



WIRELESS KEYPAD TRANSMITTER INSTRUCTIONS

WIRELESS KEYPAD

INSTRUCTIONS

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference
- This device must accept any interference received, including interference that may cause undesired operation.

WARNING

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

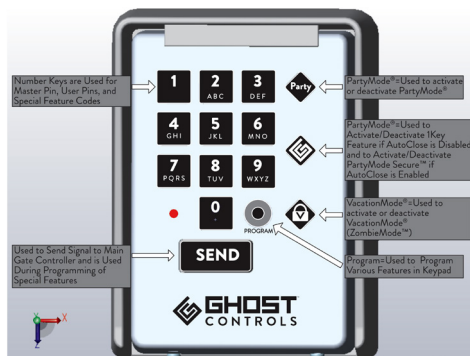
NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced technician for help.

PREMIUM WIRELESS KEYPAD OVERVIEW PROGRAMMING



All GHOST CONTROLS® Premium Keypads must be programmed before they will operate the Gate Opener System so that the safety and security of your system is maintained.

PROGRAMMING

Default Factory Master Pin=1234

The factory keypad pin will allow the keypad to be programmed but it will not actually transmit a signal to the gate opener system controller until it has learned the unique transmitting code from a programmed and working transmitter.

NOTE

This keypad will remain in programming mode for up to one minute between key presses to allow you adequate time to go through each step. If you happen to incorrectly press a key sequence (such as SEND, SEND) then the keypad will immediately drop out of programming mode and you will have to start back at Step 1 that programming sequence.

A remote transmitter that currently operates your gate opener system is required for you to be able to teach the GhostCode to the keypad. Proper positioning of the transmitter onto the keypad is critical for this process to work. Please see diagram below.

Learning Keypad From Working Remote			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		This tells the keypad that you are going into programming mode.
2	<u>Enter</u> Master Pin 1 2 3 4		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Press and Release</u> 		This tells the keypad that you are going to do program a special feature into the keypad.
4	<u>Enter</u> 07		Code 07 tells the keypad that you want it to learn the correct GhostCode from a working remote.

Learning Keypad From Working Remote			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
5	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
6	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

If you need to change your Master Pin that allows access to all programming features, follow the process below. GHOST CONTROLS® recommends that you keep this master pin secure from children or guests.

Change Master Pin			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		This tells the keypad that you are going into programming mode.
2	<u>Enter Old (Current) Master Pin</u> # # # #		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Press and Release</u> 		This tells the keypad that you are going to do program a special feature into the keypad.
4	<u>Enter 01</u>		Code 01 tells the keypad that you want it to change the master pin.
5	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
6	<u>Enter New (Desired) Master Pin</u> # # # #		This is the new 4 digit Master Pin that you will use for all future programming of the keypad.
7	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

Adding a Permanent Access PIN allows unlimited access to your property. This PIN is not the same as the Master PIN because it will not allow the keypad to be programmed or special features to be enabled or disabled. GHOST CONTROLS® recommends that all family members use a Permanent Access PIN instead of the Master PIN for normal operation.

Add a New Permanent Access Pin (Access Pin allows user to control gate opener system by using keypad.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		Puts the Keypad into Programming Mode.

Add a New Permanent Access Pin (Access Pin allows user to control gate opener system by using keypad.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
2	<u>Enter Master Pin</u> # # # #		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Press and Release</u> 		This tells the keypad that you are going to do program a special feature into the keypad.
4	<u>Enter 02</u>		Code 02 tells the keypad that you want it to learn a new Four Digit Permanent Access Pin to allow access to your property.
5	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
6	<u>Enter New (Desired) Permanent Access Pin (4 digits)</u> P P P P		This New Four Digit Permanent Access Pin is now programmed into the keypad.
7	<u>Press and Release</u> 		This confirms that the four previous numbers you entered into keypad are your Permanent Access Pin.
8	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

If you would like to allow access to your property a limited number of times, you can program a temporary access pin that will automatically be erased after the number of uses has been reached. The following procedure will allow you to program your keypad to enable this feature.

Add a New Temporary Access Pin-Number of Uses Based (Pin has limited number of uses.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		Puts the Keypad into Programming Mode.
2	<u>Enter Master Pin</u> # # # # ,		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Press and Release</u> 		This tells the keypad that you are going to do program a special feature into the keypad.
4	<u>Enter 70</u>		Code 70 tells the keypad that you are going to be adding a New Temporary Access Pin that has a limited number of uses.

Add a New Temporary Access Pin-Number of Uses Based (Pin has limited number of uses.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
5	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
6	<u>Enter New Temporary Pin Number</u> (4 digits)    		This is the Four Digit Temporary Pin Number.
7	<u>Press and Release</u> 		This tells the keypad that you have completed entering your Four Digit Temporary Pin Number.
8	<u>Enter Number of Temporary Pin Uses</u> (two digits from 01-99)  		This two digit number entered tells the keypad how many times this Temporary Pin can be used successfully before it is automatically removed from the keypad.
9	<u>Press and Release</u> 		This tells the keypad that you have completed entering the two digits for number of uses.
10	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

Sometimes, you would like to allow access to your property for a limited period of time. The following procedure will allow you to program your keypad to enable this feature.

Add a New Temporary Access Pin-Period of Time Based (Pin has limited number of days before expiring.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		Puts the Keypad into Programming Mode.
2	<u>Enter Master Pin</u>    		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Press and Release</u> 		This tells the keypad that you are going to do program a special feature into the keypad.
4	<u>Enter 90</u>		Code 90 tells the keypad that you will be adding a Temporary Access Pin that is only active for a set number of days.
5	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
6	<u>Enter New Temporary Pin Number</u> (4 digits, all numeric required)    		This New Four Digit Temporary Access Pin is now programmed into the keypad.

Add a New Temporary Access Pin-Period of Time Based (Pin has limited number of days before expiring.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
7	<u>Press and Release</u> 		This confirms that the four previous numbers you entered into keypad are your Temporary Access Pin.
8	<u>Enter Number of Days</u> before pin expires (2 digits 01-99)  		This two digit number entered tells the keypad how many days this Temporary Pin can be used successfully before it is automatically removed from the keypad.
9	<u>Press and Release</u> 		This tells the keypad that you have completed entering the two digits for number of days this will be active.
10	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

If you would like to erase one Access PIN that is stored in the keypad, use the following procedure to permanently erase this PIN. Once the following steps have been completed, you will need to reprogram this PIN if you would like to use it again.

Erase A Single Access Pin			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	<u>Press and Release</u> 		Puts the Keypad into Programming Mode.
2	<u>Enter Master Pin</u>     , <u>Press and Release</u> 		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	<u>Enter 03</u>		Code 03 tells the keypad that would like to erase a single access PIN that is already programmed in the keypad.
4	<u>Press and Release</u> 		This tells the keypad that you have completed entering the special code to enable this feature.
5	<u>Enter Access Pin to be Erased</u>    		This step tells the keypad which keypad in memory should be erased so that it no longer allows access to the property.
6	<u>Press and Release SEND</u>		Completes the programming sequence for this feature and exits the keypad back to normal operation.

If you need to erase all access pins, except Master PIN, in the keypad, then you must complete the following procedure. After completing these steps, your Master PIN is still valid for programming.

Erase ALL Access Pins (Use this function cautiously since all permanent and temporary access pins will need to be reprogrammed.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Press and Release 		Puts the Keypad into Programming Mode.
2	Enter Master Pin 		Completing this step actually allows you into programming mode. Without the correct Master Pin, then you will not be able to proceed further.
3	Press and Release 		This tells the keypad that you are going to do program a special feature into the keypad.
4	Enter 09		Code 09 tells the keypad that you would like to erase ALL access pins stored in memory. Once this step is completed, you will need to reprogram all pins into the keypad.
5	Press and Release SEND		Completes the programming sequence for this feature and exits the keypad back to normal operation.

NORMAL USAGE FOR ALL PINS (MASTER, PERMANENT, OR TEMPORARY)

Open or Close the Gate			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Enter valid access pin  or  or 		This is the four digit PIN that all users will be entering to gain access to the property.
2	Press and Release SEND		SENDS the command to open, close, or stop to the Main Gate Controller.

PartyMode®			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Press and Release 		This tells the keypad that you want to enable or disable PartyMode® for your automatic gate opener system.
2	Enter Master Pin 		Completing this step actually allows you to enable this feature. Without the correct Master Pin, then you will not be able to proceed further.
3	Press and Release SEND		This transmits the GhostCode signal to the main gate controller.

PartyMode Secure™ and 1Key™ both utilize the same key on the keypad and are dependent on how your main gate controller is programmed. These functions were designed to allow your keypad to operate just like a remote transmitter.

PartyMode Secure™ is an ideal solution if you have pets that you need to keep contained within your property while allowing access to visitors because it will allow guests to touch any number key on the keypad to open the gate and then AutoClose will automatically close your gate to contain your animals.

PartyMode Secure™ (Requires AutoClose to be <i>enabled</i> on Main Gate Controller.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Press and Release 		This tells the keypad that you want to enable or disable PartyMode Secure™ for your automatic gate opener system. Your main gate controller must already have AutoClose enabled. If you do not have AutoClose enabled, you are actually putting the keypad into 1Key operation.
2	Enter Master Pin 		Completing this step actually allows you to enable this feature. Without the correct Master Pin, then the keypad will not enter into PartyMode Secure™ operation and will revert back to normal operation.

1Key™ is an easy solution to turn allow your keypad to operate just like your remote transmitter button to open or close your gate. This feature is also a simple weather resistant solution to allow exit from your property if you do not use a vehicle sensor.

1Key™ (Requires AutoClose to be <i>disabled</i> on Main Gate Controller.)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Press and Release 		This tells the keypad that you want to enable or disable 1Key™ for your automatic gate opener system. Your main gate controller must already have AutoClose disabled. If you have AutoClose enabled, you are actually putting the keypad into PartyMode Secure™ operation.
2	Enter Master Pin 		

Putting the system into VacationMode™ will cause all GhostCode signals to be ignored from your remote transmitters. It will also cause all signals from your keypads, except the command to be removed from VacationMode™, to be ignored. This feature is a solution to prevent all users from operating your automatic gate opener system.

VacationMode™ (ZombieMode™)			
Step	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1	Press and Release 		
2	Enter Master Pin 		