

ClickOn

CL-U232-10 USB TO RS232 CONVERTER

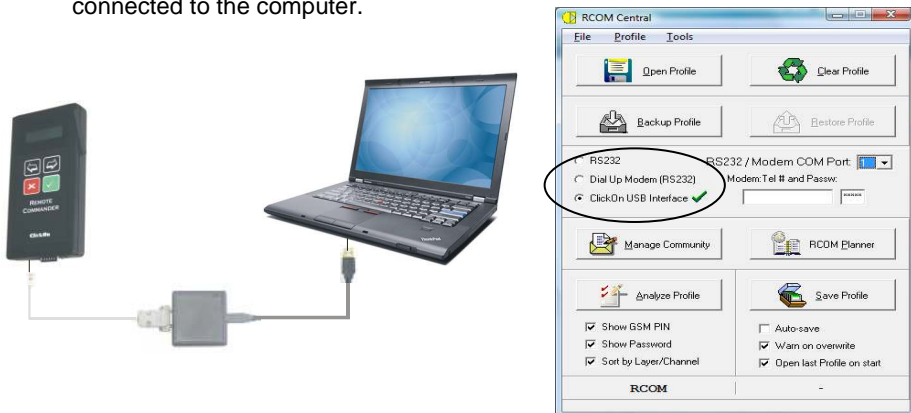


Compatible with the following ClickOn products and software:

- EZE-RCOM-10G Remote Commander GSM
- EZE-RCOM-10T Remote Commander Timer
- CL-MUG-2K Multi-user Code Hopping Gate Receiver
- CL-ATX-10 RS232 ASCII Transceiver
- CL-ATX-10IR RS232 ASCII Transceiver with Infra Red Interface
- RCOMCEN Remote Commander Programming Software V1.80 or newer
- PC2MUG Multi-user Gate Receiver Software V2.1 or newer
- CLATX ASCII Transceiver Programming Software V1.30 or newer

When used with a Remote Commander

1. Install the latest RcomCen software (V1.80 or newer) (available from www.clickon.co.za)
2. Connect the USB to RS232 Interface to the computer via the supplied USB cable. Wait for Windows to finish installing the necessary drivers.
3. Connect the Interface to the Remote Commander via the Remote Commander RS232 download cable.
4. Run RCOMCEN software.
5. Choose **ClickOn USB Interface**. A green tick mark will show when the Interface is connected to the computer.



When used with an ASCII Transceiver

1. Install the latest CLATX software (V1.30 or newer) (available from www.clickon.co.za)
2. Connect the USB to RS232 Interface to the computer via the supplied USB cable. Wait for Windows to finish installing the necessary drivers.
3. Connect the Interface to the ASCII Transceiver via the RS232 download cable.
4. Run CLATX software.
5. Select **Setup, Comm Port**. Choose **USB**. A green tick mark will show on the main window when the Interface is connected to the computer.



When used with a Multi-user Gate Receiver

1. Install the latest PC2MUG software (V2.1 or newer) (available from www.clickon.co.za)
2. Connect the USB to RS232 Interface to the computer via the supplied USB cable. Wait for Windows to finish installing the necessary drivers.
3. Connect the Interface to the Multi-user Gate Receiver via the Multi-user Gate Receiver RS232 download cable.
4. Run PC2MUG software.
5. Choose **USB**. A green tick mark will show when the Interface is connected to the computer.

