



Model 8057 Receiver Installation and Programming Guide

The Model 8057 RF receiver is a small, compact unit designed to be used with DoorKing MicroClik™ transmitters. The receiver can store 10 facility codes and up to 16,000 unique transmitter codes when ordered with the highest available memory. The receiver is also programmed to recognize certain transmitter buttons only. The 8057 has a built in keypad allowing transmitter codes to be block coded, or individually added or deleted to the units memory. The 8057 is a stand alone receiver that activates a dry contact form C relay when a programmed transmitter code is received. The received code must match the programmed facility code, transmitter code, and button code. The receiver is designed to operate with an input power of 12 to 24 volts, AC or DC power. The relay contacts are rated at 30 volts, 1 amp max. This receiver must be protected from direct exposure to the weather.

TERMINAL WIRING

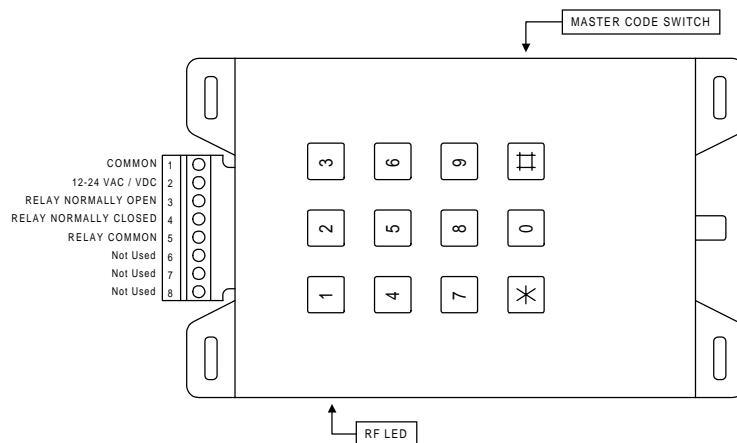
1. Input power 12-24 volt AC, 12-24 volt DC NEGATIVE
2. Input power 12-24 volt AC, 12-24 volt DC POSITIVE
3. Relay Contact Normally Open
4. Relay Normally Closed
5. Relay Common
6. Not Used
7. Not Used
8. Not Used

INSTALLATION

Mount the 8057 so that the receiving antenna is in free air and away from metal surroundings for best reception and range. If the receiver is mounted inside a metal enclosure, such as a gate operator or in the Outdoor Receiver Enclosure (P/N 8057-110), a coax antenna kit (P/N 1514-073) will be required for optimal reception and range.

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.



MASTER CODE

1. Press the master code button¹ on the side of the receiver.
2. Enter a four-digit master code on the keypad, then press **[*]** (beep).

FACILITY CODES

1. Press **[*][1][4]** and the four-digit master code (beep).
2. Press **[1][*]** (beep) for the first facility code. Be sure to increment this number each time another facility code is entered. Use 0 for facility code 10.
3. Enter the two-digit facility code, then press **[*]** (beep).
4. Repeat steps 2 and 3 to enter additional facility codes.
5. Press **[0][#]** together to end the programming session (beeeeeep).

BUTTON NUMBER

1. Press **[*][3][2]** and the four-digit master code (beep).
2. Enter the button number that the receiver is to respond to (1-2-3), then press **[*]** (beep).
3. Press **[0][#]** together to end the programming session (beeeeeep).

RELAY STRIKE TIME

1. Press **[*][0][3]** and the four-digit master code (beep).
2. Enter a two-digit number (00-99) for relay activation in seconds, then press **[*]** (beep). Note: entering 00 programs the relay for ½ second.
3. Press **[0][#]** together to end the programming (beeeeeep).

PROGRAM TRANSMITTER CODES

1. Press **[*][1][0]** 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 **[0][#]** together to end the programming (beeeeeep).

PROGRAM TRANSMITTER GROUP

1. Press **[*][1][1]** and the four-digit master code (beep).
2. Enter the five-digit code for the lowest number transmitter in the group, then press **[*]** (beep).
3. Enter the five-digit code for the highest number transmitter in the group, then press **[*]** (beep).
4. Press **[0][#]** together to end the programming (beeeeeep).

DELETE TRANSMITTER CODES

1. Press **[*][1][2]** 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 **[0][#]** together to end the programming (beeeeeep).

DELETE ALL TRANSMITTER CODES

1. Press **[*][1][3]** and the four-digit master code (beep).
2. Enter 9999, then press ***** (beep).
3. After approximately 25 seconds, a long tone (beeeeeep) will be heard to ending the programming sequence.

NOTE 1: This step applies to receivers with Rev E (2/01) circuit boards or higher. Earlier revisions require the receiver case to be opened to access the master code switch. All other programming steps remain the same.

