TO REPLACE THE BATTERY:

Rotate the inner casing (Fig. 1) and remove it from the outer clip (Fig. 2).

Fig. 1

Fig. 2

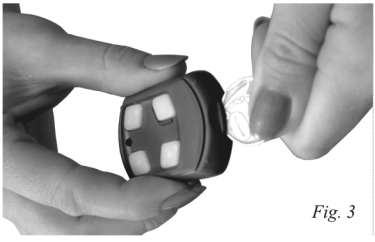
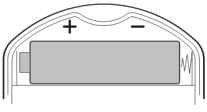


Fig. 3

Using a coin, separate the two halves of the case (Fig. 3) Replace battery with type GP23 or similar.



IMPORTANT: Ensure the battery is correctly inserted, according to the diagram.

CENTURION
THE AUTOMATIC CHOICE
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NOVA
REMOTE TRANSMITTER

The Nova system incorporates code hopping technology to offer ultimate security in a remote control.

The following instructions apply when a NOVA transmitter is used in conjunction with a NOVA receiver.

It is NOT necessary to open this transmitter to code the unit as it already has a unique code. To make this unit functional, the receiver unit must memorize its unique code as described below:

FOR PULSED OPERATION:

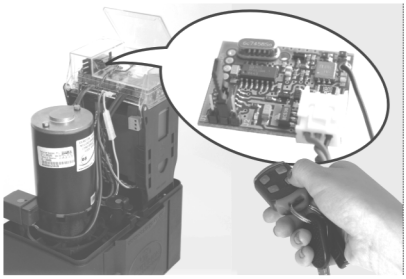
1. Open the receiver unit, and WITH POWER ON, bridge the "Learn" jumper.
2. The red LED will now illuminate
3. Press the required button on the transmitter. The red LED will flash once, indicating that the button has been learned.
4. If further buttons are to be memorized, repeat from step 3. If not, remove the bridge from the "Learn" jumper. The system is now ready for use.

FOR LATCHED OPERATION:

1. Open the receiver unit, and WITH POWER OFF, bridge the "ERASE" jumper.
2. Power up the unit. The red LED will now illuminate
3. Press the required button on the transmitter. The red LED will flash twice, indicating that the button has been learned.
4. If further buttons are to be memorized, repeat from step 3. If not, remove the bridge from the "Erase" jumper. The system is now ready for use.

For instructions that apply when a NOVA transmitter is used in conjunction with a NOVA VOYAGER receiver - Please see overleaf.

The following instructions apply when a NOVA transmitter is used in conjunction with a NOVA VOYAGER receiver.



The Nova VOYAGER is a plug-in receiver designed for use with Centurion Gate Operators and includes a "Master Transmitter" learning system, which allows new transmitters to be added to the system without having to access the electronics. There is no "LEARN" jumper provided on the VOYAGER receiver, all learning of transmitters is done using the MASTER Transmitter.

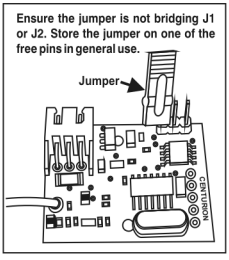
SELF LEARNING MEMORY CAPABILITY:

It is important to note that the self learning memory of the VOYAGER receiver is limited to 36 transmitter buttons (including MASTER Transmitter)
In other words if only one button of a transmitter is coded into the receiver, the receiver can accommodate 36 transmitters.

However if more than one button on a multi button transmitter is coded into the unit, where each button will take up a memory space, the number of transmitters that can be coded will be limited accordingly.

It is also important to note that when the memory limit is reached, trying to add new transmitters will not overwrite or affect the existing units stored into the system. It will just not be possible to code the additional transmitters.

LEARNING THE MASTER REMOTE
(Applicable to NEW or ERASED units)



The first transmitter that is learned into the VOYAGER receiver with a completely clear (erased) memory becomes the MASTER transmitter.

a. With the Voyager plugged into the CP80, press and hold any Nova Transmitter button down for at least five seconds. The RED LED will light up, and a trigger signal will be sent to the gate, indicating that the button has been learned into memory.

b. This remote is now the MASTER REMOTE, and will be required whenever new transmitters are to be added to memory. Mark the MASTER REMOTE clearly, as it will be required when learning additional buttons.

LEARNING ADDITIONAL BUTTONS

a. Press any button on the MASTER REMOTE for at least 10 flashes of the RED LED. If the receiver is not visible, count at least 10 seconds. After at least 10 seconds, release the button. (The receiver will not enter learn mode if the button is pressed for more than 20 seconds.) The receiver is now in LEARN mode, and will remain so for 10 seconds. The RED LED will remain on during this time.

b. Any Nova button pressed during this time will be learned into memory. Each time a button is pressed, the learn time is extended for another 10 seconds.

c. 10 seconds after the last button is pressed, the RED LED will turn off, indicating that the receiver has exited learn mode.

ERASING THE MEMORY

a. Link jumper J1 or J2.

b. The RED LED will flash 11 times. Removing the link during this time will cancel the erase operation.

c. After 11 flashes, the RED LED will remain on. Removing the link now will completely erase the memory.

I HAVE LOST THE MASTER REMOTE

a. The MASTER REMOTE can be identified by looking at the RED LED when pressing any button on the MASTER REMOTE. The RED LED will give one long flash and then one SHORT flash when the MASTER REMOTE is used.

b. If the MASTER REMOTE is lost, the only way to add more remotes is to first ERASE the memory, and then add a new MASTER. Unfortunately, all existing buttons will need to be re-learned.

For instructions that apply when a NOVA transmitter is used in conjunction with a NOVA receiver - Please see overleaf.

For instructions on replacing the battery - Please see overleaf.