

# INSTALLATION INSTRUCTIONS

**1 REMOVE COVER (CP103 & CP104)**

**2 MOUNT UNITS**

- MARK POSITION OF UNIT
- USE 5 mm MASONRY BIT TO DRILL HOLES IN WALL.
- MOUNT USING FASTENERS

**3 WIRING**

**3A**

**3B**

- USE 6 mm DRILL BIT TO OPEN HOLE FOR CABLE.
- FIX CABLE TO WALL USING CABLE SADDLES

**4 CONNECTIONS (CP103 & CP104)**

12V AC/DC

3 OUTPUT CHANNELS - SEE **5**

**5 3 OUTPUT CHANNELS AND 3 WAYS TO INTERFACE WITH EACH DEVICE \***

**DIRECT USING OPEN COLLECTOR OUTPUT** → DEVICE TRIGGER

**VIA RELAY CARD** → CP106 → DEVICE TRIGGER

**VIA SMART CARD** → CP105 → DEVICE TRIGGER

FOR TAMPER PROOF SECURITY SMART CARD MUST BE MOUNTED AT THE DEVICE THE SUPA SMART IS OPERATING.

\* DEVICE: e.g. GATE MOTOR; GARAGE DOOR or RULLER SHUTTER OPERATOR; SECURITY DOOR, etc.

**6 CONNECTIONS (CP103 to DEVICE)**

**6A DIRECT**

**6B RELAY CARD**

**6C SMART CARD**

NB. Any channel (1, 2, or 3) can be connected to a DEVICE via any interface (DIRECT, RELAY, or SMART)

**7 PROGRAMMING**

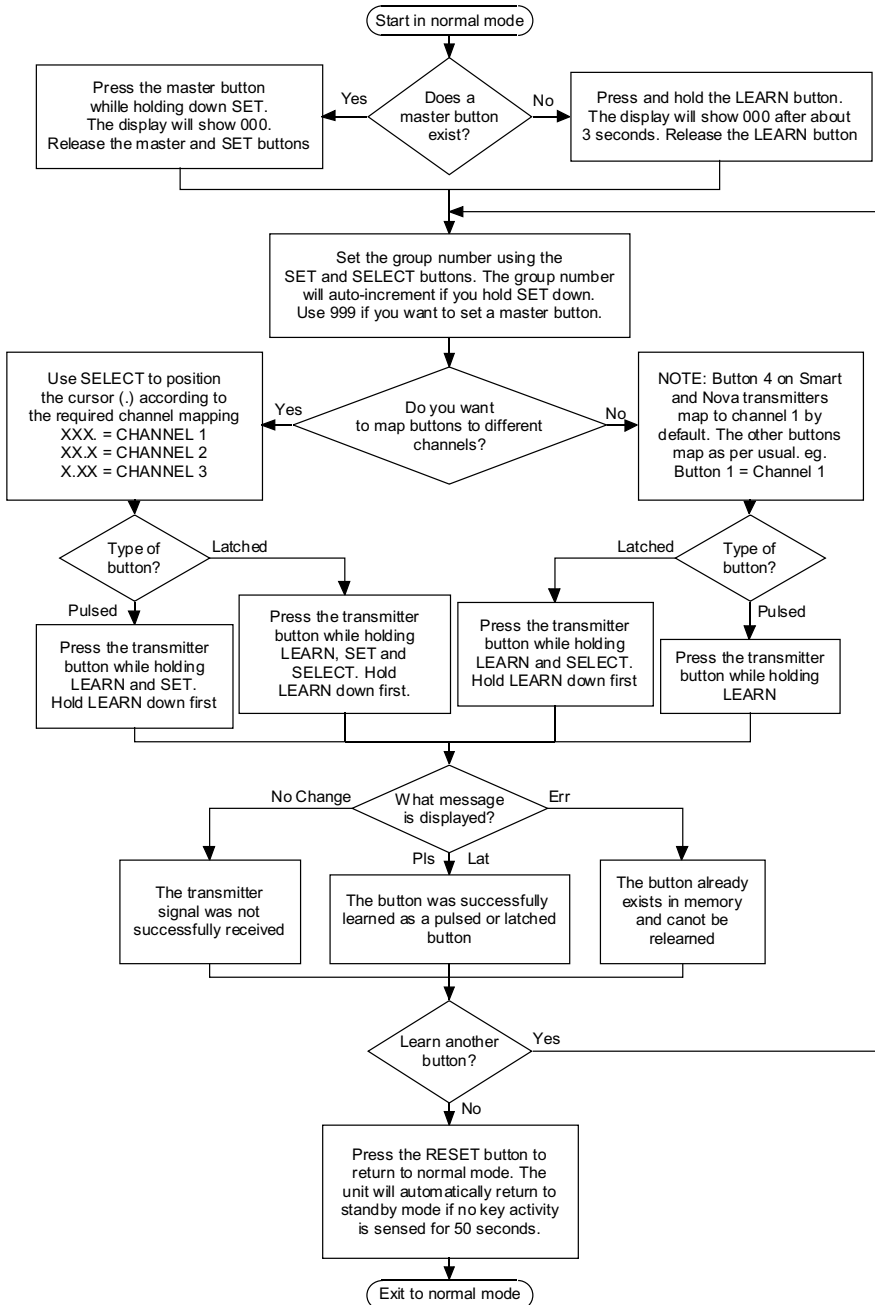
REFER TO FLOWCHARTS FOR DETAILED INSTRUCTIONS

**8 REPLACE COVER**

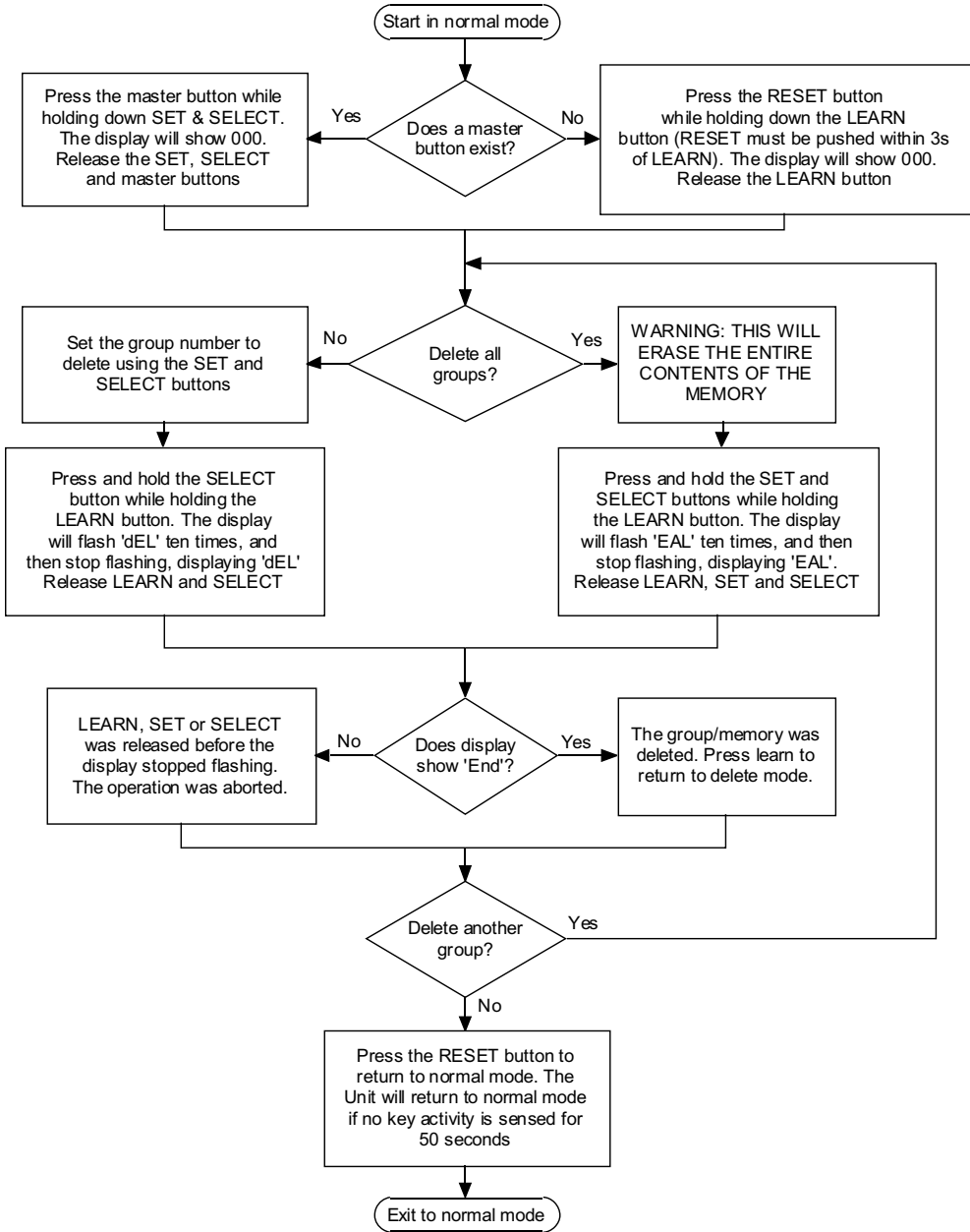
# PROGRAMMING FLOWCHARTS

**NOTE:** This document refers to Supa Smart V1.6 or Supa Nova V 1.1 and above

## 1 LEARNING A BUTTON

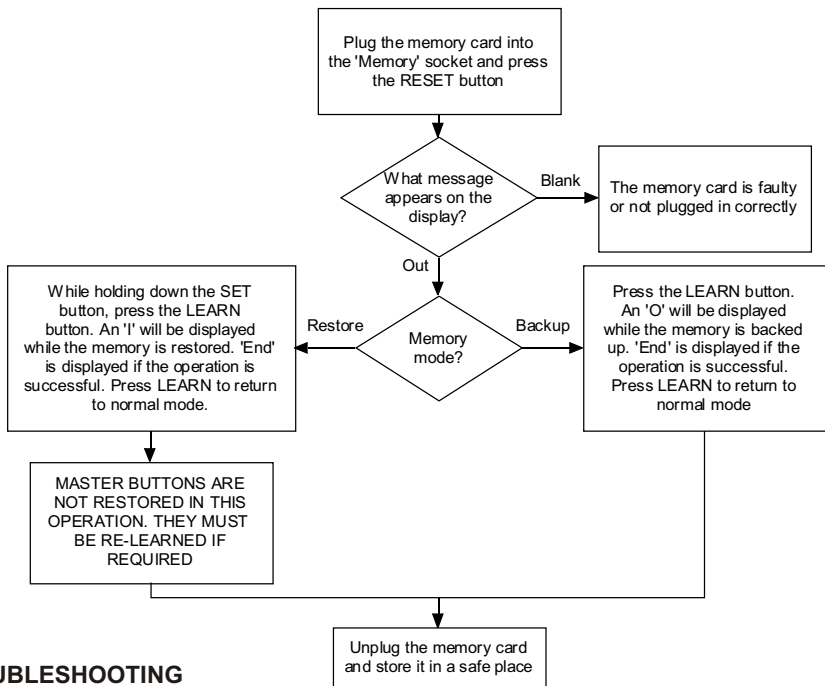


## 2 DELETING GROUPS



### 3

## USING THE BACKUP MEMORY



### 4

## TROUBLESHOOTING

- 1) "Err" is displayed when trying to learn a button
  - Button is already in memory
- 2) "Out" is displayed when power is applied
  - CP108 Memory module is fitted. Remove and press RESET
- 3) "Fl" is displayed indicating a fatal error. Communications with the onboard memory has been lost or the processor has hung. Press the reset button.
- 4) "Syn" is displayed on the Nova system. The RECEIVER has lost synchronisation with the TRANSMITTER. The transmitter must be re-learned, or replaced if the transmitter is faulty.
- 5) Button does not activate the receiver
  - a) - Has the button been learnt? If the display shows 3 dots when the button is pressed, it has not been learnt.
  - b) - Confirm that the CP104 receiver module is correctly connected. Return to normal mode by pressing the RESET button. Press a transmitter button. The display should show the group number (or 3 dots if the transmitter has not been learnt).
- 6) Button cannot be learnt
  - See 3 b) above.
- 7) Master button has been lost, and system cannot be programmed

If a backup CP108 exists, use it to restore the system. This will remove the master buttons from memory. If no backup exists, use a CP108 to first backup, and then restore the system. This will remove the master buttons from memory.



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