



Estate Swing 433 MHz Wireless 4 Channel Keypad - Commercial

Overview

- This keypad only works with the Estate Swing 433 MHz receiver: 433ESREC
- Standard range is 200 feet.
- Keypad has 4 access codes. Each access code sends a unique signal that needs to be learned into a receiver.
- Each code can active its own receiver or channel, or all 4 can be learned to the same receiver and channel.
- The blue led light turns on when a key is pressed to illuminate the keypad at night.
- Each keystroke will cause the green indicator led to flash.
- When a correct entry code is typed and transmitted the indicator light will illuminate and stay green for approximately 20 seconds.
- While the light is green from entry code - any number can be pressed to send a second signal incase the user wishes to stop or reverse the gate.
- To immediately lock the keypad from single digit transmitting and turn off the green indicator light press the *door bell button*.
- If when pressing a digit in the keypad the green indicator light stays solid for 5 seconds instead of flashing, this is indicating low battery.
- The keypad has a provided 9V battery. When changing the battery the programming is not lost, it is retained without battery power.
- The Access code transmits a signal to the receiver. The Master code is for programming.
- **The screw in the base of the keypad requires a special tool we provide. Do not lose this tool.**

Code type	Factory Default	Code Changed To / Date Changed			
Master Serial Number		/	/	/	/
Entry Code 1	1111	/	/	/	/
Entry Code 2	2222	/	/	/	/
Entry Code 3	3333	/	/	/	/
Entry Code 4	4444	/	/	/	/

DO NOT LOSE THIS SHEET - YOUR FACTORY MASTER CODE IS UNIQUE TO YOUR KEYPAD

Programming a new master code

The master code does not necessarily need to be changed from factory. If it is changed please write the new number and date changed in the table on the first page. The master code does not open the gate.

Press:   Default Master Code or Current Master Code   New Master Code *up to 8 digits* 

When the P button is pressed the first time the green indicator led starts to flash.

When the *Doorbell* button is pressed the second time the green indicator led flashes faster.

When the P button is pressed the second time the green indicator led flashes faster again.

When the *Doorbell* button is pressed the third time the green indicator led turns out and programming is complete.

Returning the keypad to factory master code and erasing user codes

Open the keypad, you must have the special screw driver provided in order to do so.

Disconnect the battery.

Move the Jumper from J1 to J2 position.

Reconnect the battery.

Press any numerical key on the face of the keypad. The green indicator light will illuminate.

Move the jumper from J2 to J1 position.

The keypad will now be returned to factory settings.

****Note:** Factory setting is only the master code, if the keypad is reset the default user codes will not be restored, no user code will be available in the keypad until they are programmed.

Programming a new code for Entry code 1

This is to write over the default code 1111 or a previously entered code for Entry code 1.

Step A) Program the new code to the keypad.

Press:   Current Master Code  New Entry Code  
up to 8 digits

When the P button is pressed the green indicator led starts to flash.

When the *Doorbell* button is pressed the second time the green indicator led flashes faster.

When the *Doorbell* button is pressed the third time the green indicator led turns out and programming is complete.

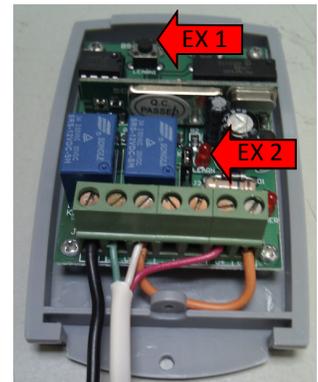
Step B) Learn new code to receiver.

1. Press:  Entry Code 1  on the keypad. The light on the left will illuminate Green.

2. Press and release the LEARN1 (or LEARN2 if using keypad code for alternate relay activation) button at the top of the receiver board (ex 1). The learn LED will illuminate steady (ex 2).

3. Press and hold the  button on the keypad until the learn light on the receiver flashes and turns off.

The code is now learned to the channel.



****Note: If the Learn LED turns out on the receiver and does not flash the signal was not learned. If the green light is not illuminated (stays illuminated for approximately 20 seconds after entering step 1) step 3 will not send a signal to the receiver to learn the keypad.**

If Step B is not done, then the code learned into Entry Code 1 OR the default code of 1111 will not cause the gate opener to open.

Programming a new code for Entry code 2

This is to write over the default code 2222 or a previously entered code for Entry code 2.

Step A) Program the new code to the keypad.

Press:   Current Master Code  New Entry Code  
up to 8 digits

When the P button is pressed the green indicator led starts to flash.

When the *Doorbell* button is pressed the second time the green indicator led flashes faster.

When the *Doorbell* button is pressed the third time the green indicator led turns out and programming is complete.

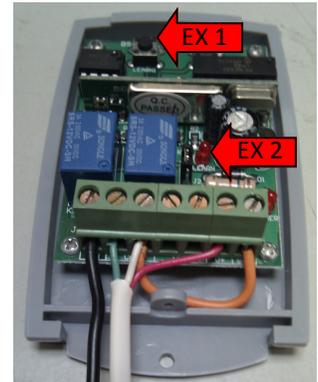
Step B) Learn new code to receiver.

1. Press:  Entry Code 2  on the keypad. The light on the left will illuminate Green.

2. Press and release the LEARN1 (or LEARN2 if using keypad code for alternate relay activation) button at the top of the receiver board (ex 1). The learn LED will illuminate steady (ex 2).

3. Press and hold the  button on the keypad until the learn light on the receiver flashes and turns off.

The code is now learned to the channel.



****Note: If the Learn LED turns out on the receiver and does not flash the signal was not learned. If the green light is not illuminated (stays illuminated for approximately 20 seconds after entering step 1) step 3 will not send a signal to the receiver to learn the keypad.**

If Step B is not done, then the code learned into Entry Code 2 OR the default code of 2222 will not cause the gate opener to open.

Programming a new code for Entry code 3

This is to write over the default code 3333 or a previously entered code for Entry code 3

Step A) Program the new code to the keypad.

Press:   Current Master Code  New Entry Code  
up to 8 digits

When the P button is pressed the green indicator led starts to flash.

When the *Doorbell* button is pressed the second time the green indicator led flashes faster.

When the *Doorbell* button is pressed the third time the green indicator led turns out and programming is complete.

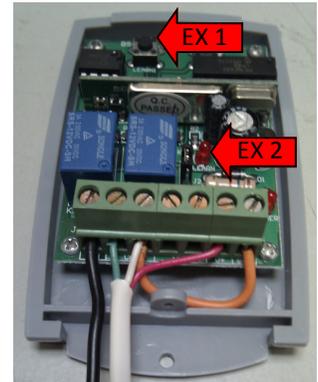
Step B) Learn new code to receiver.

1. Press:  Entry Code 3  on the keypad. The light on the left will illuminate Green.

2. Press and release the LEARN1 (or LEARN2 if using keypad code for alternate relay activation) button at the top of the receiver board (ex 1). The learn LED will illuminate steady (ex 2).

3. Press and hold the  button on the keypad until the learn light on the receiver flashes and turns off.

The code is now learned to the channel.



****Note: If the Learn LED turns out on the receiver and does not flash the signal was not learned. If the green light is not illuminated (stays illuminated for approximately 20 seconds after entering step 1) step 3 will not send a signal to the receiver to learn the keypad.**

If Step B is not done, then the code learned into Entry Code 3 OR the default code of 3333 will not cause the gate opener to open.

Programming a new code for Entry code 4

This is to write over the default code 4444 or a previously entered code for Entry code 4

Step A) Program the new code to the keypad.

Press:   Current Master Code  New Entry Code  
up to 8 digits

When the P button is pressed the green indicator led starts to flash.

When the *Doorbell* button is pressed the second time the green indicator led flashes faster.

When the *Doorbell* button is pressed the third time the green indicator led turns out and programming is complete.

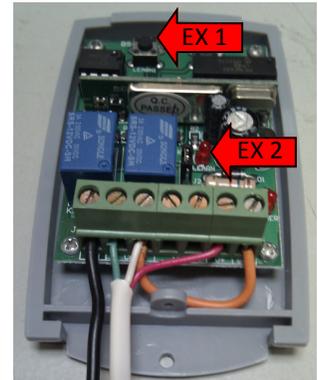
Step B) Learn new code to receiver.

1. Press:  Entry Code 4  on the keypad. The light on the left will illuminate Green.

2. Press and release the LEARN1 (or LEARN2 if using keypad code for alternate relay activation) button at the top of the receiver board (ex 1). The learn LED will illuminate steady (ex 2).

3. Press and hold the  button on the keypad until the learn light on the receiver flashes and turns off.

The code is now learned to the channel.



****Note: If the Learn LED turns out on the receiver and does not flash the signal was not learned. If the green light is not illuminated (stays illuminated for approximately 20 seconds after entering step 1) step 3 will not send a signal to the receiver to learn the keypad.**

If Step B is not done, then the code learned into Entry Code 4 OR the default code of 4444 will not cause the gate opener to open.

Using the keypad

To activate the keypad and send the entry code to the receiver to open the gate.

Press:  Entry Code 

Once the signal is sent the gate will begin to move. You can send additional signals by pressing any numerical button on the face of the keypad while the green indicator light is illuminated. The green light will stay on for approximately 20 seconds.

Additional signals being sent will have different effects depending on the model gate opener you have, the logic sequencing of that gate opener and the terminal the receiver channel activated is wired into.

Uses for multiple keypad entry codes (codes 1, 2, 3, 4)

- **Program all 4 codes to the same Learn button on the same receiver and give different codes to different groups of individuals** (example: a family code, a code for deliveries that you can change frequency, a code of lawn service that you can change if you change services) Having different codes for different groups of individuals means if you have to change the code for one group it will not have to change for family or friends.
- **Purchase a 433ESREC receiver and wire it to another device** such as your garage door or pedestrian gate locking system. Use the alternate codes to open these other devices by learning the desired code to the new receiver.
- **Purchase a timer and use the timer to make an alternate code only able to open the gate during business hours.** Put the timer in line with Channel 2 on the receiver and the gate opener control board. Run two wires from Ch2 on your Estate Swing receiver; one wire directly to a triggering terminal on your gate opener (where a push button would wire in) and the other wire to the normally open terminal on the timer. From the common on the timer run a wire to the common on the gate opener (the other terminal where a push button would wire in). Program the timer to be ON during the hours you wish to allow access and the timer to be OFF during hours you wish to restrict access. Learn the entry code you wish to restrict by hours to Learn2 on the receiver.

Please contact us for assistance with wiring alternate uses: Warranty@EstateSwing.com