Wireless Installation - ONLY for use with 318 MHZ receivers

Programming the keypad dipswitches

1. Open the Stainless Steel Keypad by removing the 4 screws on the front panel with a Philips head screwdriver.

2. Open the transmitter set in previously steps (page 24) to match the first eight dip switches (+,0,-) with the keypad dipswitches. Change the dipswitches in the keypad to match the first eight on the transmitter. (Fig 1-a)

3. The 9_{th} dipswitch on the transmitter and receiver must be set to 0 in order to communicate with the Stainless Steel Keypad. If dipswitch settings in the transmitter and receiver must be changed to meet this requirement be sure to make the change in all transmitters and receivers.

Setting the transmitting time

1. The Stainless Steel Keypad has the ability to transmit a signal for 0-4 seconds. While the cover is removed, locate the Tx transmitting time board. (Fig 1-b)

2a. The *Estate Swing E-S 1100 & Apollo 1550* require a transmit time of 2 seconds. Move the jumper to J2 to achieve a 2 second transmission time.

2b. The *GTO, inc. & Mighty Mule* gate openers require a transmit time of 1 seconds. Move the jumper to J1 to achieve a 1 second transmission time.

Fig 1-b

Fig 1-a

Fig 1-C

A. J0 for transmitting 0 seconds - Wired
B. J1 for transmitting 1 second
C. J2 for transmitting 2 seconds
D. J3 for transmitting 3 seconds
E. J4 for transmitting 4 seconds

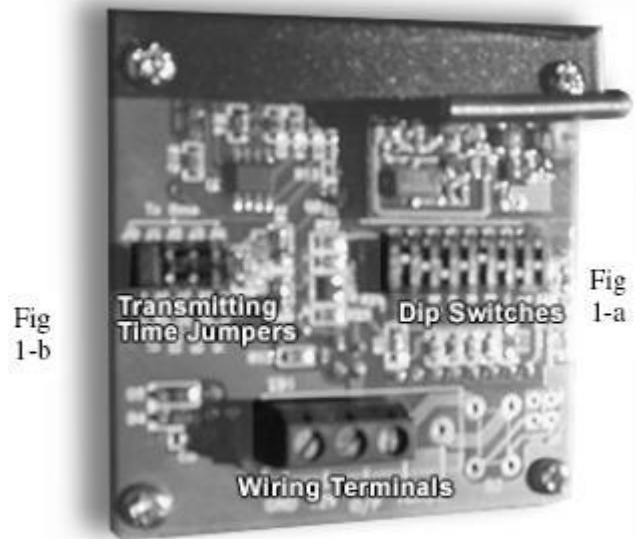## Wired Installations by Opener Type

Wired Installation for the Estate Swing E-S 1100

1. Before attempting any wiring, disconnect the battery and power from the *Estate Swing E-S 1100* control board and from the keypad.

2. Set the transmitting time to 0 seconds (J0) by moving the jumper on the Tx transmitting time board on the keypad board.

2. Using 16 or 18 gauge stranded low voltage wire connect the **O/P terminal** on the keypad board with **terminal 1** on the Master *Estate Swing E-S 1100* board. (Fig 1-c)

3. Connect the **Ground terminal** on the keypad board with one of the negatives on the *Estate Swing E-S 1100* board (**12,13,14,or 15**).

4. (*Optional*) To conserve battery power on the keypad 12V power can be installed.

BATTERIES MUST STILL BE USED. Using 16 or 18 gauge wire connect the 12V terminal on the *Estate Swing E-S 1100* board with the 12V terminal on the keypad board.

Wired Installation for the Apollo 1550

1. Before attempting any wiring, disconnect the battery and power from the *Apollo 1550* control board and from the keypad.
2. Set the transmitting time to 0 seconds (J0) by moving the jumper on the Tx transmitting time board on the keypad board.
2. Using 16 or 18 gauge stranded low voltage wire connect to the one of the three **3 Pin Black Connectors** terminals on the Apollo board. The **O/P terminal** on the keypad board connects with the **INP terminal** on the *Apollo 1550 board*. (Fig 1-c)
3. Connect the **Ground terminal** on the keypad board with the **GND terminal** on the *Apollo 1550 board*.
4. (*Optional*) To conserve battery power on the keypad 12V power can be installed. BATTERIES MUST STILL BE USED. Using 16 or 18 gauge wire connect the 12V terminal on the *Apollo 1550 board* with the 12V terminal on the keypad board.

Wired Installation for the GTO/PRO 1000,2000 & Mighty Mule FM700

1. Before attempting any wiring, disconnect the battery and power from the *PRO1000, 2000, & FM700* control board and from the keypad.
2. Set the transmitting time to 0 seconds (J0) by moving the jumper on the Tx transmitting time board on the keypad board.
2. Using 16 or 18 gauge stranded low voltage wire connect the **O/P terminal** on the keypad board with the **White terminal** on the accessories section of terminals on the *PRO1000, 2000, & FM700*. (Fig 1-c)
3. Connect the **Ground terminal** on the keypad board with the **Green terminal** on the *PRO1000, 2000, & FM700 board*.
4. (*Optional*) To conserve battery power on the keypad 12V power can be installed. BATTERIES MUST STILL BE USED. Using 16 or 18 gauge wire connect the Red (Positive) battery spade with the 12V terminal on the keypad board.

Wired Installation for the Mighty Mule FM250

1. Before attempting any wiring, disconnect the battery and power from the *FM250* control board and from the keypad.
2. Set the transmitting time to 0 seconds (J0) by moving the jumper on the Tx transmitting time board on the keypad board.
2. Using 16 or 18 gauge stranded low voltage wire connect the **O/P terminal** on the keypad board with the **CYCLE terminal** on the accessories section of terminals on the *FM250*. (Fig 1-c)
3. Connect the **Ground terminal** on the keypad board with the **COMMON terminal** on the *FM250 board*.
4. (*Optional*) To conserve battery power on the keypad 12V power can be installed. BATTERIES MUST STILL BE USED. Using 16 or 18 gauge wire connect the Red (Positive) battery spade with the 12V terminal on the keypad board.

Wired Installation for the GTO/PRO 3000,4000 & Mighty Mule FM500

1. Before attempting any wiring, disconnect the battery and power from the *PRO3000, 4000, & FM500* control board and from the keypad.

2. Set the transmitting time to 0 seconds (J0) by moving the jumper on the Tx transmitting time board on the keypad board.

2. Using 16 or 18 gauge stranded low voltage wire connect the **O/P terminal** on the keypad board with the **CYCLE CLOSE terminal** on the accessories section of terminals on the *PRO3000, 4000, & FM500*. (Fig 1-c)

3. Connect the **Ground terminal** on the keypad board with one of the **COM terminals** on the *PRO3000, 4000, & FM500 board*.

4. (*Optional*) To conserve battery power on the keypad 12V power can be installed. BATTERIES MUST STILL BE USED. Using 16 or 18 gauge wire connect the Red (Positive) battery spade with the 12V terminal on the keypad board.

Programming master and entry codes

Programming the Master Code – <u>NOTE: The master code is for programming only, it does not command your gate opener to operate; user entry codes operate your gate opener.</u>

1. Enter the "Master Code" – Default is 1234.
2. Press the programming button.
3. Enter "1" to enter code changing mode.
4. Enter "00" to select the Master Code as the code to be changed.
5. Enter the new "Master Code" (4 digits)
6. Press the programming button to exit the programming mode and save your new code.

Programming the User Entry Codes

1. Enter the "Master Code" – Default is 1234.
2. Press the programming button.
3. Enter "1" to enter code changing mode.
4. Enter "01, or 02, or 03, and so on…" to select the User Code to be entered. (Up to 60 different User Entry Codes)
5. Enter the new "User Entry code" (4 digits)
6. Press the programming button to exit the programming mode and save your new code.

Deleting a User Code

1. Enter the "Master Code" – Default is 1234.
2. Press the programming button.
3. Enter "2" to enter code deleting mode.
4. Enter "01, or 02, or 03, and so on…" to select the User Code to be deleted.
5. Press the programming button to exit the programming mode and save your change.

Returning to Default Settings

1. Disconnect the power by removing **ALL** of the batteries.
2. Depress and hold "3", "6", and "9" keys simultaneously.
3. Power the keypad again. (Reinsert the battery)
4. Release the "3", "6", and "9" keys.

Multi-colored Status LED Interpretation

Orange – A key is depressed
Red – Correct code enter and transmitting
Green – In programming mode
Green (flash 3 times) – Error during programming mode
Red (flashing slowly) – Low battery, replace the batteries soon.