The Model 8059 MicroCLIK™ RF Receiver is designed for use as a Stand-Alone or Wiegand applications using MicroCLIK™ transmitters. Stand-Alone installations can store up to 80 transmitter codes in its memory. It is also programmed to recognize only certain MicroCLIK™ transmitter buttons when using multiple button transmitters.

The 8059 receiver activates a built-in dry contact form “C” relay when a programmed MicroCLIK™ transmitter code is received. The received code MUST match the programmed “Transmitter Code”, “Facility Code” (or not match the Facility Code if a Wiegand controller is used), and “Transmitter Button Code” before the receiver relay will activate.

Wiegand applications will output transmitter codes in 26-bit or 31-bit Wiegand format to an external Wiegand controller. The MicroCLIK™ system is compatible with the HomeLink system found in many automobiles.

**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 8059 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). An antenna amplifier kit (P/N 8058-080) or a Yagi directional antenna kit (P/N 1514-072) is also available for the receiver if required.

The Programming LED on the side of the case will blink as RF energy is received. If the programming 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. An antenna amplifier or a directional antenna may be needed. 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).

**Wiegand Controller Wiring**:
- Receiver terminal #2 is INPUT POWER (12-24 V).
- Receiver terminal #6 is Wiegand input power COMMON.
- Receiver terminal #7 is Wiegand DATA 0.
- Receiver terminal #8 is Wiegand DATA 1.
- Use 22 AWG shielded wire, maximum 200 feet, for Wiegand controller wiring. Connect these terminals to the corresponding terminals on the Wiegand controller. Refer to the DoorKing Wiegand controller installation manual 1835, 1837 or 1838 for specific wiring information.
How Receiver Functions

The 8059 receiver responds to the MicroCLIK™ transmitter code is defined by “Facility Codes” and “Transmitter Button Codes”. For example: an 8059 receiver can be programmed to respond to only the first button on a multiple button MicroCLIK™ transmitter while a second 8059 receiver can be programmed to respond to only the second button of the same multiple button MicroCLIK™ transmitter. Thus allowing a single multiple button MicroCLIK™ transmitter to activate two different receivers without fear of both receivers responding to the same transmitter code. Like wise one receiver can be programmed to respond to a specific facility code while another can be programmed for a different facility code. In Wiegand output mode, you have the option of matching or ignoring the facility code to allow the receiver to activate.

There are seven receiver programming functions:
1. Regular Transmitter Programming
2. 26-bit Wiegand Programming (Factory Setting)
3. 31-bit Wiegand Programming
4. Match Facility Code Programming
5. Ignore Facility Code Programming
6. Erase ALL Transmitter Codes
7. Master Transmitter Programming

1. Regular Transmitter Programming

Press and hold the Programming Button or the “Master Transmitter Button” (if existing, see above) until the programming LED quickly flashes ONE time (about 2 seconds), then release the button. The programming LED will flash once every second indicating that you are in the transmitter programming mode....

....While the programming LED is flashing, activate each of the MicroCLIK™ transmitters that will be used (if you are using a two or three button transmitter, make sure to press the correct button). There are three (3) different “2-Button” MicroCLIK™ transmitter button combinations that each receiver can be programmed to respond to: button-1, button-2 and buttons 1 & 2 pressed at the same time. There are six (6) different “3-Button” MicroCLIK™ transmitter button combinations that each receiver can be programmed to respond to: button-1, button-2, button-3, buttons 1 & 2 pressed at the same time, buttons 2 & 3 pressed at the same time and buttons 1 & 3 pressed at the same time. A maximum of 80 transmitters codes can be stored in this receiver. Each button or combination of buttons pressed is counted as ONE transmitter code.

Once the desired transmitter codes have been stored into the receiver memory, the receiver will automatically exit the programming mode when no more transmitter codes are received (approx. 10 seconds idle time). The LED will come on for 3 seconds and then go out.

When Using Wiegand Functions

At least one transmitter code must be programmed into the receiver memory, allowing the receiver to respond to the facility code and transmitter button code that will be used. This step is necessary so that the receiver knows which transmitter button to respond to. For example, if a (2) two button transmitter code is programmed into the receiver pressing only button-2, the receiver will only respond to transmitter codes initiated by button-2. To have a receiver respond to both buttons, you can program the transmitter code into the receiver twice, using button-1 first, and then button-2. If using more than one facility code or if the receiver is to respond to different transmitter buttons, simply add additional transmitters, refer to 1. Regular Transmitter Programming. The receiver will allow the facility code to be ignored when using a Wiegand controller if desired.

2. 26-bit Wiegand Programming

Press and hold the Programming Button and follow the flashing LED sequence as shown below, then release the button. The programming LED will flash once for 3 seconds indicating that the receiver is in 26-bit Wiegand output mode.

There are seven receiver programming functions:
1. Regular Transmitter Programming
2. 26-bit Wiegand Programming (Factory Setting)
3. 31-bit Wiegand Programming
4. Match Facility Code Programming
5. Ignore Facility Code Programming
6. Erase ALL Transmitter Codes
7. Master Transmitter Programming
3. 31-bit Wiegand Programming

Press and hold the Programming Button and follow the flashing LED sequence as shown below, then release the button. The programming LED will flash once for 3 seconds indicating that the receiver is in 31-bit Wiegand output mode.

- Press and Hold Button
- One Flash
- Two
- Three
- Approximately 6 Seconds
- Release Button
- One 3 Second Flash

The receiver is now in 31-bit Wiegand Output Mode.

4. Match Facility Code Programming

Press and hold the Programming Button and follow the flashing LED sequence as shown below, then release the button. The programming LED will flash once for 3 seconds indicating the receiver will check the facility code for a match before outputting the transmitter code.

- Press and Hold Button
- One Flash
- Two
- Three
- Approximately 10 Seconds
- Four
- Four
- Four
- Three Times in a Row
- Release Button
- One 3 Second Flash

The receiver will check facility code for a match.

5. Ignore Facility Code Programming

Press and hold the Programming Button and follow the flashing LED sequence as shown below, then release the button. The programming LED will flash once for 3 seconds indicating the receiver will ignore the facility code.

- Press and Hold Button
- One Flash
- Two
- Three
- Approximately 12 Seconds
- Four
- Four
- Four
- Three Times in a Row
- Release Button
- One 3 Second Flash

The receiver will ignore the facility code.

6. Erase ALL Transmitter Codes

When memory is full, a long flash will activate when trying to program a new transmitter. To erase memory, press and hold the Programming Button and follow the flashing LED sequence as shown below, then release the button. This will erase ALL regular and master transmitter codes.

- Press and Hold Button
- One Flash
- Two
- Three
- Approximately 10 Seconds
- Four
- Four
- Four
- Three Times in a Row
- Release Button
- ALL transmitters will now be erased

WARNING: Deleted transmitter codes CANNOT be retrieved.

7. Master Transmitter Programming

The 8059 receiver “Master Transmitter Programming” will allow you to program up to (4) four master transmitters for easy future transmitter additions if desired. When a “Master Transmitter” is activated, the 8059 receiver will AUTOMATICALLY go into “Learn Mode” allowing additional transmitters to be programmed into the receiver memory without having to go through the normal “Regular Transmitter Programming” process (See below). This is an easier way to add additional transmitters to the receiver's memory in the future. Master transmitters are NOT required to program regular transmitters. They are NOT intended to be used as regular transmitters and should be kept in a safe place.

- Press and Hold Programming Button
- One Flash
- Two
- Three
- Approximately 10 Seconds
- Four
- Four
- Four
- Three Times in a Row
- Release Button

You are now in Master Programming Mode.

After getting into the master programming mode, select a transmitter to designate as a Master Transmitter and press the transmitter button. This process can be done with up to 3 additional transmitters if desired. The transmitter code, facility code and transmitter button code from the transmitter(s) are programmed into the receiver as a Master Transmitter(s). The receiver will automatically exit the programming mode when no more transmitter codes are received (approx. 10 seconds idle time). These 3 codes must match the master transmitter's 3 codes in order to put the receiver automatically back into the “Learn Mode” when adding additional transmitters in the future.