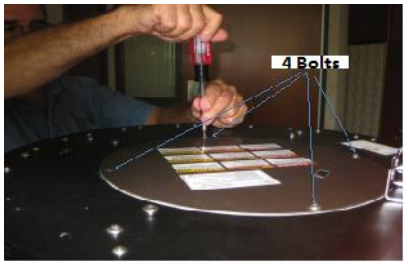
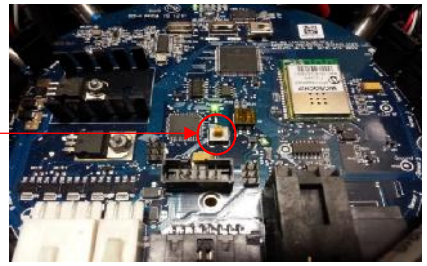
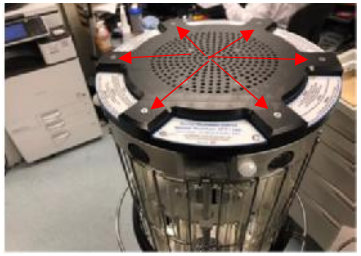
Programming the Door Motion Module

The DMM can be programmed to a device in the first two minutes after the unit is plugged in. Press and hold the center, red button, on the DMM to be programmed, for 5 seconds. Release and press the center button again for 1 second. The LED will blink rapidly to indicate the DMM is programmed. You can program as many DMM's as needed until the two minutes expire.

IF you don't succeed by following the instructions above, please proceed to the ones below!

3200, remove the top access cover, using a 5/32 hex wrench, remove the 4 bolts.		Plug in the robot, push the orange button, circled to the right, and the green LED above it will flash in 1 sec intervals. This indicates the control board is ready to accept a door sensor.	
1140, remove the top access covert, using a 3/32 hex wrench, remove the 6 bolts around the perimeter		Press and hold the red button. The LED on the control board will blink and then turn solid. When repressing the red button we can observe feedback from the green LED.	
3200 and 1140 can have an access point board installed on the lid and has a power supply cable connected. Disconnect the power cable from the access point PCB		Power cycle the robot and make sure feedback from the green LED is observed. The board can hold up to 5 DMM. If you need to program a DMM to a control board that is full, you can clear the assigned DMM list from the control board, by holding the orange button until it blinks rapidly. All the DMMs for that unit need to be reassigned.	