate:

Select EEPROM view
Backup

- ◆ Press **NEXT**. The screen will indicate (example only):

Slot Number: 001
Receiver S/N: 0000A123

- ◆ Press **UP** or **DOWN** to scroll through the slot numbers
- ◆ To delete a transmitter, locate the remote number by scrolling **UP** or **DOWN**, and press **DELETE**. The remote will be deleted from the PROGRAM CHIP'S memory and will leave an empty slot. Amend your remote holders register as necessary.
- ◆ Press **NEXT**. The screen will indicate:

Programming Complete

- ◆ Press **NEXT**. The screen will indicate:

Liftmaster V2.1
Magic Button Prog

- ◆ To reinstall the transmitter, unplug the programmer from the receiver, and reprogram it into the receiver as normal via the ADD button on the receiver – Refer to Receiver instructions. The transmitter will then go into the first available slot – check and amend your register as necessary.

Having deleted any remotes from the receiver, the changes should be Uploaded to the memory chip – Refer to Step 1.

3. LOGGING OF INDIVIDUAL TRANSMITTERS

- ◆ While in viewing mode, record the transmitter number on the back of the remote, and the users name to the corresponding slot number on the Remote Holder Register.

4. TO DOWNLOAD REMOTE INFORMATION FROM PROGRAM CHIP TO NEW 340 RECEIVER

- ◆ **Warning:** Care must be taken to install the correct site chip, otherwise the wrong information will be downloaded. Memory on receiver will be lost if downloading from an empty site chip.

The correct site chip you wish to retrieve information from, must be installed on the programmer. This is useful in the event of a receiver failure.

- ◆ Insert the correct program chip into the programmer. Plug the Programmer into the program socket that is provided on the **Magic Button**[®] receiver circuit board. The screen will indicate:

Liftmaster	V2.1
Magic Button	Prog

- ◆ Press **NEXT**. The screen will indicate:

Select Recvr EEPROM
340 slot (93C86)

- ◆ Press **NEXT**. The screen will indicate:

Select Backup EEPROM
340 slot (93C86)

Note: only a 340 Memory Chip can be used to save information from a 340 Receiver.

- ◆ Press **NEXT**. The screen will indicate:

Ready to start-Press
NXT/Upld/Downld/Add

- ◆ To download information press **DOWNLOAD**. The screen will indicate:

Downloading Data

Then display:

Download complete

- ◆ The transmitter information that is stored on the programmer is now stored on the new receiver.

- ◆ Press **NEXT**. The screen will indicate:

Programming Complete

- ◆ Press **NEXT**. The screen will indicate:

Liftmaster	V2.1
Magic Button	Prog

- ◆ Note: After you have finished programming, unplug the programmer from the receiver, and store the program chip in a safe dry place.

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