Signal / Light Wireless Synchronization System Transmitter And Receiver (Model 0020076)

Feature:
Widely used for various types of equipment synchronization, such as light synchronization, signal synchronization, voice synchronization, movement synchronization, state synchronization and so on.
Can synchronously control trailer taillights system, alarm system, traffic light sytem, motor synchronization system and other home, industrial and agricultural equipments.
Wireless synchronization control, easy to install. After connecting the transmitter and receiver with the synchronous equipment, there is no wire in need between the different equipments.
With waterproof case and waterproof connectors. They can be installed outdoors.
One transmitter can work with several receivers at the same time, achieving the synchronization of two or more equipments.
6 channels of input/output, can synchronize with 6 receivers at the same time.
The transmitter can control the receiver from any place within a reliable distance; the wireless RF signal can pass through walls, floors and doors.
Use low-power and high-speed CMOS technology.
Transmitting Frequency: 433.92MHz

Package Include:
1 x Receiver: 0020075 (S6XW-DC12)
1 x Transmitter: 0021034 (TB-01)
1 x User manual

Note:
The receiver 0020075 (S6XW-DC12) only work with the ransmitter 0021034 (TB-01).

Receiver Parameters:
Model No: 0020075 (S6XW-DC12)
6 channel outputs
Operating Voltage / Output Singal: DC12~24V
Static Current: ≤6mA
Maximum Output Current: 10A / each channel
PCB Size: 92mm x 60mm x18mm
Case Size: 100mm x 62mm x 40mm

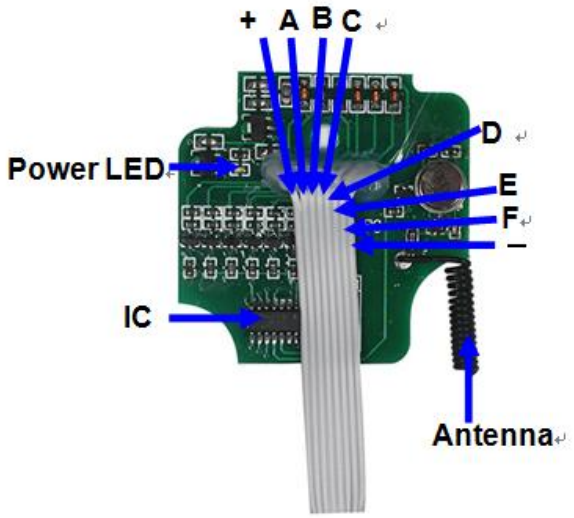
Transmitter Parameters:
Model No: 0021034 (TB-01)
6 channel inputs
Operating Voltage / Input Singal: DC12~24V
Static Current: ≤6mA
Transmitting Distance: 50m /150ft (in open field)
PCB Size: 49mm x 50mm x 35mm
Case Size: 62mm x 56mm x 35mm

Usage:
Connect DC power to transmitter's wires "+" and "-", power LED is on.
Connect DC power to receiver's terminal "+" and "-", power LED is on.
When inputs power "+" to transmitter's wire A, receiver's terminal A outputs DC power "+".
When stops power "+" to transmitter's wire A, receiver's terminal A stops to output DC power "+".
When inputs power "+" to transmitter's wire B, receiver's terminal B outputs DC power "+".
When stops power "+" to transmitter's wire B, receiver's terminal B stops to output DC power "+".
When inputs power "+" to transmitter's wire C, receiver's terminal C outputs DC power "+".
When stops power "+" to transmitter's wire C, receiver's terminal C stops to output DC power "+".
When inputs power "+" to transmitter's wire D, receiver's terminal D outputs DC power "+".
When stops power "+" to transmitter's wire D, receiver's terminal D stops to output DC power "+".
When inputs power "+" to transmitter's wire E, receiver's terminal E outputs DC power "+".
When stops power "+" to transmitter's wire E, receiver's terminal E stops to output DC power "+".
When inputs power "+" to transmitter's wire F, receiver's terminal F outputs DC power "+".
When stops power "+" to transmitter's wire F, receiver's terminal F stops to output DC power "+".
When inputs power "+" to transmitter's several wires, receiver's corresponding terminals output DC power "+" at the same time.

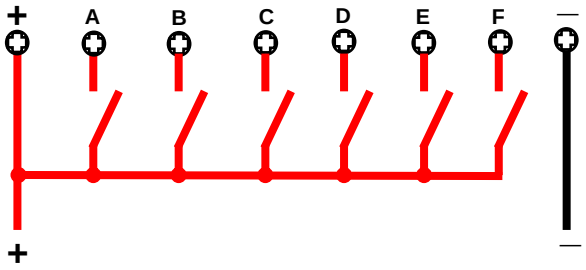
How to pair the transmitter TB-01 to the receiver S6XW-DC12:
1) Press the learning button of receiver for 1~2 seconds, signal LED on the receiver is on. The receiver enters into status of learning.
2) Within 10 seconds, connect any wire between A~F of the transmitter to power "+", the transmitter will send a wireless signal to the receiver, if signal LED on the receiver is off, it means learning is successful.

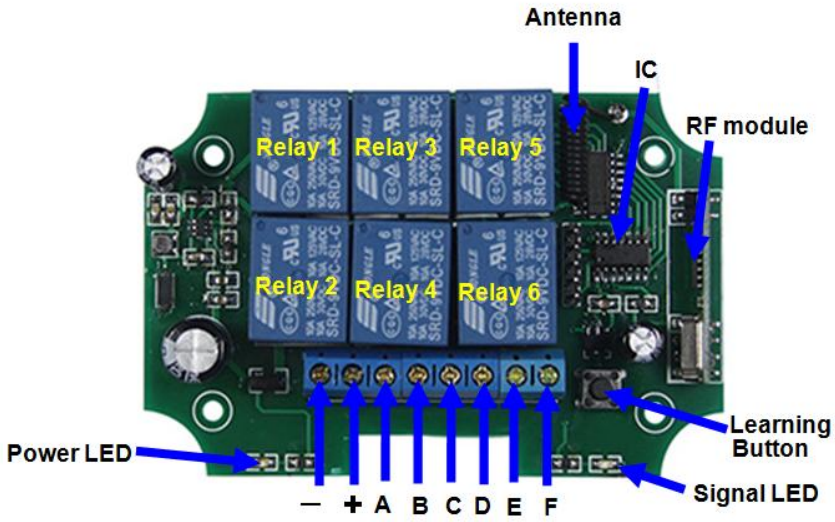
Delete all transmitters TB-01 from the receiver S6XW-DC12:
We have learned transmitter to the receiver. If you don't want the receiver to work with the transmitter, you can delete all codes of transmitters, which are stored in the receiver.

Operation: Press and hold the learning button of receiver until signal LED turns off, that means all stored codes have been deleted successfully.



Application Circuit





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