

DC50 Receiver Specification

Version NO.: A/00

T Receiver specification

Technical support



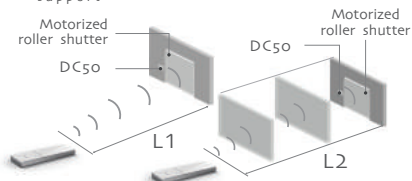
DC50 receiver

Maximum output power: 500W
One DC50 receiver can store maximum 20 emitter channels. If there are already 20 channels, it will take turns to Cover the last channel.

- ① When emitter is under group control, match code will be invalid.
- ② When receiver is in dot-move mode, press up or down button within 2 seconds, motor will be controlled to operate in Dot-move mode; if keep pressing over 2 seconds, motor will continuously work.

T Control range

Technical support



Effective transmitting distance may have deviation due to actual environment

	L1 open	L2 partition	Emission frequency
230V/50Hz	200m	35m	433.92MHz
120V/60Hz	200m	35m	868MHz

T Matchable emitter

Technical support



For the emitters without set button like DC316, you can press up button and stop button at the same time to work as the same function as set button.



T Matchable motor

Technical support



DM45S

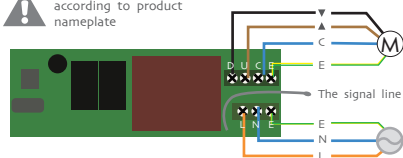


DC50 receiver

T Mode of connection

Technical support

230V/50Hz or 120V/60Hz according to product nameplate



Black=Down
Brown=Up
Blue=Common
Green/Yellow=Earth
Blue=Neutral
Green/Yellow=Earth
Brown=Live

The best installation distance

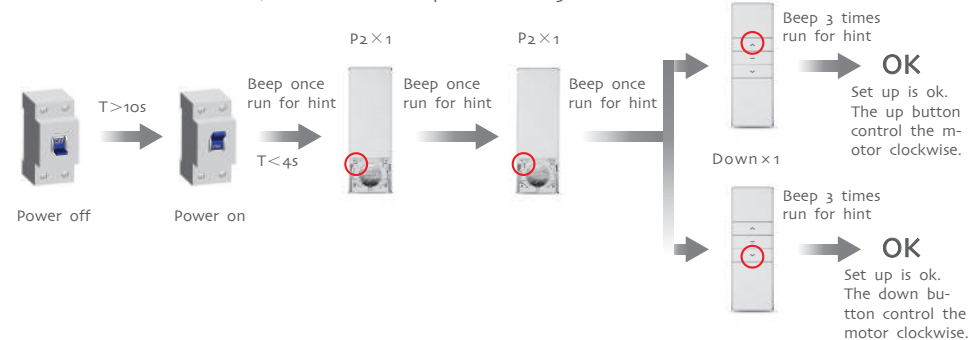


- 1 The shortest distance between receiver and ground $\geq 1.5m$
- 2 The shortest distance between receiver and roof $\geq 0.3m$
- 3 The shortest distance between receiver and receiver $\geq 0.2m$

A Setting up

Additional function

During the settings, the time between two operation must be shorter than 6s, otherwise it will quit the setting



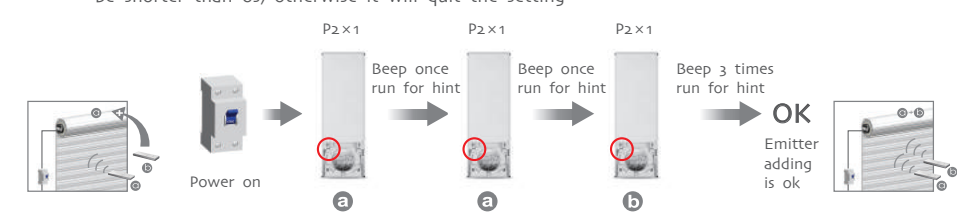
After matching code for new emitter, it will clear all the data in receiver.

A Add Emitter

Additional function

During the settings, the time between two operation must be shorter than 6s, otherwise it will quit the setting

Emitter a is the one already passed matching code, emitter b is the one has not

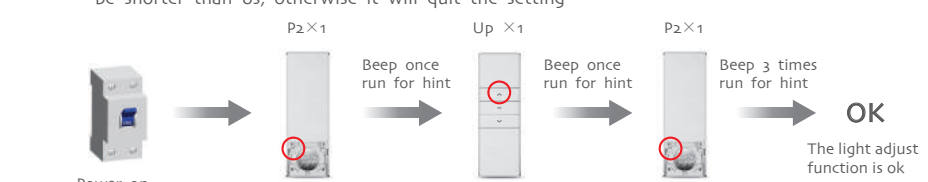


A Light adjust function

Additional function

During the settings, the time between two operation must be shorter than 6s, otherwise it will quit the setting

Repeat setting, function is cancelled



A Cancel emitter

Additional function

During the settings, the time between two operation must be shorter than 6s, otherwise it will quit the setting

Cancel emitter setting is to clear all the data in receiver

