

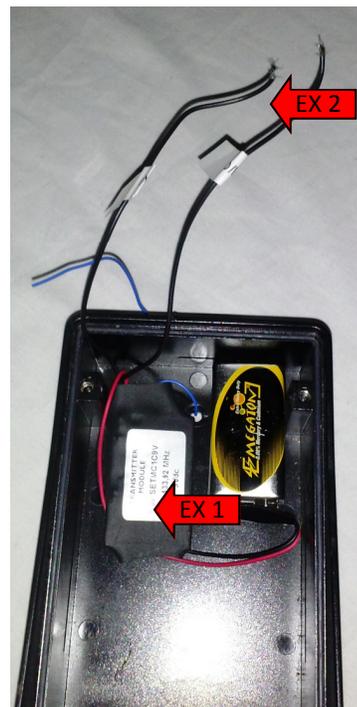
## Step 1: Program your keypad transmitter module to the receiver

A. Open the keypad and identify the transmitter module (ex 1) attached to the back cover. It should have two black wires coming off labeled O/P and GND (ex 2) and a Blue wire that is the antenna.

B. Press and release the LEARN1 button (ex 3) at the top of the receiver board. The LEARN LED (ex 4) will illuminate steady .

C. Touch the very ends of the two black wires together and hold them together. You should be touching together the silver internal stranded wires.

D. When the LEARN LED flashes stop touching the two wires together. (caution your gate opener may be triggered during this process)



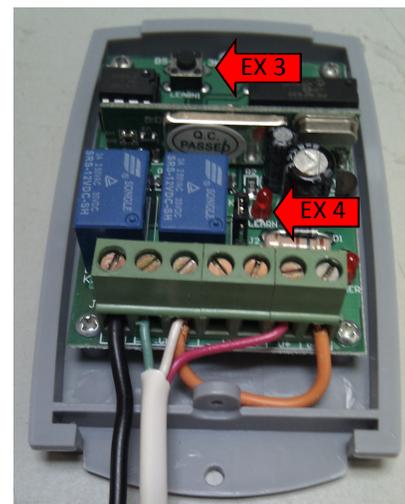
## Step 2: Mount and close the keypad

A. There are two holes in the rear face of the keypad base. Using screws or bolt appropriate for the material the keypad is being attached to, mount the base.

B. Insert 4 AA batteries in the rear of the keypad face. The front keys should light orange for approximately 1 second.

C. Put the O/P labeled black wire into the O/P terminal on the keypad face and tighten the screw to hold the wire. Put the GND labeled black wire into the GND terminal on the keypad face and tighten the screw to hold the wire.

D. Set the keypad face into the back plate and affix using the 4 provided screws.



### TIP:

Put a dab of silicon covering the heads of the screws holding the keypad base to the mounting surface. This will prevent leakage over time and extend the life of the keypad.

### Step 3: Program a user code(s) to the keypad

Type the following into the face of the keypad to program an entry code. An entry code is needed to open the gate.

<input type="text" value="1"/>	
<input type="text" value="2"/>	Enter default master code—this code does not open the gate ever and is not necessary to change
<input type="text" value="3"/>	Light will flash <b>orange</b> while pressing buttons
<input type="text" value="4"/>	
<input type="radio"/>	Press programming button (lower left corner) Light will turn <b>green</b>
<input type="text" value="1"/>	
<input type="text" value="0"/>	Enter the user slot number, you can have up to 60 users. Slot numbers go from '01' to '60'
<input type="text" value="1"/>	
<input type="text" value="?"/>	
<input type="text" value="?"/>	Enter a four digit user code of your choice. Example '1538'
<input type="text" value="?"/>	
<input type="text" value="?"/>	
<input type="radio"/>	Press programming button (lower left corner) Light will turn <b>off</b>

**Diagnostic Note:** If light flashes green 3 times, there was an error. Start again from the beginning and try to press the buttons more deliberately and move quicker through the sequence.

#### NOTES ABOUT PROGRAMMING KEYPAD:

When entering the entry code programming stage on the keypad; after you enter the master code and press program the light should turn green. If it does not you are not in programming mode.

You can reset the keypad to default by pressing and holding 3,6, and 9 with all the batteries out and then reinserting the batteries while holding down those numbers. Release the numbers after all the batteries are in.

When you enter your access code during keypad usage the light at the top should turn red for 2 seconds. If it does not you did not successful program an entry code. Please note the light turns orange each time a key is pressed; this is not the same as it showing red.