

**Warning:** This product has been designed to control door openers, gate openers and similar mechanisms. Any other use of the product will be considered improper. Do not fit a fastener that seats proud of the backing plate as the front face will not seal when fitted. Seal fastening to waterproof.

## 1) Product Description:

The wireless keypad is a dual transmitter that activates an open cycle of your gates once correct combination is entered.

- Can be installed on a wall either indoor or an outdoor location. It has an IP54 rating.
- The estimated transmission range is 10m plus in open space and 15m indoors.
- The units are designed to ensure battery life equivalent to an estimated 18 months of operation considering 10 activations a day.
- The unit has a frequency of 433.9
- The backlight will only work when any buttons on the unit are pushed.
- Unit is Oval Shaped, 80.5mm tall, 70.5mm at its widest point and 30.5mm deep
- Battery replacement 2 x lithium CR 2032 3V

### Signals:

### Status:

1 Short Beep	Keypad Tone when button is pressed
1 Long Beep	Correct combination is entered
3 Beeps	Modification of combination confirmed
5 Short Beeps	Error wrong combination
10 Rapid Beeps	Battery low warning signal

## 2) Installation:

Before physically installing the unit in the mounting position it is good practice to perform a practical test of its functionality and range. Consider that range may be up to 25% or 30% less when battery power is low.

## 3) Positioning

For greater signal/range, try to position the unit where there is open space from the keypad back to the control board. Having metal, wood or concrete structures etc blocking the path could decrease the signal/range.

## 4) Operation

The use of the keypad is based on combinations up to 8 digits long between numbers of 1 to 9. Once the combination has been entered the user then presses the confirm key < or > to activate an open cycle of the gate. There are 2 channels available for the user.

- Receiver channel 1 if the user presses <
- Receiver channel 2 if the user presses >

The command will be transmitted only when a valid combination has been entered, If an incorrect combination has been entered the unit will beep 5 times once the confirm key has been pressed. The combination entered must be exact, for example – if the correct combination is 0422, the following attempts will be interpreted as errors: 422, 10422 and 104222. Therefore, if the user accidentally presses the wrong key when entering a combination < or > should be pressed immediately to generate the error tone, after which the correct combination can be entered starting from the beginning again.

While entering the combination no more than 6 seconds can be allowed to elapse between keystrokes, after which interval the combination must be re-entered starting from the beginning.

The units are factory programmed with a standard combination to activate channel one (<) and two (>).

**The factory set combinations are as follows:**

- Combination to transmit the code associated with the < key.
- When the unit is used for the first time the combination is **11** < key
  
- Combination to transmit the code associated with > key.
- When the unit is used for the first time the combination is **22** > key

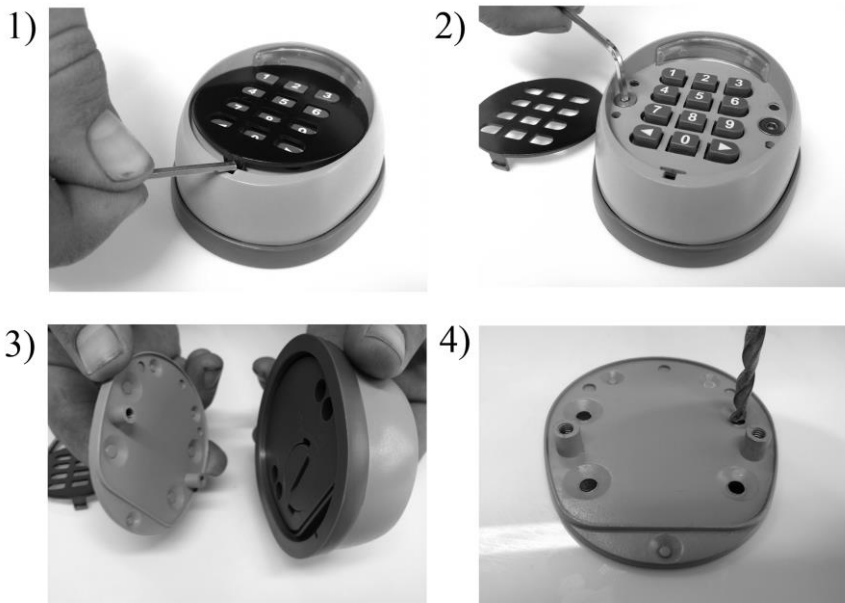
**5) Fitting**

Dis-assemble keypad to allow fastening to the wall.

1. Remove the front black face carefully so as not to damage the paint. Use a small flat head screwdriver and insert into the gap at the base of the outer housing.
2. Use the special key provided, to remove the 2 screws either side of the key buttons.
3. The front keypad housing can then be separated from the back mounting position of the keypad.
4. Drill suitable holes to allow fastening to the wall. You can use double sided tape on some smooth painted surfaces.

**WARNING:** Do not fit a fastener that seats proud of the backing plate as the front face will not seal when fitted. Seal fastening to waterproof.

5. Reassemble keypad.



## 6) Changing a combination: (You can have max 2 different combinations)

### Changing the combination associated with channel 1 (<)

1. Press the "0" key and hold it down while pressing and releasing <
2. Release the "0" key.
3. Type in the current (original) combination and press < eg. 11<
4. Type in the new combination of your choice (up to 8 digits) and press <
5. Type in the new combination again and press <
6. Now when you type in new combination and press < there will be a long beep which will activate an open cycle on gate.

### Changing the combination associated with channel 2 (>)

1. Press the "0" key and hold it down while pressing and releasing >
2. Release the "0" key.
3. Type in the current (original) combination and press > eg. 22>
4. Type in the new combination of your choice (up to 8 digits) and press >
5. Type in the new combination again and press >
6. Now when you type in new combination and press > there will be a long beep, which will then activate an open cycle on gate.

**NOTE 1:** If the two combinations you have entered are identical, once you have entered the combination you can press either < or >

**NOTE 2:** If combinations are set without entering any number, the system is effectively overridden and the command can be transmitted simply by pressing < or > without first have to enter a combination.

## 5) Connecting Keypad to Gate Control Board

Locate the "RF Learn button on your gate control board. Push the RF button once for 2-3 seconds and observe the blue LED lights up. On the keypad type in your combination (factory setting is 11 or 22) followed by < or >. A single beep sounds from your keypad if correct combination is pressed. A wrong combination is 5 short beeps. The gate control board blue LED will remember your correct transmitted code with a quick flicker. This action must be performed within 8 seconds or the gate control board will revert back to normal mode and remote transmission will not learn. Wait for the blue LED to turn off before testing your new keypad combination.

## 6) Reset to factory setting

On a flat surface access the PCB by removing the front black face plate. Remove the 2 fasteners of the outer housing using a 3mm Allan key to expose the PCB. Remove the 3 small screws holding the PCB to the main keypad body. Gently fold back the PCB without dislodging the blue antenna wire from its position under the rubber seal. Temporary fit the 2 batteries then locate the RED reset button on the PCB. Press for 5 seconds... after a long beep sounds the board returns back to factory setting of 11< OR 22 >. You will need to re-learn this new signal via the receiver on the mother board of your gate opener.

