MODEL 8059 MicroCLIK™ RF RECEIVER (WIEGAND)

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

The 8059 receiver activates a built-in dry contact form "C" relay when a programmed Micro**CLIK**™ 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.

P/N 8066-080   P/N 8067-080   P/N 8068-080

Micro**CLIK**™ Transmitters

Wiegand applications will output transmitter codes in 26-bit or 31-bit Wiegand format to an external Wiegand controller. The Micro**CLIK**™ 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.

Be sure the antenna, coax shield and F connector are completely isolated from the ground.

Removable receiver terminal for easy wiring.

Programming LED

18" Coax Cable
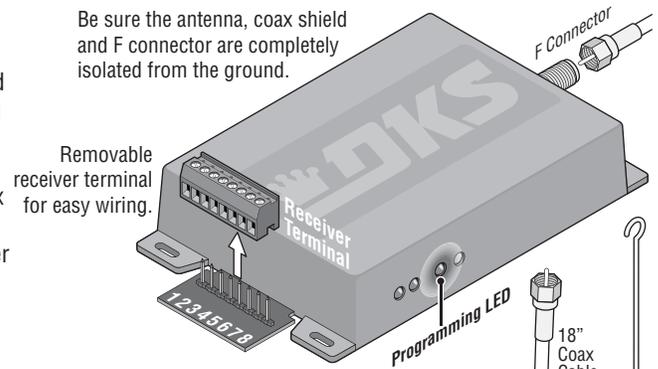
#1 - Input Power Common (Negative)
#2 - Input Power 12-24 Volt AC, 12-24 Volt DC (Positive)
#3 - Relay Contact (Normally Open)
#4 - Relay Contact (Normally Closed)
#5 - Relay Contact (Common)
#6 - Wiegand Common
#7 - Wiegand Data 0
#8 - Wiegand Data 1

Terminals 3-4-5 rated for 30 volt, 1 amp max.

Coax Antenna Kit (Included)

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).

12-24 Volt Transformer

⚠ **DC Polarity Matters!**
→ **To Receiver Terminal #1 (Neg.)**
→ **To Receiver Terminal #2 (Pos.)**
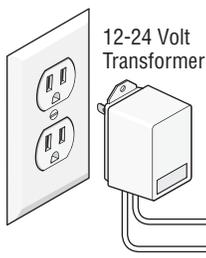
Stand-Alone Gate Operator: Connect the 3 wires from the gate operator as indicated. Refer to the chosen gate operator's installation/owner's manual for specific wiring information.

From "Low Voltage Common" → **To Receiver Terminal #1**
From "Circuit Board" Power → **To Receiver Terminal #2**
From "Radio Open" → **To Receiver Terminal #3**

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.
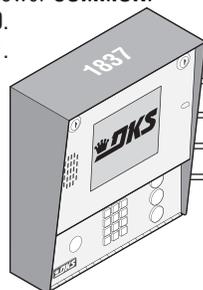
From "Circuit Board" Power → **To Receiver Terminal #2**
From "Low Voltage Common" → **To Receiver Terminal #6**
From "Data 0" → **To Receiver Terminal #7**
From "Data 1" → **To Receiver Terminal #8**

How Receiver Functions

The 8059 receiver responds to the Micro**CLIK**™ 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 Micro**CLIK**™ transmitter while a second 8059 receiver can be programmed to respond to only the second button of the same multiple button Micro**CLIK**™ transmitter. Thus allowing a single multiple button Micro**CLIK**™ 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.
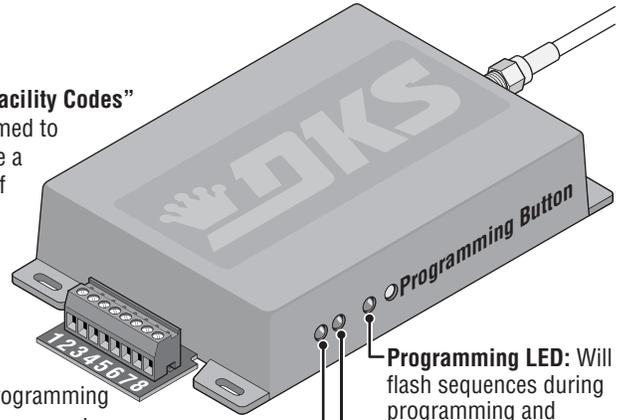
Programming LED: Will flash sequences during programming and flashes during normal operation or frequency interference.
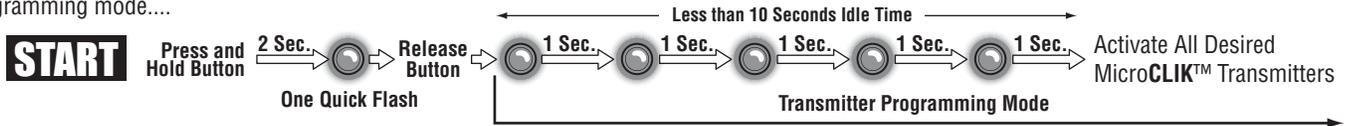
Wiegand LED's: Will blink as Wiegand data is being transmitted.

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
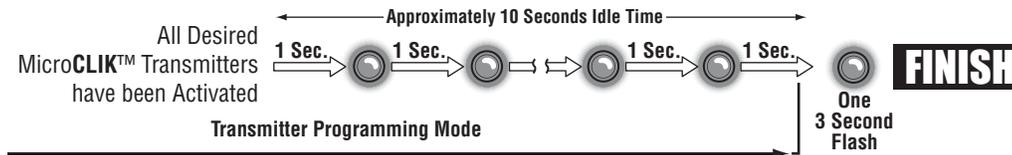**6.** Erase ALL Transmitter Codes
7. Master Transmitter Programming

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....

START | **Press and Hold Button** | **2 Sec.** → **Release Button** **One Quick Flash** | ← **Less than 10 Seconds Idle Time** → **1 Sec.** → **1 Sec.** → **1 Sec.** → **1 Sec.** → **1 Sec.** **Transmitter Programming Mode** | **Activate All Desired** Micro**CLIK**™ **Transmitters**

....While the programming LED is flashing, activate each of the Micro**CLIK**™ 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"** Micro**CLIK**™ 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"** Micro**CLIK**™ 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.

All Desired Micro**CLIK**™ **Transmitters have been Activated** | ← **Approximately 10 Seconds Idle Time** → **1 Sec.** → **1 Sec.** → **1 Sec.** → **1 Sec.** **Transmitter Programming Mode** | **One 3 Second Flash** **FINISH**

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.

Press and Hold Button → **One Flash** **Two** ← **Approximately 4 Sec.** → **Release Button** → **One 3 Second Flash** | **The receiver is now in 26-bit Wiegand Output Mode**
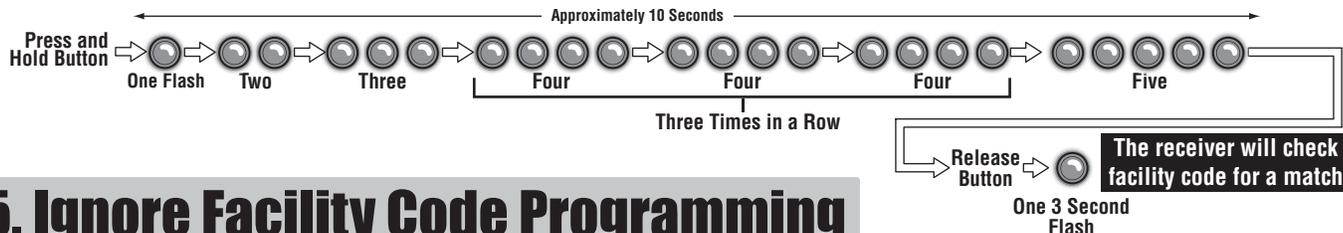
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3. 31-bit Wiegand Programming

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.
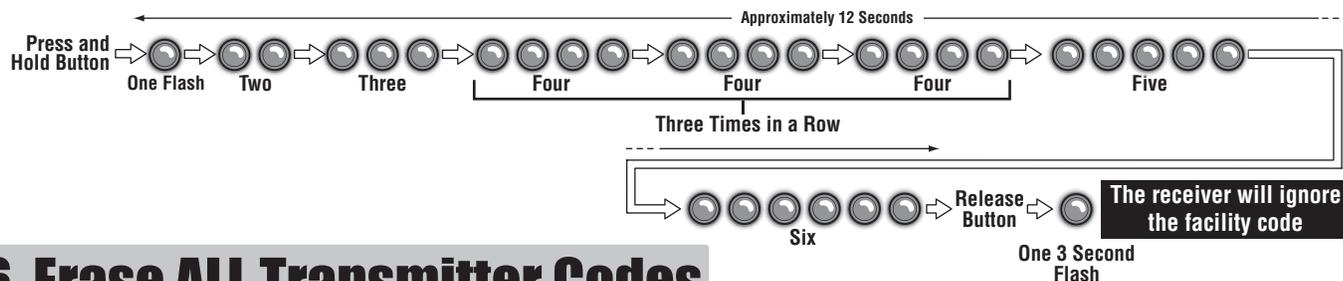
Press and Hold Button → One Flash → Two → Three → **Release Button** → One 3 Second Flash
← Approximately 6 Seconds →

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.
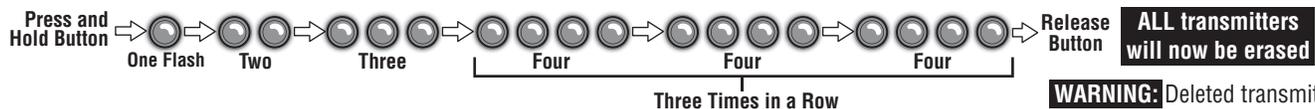
← Approximately 10 Seconds →

Press and Hold Button → One Flash → Two → Three → Four → Four → Four → Five

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.

← Approximately 12 Seconds →

Press and Hold Button → One Flash → Two → Three → Four → Four → Four → Five

Three Times in a Row

→ Six → **Release Button** → One 3 Second Flash

The receiver will ignore the facility code
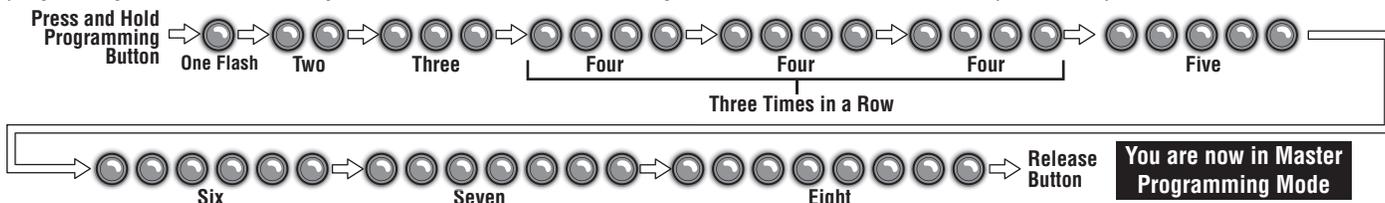
6. Erase ALL Transmitter Codes

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 → Four → Four → Four → **Release Button**

Three Times in a Row

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 → Four → Four → Four → Five

Three Times in a Row

→ Six → Seven → Eight → **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.

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