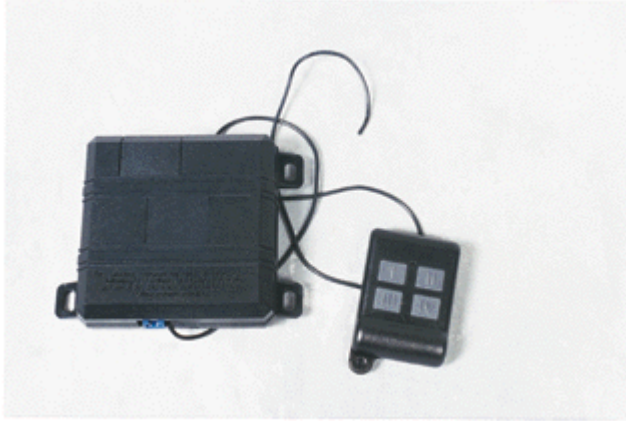


# Remote control for any Application!

## Hunter- 6 channel receiver



*6 Channel Receiver and 4 Button remote*

The Hunter is a great receiver that can control up to 6 different devices. It can be used for Home Automation, Garage doors, Security Systems, anything you can think up. The 6 different outputs can be programmed separately for momentary, latched, latched reset with condition, or 30-60-90 second timed outputs.

### Key Benefits

- The Ultra high security of 68 Billion randomly hopping codes ensures that no code grabber or scanning device will give thieves access to your house or garage.
- Our keychain remote is small and convenient. Easy to carry in a pocket or purse.
- The Hunter can have multiple remotes.( Up to 8 per channel for a total of 48)
- Extra long range RF signal. Control all applications with at least twice the distance of normal remotes with half the size and bulk.
- X-10 control though Powerflash and Interflash controllers. JDS Time Commanders and Stargate Systems too.
- This receiver can control electric door strikes, CCD cameras, garage doors, security gates and Home Automation.
- One year warranty



## STREET SMART SECURITY, INC.

The Hunter is a six channel receiver that has user programmable outputs. It will learn channels from any Street Smart Remote. An advanced learn routine is used to store transmitter channels, as well as to program the output types.

The System will supply an output whenever the transmitter button controlling the channel is pressed. All of the outputs of the Hunter are (-) 200 mA low current devices. They cannot be used to drive high current loads directly. Relays must be used to drive high current loads.

### Wiring Diagram.

Yellow (+) input: Used for Programming or "Latch Reset" as described in "Output Description"

Black (-) ground input: Connect this wire to a ground.

White/blue No Function

Gray (-) No Function

Brown (+) Siren output: Can be connected to a siren, pezio or any +12VDC audible horn. It is only used to help with programming.

Red (+) constant power input. Connect to a fused source of constant +12VDC.

Wires with Black tracers (-) 200mA channel outputs: These wires are the output channels of the system. Connect them to the options you want to control. They are low current and cannot drive a high current load directly. Green/Black=Ch 1--Red/Black=Ch 2--Blue/Black=Ch 3--Violet/Black=Ch 4 Gray/Black=Ch 5-- White/Black=Ch 6.

### Transmitter Learning:

The system uses transmitter learning to learn and store transmitter channels to memory. Up to Eight transmitters can be stored and they will be retained in memory, even if power is disconnected from the system. The supplied plug-in momentary switch is used for programming. If you bought this receiver with remotes it is probably already programmed!

### To Enter the Transmitter Learning :

1. Connect the yellow wire to a +12VDC.
2. Press the program button the number of times equal to the channel you want to program. On the last press, HOLD the button down. For example, to program a transmitter button into channel 3, press the button three times and hold on the third press. The Siren will chirp to indicate the channel you have selected. (If you have used an audible source on the brown wire)
3. While holding the momentary button, press the button on the transmitter that you would like to control the selected receiver channel. One Chirp will confirm that the code was learned.
4. Once the code is learned, the button can be released.
5. Disconnect yellow wire from +12VDC.

### Transmitter learning will be exited if:

1. Yellow wire is disconnected
  2. Programming buttons pressed too many times
  3. More than 15 seconds elapses between steps
- One long chirp indicates that Transmitter learning has been exited

### OUTPUT Descriptions

All Six outputs of the system are programmable. There are seven possible output types. Each is described below. After reading the descriptions the unit can be programmed for the type of outputs that meet the needs of your particular application. All Units come pre-programmed for Pulse/Validity.

**Pulse/Validity:** An output that lasts as long as you hold the transmitter button. If the button is not held, a one second pulse will be generated.

**Latch Reset :** A latching output is an on/off switch. Whenever a latching channel is used, it will turn on if it was off, or off if it was on. This particular latching output will turn off automatically (if it is on), each time the yellow wire sees +12VDC on and off again.

**Standard latch:** An on/off Switch. When this type of output is used, it will turn on if it was off, or off if it was on. Care should be taken when using this type of output, since it will remain on forever, until it is turned off.

**30 Seconds Timed:** When activated, the output will turn on for 30 seconds and shut off at the end of 30 seconds.

**60 Seconds Timed:** When activated, the output will turn on for 60 seconds and shut off at the end of 60 seconds.

**90 Seconds Timed:** When activated, the output will turn on for 90 seconds and shut off at the end of 90 seconds.

#### OUTPUT PROGRAMMING:

The system outputs are programmed using a Transmitter based Learning sequence. Once they are configured, the settings are stored to memory and will be retained, even if power is disconnected from the unit. The supplied plug-in momentary switch is used for programming.

To Program outputs :

1. Connect Yellow wire to 12VDC for 1 second and remove.
2. Press the program button the number of times equal to the channel you want to program. On the last press, HOLD the button. For example, to program channel 3, press button three times and hold on the third press. The siren will chirp to indicate the channel you have selected.

As you hold the button, the system will begin to cycle through the types of outputs available, as shown in the chart below

| Chirps | OUTPUT TYPE                |
|--------|----------------------------|
| ONE    | Pulse/Validity             |
| TWO    | Latch Reset with Condition |
| THREE  | Standard Latch             |
| ONE    | 30 Second Timed            |
| TWO    | 60 Second Timed            |
| THREE  | 90 Second Timed            |

3. When you hear the chirps indicating the output you want, release the program button.

