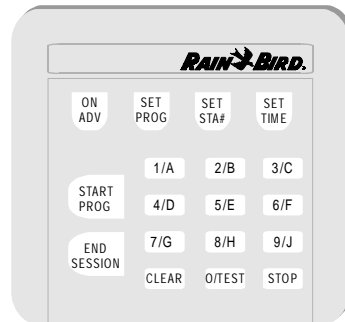




RMX-1T Keypad Transmitter (with STX™ Security)

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DESCRIPTION

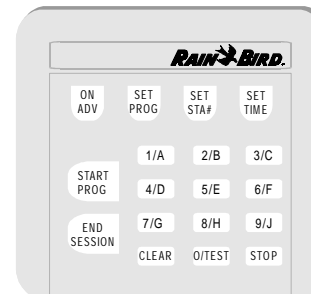
The Rain Bird RMX-1T Keypad Transmitter is a battery-powered transmitter designed for use with any Rain Bird remote receiver (sold separately).

The transmitter sends a radio-frequency (RF) signal to the receiver, which then sends commands to a Rain Bird remote-ready irrigation controller. The transmitter can operate at a range of up to 700 feet (214 m).

“Registering” Access Codes

To use an RMX-1T transmitter with a receiver, you need to “register” an access code in the receiver’s memory. Registering allows the receiver to recognize commands sent by the transmitter.

The transmitter’s STX™ protocol prevents the transmitter from responding to random RF signals. (For example, the neighbor’s garage door opener will not start a watering cycle.)

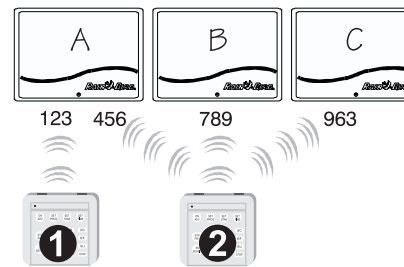


Each transmitter can operate multiple receivers, and multiple transmitters can operate the same receiver.

Example: In this illustration, transmitter ❶ has an access code registered in receiver A, while transmitter ❷ has access codes registered in receivers A, B, and C.

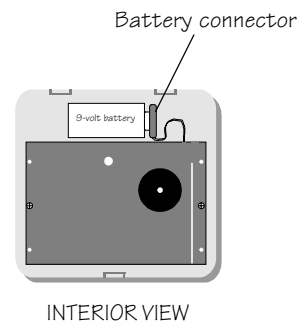
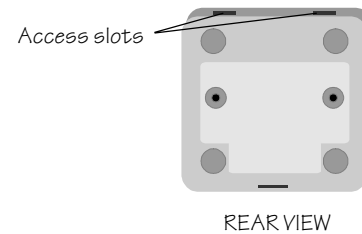
Buttons and Indicators

The keypad contains function buttons and alphanumeric buttons. An audio indicator “beeps” to confirm that a button has been pressed.



INSTALLING THE BATTERY

- 1 Open the keypad's case by gently twisting a flat-head screwdriver between the two access slots on the top of the case.
- 2 For new transmitters, remove the seal or wrap from the 9-volt battery (included). If you are replacing the battery, remove the old battery and discard it appropriately.
- 3 Attach the new battery to the battery connector.
- 4 Close the case by hooking the bottom edges together and then snapping the top of the case shut.



BEFORE REGISTERING THE ACCESS CODE
Choose an Access Code

An access code is like a password that allows a transmitter to “talk” to a specific receiver. The code ensures you do not activate other nearby receivers when you send commands.

The code can be any number between 0 and 999. Make a note of the code you create for each receiver. Should you lose your code, you can register a new one in the receiver’s memory. For more information, see “Check Receiver Memory.”

Check Receiver Memory

There is a limit to the number of access codes that a receiver can store in memory. Before registering, you may want to determine the number of access codes in the receiver’s memory.

If necessary, you can erase the receiver’s memory and then register new access codes. For instructions, see the manual supplied with your receiver.

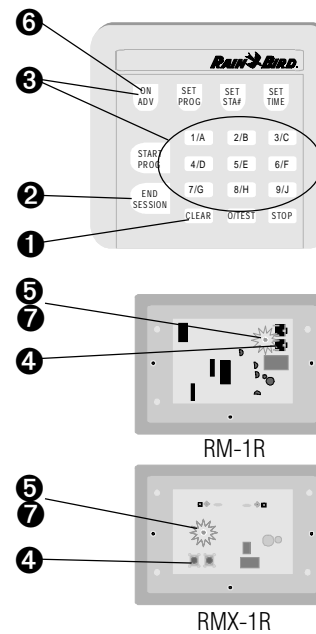
RMX-1T Keypad Transmitter

<i>Receiver I.D.</i>	<i>Access Code</i>		
<i>Sample</i>	9	9	9

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REGISTERING AN ACCESS CODE IN A RECEIVER

- 1 Press the CLEAR button.
 - 2 Press the END SESSION button.
 - 3 Enter the access code and press the ON/ADV button.
 - 4 Press the receiver's Channel 1 button.
 - 5 The receiver's indicator LED will light for 5 seconds.
 - 6 Before the LED goes out, hold down the ON/ADV button for a count of "1."
 - 7 The receiver's LED will flicker and go out, confirming that the signal was received.
- If the LED goes out without flickering, repeat steps 4 - 7.



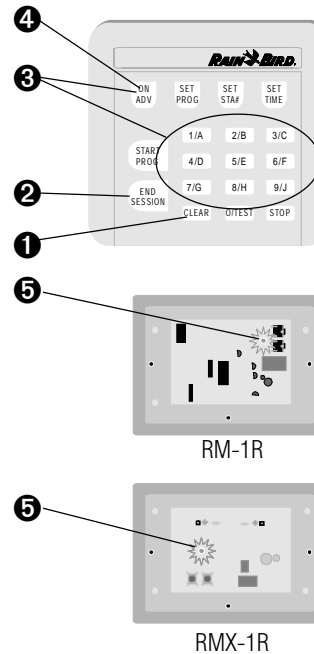
RMX-1T Keypad Transmitter

TESTING THE SYSTEM



NOTE: Testing the system will start a watering sequence. Read “Stopping a Remote Sequence” before you run this test.

- ❶ Press the CLEAR button.
- ❷ Press the END SESSION button.
- ❸ Enter the access code for the receiver and press the ON/ADV button. Release the ON/ADV button and pause a moment.
- ❹ Hold down the ON/ADV button for a count of “1.”
- ❺ The LED on the receiver will light, indicating that the signal was received. You may also hear a “click,” which is normal.
- ❻ You can complete the system test by using the transmitter to sequence through the stations and stop, as described in “Advance in Remote Sequence.” Or you can end the test at any time by holding down the ON/ADV button until all watering stops (about 4 seconds).

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USING THE RMX-1T TRANSMITTER



The RMX-1T Keypad Transmitter allows you to run a remote sequence, advance or stop a controller program, and use special commands.

A “remote sequence” operates all stations that have run time scheduled in any program. During a remote sequence, each station runs for 10 minutes. This function can be useful for:

- System checkout after installation
- Winterizing a system
- Conducting a walk-through inspection
- Station testing after maintenance

Advancing or stopping a normal controller program while it is running can be useful if you need to:

- Bypass a station
- Immediately stop all watering



Special commands give you more control over the irrigation system while in the field. These commands work only with the RMX-1R Multi-Function Remote Control Receiver and a remote-ready ESP-LX+ controller.

Special commands include:

- Start an individual station to run for up to 99 minutes (30 minute default)
- Change a station's run time in a program
- Start a controller's program
- Start a controller's test program

These functions can be useful for:

- Spot watering
- Off-day watering



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REMOTE SEQUENCE

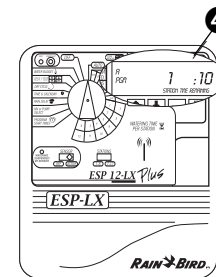
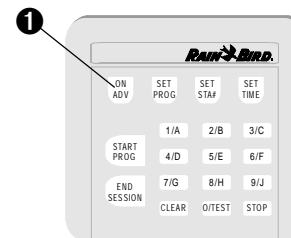
Start Remote Sequence

- 1 Press and hold down the ON/ADV button for a count of "1." Release the button.
- 2 Each station that has a programmed run time (in any program) will operate automatically for a maximum of 10 minutes.
- 3 The remote sequence always begins with the lowest-numbered station. The rest of the stations will operate in numerical order, from lowest to highest.
- 4 The controller will display the station number currently operating, along with its 10-minute run time.

Advance Remote Sequence

- 1 Press the ON/ADV button and hold it down for a count of "1."
- 2 Release the button.
- 3 The next station in sequence will begin operating, and the station previously running will stop.

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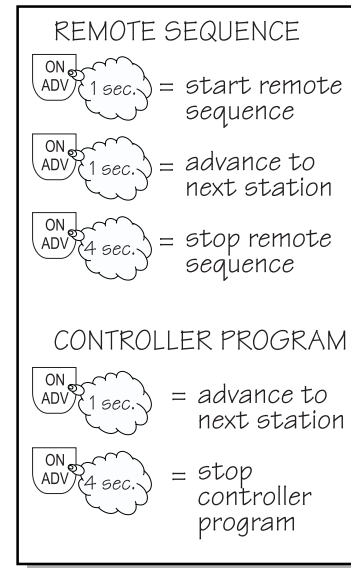


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- 4 The controller will display the station number currently operating, along with its 10-minute run time.

Stop Remote Sequence

- 1 Press the ON/ADV button and hold it down until all watering stops (about 4 seconds).
- 2 While you are holding the button down, the controller will temporarily advance to the next station.
- 3 The remote sequence will end.
- 4 The controller will return to the mode it was in before the remote sequence started.



CONTROLLER PROGRAM

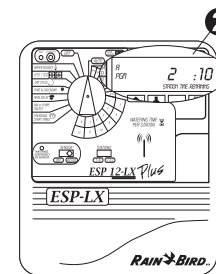
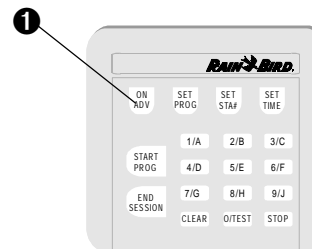
Advance Program

- 1 To advance through a controller program already running, press the ON/ADV button and hold it down for a count of "1." Release the button.
- 2 The next station in the program's sequence will begin operating, and the previous station will end.
- 3 The controller will display the station number currently operating, along with its run time in that program.

Stop Program

- 1 To stop a controller program that is currently running, press and hold the ON/ADV button until all watering stops (about 4 seconds).
- 2 While you are holding the button down, the controller will temporarily advance to the next station. Then the program will end.
- 3 The controller will return to the mode it was in before the program started.

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SPECIAL COMMANDS

NOTE: Special commands are available only with the RMX-1R Multi-Function Receiver and a remote-ready ESP-LX+ controller.

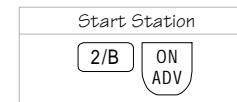
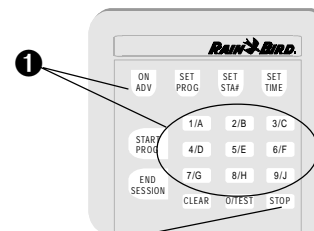
Start Station

This command will start any station, even if it is not scheduled in any program, and run it for 30 minutes.

- 1 Enter the station number and press the ON/ADV button.

Example: To start Station 2, press the buttons as shown in the "Start Station" box at right.

- 2 Any other activity will stop, and the station will run for 30 minutes.
- 3 To stop the station at any time, press the STOP button.



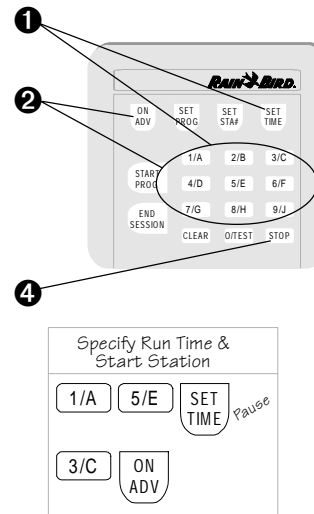
Specify Run Time and Start Station

This command will start any station, and run it for a specific amount of time, up to 99 minutes. This is a one-time command that will not affect the controller's programming.

- 1 Enter the run time (in minutes, up to 99) and press the SET TIME button. Pause for 1 second.
- 2 Enter the station number and press the ON/ADV button.

Example: To run Station 3 for 15 minutes, press the buttons as shown in the "Specify Run Time and Start Station" box at right.

- 3 Any other activity will stop, and the station will run for the specified time.
- 4 To stop the station at any time, press the STOP button.



Reprogram Station Run Time

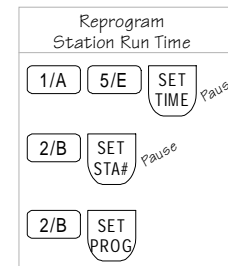
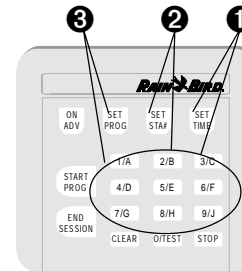
This command will change the run time setting in the controller for the station and program you select. The command will not start the station.

NOTE: Set the ESP-LX+ controller dial to "AUTO."

- ❶ Enter the run time (in minutes, up to 99) and press the SET TIME button. Pause for 1 second.
- ❷ Enter the station number and press the SET STA# button. Pause for 1 second.
- ❸ Enter the program letter and press the SET PROG button.

Example: To reprogram the run time to 15 minutes for Station 2 in Program B, press the buttons as shown in the "Reprogram Station Run Time" box at right.

- ❹ The new station run time is programmed into the controller.



Start Program

This command will start any controller program.

- 1 Enter the program letter and press the START PROG button.

Example: To start program B, press the buttons as shown in the “Start Program” box at right.

- 2 To stop the program at any time, press the STOP button.

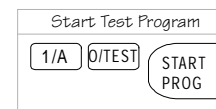
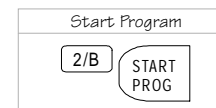
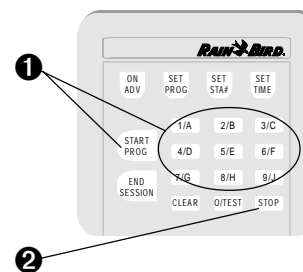
Start Test Program

This command is similar to the Start Program command, except it starts the controller’s preset test program.

- 1 Press the A button, the TEST button, and the START PROG button.

Example: To start the test program, press the buttons as shown in the “Start Test Program” box at right.

- 2 To stop the test program at any time, press the STOP button.



OTHER FUNCTIONS

Clearing a Mistake

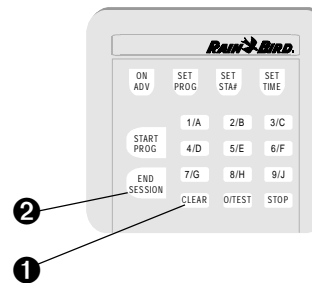
The CLEAR button (❶) will remove any partially completed commands from the keypad. If you make a mistake while entering a command, press the CLEAR button and start over.

NOTE: Controllers will ignore commands that exceed their capacity. For example, an ESP-16LX+ will ignore a command to start Station 20 or to run Program F.

Ending a Session

When you are finished sending commands to a particular receiver, press the END SESSION button (❷). This will prevent sending unwanted commands if you inadvertently press more buttons afterward.

NOTE: Once you press END SESSION, you will have to re-enter the access code before the receiver will respond.



Clearing Transmitter Memory

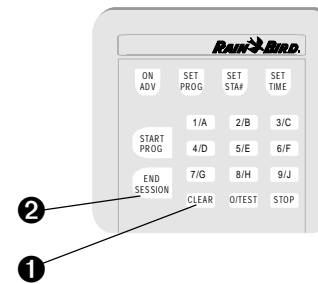
The transmitter retains the access code until you clear its memory, even if several days go by between uses. Before entering the access code for a second receiver, you must clear the transmitter's memory.

Press the CLEAR (❶) and END SESSION (❷) buttons to clear the transmitter's memory.

If the receiver is not responding to commands, the problem could be in the transmitter's memory. To check, clear the transmitter's memory, re-enter the access code, and repeat the command.

Sensor Override

If the controller has a sensor connected to its internal sensor terminals, commands from the transmitter will override the sensor for 30 minutes. This allows you to control the system remotely even if the sensor has the system shut off.



After 30 minutes, the override ends, and the sensor retakes control of the system. This means that you will not be able to water for more than 30 minutes with any command if the sensor is active.

To cancel the sensor override at any time, press the END SESSION button.

FCC ID: EF4 SNT00406

CANADA, IC: RSS/CNR210 1078 102 1857 5 3

This device complies with FCC Part 15 and IC Rules and Regulations. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

RMX-1T Keypad Transmitter

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