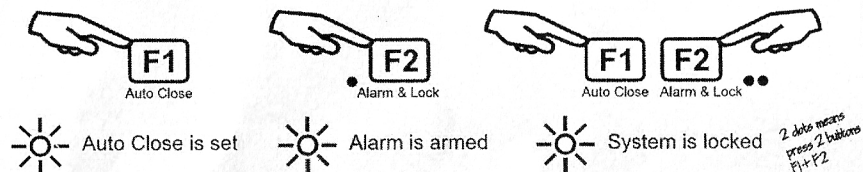
 The <Red> indicator lamp (on the keypad):

Battery Low Indicator:   If blinks during the basic function = battery low!

To check the function status:

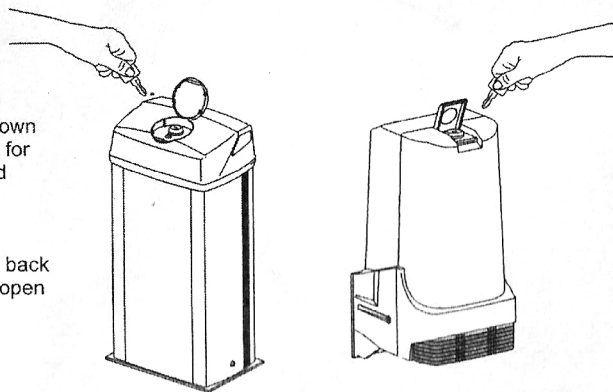


Manual override

In case the system break down
The manual override key is for
you to unlock the motor and
push the gate by hand.

IMPORTANT!

Always remember to lock it back
Or else anybody can push open
your gate later!



Warning Beeping Sound:

- 1 beep:** The gate is going to move. (This can be turned on or off from the keypad or remote)
- If the gate refuse to move, the warning sound can help you to identify the problem
- 2 beeps:** The system is locked.
- 4 beeps:** The Infra Red Safety Beam is obstructed.

* This is a GREEN MACHINE

The model you own is either a Solar Powered model or a Hybrid Power Model
Solar Power: The system runs on power from a solar panel. The energy is stored in a battery before deliver to the system. If the battery is fully charged, the system can run for days even without sunlight. (note: depends on the frequency of usage and the battery condition)
Hybrid Power: This model saves 95% energy compare to other non-hybrid models.
An average auto-gate system consumes about 5 to 10 Watts of electric power during standby. The hybrid model consumes only 0.2 Watt during standby by cutting off the city power and draws little energy from the backup battery.

Even if the battery fails, the system remain its usual function by switching back to the city power.

For your information, an average normal auto-gate system contributes to about 60kg of CO2 emission per year. The calculation is based on the average data from coal power plants.

Digicraft®

Automatic Gate Operating System

User Instructions

How to operate the gate

Operate the system using the indoor keypad or remote control. [#]

Safety feature

Overload protection: The motors will be cut off if there is an overload for example if the gate hits an obstacle.

Infra Red Safety Beam: The gate will not close if an obstacle has blocked the beam.

Automatic Close Timer

Set or Unset the timer from the keypad. [#]

The gate will close automatically after being left open for the preset time. This function must work together with the Infra Red Safety Beam. The gate will not close if the safety beam is obstructed.

System Lock

Lock and unlock the system using the keypad. [#]

If the system is locked, no one can operate the gate to open or close.
However, functions like lamp control and alarm remain active

Panic Alarm

Trigger the alarm to sound from the keypad or the remote control. [#]

The pillar lamp will be switch on together

Alarm will stop after 3 minutes automatically or through the keypad or the remote control.

Intruder Alarm

This function is 'armed' or 'disarmed' through the keypad. [#]

The function will only active when the gate has been fully closed.

Alarm will be triggered when an obstacle interrupts the Infra Red Safety Beam

Alarm will stop after 3 minutes automatically or through the keypad or the remote control.

Pillar Lamp Control

Automatic Mode: When the gate is open during it is dark (detected by the photo sensor), pillar lamp will be switched on. After the gate is closed, the lamp will go off after 1 minute.

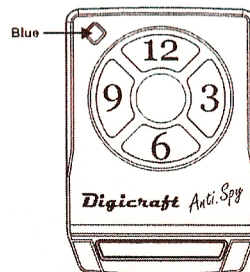
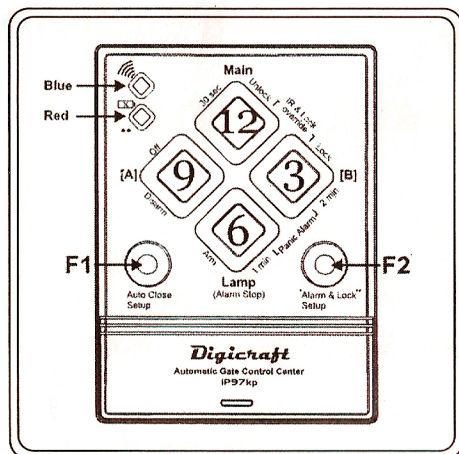
Manual Mode: On and Off from the keypad or the remote control. [#]

Force Override

To operate the gate even if it is locked or the Infra Red Safety Beam is obstructed. [#]

[#] Read 'Keypad and Remote Control -- user instructions' in next page

Keypad and Remote Control User instructions



The Basic Functions:



Open / Stop / Close / Stop (both 'A' + 'B' side)



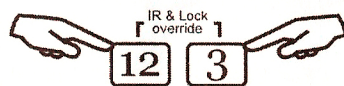
Open / Stop (Swing type --- side 'A' only)
(Sliding type --- open 1.2 m only)



Open / Stop (Swing type --- side 'B' only)
(Sliding type --- not applicable)



On / Off lamp, stop alarm



Force operate the gate by overriding the infrared safety sensor and system lock



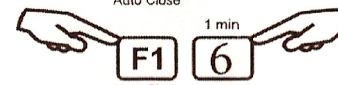
Trigger the panic alarm

The Advance Functions: (for the keypad only)

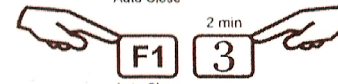
Automatic Close Timer



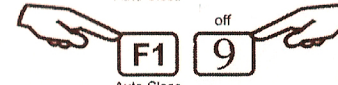
Set auto-close time = 30 second



Set auto-close time = 1 minute

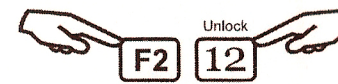


Set auto-close time = 2 minute

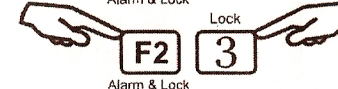


Set auto-close = Off

System Lock

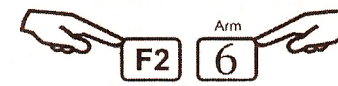


System is unlocked

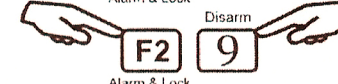


System is locked

Intrusion Alarm

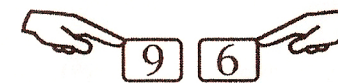


Alarm system is armed



Alarm system is disarmed

On / Off the warning sound



To enable 1 beep sound whenever the gate starts to move