

# SGOWIN USER GUIDE

(-73/-173 Bd)

FOR  
SL 1000-X1/X3, SW 2000-X1/X3, AND BG 3000-X1/X3  
GATE OPERATORS

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# PART 1

## INTRODUCTION

### A. GATE OPERATOR FEATURES

SL 1000-X1/X3, SW 2000-X1/X3, and BG 3000-X1/X3 are versatile, reliable Gate Operators that can be used Stand-Alone (single) or paired in Primary/Secondary (Master/Slave) gate systems. Some of the basic features include:

- **Automatic gate stop feature:** Halts the gate if the gate or the Interrupt Bar (gate edge sensor) encounters an obstruction. The gate can be programmed to back up a specified distance and stop.
- **Anti-Tailgate feature (X3 Slide Gates Only):** discourages two vehicles from entering on one open command.
- **Automatic Open/Close and Alert Call Schedule:** allows two different open/close and alert call segments for each day of the week and 10 holidays. The gate operators also call when maintenance is needed and when alerts affect the system.
- **Programmable Reclose Timer.**
- **Gate Lock Relay:** can be used for magnetic locks, CCTV cameras, lights, etc.
- **Event Recording Memory:** keeps track of all commands and actions for retrieval by modem to your computer. A powerful troubleshooting tool.

### B. TELEPHONE INTERFACE

The LiftMaster gate operators also include a telephone interface to communicate between the gate operator and DTMF (tone) telephones, modems and personal computers (PCs). When used with LiftMaster's free SGoWIN Software, this innovative system provides the following features:

**AUTOMATIC ALERTS:** The gate operator can be programmed to alert a DTMF telephone, modem, or pager when any of nine gate conditions occur:

1. Drivetrain Failure Alert, indicating a stuck limit switch, broken or slipping belt, etc.
2. Interrupt Bar (safety edge) Fault Alert
3. Motor Overcurrent Fault Alert
4. Motor Protector Switch Open Alert
5. Loop Failure Alert
6. Primary/Secondary (Master/Slave) Communication Failure Alert
7. Service Call Feature Alert (Cycles Threshold)
8. Fire Open Alert
9. Radio Input Stuck Alert

**POWERFUL SGOWIN SOFTWARE:** LiftMaster SGoWIN Software provides:

1. Real-time graphic simulation of gate activity for monitoring purposes.
2. Remote gate operator program editing.
3. Real-time remote gate control (open, close, fault clearing) for operators with X1 circuit boards.
4. Gate activities report viewing and printing.

## C. ABOUT THIS MANUAL

This manual contains instructions for interfacing with LiftMaster model SL 1000, SW 2000, or BG 3000 (X1 or X3) gate operators via SGoWin software (revision 2.10 or higher). **Note:** when you connect to the operator, the proper version of SGoWin (X1 or X3) will be automatically selected.

- The procedures in this manual assume that you have basic computer knowledge. If not, please read your computer manuals before continuing.
- The procedures in this manual assume that you have already read the Programming manual (Doc. No. 6001312). If not, please read the Programming manual before continuing.

### IMPORTANT NOTE

All menus, displays and instructions are presented in Primary/Secondary (Master/Slave) configuration. If your installation calls for a Single (stand-alone) system, only the Primary (Master) portion of the displays will be shown, and only the Primary (Master) procedures apply.

## D. SGOWIN SOFTWARE REQUIREMENTS

Windows-based software has many advantages, but requires a computer powerful enough for it to work effectively. While SGoWin can be run on older computers, it runs very slowly and is more likely to fail. For this reason we strongly recommend using at least the minimum computer configuration.

To use SGoWin Software, the following items are required:

- A LiftMaster Gate Operator Unit connected to a telephone line.
- An IBM PC-Compatible computer running Windows 95 (all 16-bit) or Windows 98 (32-bit)
- A computer equipped with AT LEAST the minimum hardware listed in Table 1, below.

**Table 1. SGoWin Hardware Requirements**

| MINIMUM                | RECOMMENDED          |
|------------------------|----------------------|
| Pentium processor      | Pentium II processor |
| 32 MB of RAM           | 64 MB of RAM         |
| 16 MB hard disk free   | 40 MB hard disk      |
| VGA monitor            | SVGA monitor         |
| REQUIRED               |                      |
| Hayes-compatible modem |                      |
| CD ROM Drive           |                      |
| Mouse                  |                      |

**Notes:** This software will not run under Windows NT.

## E. INSTALLING SGOWIN IN WINDOWS 95 OR 98

SGoWin cannot be run directly from the CD and must be installed on your computer hard disk drive to operate properly. Install SGoWin as follows:

1. Start Windows 95 or 98.
2. Place the SGoWin CD into the CD ROM drive. SGOWin will automatically start the installation process; follow all the on-screen prompts. If SGOWin does not automatically start, continue with step 3.
3. From the taskbar, click the start button, point to Settings on your desktop, then click on Control Panel.
4. From the Control Panel window, double click on Add/Remove Programs.
5. From the Add/Remove Programs screen under the Install/Uninstall tab, click Install.
6. Follow the on-screen prompts.

## F. SGOWIN EDIT FUNCTIONS AND HELPFUL HINTS

**KEYBOARD SHORTCUTS** - SGoWin has several keyboard shortcuts:

- Most menus and buttons have an underlined letter in their name. To access a menu or button from the keyboard, press the ALT key and the underlined letter key.
- Most options within menus have an underlined letter in their name. To access an option on a menu from the keyboard, press the key for the underlined letter.
- To move the highlight within a screen, use the "TAB" key.

**EDIT FUNCTIONS** - Select and/or edit functions as follows:

**Round Buttons** – Round buttons highlight when their corresponding option is selected. Select options by clicking on the corresponding round button.

**Text Entry Boxes** – Enter data in blank text entry boxes by placing the I-beam (cursor) in the box and keying in the desired value. Edit text boxes with a displayed data by highlighting the data, then keying in the desired value. The new value replaces the previously displayed value.

**CORRECTING DATA INPUT** - To correct a mistake when entering data:

**BackSpace** - Place the cursor right of the incorrect data and press the BackSpace key.

**Delete Key** - Place the cursor left of the incorrect data and press the Delete key.

**Select and Delete** - Highlight incorrect data with the cursor, then press the Delete key.

**DONE** - When all screen entries are completed, click DONE to return to the Main Screen.

**HELP** - SGoWin has four Help aids (Figure 1):

**"Getting Started" help** - Located in the Main Screen Help menu.

**Balloon help** - Brief identifying statements describing buttons and screen features.

**Status Bar help** - Near the top of the Main Screen and the bottom of Edit Menu screens.

**"What Next?" help** - Button is located in the button menu.



Figure 1: SGoWin Help Menu (X1/X3)

## PART 2

# STARTING SGOWIN

### A. ACCESSING SGOWIN

#### WINDOWS 95 and 98

1. Click on START (in bottom-left corner of screen).
2. From the fly-up START menu, select PROGRAMS.
3. From the fly-out PROGRAMS menu, select LiftMaster Applications\*.
4. From the LiftMaster Applications menu, select SGoWin\*\*.

#### NOTES:

\* LiftMaster Applications is the default name of the program group and will appear unless the user has changed the program group name.

\*\* In Windows 95 and Windows 98, you can create a shortcut to SGoWin by dragging the SGoWin icon onto the desktop (see Windows User's Guide for details).

### B. MAIN SCREEN

The first time SGoWin is accessed, several screens are displayed in rapid succession. First, the Main Screen (Figure 2) displays with the Button menu (Figure 3) directly below it. Immediately following, the Detect Port and Modem screen is displayed over the Button menu. The gate operator unit cannot be called until the port and modem settings are selected. The settings can be selected when the Detect Port and Modem screen first displays (refer to **Calling the Unit** on page 12), or they can be selected at a later time.

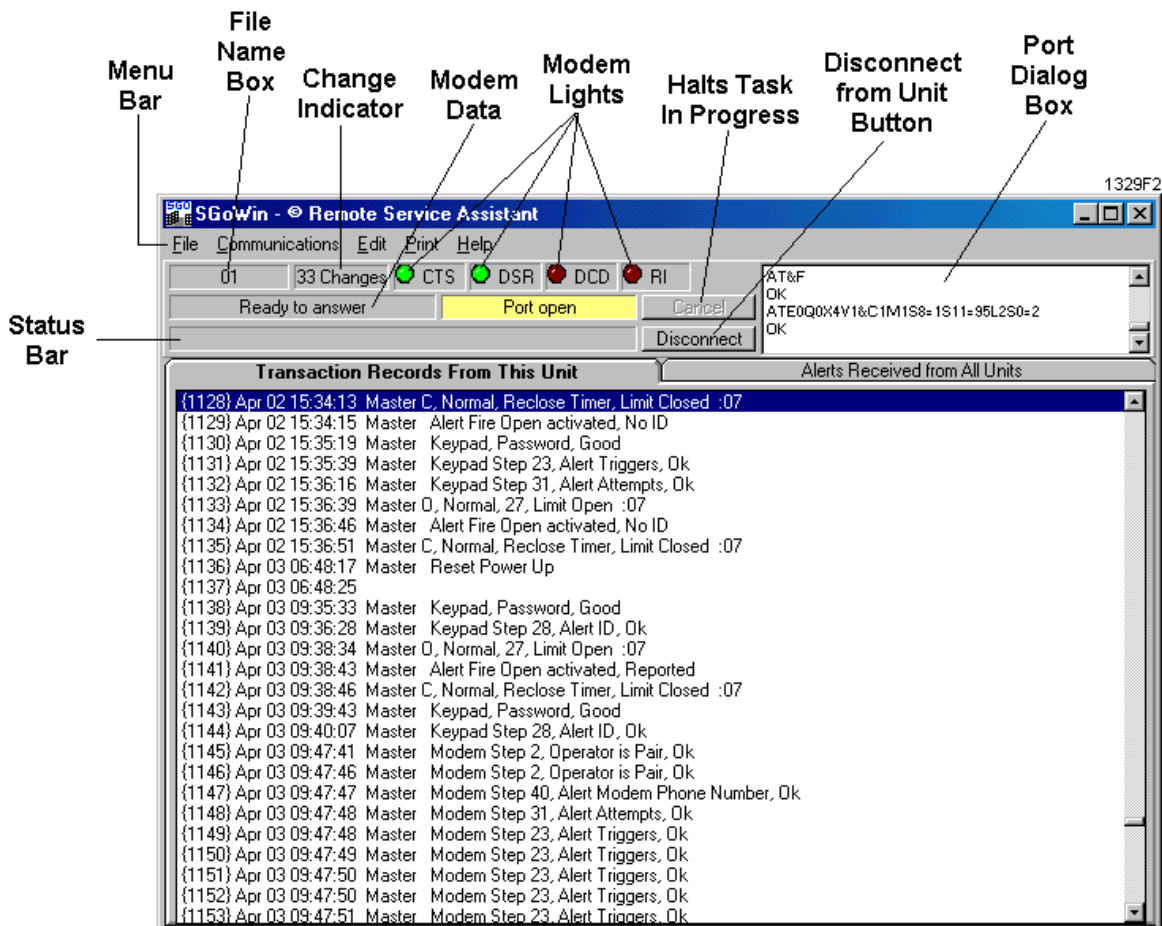


Figure 2: The Main Screen (X1/X3)

## C. THE BUTTON MENU

The Button menu provides options similar to the Main Screen menu bar, but in slightly different order. The Button menu can be “turned off” by clicking on the button entitled “Hide this button menu”. If the button menu is not showing, it can be “turned on” as follows.

1. **Button Menu** - In the Help menu, click on “BUTTON MENU”.
2. A check mark displays in front of the selection.
3. The Button menu displays below the Main Screen.

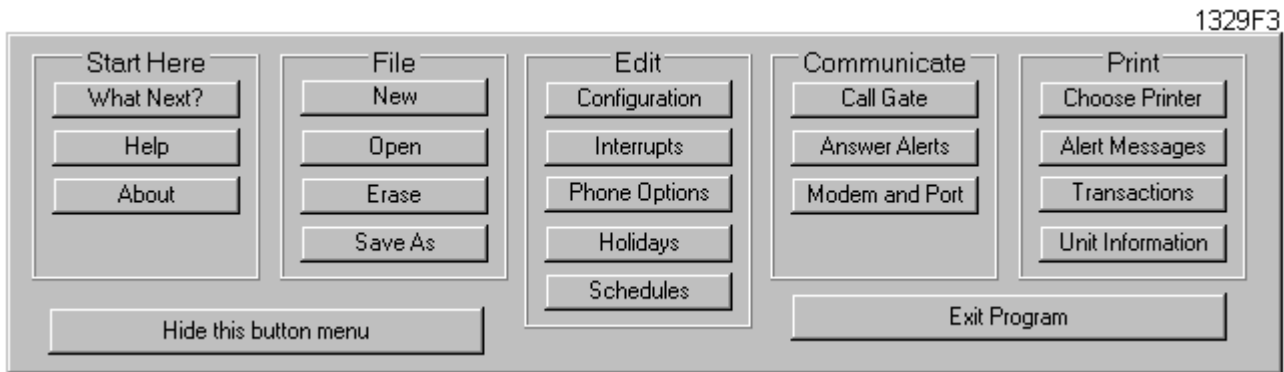


**Figure 3: The Button Menu (X1/X3)**

# PART 3

## MAIN SCREEN AND BUTTON MENUS

### A. MAIN SCREEN AND BUTTON MENU

The Main Screen menu bar has 5 drop down menus (Figure 4): File, Communications, Edit, Print, and Help. Each menu lists a series of options. When the Main Screen first displays, the Button menu (Figure 3) displays directly below it. The Button menu provides options similar to the Main Screen menu bar, but in slightly different order.

### B. MAIN SCREEN AND BUTTON MENU OPTIONS

| MENU            | OPTION                 | FUNTION                                                                                                                                                  |
|-----------------|------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| FILE            | Open, New, Erase       | Open an existing unit file, create a new unit file or erase an existing file                                                                             |
|                 | Save As                | An existing file is copied and given a new file name                                                                                                     |
|                 | Exit                   | Exits SGoWin                                                                                                                                             |
| COMMUNICA-TIONS | Call a Unit            | Initiates a modem call to a unit                                                                                                                         |
|                 | Answer Incoming Alerts | If gate is programmed for alert calling to modem, the computer and modem are turned on and, "Answer Incoming Alerts" is enabled, answers incoming alerts |
| EDIT            | Modem and Port Setup   | Sets up modem and port (required to call a gate operator)                                                                                                |
|                 | Configuration          | Edits gate configuration settings.                                                                                                                       |
|                 | Interrupt Settings     | Edits unit Interrupt settings                                                                                                                            |
|                 | Phone Options          | Edits some phone options                                                                                                                                 |
|                 | Holidays               | Edits holidays for use in automatic open and close or Alert calling schedule                                                                             |
| PRINT           | Schedule Transactions  | Edits automatic open and close or Alert calling schedule<br>Provides the option to erase all transactions                                                |
|                 | Alert Messages         | Prints Alert Messages that have been received from all units                                                                                             |
|                 | Transactions Records   | Prints transaction records of the current file                                                                                                           |
| HELP            | Unit Settings          | Prints the settings for the current unit file                                                                                                            |
|                 | Getting Started        | Helpful suggestions for first time SGoWin users                                                                                                          |
|                 | Button Menu            | When enabled, provides an alternate choice to drop down menus                                                                                            |
|                 | About                  | Provides SGoWin software information                                                                                                                     |

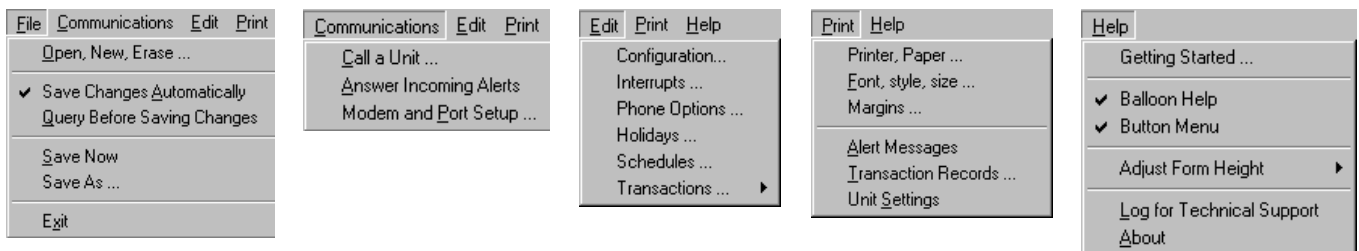


Figure 4: Main Screen Drop-Down Menus (X1/X3)

### C. MAIN SCREEN MENU OPTIONS NOT AVAILABLE ON BUTTON MENU

| MENU  | OPTION                      | FUNCTION                                                                 |
|-------|-----------------------------|--------------------------------------------------------------------------|
| FILE  | Save Changes Automatically  | When enabled, file changes are automatically saved when exiting SGoWin   |
|       | Query Before Saving Changes | When enabled, request confirmation to changes when exiting SGoWin        |
|       | Save Changes Now            | Save changes without exiting SGoWin                                      |
| PRINT | Print Setup                 | Sets up printer, page orientation and paper size                         |
|       | Font, style, size           | Sets font, style and size                                                |
|       | Margins                     | Sets up page margins                                                     |
| HELP  | Balloon Help                | When enabled, provides brief descriptions of various buttons and screens |
|       | Log for Technical Support   | Creates a log file for use by LiftMaster Technical Support               |

### D. BUTTON MENU OPTIONS NOT AVAILABLE ON MAIN SCREEN MENU

| BUTTON                | OPTION     | FUNCTION                                                                                                                                 |
|-----------------------|------------|------------------------------------------------------------------------------------------------------------------------------------------|
| Start Here            | What Next? | Lists a suggested order for accessing SGoWin functions                                                                                   |
| Hide This Button Menu |            | When enabled, hides the Button menu. To show the Button menu, select Help menu on the Main Screen menu bar. Click on Button menu option. |

### E. SGOWIN OVERVIEW

The following is a typical use of SGoWin software:

1. **Modem and port setup** - Communications menu, Modem And Port Setup
2. **Create a file** - File menu, Open, New , Erase
3. **Call the gate operator** - Communications menu, Call A Unit
  - **Set the gate operator clock** - Set Clock button
  - **Receive data** that was entered at the gate site - Receive All button
4. As required from the Edit menu:
  - **Edit settings** - Edit menu, Settings
  - **Edit alerts and trigger actions** - Edit menu, Phone Options
  - **Input holiday designations** - Edit menu, Holidays
  - **Edit the gate schedule** - Edit menu, Schedule
5. As required from the Communications menu, Call A Unit
  - **Send Changes** - Send Changes button - use after making changes to a file
  - **Send All** - Send All button - use if the controller unit is replaced
  - **Retrieve transaction records** - Transactions button  
Gate Transaction Records are displayed under the "Transaction Records From This Unit" tab. Use the scroll bar to review transactions not readily visible.
  - **Monitor gate activity** - Control Panel button  
When the control panel button is enabled, the Gate Monitor screen displays a graphic simulation of gate operator activity for monitoring purposes.
  - **Remote gate commands** - Through the Gate Monitor screen, the following commands can be made to the gate operator: Cycle, Manual Open, Manual Close (X1 Only).

- **Change the password** - Gate Monitor screen, Change Password button
  - **Reset button** - Resets the unit from a remote location. Helpful for maintenance.
6. As required from the Communications menu, Answer Incoming Alerts:
- **Answer Incoming Alerts** - Requirements for alert calling:
    - a) The unit must be programmed to call alerts to your modem.
    - b) Your computer and modem must be turned on and running SGoWin.
    - c) Answer Incoming Alerts must be enabled (a check mark before the option indicates the option is enabled, no check mark indicates the option is disabled).
7. As required from the Print menu:
- Set Printing Options: Print Setup, Font, style, size and Margins
  - **Print:** Alert Messages, Transaction Records, Unit Settings
8. As required from the File menu:
- **Open, New, Erase** - Access to open or erase an existing file.
  - **Save Changes Automatically** - When enabled, exiting SGoWin saves all changes.
  - **Query Before Making Changes** - When enabled, exiting SGoWin queries which changes to save.
  - **Save Changes Now** - Saves changes immediately.
  - **Save As** - Saves an existing file to a new file name without changing the original file.
  - **Exit** - Exits SGoWin.

## PART 4

# CALLING THE UNIT

### A. THE FIRST CALL TO THE UNIT

The first time SGoWin is accessed, the Detect Port and Modem screen (Figure 5) is displayed automatically over the Button menu.

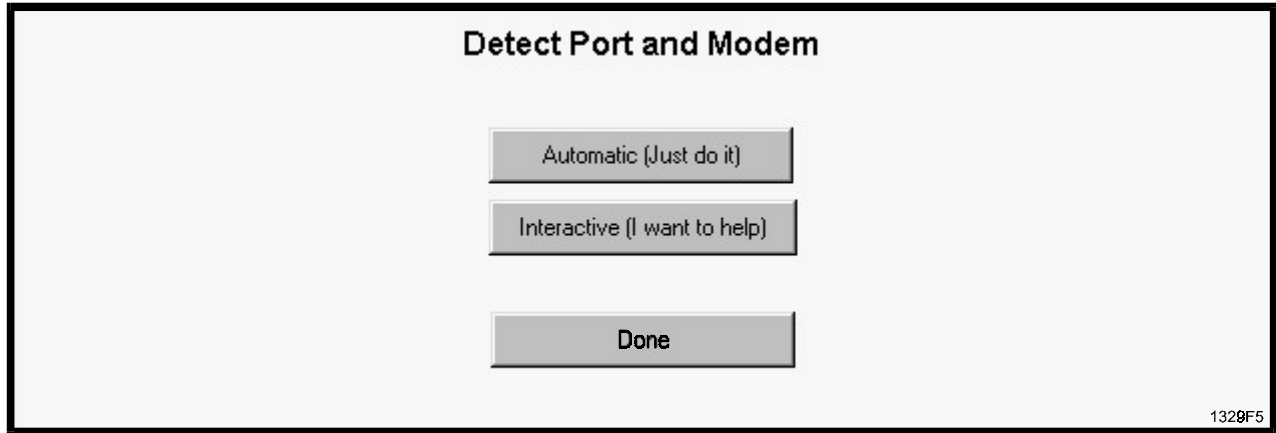


**Figure 5: Detect Port and Modem Screen (X1/X3)**

| BUTTON                                                                                                                                          | FUNCTION                                                                                                                                                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Automatic (Just do it)                                                                                                                          | Automatically searches computer configuration and sets the port and modem settings. If unsuccessful, displays the interactive screen.                                                                                                                                         |
| Interactive (I want to help)<br>Find Modem<br>Modem Port<br>Identify Modem<br>Test Modem Initialization<br><br>Set Modem Speaker Volume<br>Done | Allows user to enter settings<br>SGoWin searches for the correct port<br>Modem port is displayed<br>Identifies modem<br>Tests modem initialization string. Responds "OK" or "Error" as appropriate<br>Sets desired volume<br>Exits this screen and returns to the Main Screen |
| Done                                                                                                                                            | To set up the Port and Modem at a later time, click on the Done button. A Message box displays reminding you no modem has been selected. Click "OK". The Main Screen displays.                                                                                                |

## B. MODEM SETTINGS

- To enter communication port and modem settings for the first time, begin with step 2.
  - To change communication port and modem settings, begin with step 1.
1. **Modem And Port** - Click on "MODEM AND PORT" in the Communications menu. The Detect Port and Modem Screen displays (Figure 5).
  2. **Automatic or Interactive** - Click on either the Automatic or the Interactive button.
    - Automatic** - When "AUTOMATIC" (JUST DO IT) is selected, SGoWin automatically detects the settings.
      - ✓ If the connection is successful, the Results of Automatic Detection message box displays, "A modem was detected and initialization commands have been saved." Click OK and the Main Screen will be displayed.
      - ✓ If SGoWin cannot automatically detect the settings, the interactive screen displays.
    - Interactive** - When the "INTERACTIVE (I WANT TO HELP)" button is selected, the interactive modem screen displays. Follow the steps below.
  3. **Find Modem** - Click the "Find Modem" button. SGoWin finds the port where the modem is connected and displays the port number in the Modem Port box.
  4. **Identify Modem** - Click the "IDENTIFY MODEM" button. SGoWin identifies the type of modem connected to the computer.
    - ◆ When the modem and port are identified, SGoWin displays a recommended modem initialization string in the Modem Initialization box. Click on the highlighted string in the list, and the recommendation displays in the Modem Initialization command box.
  5. **Test Modem Initialization String** - Click the "TEST MODEM INITIALIZATION" button. SGoWin tests the modem initialization string.
    - ✓ If the modem initialization string is acceptable, SGoWin responds with the message, "Modem Response OK" in the status bar.
    - ✓ If the modem initialization string is not acceptable, "ERROR" displays. In the case of an "ERROR", edit the commands and test again (see NOTE, below).
  6. **Set Volume** - Select the desired volume level: low, medium, or loud.
  7. **Done** - Click on the "DONE" button. The Main Screen displays.

### NOTE

If SGoWin cannot identify the modem and/or does not connect with the Gate Operator using the recommended string, the initialization commands may have to be modified. A successful modem initialization string must have the following features:

- ◆ BELL103 protocol
- ◆ DTE speed 300 bits per second
- ◆ No data compression
- ◆ No error correction
- ◆ No protocol negotiation
- ◆ No automatic speed changing

**If you need assistance with your modem, including help with editing the modem initialization string, contact your computer retailer or modem manufacturer.**

### C. CREATE A NEW FILE (FIRST CALL TO A UNIT)

A new unit file must be created the first time SGoWin communicates with a gate operator unit. Create a new unit file as follows:

1. **Open, New, Erase** - From the Main Screen, click “OPEN, NEW, ERASE” in the File menu. The File Screen displays.
2. **Folders and Drives** -  
**Select drive:** Display the available drives by using the down arrow in the “DRIVES” box. Click on the desired drive.  
**Select folder:** Double click on the desired folder (Directory) in the “FOLDERS” box.
3. **File Name** - Enter the new unit file name in the “FILE NAME” box. The name can be up to 8 characters long and can use letters, numbers and punctuation, but can't have spaces.
4. **Site** - (Optional) enter Site name if desired.
5. **CREATE** - Click the “CREATE” button and the Main Screen displays with the new file name in the file name box .

### D. OPEN AN EXISTING FILE (SUBSEQUENT CALLS TO A UNIT)

Call a unit already in the SGoWin Program as follows:

1. **Open** - From the Main Screen, click “OPEN, NEW, ERASE” in the File menu.
2. **Folders and Drives** - Locate the file in the drive and folder (directory).  
**Select drive:** Display the available drives by using the down arrow in the “DRIVES” box. Click on the desired drive.  
**Select folder:** Double click on the desired folder (Directory) in the “FOLDERS” box.
3. **File Name** - In the file name box, click on the down arrow to display the file list. Click on the desired file name. The file name is displayed in the file name box.
4. **OPEN** - Click on the “OPEN” button. The Main Screen displays with the unit file name in the file name box.

### E. ERASE A UNIT FILE

Erase an existing unit file as follows:

1. **The file cannot be active** - Verify that the name of the file which is to be erased is not displaying in the file name box of the Main Screen.
2. **Open, New, Erase** - From the Main Screen, click “OPEN, NEW, ERASE” in the File menu.
3. **Folders and Drives** - Locate the file in the drive and folder (directory).  
**Select drive:** Display the available drives by using the down arrow in the “DRIVES” box. Click on the desired drive.  
**Select folder:** Double click on the desired folder (Directory) in the “FOLDERS” box.
4. **File Name** - In the file name box, click on the down arrow to display the file list. Click on the file name that is to be erased. The file name displays in the file name box.
5. **Erase** - Click on the “ERASE” button. “CONFIRM FILE DELETE” screen displays. Click the “YES” button. The File list screen redisplay. The file is erased from the list.

## PART 5

# RECEIVE UNIT CONFIGURATION

After the computer's port and modem are set up, the next step is to connect with the gate operator and receive the unit's current configuration. The following paragraphs describe how to connect with the unit and receive the unit's current configuration.

### A. CONNECT WITH UNIT

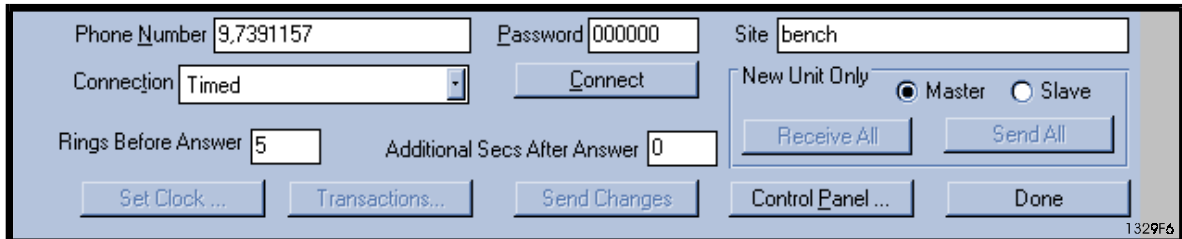


Figure 6: Communicate Screen (X1/X3)

Connect with the unit as follows:

1. **Open File** - Click on "OPEN, NEW, ERASE" in the File menu.
2. **File Name** - Select the drive, folder and unit file name as described above.
3. **Open** - Click on "OPEN". The Main Screen displays the unit file name in the file name box.
4. **Call A Unit** - Click on "CALL A UNIT" in the Communications menu. The Communications screen displays (Figure 6).
5. **Phone Number** - Enter the unit telephone number in the "PHONE NUMBER" box.  
**NOTE:** SGoWin can control six gate operators on a single phone line because each unit has a unique password. When calling a gate operator, all units answer, but only the unit with the correct password stays on line.
6. **Connection** - Select how to communicate with the unit In the "CONNECTION" box. Click on the down arrow at the right of the box to display the scrolling menu, then click on the desired selection. The selection highlights and displays in the box. Choices are:
  - Automatic** - When selected, automatically passes the programming password to the unit.
  - Automatic Override** - This setting is used when an answering service or voicemail answers the phone before the gate operator. When selected, it overrides the "Rings Before Answer" setting in the Gate Operator Phone Options Screen. The Automatic Override works by placing two calls to the gate operator. The first call terminates before the call is answered. The second call is placed immediately, overriding the "Rings Before Answer" setting. The programming password is then automatically passed to the unit. To set the desired override interval, refer to Part 6, Edit Gate Operator Features, paragraph C, Edit Phone Options.
  - Manual** - When selected, communication sounds, such as phone ringing, unit response beeps, etc., are audible. The programming password must be passed to the unit manually (wait for the operator to answer and then click the "Send Password" button).
  - Manual Override** - This setting is used when an answering service or voicemail answers the phone before the gate operator. When selected, it overrides the "Rings Before Answer" setting in the Gate Operator Phone Options Screen. Manual Override works by placing two calls to the gate operator. The first call terminates before the call is answered. The second call is placed immediately, overriding the "Rings Before Answer" setting. The programming password must be passed to the unit manually (wait for the operator to answer and then click the "Send Password" button). To set the desired override interval, refer to Part 6, Edit Gate Operator Features, paragraph C, Edit Phone Options.

**Timed** - This setting is used when the automatic option does not work because the modem sends the password before the unit answers. When selected, the password is sent after 1) a pre-selected number of rings and 2) an additional designated delay time.

1) Rings Before Answer: This parameter must be set both in SGoWin and through the keypad on the gate operator controller board (see Installation and Operation manual).

2) Additional Secs After Answer. The default setting is optimal for most modems, but can be changed by highlighting the number and inserting another value.

**Other** - This selection is for factory use only.

7. **Password** - If the factory set password has been changed by the installer, enter the new password in the box. If the factory set password has not been changed, 00000 displays.

8. **Connect** - Click on "CONNECT" and SGoWin connects with the gate operator unit. When communication is established with the gate operator unit, "On-Line, Modem" is displayed in the Connect Status box.

## B. RECEIVE UNIT CONFIGURATION

Receive the unit configuration as follows:

1. **Date and Time** - The current date and time set in the computer is displayed in the upper right of the Main Screen, and is used to set the unit's date and time. If incorrect, set the computer to the correct date and time.
2. **Set Clock** - Click the "SET CLOCK" button to set the gate operator unit date and time. The Time Adjustment message box will display.

**The Time Adjustment** - The "My Time" box displays the computer's clock time. The "Set Unit Time To" box displays the same time as the computer's clock.

**Accept Time** - To set the gate operator clock for the same time as the computer's clock, click OK. The Call A Gate screen displays.

**Change Time** - To set the unit clock ahead or back in one hour increments, click on the "+1 hour" or "-1 hour" button as required, then click OK. The Call A Gate screen displays.

**Confirm Time** - To confirm the gate operator's clock setting, refer to the Port Dialog box on the Main Screen where the gate operator's time is displayed.

3. **Primary (Master) or Secondary (Slave)** - Select the unit (Primary or Secondary) from which to receive the data.
4. **Receive All** - Click on the "RECEIVE ALL" button to receive the gate operator data that was entered at the time of installation.

The status bar at the top of the screen displays the progress of data received from the unit. A message displays when all the data has been received.

5. **Disconnect** - To break a connection, click once on the "DISCONNECT" button located in the top right corner of the Main Screen. If the modem does not disconnect, close any SGOWin pop-up screens by clicking the OK button.

## PART 6

# EDIT GATE OPERATOR FEATURES

After the gate operator has received its current settings, various unit features can be edited via computer by using the SGoWin Edit menu. The menu edit options are: Configuration, Safety Settings, Phone Options, Holidays, Schedules and Transactions.

### IMPORTANT NOTE

All menus, displays and instructions are presented in Primary/Secondary (Master/Slave) configuration. If your installation calls for a Single (stand-alone) system, only the Primary (Master) portion of the displays will be shown, and only the Primary procedures apply.

#### A. EDIT CONFIGURATION

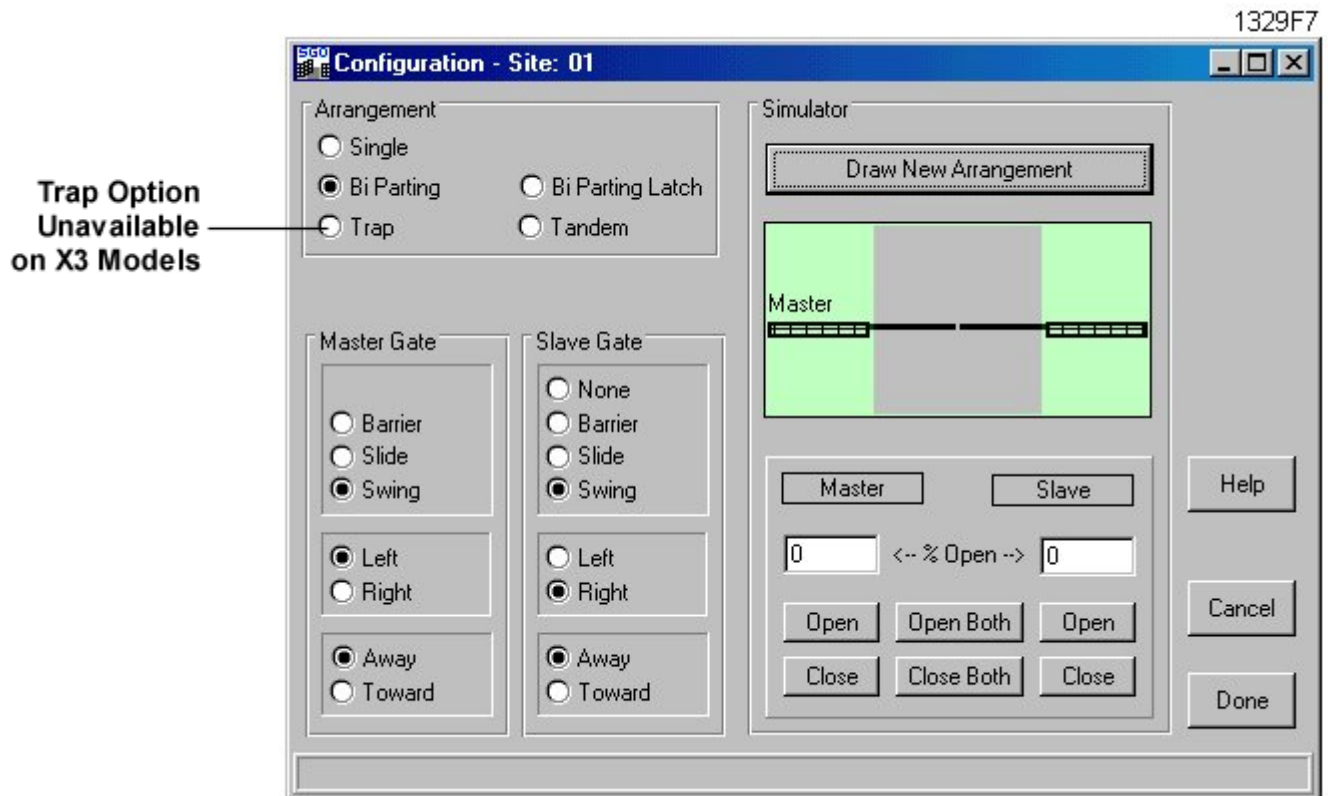


Figure 7: Configuration Screen (X1/X3)

Edit settings as follows:

1. Click on "Configuration" in the Edit menu to display the Configuration screen (Figure 7).
2. Enter the desired settings and data.
3. When all settings are completed, click on the DONE button to return to the Main Screen.

**NOTE:** If your configuration is set for Bi-Parting Latch, and the operator has the X1 board, the Latch Delay text box will appear under the Arrangement section. The latch delay determines the amount of time (in seconds) the trailing operator will wait before it begins to close or open the gate.

- When the operators **open**, the **Secondary (Slave)** gate will trail the **Primary (Master)** gate by the number of seconds entered in the Latch Delay box.
- When the operators **close**, the **Primary (Master)** gate will trail the **Secondary (Slave)** gate by the number of seconds entered in the Latch Delay box.

### Configuration Screen Entries.

| Arrangement                                                                               | Single<br>(stand-alone) | Bi-Parting        | Bi-Parting<br>Latch | Trap (X1) | Tandem |
|-------------------------------------------------------------------------------------------|-------------------------|-------------------|---------------------|-----------|--------|
| Primary (Master) Gate                                                                     |                         | Type              | Barrier             | Slide     | Swing  |
|                                                                                           |                         |                   | Position            | Left      | Right  |
|                                                                                           |                         |                   | Open Direction      | Away      | Toward |
| Secondary (Slave) Gate                                                                    |                         | Type              | Barrier             | Slide     | Swing  |
|                                                                                           |                         |                   | Position            | Left      | Right  |
|                                                                                           |                         |                   | Open Direction      | Away      | Toward |
| Simulator                                                                                 |                         |                   |                     |           |        |
| Draw New Arrangement                                                                      |                         |                   |                     |           |        |
| Primary (Master)                                                                          |                         | Secondary (Slave) |                     |           |        |
| % Open (0 – XXX)                                                                          |                         | (% Open (0 – XXX) |                     |           |        |
| Open                                                                                      |                         | Open Both         |                     | Open      |        |
| Close                                                                                     |                         | Open Both         |                     | Close     |        |
| Done – Click on the “DONE button to return to the Main Screen.                            |                         |                   |                     |           |        |
| Status Bar Helpful description of various functions displays at the bottom of the screen. |                         |                   |                     |           |        |
| Activated by mouse movement                                                               |                         |                   |                     |           |        |

## B. EDIT INTERRUPT SETTINGS

1329F8

**Interrupt Settings - Site: 01**

**Master**

Warn When  
☒ Moving ☐ Closing ☐ Not Closed ☐ Alert  
 Warn Time Before Moving  Seconds

Reclose Timer   
 Antitailgate ☐ Off ☒ On

Backup Distances  
 If Closing If Opening  
 Reverse Sense   Inches  
 If Closing If Opening  
 Interrupt Bar Backup   Inches  
 Fault Retries   
 Retry Time  Seconds

**Slave**

Warn When  
☒ Moving ☐ Closing ☐ Not Closed ☐ Alert  
 Warn Time Before Moving  Seconds

Reclose Timer   
 Antitailgate ☒ Off ☐ On

Backup Distances  
 If Closing If Opening  
 Reverse Sense   Inches  
 If Closing If Opening  
 Interrupt Bar Backup   Inches  
 Fault Retries   
 Retry Time  Seconds

Cancel Done

Use of the warning device (if any)

**Figure 8: Interrupt Settings Screen Entries (X1)**

Edit Interrupt settings as follows:

1. Click “Interrupts” on the Edit menu to see the Interrupt Settings screen (Figure 8 and Figure 9).
2. Enter the desired settings and data.
3. When all settings are completed, click on the DONE button to return to the Main Screen.

1329F24

Interrupt Settings - Site: 01
⏏

Master

Reclose Timer

Antitailgate ☒ Off ☐ On

Backup Distances

|                      | If Closing                                           | If Opening                                           |        |
|----------------------|------------------------------------------------------|------------------------------------------------------|--------|
| Obstruction Sense    | <input style="width: 40px;" type="text" value="12"/> | <input style="width: 40px;" type="text" value="12"/> | Inches |
| Interrupt Bar Backup | <input style="width: 40px;" type="text" value="12"/> | <input style="width: 40px;" type="text" value="12"/> | Inches |

Slave

Reclose Timer

Antitailgate ☒ Off ☐ On

Backup Distances

|                      | If Closing                                           | If Opening                                           |        |
|----------------------|------------------------------------------------------|------------------------------------------------------|--------|
| Obstruction Sense    | <input style="width: 40px;" type="text" value="12"/> | <input style="width: 40px;" type="text" value="12"/> | Inches |
| Interrupt Bar Backup | <input style="width: 40px;" type="text" value="0"/>  | <input style="width: 40px;" type="text" value="3"/>  | Inches |

Cancel
Done

Automatically reclose after how many seconds, 0 disables feature

**Figure 9: Interrupt Settings Screen Entries (X3)**

**NOTE:** The Anti-Tailgate feature is **not available** for X3 operators configured for “Swing” gates (check the Configuration screen).

**Interrupt Settings Screen Entries.**

|                                                                                                                                                                                                                                                                                                                               |                                  |                                    |                                          |                                                          |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|------------------------------------|------------------------------------------|----------------------------------------------------------|
| <b>Warn When (X1)</b> - If a warning device has been installed (at the user’s discretion) and connected to the Warning Relay on the controller board, indicates when the warning device is triggered.                                                                                                                         | Moving Warn when gate is moving. | Closing Warn when gate is closing. | Not Closed Warn when gate is not closed. | Alert Warn per alert triggers (see Edit, Phone Setting). |
| <b>Warn Time Before Moving (X1)</b><br>If a warning device has been installed at the user’s discretion, designates how long the warning device is active before the gate begins to move. Expressed in seconds. Acceptable input: 0 - 30.                                                                                      |                                  |                                    |                                          |                                                          |
| <b>Reclose Timer</b><br>After the gate is fully open, designates the number of seconds before the gate begins to close. Acceptable input: 0 - 250. <b>NOTE:</b> 0 disables automatic reclose.                                                                                                                                 |                                  |                                    |                                          |                                                          |
| <b>Anti-Tailgate</b><br>Anti-Tailgate (ATG) reduces the chance of two cars entering on one open command. When enabled, the gate stops opening as soon as the vehicle enters the interrupt loop, and does not open any farther unless another open input is received. When the interrupt loop clears, the gate begins closing. |                                  |                                    | Off<br>Anti-Tailgate is not enabled.     | On<br>Anti-Tailgate is enabled.                          |

| <b>Backup Distances</b>                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Reverse Sense (X1)</b><br><b>Obstruction Sense (X3)</b><br>When the Obstruction Sense is triggered, the gate stops. After stopping, the gate can back up a pre-selected distance.                                                                                              | <b>If Opening</b><br>Designates the distance the gate will back up after stopping when the Obstruction Sense is triggered and the gate is opening. Expressed in inches.<br>Acceptable input: 0 – 499 (X1)<br>12 – 499 (X3) | <b>If Closing</b><br>Designates the distance the gate will back up after stopping when the Obstruction Sense is triggered and the gate is closing. Expressed in inches.<br>Acceptable input: 0 – 499 (X1)<br>12 – 499 (X3) |
| <b>Interrupt Bar Backup</b><br>When the Interrupt Bar encounters an obstruction, the gate stops. The gate operator can be programmed to backup after stopping when the Interrupt Bar encounters an obstruction.                                                                   | <b>If Opening</b><br>Designates the distance the gate will back up after stopping when the Interrupt Bar is triggered and the gate is opening. Expressed in inches.<br>Acceptable input: 0 – 499 (X1)<br>12 – 499 (X3)     | <b>If Closing</b><br>Designates the distance the gate will back up after stopping when the Interrupt Bar is triggered and the gate is closing. Expressed in inches.<br>Acceptable input: 0 – 499 (X1)<br>12 – 499 (X3)     |
| <b>Fault Retries (X1)</b><br>Designates the maximum number of times the gate will try to continue moving along its path when encountering an obstruction. Acceptable input: 0 - 2. 0 indicates the gate will not retry, but will wait for subsequent input to begin moving again. |                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |
| <b>Retry Time (X1)</b><br>Designates how many seconds the gate pauses before it retries to move after encountering an obstruction. Acceptable input: 30-99                                                                                                                        |                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |
| <b>Done</b> - Click on the “DONE” button to return to the Main Screen.                                                                                                                                                                                                            |                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |
| Status Bar Helpful description of various functions displays at the bottom of the screen. Activated by mouse movement.                                                                                                                                                            |                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |

#### **SPECIAL NOTE: SWING AND BARRIER GATE BACKUP DISTANCES**

Slide gates move at about one foot per second, so Reverse (obstruction) Sense and Interrupt Bar backup distances are easy to enter. To move the gate one foot, you enter 12 inches.

Swing and Barrier gates, however, move in degrees per second, so it is the length of the gate that determines how far the edge of the gate moves each second. For instance, a twenty foot gate will move twice as far as a ten foot gate in the same amount of time. As a result, entering backup distances for Swing and Barrier gates is not quite as simple as for Slide gates. Use the following tables to enter backup distances for a Swing and Barrier gates.

### Swing Gate Backup Distances

| I want my gate to move this far out at the end: | And my SW 2000-X1/X3 gate length is: |           |          |
|-------------------------------------------------|--------------------------------------|-----------|----------|
|                                                 | 10'                                  | 15'       | 20'      |
| One foot                                        | Enter 9"                             | Enter 6"  | Enter 3" |
| Two feet                                        | Enter 18"                            | Enter 12" | Enter 6" |
| Three feet                                      | Enter 27"                            | Enter 18" | Enter 9" |

### Barrier Gate Backup Distances

| I want my gate to move this far out at the end: | And my BG 3000-X1/X3 gate arm length is: |           |          |
|-------------------------------------------------|------------------------------------------|-----------|----------|
|                                                 | 7-8'                                     | 9-10'     | 11-12'   |
| One foot                                        | Enter 5"                                 | Enter 4"  | Enter 3" |
| Two feet                                        | Enter 10"                                | Enter 8"  | Enter 6" |
| Three feet                                      | Enter 15"                                | Enter 12" | Enter 9" |

## C. EDIT PHONE OPTIONS

1329F9

**Phone Options - Site: 01**
X

Rings Before Answer

Override Interval

Site Name

Alert ID Code

Alert Call Destination: 
 ☒ None 
 ☐ Pager 
 ☐ Modem 
 ☐ Scheduled 
 Edit Schedule

Pager Phone Number

Pause after dialing

Pager Extension

Pause after extension

Pager Call Terminator: 
 ☒ None 
 ☐ # (pound) 
 ☐ \* (star)

Modem Phone Number

Alert Attempts to Call

Cancel
Done

Alert Trigger Actions

Master

Drivetrain Failure

Interrupt Fault

Reverse or Overload Fault

Motor Protector Popped

Loop Detector Failure

Master < Slave Comm Failure

Fire Open Activated

Radio Stuck

Cycle Counter At Threshold

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

Slave

Drivetrain Failure

Interrupt Fault

Reverse or Overload Fault

Motor Protector Popped

Loop Detector Failure

Master < Slave Comm Failure

Fire Open Activated

Radio Stuck

Cycle Counter At Threshold

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

☒ None ☐ Phone ☐ Warn ☐ Both

Threshold

Reset Cycle Count

Threshold

Reset Cycle Count

Rings before unit answers the phone

**Figure 10: Unit Phone Options Screen (X1)**

Edit phone options as follows:

1. Click on "Phone Options" in the Edit menu to display the Phone Options screen (Figure 10).
2. Enter the desired settings and data.
3. When all settings are completed, click on the DONE button to return to the Main Screen.

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**Phone Options - Site: 01**

Rings Before Answer: 5      Override Interval: 0

Site Name: 01      Alert ID Code:

Alert Call Destination: ☒ None ☐ Pager ☐ Modem ☐ Scheduled      Edit Schedule

Pager Phone Number:      Pause after dialing: 10

Pager Extension:      Pause after extension: 10

Pager Call Terminator: ☒ None ☐ # (pound) ☐ \* (star)

Modem Phone Number:      Alert Attempts to Call: 10

Alert Trigger Actions:

|                               | Master                                                            | Slave                                                             |
|-------------------------------|-------------------------------------------------------------------|-------------------------------------------------------------------|
| Drivetrain Failure            | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Interrupt Fault               | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Obstruction or Overload Fault | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Motor Protector Popped        | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Loop Detector Failure         | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Master < Slave Comm Failure   | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Fire Open Activated           | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Radio Stuck                   | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Cycle Counter At Threshold    | <input type="radio"/> None <input checked="" type="radio"/> Phone | <input checked="" type="radio"/> None <input type="radio"/> Phone |
| Threshold: 0                  | Reset Cycle Count                                                 | Threshold: 0      Reset Cycle Count                               |

Rings before unit answers the phone

Cancel      Done

Figure 11: Unit Phone Options Screen (X3)

## Phone Options Screen Entries.

|                                                                                                                                                                     |      |                                                                                                                                                                                                                                                                 |       |           |               |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|-----------|---------------|
| <b>Rings Before Answer</b><br>Sets the number of rings before the gate operator answers an incoming call. Acceptable input: 1 - 19.                                 |      | <b>Override Interval</b><br>Overrides "Rings Before Answer" if an answering service or voicemail answers before the gate operator. Two calls are made. The first terminates before it is answered and the second is picked up immediately by the gate operator. |       |           |               |
| <b>Site Name (Optional)</b><br>Identifies the gate operator unit by site name.                                                                                      |      | <b>Alert ID Code (System ID)</b><br>Identifies the gate operator unit calling in an alert. Acceptable input: up to 16 digits.                                                                                                                                   |       |           |               |
| <b>Alert Call Destination</b><br>Identifies receiving instrument type the gate operator will call for a programmed alert.                                           | None | Pager                                                                                                                                                                                                                                                           | Modem | Scheduled | Edit Schedule |
| <b>Pager Phone Number</b><br>Identifies the pager phone number the gate operator will call when a programmed alert is triggered. Acceptable input: up to 16 digits. |      | <b>Pause After Dialing</b><br>Sets the pause after dialing the alert telephone number. Expressed in seconds. Acceptable input: 10 - 60.                                                                                                                         |       |           |               |
| <b>Pager Extension</b><br>Identifies the extension the gate operator will call. Acceptable input: 0-16 digits. If none, leave blank.                                |      | <b>Pause After Extension</b><br>Sets the pause after dialing the alert telephone number extension (if applicable). Expressed in seconds. Acceptable input: 10 - 60.                                                                                             |       |           |               |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                      |           |          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|-----------|----------|
| <b>Pager Call Terminator</b><br>Used if a receiving instrument needs a terminator to disconnect the call, as with some pagers.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | None                                                                                                                                 | # [pound] | * [star] |
| <b>Modem Phone Number</b><br>Identifies the modem phone number. Acceptable input: up to 16 digits.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Alert Attempts To Call</b><br>Sets how many times the unit tries calling to report an alert (if used). Acceptable input: 0 - 100. |           |          |
| <b>Alert Trigger Options</b><br>Each of the nine Alert Trigger Actions described below offer the following options:<br><b>None</b> - No receiving instrument, do not call<br><b>Phone</b> - Call the telephone receiver<br><b>Warn (X1 Only)</b> - Trigger the Warning Relay (if option is activated in Interrupt Settings window)<br><b>Both (X1 Only)</b> - Both call the telephone receiver and trigger the Warning Relay                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                      |           |          |
| <b>Alert Trigger Actions</b><br><b>Drivetrain Failure Alert</b> - indicates possible stuck limit switch, slipping belt, etc.<br><b>Interrupt Bar Fault Alert</b> - indicates the interrupt bar (if installed) was triggered by an obstruction.<br><b>Overcurrent Fault Alert</b> - indicates the gate was stopped by an obstruction or overload.<br><b>Motor Protector Switch Open Alert</b> - indicates the motor protector switch is open.<br><b>Loop Detector Failure Alert</b> – indicates possible loop failure (no loop inputs in 5 gate cycles).<br><b>Primary/Secondary (Master/Slave) Communication Failure Alert</b> – indicates Primary/Secondary (Master/Slave) communication failure longer than 2 ½ minutes (applicable only to Primary/Secondary systems).<br><b>Fire Open Alert</b> – indicates the Fire input has been activated.<br><b>Radio Stuck Alert</b> – indicates the Radio input has been active for 5 minutes or longer.<br><b>Cycle Counter At Threshold Alert</b> – indicates service cycle counter threshold has been reached.<br><b>Threshold</b> – indicates service cycle threshold setting. Acceptable input: 0 - 65,000. NOTE: You must reset the cycle count to zero (see Special Commands window) after setting the threshold. |                                                                                                                                      |           |          |
| <b>Done</b> - Click on the “DONE” button to return to the Main Screen.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                      |           |          |
| <b>Status Bar</b> Helpful description of various functions displays at the bottom of the screen.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                      |           |          |

## D. HOLIDAY LIST

1329F10

**Holidays - Site: 01**

| Date                                            | Year | Day of Week |
|-------------------------------------------------|------|-------------|
| <input checked="" type="checkbox"/> April 15    | 2001 | Sunday      |
| <input checked="" type="checkbox"/> May 28      | 2001 | Monday      |
| <input checked="" type="checkbox"/> July 4      | 2001 | Wednesday   |
| <input checked="" type="checkbox"/> September 3 | 2001 | Monday      |
| <input checked="" type="checkbox"/> November 22 | 2001 | Thursday    |
| <input checked="" type="checkbox"/> November 23 | 2001 | Friday      |
| <input checked="" type="checkbox"/> December 25 | 2001 | Tuesday     |
| <input type="checkbox"/> March 22               |      |             |
| <input type="checkbox"/> March 22               |      |             |
| <input type="checkbox"/> March 22               |      |             |

Choose date from drop-down calendar

March 2001

| Sun | Mon | Tue | Wed | Thu | Fri | Sat |
|-----|-----|-----|-----|-----|-----|-----|
| 25  | 26  | 27  | 28  | 1   | 2   | 3   |
| 4   | 5   | 6   | 7   | 8   | 9   | 10  |
| 11  | 12  | 13  | 14  | 15  | 16  | 17  |
| 18  | 19  | 20  | 21  | 22  | 23  | 24  |
| 25  | 26  | 27  | 28  | 29  | 30  | 31  |
| 1   | 2   | 3   | 4   | 5   | 6   | 7   |

Today: 3/22/01

**Figure 13: Calendar Drop-Down Window**

**Figure 12: Holidays Screen (X1/X3)**

**Entering A Holiday** - Holidays are calendar dates that modify the "Gate Schedule" option. Set a Holiday month and date as follows:

1. **Holidays** - Click on "Holidays" in the Edit menu to display the Holidays screen (Figure 12).
2. **Date** - Click on the Date drop-down button and select a holiday date from the Calendar drop-down window (see Figure 13).

**NOTE:** Please note that dates may be set one year in advance and repeat on a yearly basis. Also, when you select a date, SGOWin will select the date of the next occurrence (i.e., if you select December 25, SGOWin will select the year when Christmas falls next).

3. **Additional Holidays** - A total of 10 holidays can be entered. To enter additional holidays, repeat steps 2 and 3.
4. **Done** - After entering all of the desired holidays, click the "DONE" button to return to the Main Screen.

**Erase A Holiday** - Erase a Holiday as follows:

1. **Holiday** - Click inside the checkmark box (thereby removing the checkmark) next to the holiday you want to erase.
2. **Erase Additional Holidays** - To erase additional holidays, repeat step 1.
3. **Done** - When all the desired holidays have been erased, click the "DONE" button to return to the Main Screen.

## PART 7

# GATE SCHEDULE

The gate operators contain a battery operated internal clock and calendar, and can be programmed to open for expected heavy traffic periods and call alerts during pre-selected periods. This feature includes automatic daily open/close and alert calling schedules, as well as separate schedules for holidays.

- Two schedule segments are available for each day and holidays. The later segment each day can cross midnight into the next day. Schedules are displayed as red bars located between the designated columns of time.
- The internal calendar adjusts for leap years, *but not for daylight savings time*.
- Before schedules can be programmed, the system date and time must be set.

### A. SELECT SCHEDULE

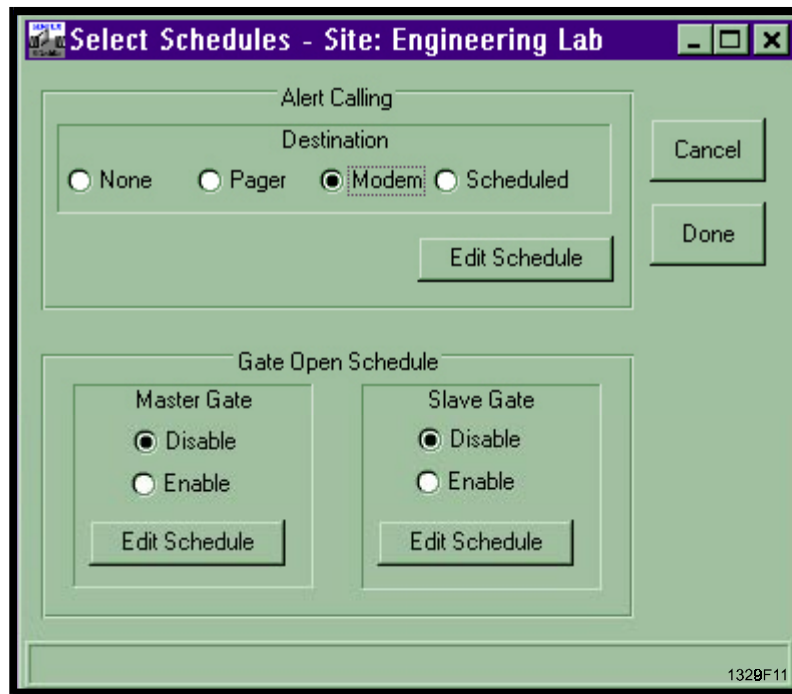


Figure 14: Select Schedule Screen (X1/X3)

Click on "Schedule" in the Edit menu to display the Select Schedule screen (Figure 14):

**To Set A Gate Schedule:**

In the Gate Open Schedule area, click on the Edit Schedule button to display the Gate Schedule screen (Figure 15), then see **Set Gate Schedule** on page 26.

**To Enable A Gate Schedule:**

In the Gate Open Schedule area, click on the Primary (Master) Gate or Secondary (Slave) Gate Enable button to enable the Gate Schedule.

**To Disable A Gate Schedule:**

In the Gate Open Schedule area, click on the Primary (Master) Gate or Secondary (Slave) Gate Disable button to disable the Gate Schedule.

**To Set An Alert Calling Destination: (also found in Phone Option window)**

Select the desired destination (None, Pager, Modem, or Scheduled) button.

**To Set An Alert Schedule:**

For scheduled alerts, in the Alert Calling area, click on the Edit Schedule button to display the Gate Schedule screen (Figure 15), then see **Set Alert Schedule** on page 27.

## B. SET GATE SCHEDULE

1329F12

**Gate Schedule - Site: 01(master)**

| Day | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
|-----|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| SUN |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| MON |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| TUE |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| WED |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| THU |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| FRI |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| SAT |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| HOL |   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

| Day       | Open  | Close | Open  | Close | On Holidays Use |
|-----------|-------|-------|-------|-------|-----------------|
| Sunday    | 07:00 | 12:00 | 14:00 | 15:00 | none            |
| Monday    |       |       |       |       | none            |
| Tuesday   | 09:50 | 09:55 |       |       | none            |
| Wednesday | 11:30 | 11:35 |       |       | none            |
| Thursday  |       |       |       |       | none            |
| Friday    |       |       |       |       | none            |
| Saturday  |       |       |       |       | none            |
| Holidays  |       |       |       |       |                 |

Done

Enter 24 hour time as hh:mm, tab to next column

**Figure 15: Set Schedule Screen (X1/X3)**

Set the gate schedule as follows:

1. **Open** - Click the "OPEN" box for the desired day to display the cursor. Enter the desired gate open time in 24 hour format.
2. **Close** - Tab over to the "CLOSE" box for the same day and enter the desired gate close time in 24 hour format.
3. **Second Segment** - If a second segment is desired, tab to the second segment column and enter the desired schedule in the second column of "OPEN" and "CLOSE" boxes.
4. **Holidays** - Each day in the "ON HOLIDAYS USE" column automatically displays "today's schedule". To change that display, go to **Set Holidays Option** on page 27.

## C. SET ALERT SCHEDULE

| Day       | Modem | Pager | On Holidays Use |
|-----------|-------|-------|-----------------|
| Sunday    |       |       | no schedule     |
| Monday    |       |       | no schedule     |
| Tuesday   |       |       | no schedule     |
| Wednesday |       |       | no schedule     |
| Thursday  |       |       | no schedule     |
| Friday    |       |       | no schedule     |
| Saturday  |       |       | no schedule     |
| Holidays  |       |       | no schedule     |

Enter 24 hour time as hh:mm, tab to next column

1329F14

Figure 16: Set Schedule Screen (X1/X3)

Alert schedules will only function if you set the Alert Calling destination to “Scheduled” (refer to the **Select Schedule** section on page 25). Set the alert schedule as follows:

1. **Modem** - Click the “Modem” box for the desired day to display the cursor. Enter the desired hour the gate begins alert calls to a modem in 24 hour format.
2. **Pager** - Tab over to the “Pager” box for the same day and enter the desired hour the gate stops alert calling to a modem and makes alert calls to a pager in 24 hour format.
3. **Second Segment** - If a second segment is desired, tab to the second segment column and enter the desired schedule in the second column of “Modem” and “Pager” boxes.
4. **Holidays** - Each day in the “ON HOLIDAYS USE” column automatically displays “today’s schedule”. To change that display, go to Paragraph D, **Set Holidays Option**, below.

## D. SET HOLIDAYS OPTION

**Sunday Holiday Options**

When this day falls on a holiday use

☒ No schedule

☐ Today's schedule

☐ Holiday schedule

OK

Cancel

1329F13

Figure 17: Holiday Options Screen (X1/X3)

**Set Holidays Options** - Tab to the "ON HOLIDAYS USE" column and click on the  box. The Holiday Options Screen for the designated day is displayed (Figure 17). Set the Holidays option as follows:

1. **Determine the desired option.** Choices are:

**No Schedule:** Ignores the automatic open/close or Alert calling schedule on holidays.

Example: if January 1st is set as a holiday and falls on Monday, and the holiday option for Mondays is set to "NO SCHEDULE", the gate operator ignores the Monday Unlock Schedule and the gate remains locked.

**Today's Schedule:** Treats holidays the same as "regular" days.

Example: If July 4th is set as a holiday and falls on a Wednesday, and the holiday option for Wednesdays is set to "Today's Schedule", the gate operator follows the regular Wednesday schedule and the gate will unlock (open) at 11:00 A.M., remain open until 6:00 P.M., then will automatically lock (close).

**Holiday Schedule:** Follows the "Holiday" Unlock Schedule on holidays.

Example: If January 1st is set as a holiday and falls on a Saturday and the holiday option for Saturdays is set to "Holiday Schedule", the gate operator follows the Unlock Schedule for Holidays and the gate will unlock (open) at 8:00 A.M. and lock (close) at 11:00 A.M.

2. **Select the option** - Click the round button next to the desired option.
3. **OK or Cancel** - To accept the selection, click on the "OK" button.  
To cancel the selection and not accept the settings, click on the "CANCEL" button.
4. **Additional Unlock Schedules** - To set additional gate schedules for different days, repeat steps 1 through 3 above.
5. **Done** - When all Gate Schedule data has been entered, click the "DONE" button to return to the Main Screen.

## PART 8

# SEND CHANGES TO UNIT

After all desired options have been entered, the data must be sent to the gate operator for the changes to take effect. Send changes to the gate operator as follows:

1. **Call A Unit** - From the Main Screen, click on "CALL A UNIT" in the Communications menu to display the Communicate screen (Figure 18).
2. **Options** - Verify that the "PHONE NUMBER", "PASSWORD", and "CONNECTION" options are correct. If not, make the necessary changes before continuing.
3. **Primary (Master) or Secondary (Slave)** - Select the unit (Primary or Secondary) that will receive the sent data.
4. **Connect** - Click the "CONNECT" button to call the unit. When communication has been established, "On-Line Modem" displays in the Modem Status box.
5. **Send Changes** - Click on "SEND CHANGES" to send the new data to the unit. Data transfer is tracked by a percentage bar in the modem information box, and when completed, "DONE" is displayed.
6. **Disconnect** - After changes are sent, click on "DISCONNECT" to end the call to the unit.
7. **Done** - Click on the "DONE" button to return to the Main Screen.

**NOTE:** The "SEND ALL" button should be used if the operator is replaced. This button will send all unit data from your database to the operator.

The screenshot displays the 'Communicate Screen (X1/X3)' with the following elements:

- Phone Number:** 9,7391157
- Password:** 000000
- Site:** bench
- Connection:** Timed (dropdown menu)
- Connect:** Button
- New Unit Only:** Radio buttons for Master (selected) and Slave.
- Receive All:** Button
- Send All:** Button
- Rings Before Answer:** 5
- Additional Secs After Answer:** 0
- Set Clock ...:** Button
- Transactions...:** Button
- Send Changes:** Button
- Control Panel ...:** Button
- Done:** Button

The screen has a light blue background and a dark blue border. The text '1329F6' is visible in the bottom right corner.

**Figure 18: Communicate Screen (X1/X3)**

## PART 9

# UNIT TRANSACTIONS

Every action made by the gate operator is remembered in the "Transaction" record. These records include the type of action, what initiated it, and the date and time (See Figure 20). Unit transaction records are stored in the gate operator memory, and can be retrieved, viewed, printed and erased by SGoWin.

### A. RETRIEVE TRANSACTIONS

The screenshot shows a green dialog box titled "Which Records?". It has three input fields: "Oldest" with the value 500, "Newest" with the value 750, and "Current" with the value 705. Below this is a section titled "Retrieve How Many Records?". It contains a table with three columns: "Transfer Minutes", "Transfer Count", and "Choice". The first row shows "00:00", "0", and an unselected radio button. The second row shows "04:24", "251", and a selected radio button. The third row shows "00:00", "0", and an unselected radio button. To the right of the table are "Ok" and "Cancel" buttons. The text "1329F15" is visible in the bottom right corner of the dialog box.

| Which Records? |        |         |
|----------------|--------|---------|
| Oldest         | Newest | Current |
| 500            | 750    | 705     |

| Retrieve How Many Records? |                |                                  |
|----------------------------|----------------|----------------------------------|
| Transfer Minutes           | Transfer Count | Choice                           |
| 00:00                      | 0              | <input type="radio"/>            |
| 04:24                      | 251            | <input checked="" type="radio"/> |
| 00:00                      | 0              | <input type="radio"/>            |

Ok  
Cancel

1329F15

Figure 19: Retrieve Transaction Screen (X1/X3)

Transactions must be retrieved from the gate operator's memory before they can be viewed, edited, printed, or erased. Retrieve unit transactions as follows:

1. **Open File** - Click on "OPEN, NEW, ERASE" in the File menu.
2. **File Name** - Select the drive, folder and unit file name as described above.
3. **Open** - Click on "OPEN". The Main Screen displays the unit file name in the file name box.
4. **Call A Unit** - Click on "CALL A UNIT" in the Communications menu. The Communications screen displays (Figure 18).
5. **Verify Entries** - Verify that the entries in the "PHONE NUMBER" and "CONNECTION" boxes are correct. If not, make the corrections before continuing.
6. **Password** - Enter the correct password in the Communicate screen.
7. **Connect** - Click on the "CONNECT" button right of the Connection box to call the gate operator. "On-Line Modem" will be displayed in the Modem Status box when the connection is established.
8. **Transactions** - After the connection is made, click on the "TRANSACTIONS" button to display the Retrieve Transactions screen. Select the desired number of transactions, then click on OK to send transactions from the gate operator to the computer.
9. **Records** - Click on the "TRANSACTION RECORDS FROM THIS UNIT" tab. The transactions will be displayed in the window below the tab (Figure 20).

## B. READ TRANSACTIONS

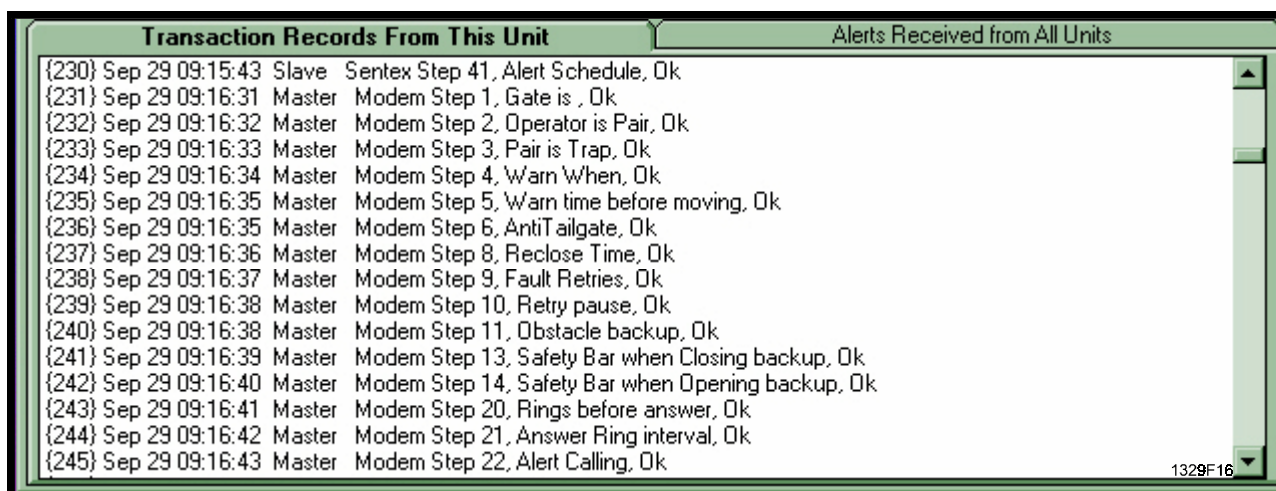


Figure 20: Transaction Report (X1/X3)

### Sample Transaction

Transaction Reports are presented in column format:

**{2} /24 06:58:44 O, Normal, Open, Limit Open :22**

| <b>{2}</b>                 | <b>/24</b>                             | <b>06:58:44</b>                        | <b>O</b>                                     | <b>Normal</b>                                    | <b>Open</b>                                      | <b>Limit Open</b>                              | <b>:22</b>                                          |
|----------------------------|----------------------------------------|----------------------------------------|----------------------------------------------|--------------------------------------------------|--------------------------------------------------|------------------------------------------------|-----------------------------------------------------|
| Trans-<br>action<br>number | Date: Month<br>& year don't<br>display | Time:<br>24 hour<br>format<br>hh:mm:ss | Gate is:<br>O (opening)<br>or<br>C (closing) | Type of<br>transaction:<br>normal,<br>retry (X1) | Command<br>that<br>Initiated<br>gate<br>movement | Command<br>that<br>Stopped<br>gate<br>movement | Run Time:<br>seconds it<br>took for gate<br>to move |

- NOTES:**
- 1) Transaction records are numbered in order from 0 to 1364. After 1364, the numbering begins again and old transactions are overwritten.
  - 2) The month and year are indicated in a transaction message line each midnight:  
**{10} /17 00:00:02 New day, 1996, September 17**

### Other sample transactions:

#### Keypad step 93, Manual Close Gate, OK

Indicates the transaction was a programmed at the gate operator keypad.

#### Modem step 20, Rings before answer, OK

Indicating the transaction was a program step through the modem.

## C. ERASE TRANSACTIONS

Erase the transaction report from your computer's memory as follows:

1. **Transactions** - Click on "TRANSACTIONS" in the Edit menu.
2. **Confirm** - The "Confirm Erase Transactions" message box displays with the message, "Erase all transaction records from this unit?"
3. **Yes or No** - Click on the "YES" button. The records are erased  
Click on the "NO" button. The records are not erased.
5. **Disconnect** - If no other actions are desired, click on "DISCONNECT" to end the call.
6. **Done** - Click on the "DONE" button to return to the Main Screen.

# PART 10

## MONITOR GATE ACTIVITY

Gate activity can be monitored via graphic simulation on the Control Panel Screen, which can also:

1. Change the gate operator unit password
2. Execute manual open, manual close and cycle commands (X1 only)
3. Reset the gate operator unit

### A. ACCESS THE CONTROL PANEL SCREEN

Access the Control Panel Screen as follows:

1. **Open File** - Click on "OPEN, NEW, ERASE" in the File menu.
2. **File Name** – Select the drive, folder and unit file name as described above.
3. **Open** - Click on "OPEN". The Main Screen displays the unit file name in the file name box.
4. **Call a Unit** - Click on "Call A Unit" in the Communications menu.
5. **Control Panel Button** - Click on the "Control Panel" button to display the Control Panel Screen (Figure 21).

### B. CONTROL PANEL DESCRIPTION

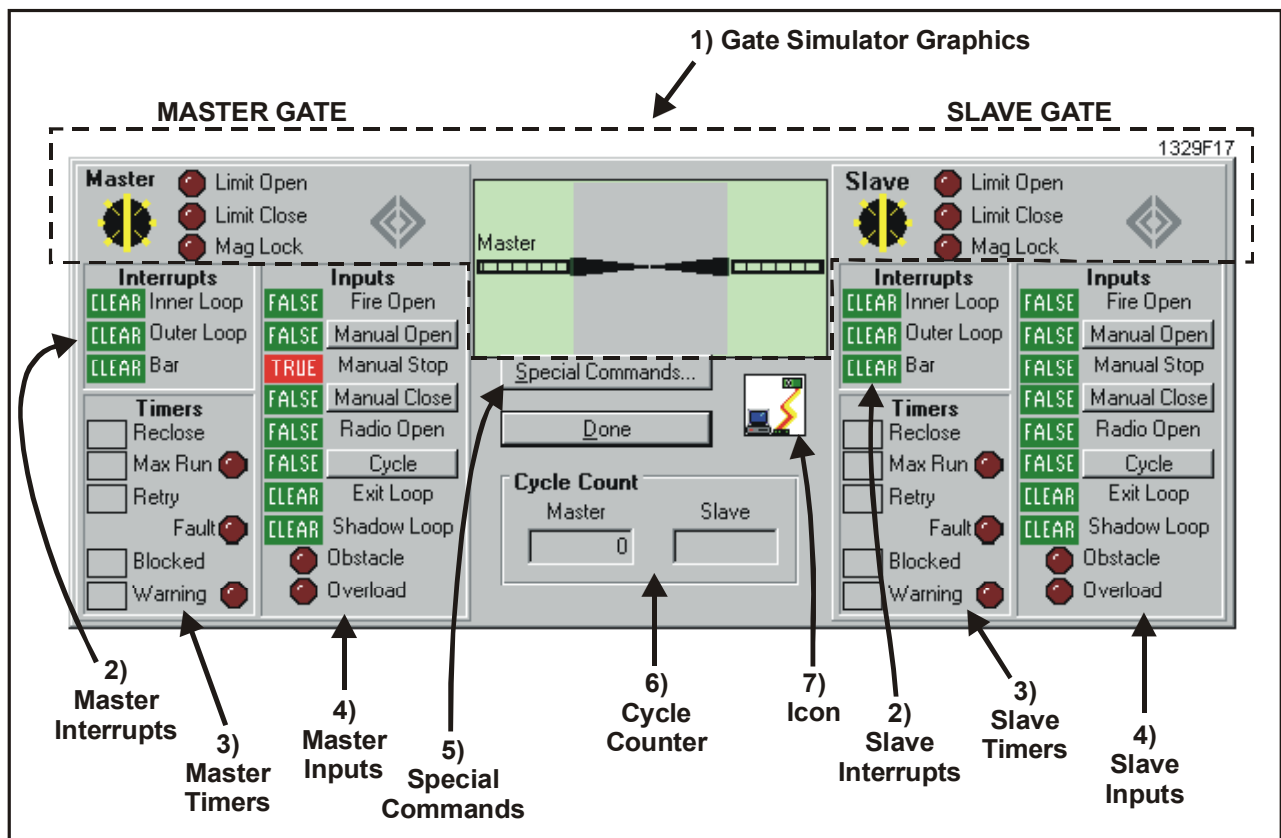


**Figure 21: Control Panel Screen (X1)**

Please note that the Control Panel screen will differ for operators with X1 and X3 circuit boards. The screen for X3/X1 operators are divided into various sections as shown in Figure 21:

**NOTE:** If your gate operator is set to Single (stand-alone) mode, only the Primary (Master) side of the Control Panel Screen (and gate simulator graphics) will be displayed.

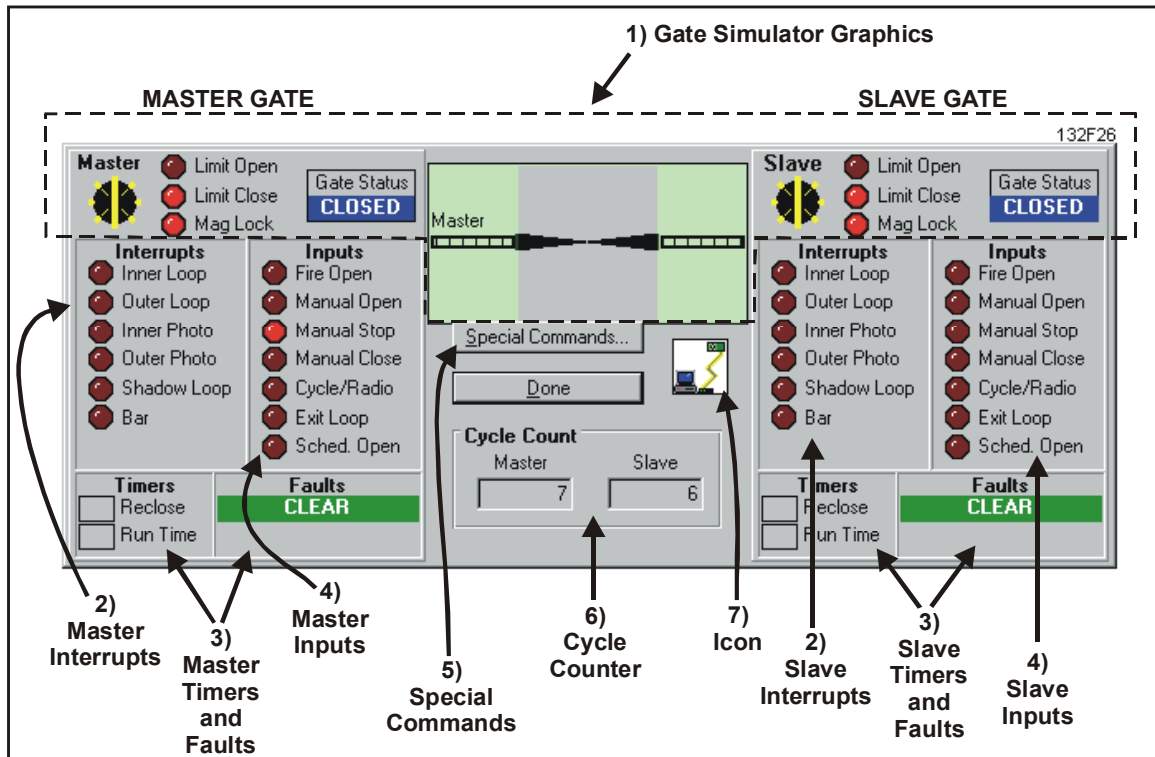


Figure 22: Control Panel Screen (X3)

### Section 1: Gate Simulator Graphics.

The simulator graphics depict an approximation of the gate's position.

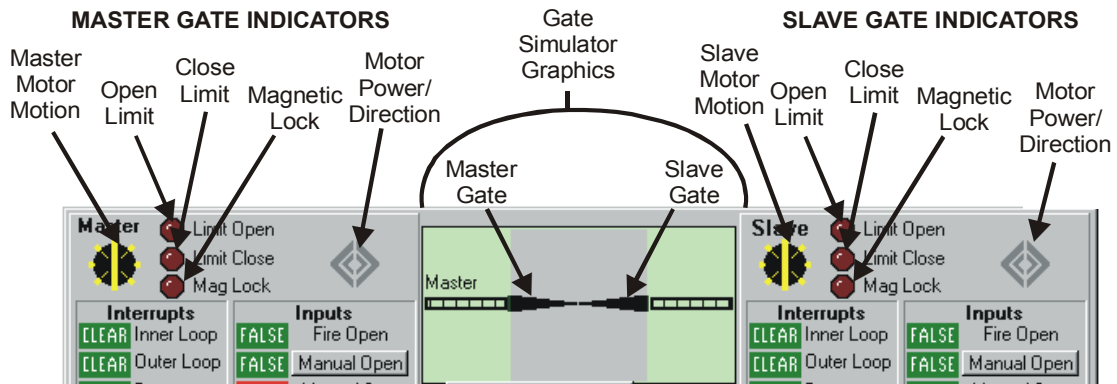


Figure 23: Gate Simulator Screen (X1)

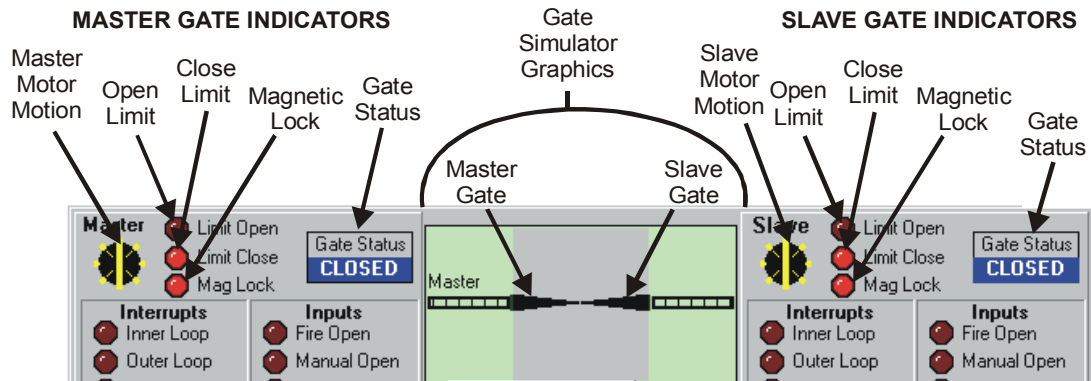


Figure 24: Gate Simulator Screen (X3)

- ◆ **X3 Board:** The **Gate Status** box indicates the gate's current position or movement. Conditions include the following:
  - Opening:** Gate is currently opening.      **Closed:** Gate is fully closed.
  - Open:** Gate is fully open.                      **Closing:** Gate is currently closing.
  - Ajar:** Gate is stopped and is **not** fully closed or fully open.

## Section 2: Primary/Secondary (Master/Slave) Interrupts

- ◆ **X1 Board:** Green buttons display "False" or "Clear" to indicate the state of the Inside Interrupt Loop, Outside Interrupt Loop, and Interrupt Bar (safety edge), if used.
- ◆ **X3 Board:** Like the actual X3 circuit board, LEDs indicate the state (ON = Active, OFF = Inactive) of the Inside Interrupt Loop, Outside Interrupt Loop, Inner and Outer Photo Eye, Shadow Loop, and Interrupt Bar (safety edge), if used.

## Section 3: Primary/Secondary (Master/Slave) Timers and Faults

- ◆ The timers count down, indicating the number of seconds remaining until the action is programmed for completion.
- ◆ **X1 Board:** Red indicator lights illuminate when Max Run Time is reached, for Faults, and during Warning times.
- ◆ **X3 Board:** The Faults box indicates the current, active gate fault (overcurrent, overload, interrupt bar, etc.). If no fault currently occurs, the box will read "Clear" (see Figure 22). For a description of the different types of faults, see page 36.

## Section 4: Primary/Secondary (Master/Slave) Inputs

### X1 Board

- ◆ Green buttons display "False" or "Clear" to indicate the state of the various inputs.
- ◆ Red indicator lights illuminate for Obstacle and Overload Faults.
- ◆ Remote Command Buttons provide direct gate control:
  - Manual Close** - Click the "MANUAL CLOSE" button to close the gate.
  - Manual Open** - Click the "MANUAL OPEN" button to open the gate.
  - NOTE:** MANUAL OPEN" bypasses the Reclose Timer.
  - Cycle** - Click the "CYCLE" button to open the gate. When fully open, the Reclose Timer starts.

### X3 Board

- ◆ LEDs indicate the state (ON = Active, OFF = Inactive) of the various inputs.

## Section 5: Special Commands

### Remote Command Buttons:

**Reset Unit** - Click the "RESET UNIT" button to reset the gate operator unit from the computer.

**NOTE: Selecting Reset Unit breaks connection to gate operator unit.**

**Reset Cycle Count** - Reset the gate operator's cycle counter to zero by clicking the "RESET CYCLE COUNT" button.

|                                                                |
|----------------------------------------------------------------|
| <b>WARNING:</b>                                                |
| Reset Cycle Count also resets the Service Cycle Alert counter. |

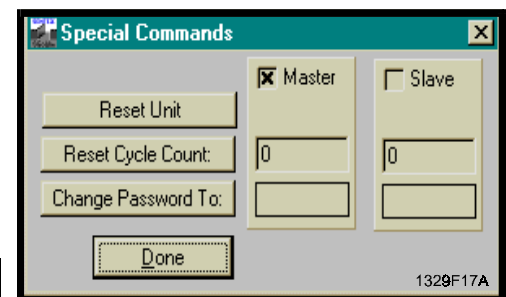


Figure 25: Special Commands Screen (X1/X3)

**Change Password To** - Change the unit's password by entering the new password in the text box next to the "Change Password To" button, then click the button. The new password is automatically saved in the unit file, sent to the gate operator, and will be displayed on the Communicate screen.

**WARNING:**

**Verify and record the new password to your gate operator, or you may be unable to access the unit at a later date.**

**Section 6: Cycle Count**

Maintains and displays the current cycle count for both Primary (Master) and (if applicable) Secondary (Slave).

**Section 7: Modem Icon**

A lightning bolt indicates the modem is receiving data from the gate operator.

# PART 11

## ALERTS

The gate operator can be programmed to send various fault condition alerts to SGoWin. Received alerts can be viewed, printed, and erased. The gate operators can identify various gate operator alert conditions, including:

1. **Drivetrain Failure Alert:** Indicates a possible stuck limit switch, slipping belt, etc.
2. **Interrupt Bar (safety edge) Alert:** Indicates the gate stopped because the Interrupt Bar was triggered (applicable *only* if an Interrupt Bar is installed).
3. **Overcurrent Alert:** Indicates the gate was stopped by an obstruction.
4. **Motor Windings Open Alert:** Indicates the motor protection switch has opened.
5. **Loop Failure alert:** Indicates a possible loop failure (any loop not activated in 5 consecutive gate cycles generates this alert). NOTE: Gates without loops do not generate this alert.
6. **Primary/Secondary (Master/Slave) Communication Failure Alert:** Indicates Primary/Secondary (Master/Slave) communication failed for longer than 2 ½ minutes (applicable only to Primary/Secondary gate systems).
7. **Maintenance Alert:** Indicates the gate has reached the programmed number of open/close cycles and is ready for service.
8. **Fire Open Alert:** Indicates the Fire input has been activated.
9. **Stuck Radio Input Alert:** Indicates Radio input has been active for 5 minutes or more.

**ALERT RESPONSE:** The gate operators can be programmed to respond to alerts as follows:

- Trigger a call to a receiving instrument such as a modem or pager.
- Trigger the Warning Relay (steps 04 and 05). (X1 only)
- Trigger Both the warning relay and the call to the receiving instrument. (X1 only)

**ALERT MESSAGES:** can be received and displayed (Figure 26) when:

1. The unit is programmed to send alert messages to your modem.
2. Your computer and the modem are turned on and SGoWin is running.
3. "Answer Incoming Alerts" in the Communications menu is enabled.
4. "Alerts Received from All Units" tab on the Main Screen is enabled.

### A. RECEIVE ALERTS FROM THE GATE OPERATOR UNIT

Alerts must be received by modem from the gate operator to be viewed, printed, or erased. Receive alerts as follows:

1. **Answer Incoming Alerts** - From the Main Screen, observe "ANSWER INCOMING ALERTS" in the Communications menu.
  - ✓ A check mark by the option means it is enabled. Go on to step 2 below.
  - ✗ If there is no check mark, the option is not enabled. Click on "ANSWER INCOMING ALERTS". The Communications menu closes. Go on to step 2 below.
2. **Communications are open.** If a fault occurs, SGoWin is ready to receive the alert.
3. **Alerts** - Click once on the "ALERTS RECEIVED FROM ALL UNITS" tab. The Alerts window displays below the tab.
4. **Minimize** - If SGoWin is minimized, the icon says "active". When an incoming alert is received, the Main Screen pops up with the "Alerts Received From All Units" screen displaying the new alert.

## B. READ ALERTS

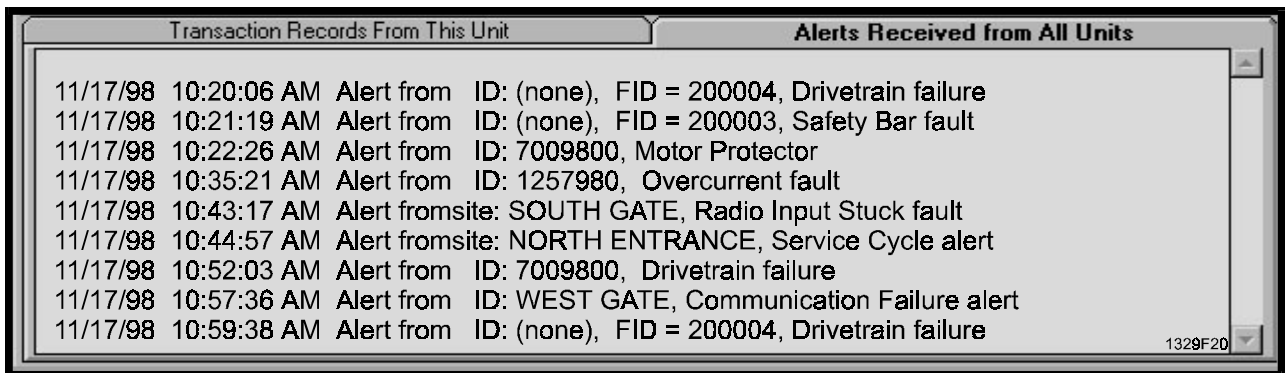


**Figure 26: Incoming Alerts From All Units Screen (X1/X3)**

### Sample Alert

Alerts are presented in a column format:

**11/7/98 11:40:30 AM Alert from site: South Gate, Overcurrent fault**

| 11/17/98                | 10:43:17 AM             | Alert from site: SOUTH GATE                                                                                                                                                                                                                                                | Radio Input Stuck   |
|-------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|
| Date alert was received | Time alert was received | Identifies the unit from data entered on the Edit Phone Options screen:<br>1) Site name is the identifier for units with a site name<br>2) ID number is the identifier for units without a site name<br>3) FID* is the identifier for units with no site name or ID Number | Describes the fault |

\*FID = Factory Identification Number. The FID is a unique number on a label on the processor of the gate operator unit and is only shown when there is no ID #.

### NOTES:

1. Faults are recorded in the Transaction Record along with all other transactions.
2. You can enter notes on your computer that display on the "Alerts Received from All Units" screen and print with the alert report. Keep notes short and do not let them wrap down to the next line.
3. When an alert occurs, the gate operator will try to call SGoWin a programmed number of times. If a connection is not made within that programmed number of tries, no more attempts will be made.

## C. ERASE ALERTS

Erase gate operator alerts as follows:

1. Drag the mouse I-beam over the alerts which are to be erased. The alerts are highlighted.
2. Press the delete key. The highlighted alerts are deleted.

**Note:** Alerts can be cut or copied to the clipboard and pasted in a document, if desired.

# PART 12

## PRINT TRANSACTIONS, ALERTS AND UNIT SETTINGS

Transactions, alert messages and unit settings can be printed for record keeping and analysis.

### A. SET PRINTER OPTIONS

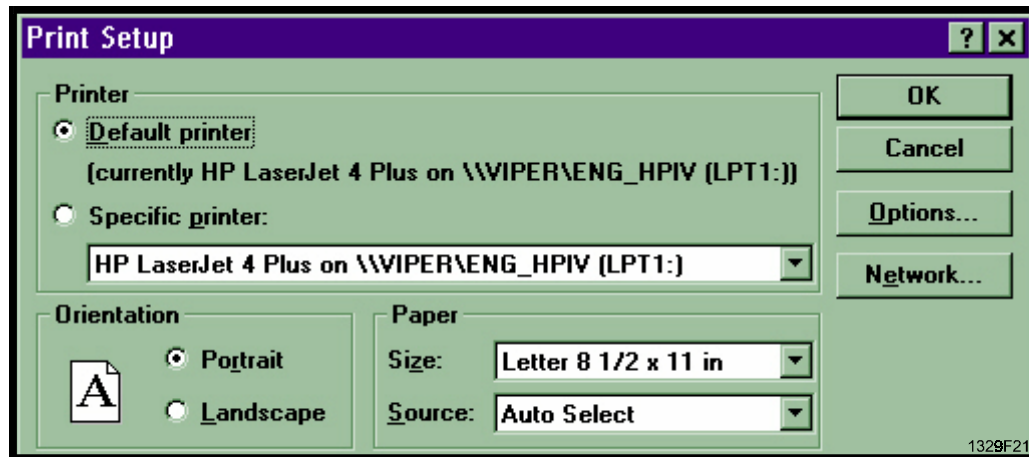


Figure 27: Print Setup Screen (X1/X3)

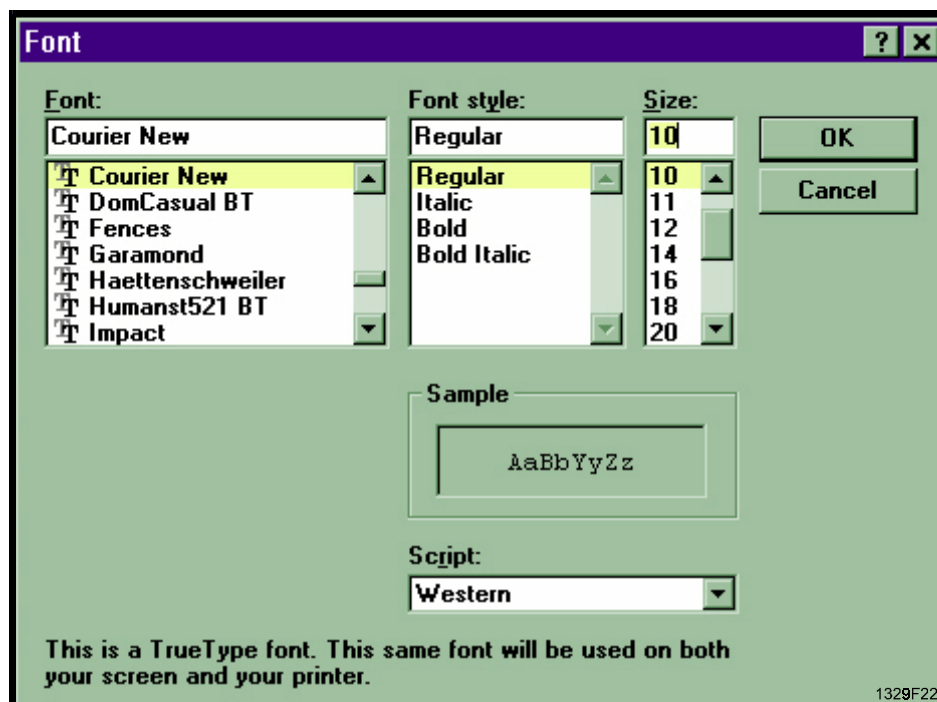


Figure 28: Font, Style, Size (X1/X3)

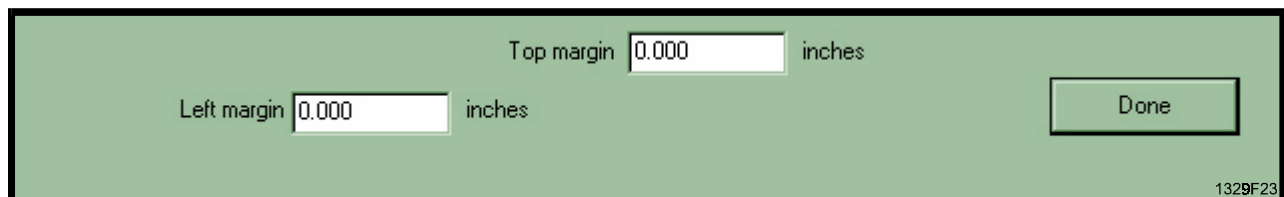


Figure 29: Margins Screen (X1/X3)

1. **Print Setup** - Click on "PRINT SETUP" in the Print menu to display the Print Setup screen (Figure 27).
  - ◆ Select the printer, the page orientation and the paper options, then click on the "OK" button. The Main Screen displays.
2. **Font, Style, Size** - Click on "FONT, STYLE, SIZE" in the Print menu. The Font, Style, Size screen displays (Figure 28).
  - ◆ Make the desired selections (font choices are the same fonts provided by your printer), then click on the "OK" button. The Main Screen displays.
3. **Margins** - Click on "MARGINS" in the Print menu. The Margins Screen will be displayed (Figure 29).
  - ◆ Input the desired values for the top and left margins, then click on the "DONE" button. The Main Screen displays.

## B. PRINT ALERTS

**Alert Messages** - Click on "ALERT MESSAGES" in the Print menu. The messages print. The Main Screen displays and "Done" appears in the status bar.

## C. PRINT UNIT SETTINGS

**Unit Settings** - Click on "UNIT SETTINGS" in the Print menu. The unit settings print. The Main Screen displays and "Done" appears in the status bar.

## D. PRINT TRANSACTION RECORDS

**Transaction Records** - Click on "TRANSACTION RECORDS" in the Print menu. The print transaction records screen displays.

**Print Range Of Records** - Enter the number of the first and last transaction to be printed in the Start and End text entry boxes.

- ◆ If a value is displaying other than the desired value, it can be changed. Highlight the value with the mouse I-beam, then input the new value.

**Print Button** - Click on the "PRINT BUTTON". The designated transactions print.

**Done Button** - Click on the "DONE BUTTON". The Main Screen displays.

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