

# MODEL 8057 MicroCLI<sup>™</sup> RF RECEIVER

The model 8057 **RF Receiver** is designed for use with MicroCLI<sup>™</sup> transmitters. The receiver can store 10 facility codes and 50 to 16,000 unique transmitter codes depending on the model selected. It is also programmed to recognize only certain transmitter buttons.

The 8057 has a built in programming keypad allowing transmitter codes to be block coded or individually added/deleted to its memory. It is a stand alone receiver that activates a built-in dry contact form "C" relay when a programmed transmitter code is received. The received code **MUST** match the programmed "Facility Code", "Transmitter Code", and "Transmitter Button Code" before the receiver relay will activate.

The MicroCLI<sup>™</sup> system is compatible with the HomeLink system found in many automobiles.



MicroCLI<sup>™</sup> Transmitters

DoorKing Part Numbers	
<b>8057-081</b>	50 Transmitter Codes
<b>8057-082</b>	100 Transmitter Codes
<b>8057-083</b>	250 Transmitter Codes
<b>8057-084</b>	500 Transmitter Codes
<b>8057-085</b>	1000 Transmitter Codes
<b>8057-086</b>	5000 Transmitter Codes
<b>8057-088</b>	16,000 Transmitter Codes

## Installation

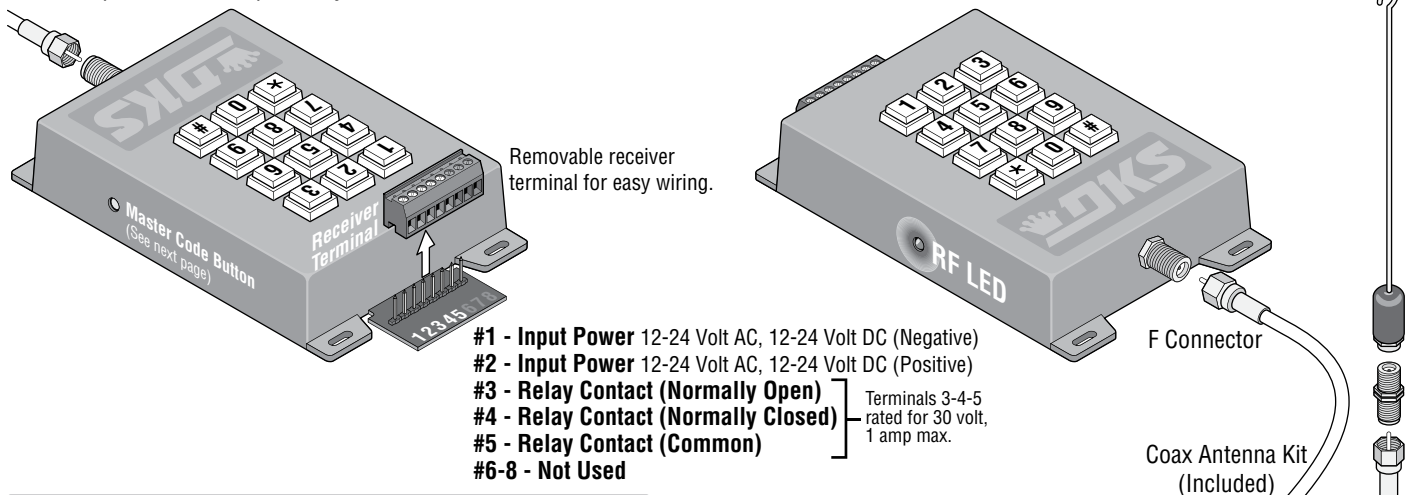
This receiver is **NOT** designed to be installed outdoors without being protected from the weather. An outdoor enclosure is available for the receiver if required (P/N 8057-110 - Metal Outdoor Box).

Install the 8057 receiver in a location so the antenna is **NOT surrounded by metal and is in free air as high as possible above the ground.**

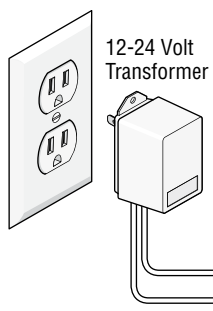
A longer Coax Antenna kit is available for the receiver if required (P/N 1514-073 - Includes antenna, mounting "L" bracket and 15 feet of coax cable).

The RF LED on the side of the case will blink as RF energy is received. If the LED blinks or is on continuously, this indicates that there may be interference on the frequency (318 MHz) and short range may be the result. If this happens, try relocating the receiver or remove the source of interference.

**Note:** Loop detectors and proximity card readers can cause receiver interference.

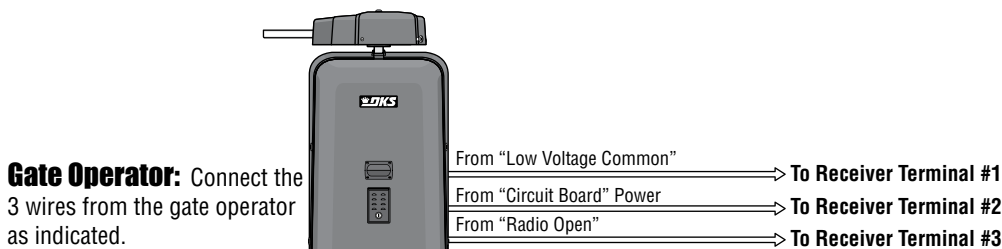


## Receiver Terminal Wiring



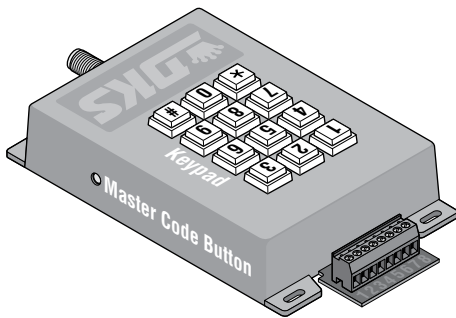
**Stand-Alone Power and Device Wiring :** Connect 12 - 24 Volt AC or DC power to terminals #1 and #2. Use minimum 18 AWG wire to power the receiver.

- If DC power is used (Transformer): Terminal #1 is **NEGATIVE** and Terminal #2 is **POSITIVE**.
- Connect the receiver relay contacts to the device to be activated.
  - Receiver Terminal #3 is the relay contact **Normally OPEN** (N.O.)
  - Receiver Terminal #4 is the relay contact **Normally CLOSED** (N.C.)
  - Receiver Terminal #5 is the relay contact **Common** (C).



# Programming

**Program the Master Code:** The master code is the four-digit number required to gain access to the receiver memory for all programming. **You MUST program a MASTER CODE first.**



**1. Press Master Code Button**

**Note:** Receivers manufactured before Rev E (2/01) require the receiver case to be opened to access the master code button. All other programming steps remain the same for the receivers.

Write Down Your Master Code			
1st Digit	2nd Digit	3rd Digit	4th Digit

**2. Choose and enter four-digits on the keypad**     then press  "BEEP"

**Important Note:** Keep this instruction sheet for future reference after writing down the master code. **There is NO way of retrieving the master code after it has been programmed in.** If you forget it, you will have to program in a new master code but all other previously programmed information will remain intact.

**Facility Codes:** Unique code for transmitter and located on back of transmitter (Fc).

- Press    and the four-digit Master Code. "BEEP"
- Press   "BEEP" for the **FIRST** facility code. **Note:** Be sure to increment this number each time another facility code is entered - up to 10, use 0 for facility code 10 if required.
- Enter the two-digit facility code (01-10), then press  "BEEP"
- Repeat steps 2 and 3 to enter additional facility codes.
- Press   TOGETHER to end programming. "BEEEEEEEEEP"

**Transmitter Button Number:** Used to identify the individual transmitter button that will activate the receiver (Up to 3 buttons).

- Press    and the four-digit Master Code. "BEEP"
- Enter the button number that the receiver is to respond to (1-2-3), then press  "BEEP"
- Press   TOGETHER to end programming. "BEEEEEEEEEP"

**Relay Strike Time:** The amount of time the receiver relay activates.

- Press    and the four-digit Master Code. "BEEP"
- Enter a two-digit number (00-99) for the relay activation in seconds, then press  "BEEP" **Note:** 00 programs the relay for 1/2 second. 01 programs the relay for 1 second etc.
- Press   TOGETHER to end programming. "BEEEEEEEEEP"

# Programming Continued

**Program Transmitter Codes One at a Time:** The five-digit unique code is located on the back of the transmitter (Tr).

1. Press and the four-digit Master Code. “BEEP”
2. Enter the five-digit transmitter code, then press “BEEP”
3. Repeat step 2 to enter additional transmitter codes.
4. Press TOGETHER to end programming. “BEEEEEEEEEP”

**Program a Group of Transmitter Codes :** The five-digit unique codes are located on back of the transmitters (In numeric sequence).

1. Press and the four-digit Master Code. “BEEP”
2. Enter the five-digit transmitter code for the **LOWEST** number transmitter in the group, then press “BEEP”
3. Enter the five-digit transmitter code for the **HIGHEST** number transmitter in the group, then press “BEEP”
4. A long tone will be heard when programming is complete. “BEEEEEEEEEP”

**Delete Transmitter Codes One at a Time:** The five-digit unique code is located on the back of the transmitter.

1. Press and the four-digit Master Code. “BEEP”
2. Enter the five-digit transmitter code to be deleted, then press “BEEP”
3. Repeat step 2 to delete additional transmitter codes.
4. Press TOGETHER to end programming. “BEEEEEEEEEP”

**Delete ALL Transmitter Codes at Once:** WARNING: Deleted codes **CANNOT** be retrieved.

1. Press and the four-digit Master Code. “BEEP”
2. Enter 9999, then press “BEEP”
3. After approximately 25 seconds, a long “BEEEEEEEEEP” will be heard to end programming.

This device complies with the FCC Rules Part 15. Operation is subject to the following two conditions:

- 1.) This device may not cause harmful interference.
- 2.) This device must accept and interference received, including interference that may cause undesired operation.

This class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.  
Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.