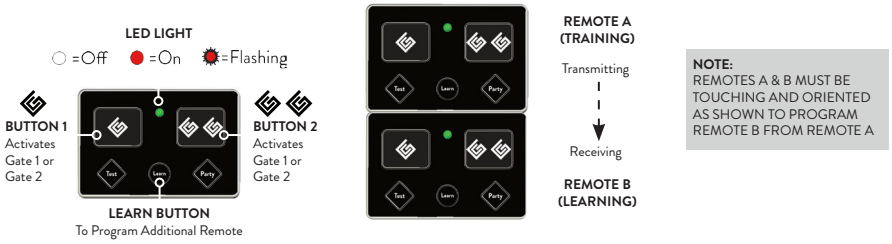
PREMIUM REMOTE
INSTRUCTIONS

5-BUTTON PREMIUM REMOTE TRANSMITTER

PROGRAMMING AND REMOTE TRANSMITTER OVERVIEW

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



NOTE:
REMOTES A & B MUST BE TOUCHING AND ORIENTED AS SHOWN TO PROGRAM REMOTE B FROM REMOTE A

PROGRAMMING REMOTE TO GATE CONTROLLER				
STEP	LED/ALARM BEFORE PRESSING	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold ***LEARN XMTR*** button on gate system controller	Gate alarm sounds and ***LEARN XMTR*** LED on system controller stay ● =On	Places gate controller into Learn Remote mode for 10 seconds. NOTE-The gate system controller will exit the Learn Remote mode after 10 seconds and return to normal operation if there is no valid remote transmitter signal received.
2	Gate controller LED is ● =On	Press & hold for 2 seconds	Gate controller alarm beeps or gate begins moving	Programs this button into memory.
3		Release the	***LEARN XMTR*** LED goes ○ =Off	The new transmitter's ID has been saved into the memory of the main system controller.
4	No alarm sounds, ***LEARN XMTR*** LED on main controller is ○ =Off LED on remote is ○ =Off	Press and release the button	Transmitter LED blinks on when button is depressed	Test the transmitter button you just programmed. LED on transmitter turns on only when button is depressed to indicate it is transmitting GhostCode™ signal to gate controller. Each press of this remote button will cycle the gate as follows: OPEN-STOP-CLOSE-STOP-OPEN. The LED will be flashing rapidly when the transmitter is transmitting. Maximum transmitting time is approximately 20 seconds to save battery life.
ADD AN ADDITIONAL REMOTE TRANSMITTER TO CONTROL THE GATE				
1		Press & hold the Learn on Remote B (***Learning***) for at least 3 seconds or until the LED goes ● =On	Remote LED is ● =On	This process assumes that Remote A (Teaching Remote) is ALREADY capable of controlling the gate. This puts Remote B (Learning Remote) into Learning Mode.
2		Press & hold or on Remote A, the Teaching Remote.	LEDs on both Teaching and Learning Remote are ✹=Flashing	Remote A (Teaching Remote) is in Teach Mode, and Remote B (Learning Remote) is in Learn Mode.
3		Press & release or on Remote B, the Learning Remote.	Remote LED goes ○ =Off	Indicates that the Learning Remote button (Remote B) pressed in this step is now programmed to operate the same gate as the Teaching Remote (Remote A).
CLONE / COPY BUTTON 1'S ID TO BUTTON 2'S (BUTTON 1 ALREADY CONTROLS THE GATE)				
STEP	NOTE	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold ***LEARN*** Learn button on Remote for AT LEAST 3 seconds until the LED turns on	LED on Remote stays ● =On	Places remote transmitter into Learning mode.
2		Release the ***LEARN*** Button	LED remains ● =On	Remote is in Learning Mode.
3		Press and Release Button 1	LED should start (2 flashes a sec) ✹=Flashing	Remote is sending button 1's ID.
4		Press and Release Button 2	LED should go ○ =Off	Button 1's ID is accepted by button 2. Both buttons should now work the same gate.
CLONE / COPY BUTTON 2'S ID TO BUTTON 1'S (BUTTON 2 ALREADY CONTROLS THE GATE)				
STEP	NOTE	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold ***LEARN*** Learn button on Remote for AT LEAST 3 seconds until the LED turns on	LED on Remote stays ● =On	Places remote transmitter into Learning mode.
2		Release the ***LEARN*** Button	LED remains ● =On	Remote is in Learning Mode.
3		Press and Release Button 2	LED should start (2 flashes a sec) ✹=Flashing	Remote is sending button 2's ID.
4		Press and Release Button 1	LED should go ○ =Off	Button 2's ID is accepted by button 1. Both buttons should now work the same gate.

PARTYMODE® (HOLD OPEN) FUNCTION

Enabling PartyMode® through a remote transmitter sends a command/message to the gate controller to turn PartyMode® function On or Off. The gate opener system will remain in PartyMode® until the gate controller receives a signal to be disabled or the power button on the Control Box is cycled to the off position. Once PartyMode® has been disabled, all functions such as AUTOCLOSE will return to their previous operation.

TO ENABLE PARTYMODE®				
STEP	LED/ALARM BEFORE PRESSING	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold Party on Remote until the LED goes ● =On	LED on Remote goes ● =On	Tells the Remote transmitter that you are about to enter into PartyMode®
2	Remote LED is ● =On	Press & release ◈ or ◈◈ on Remote	LED goes ○ =Off	This places the main system controller into PartyMode® until you disable it or if you cycle the ON/OFF switch on the gate system control box. Gate will open and remain open at the full open position if not already at the limit. All remotes and other controls such as keypads are ignored (but are acknowledged with two beeps from gate system alarm) once the gate is at the open limit.
TO DISABLE PARTYMODE®				
1		Press & hold Party on Remote until the LED goes ● =On	LED on Remote goes ● =On	Tells the Remote transmitter that you are about to exit PartyMode®
2	Remote LED is ● =On	Press & release ◈ or ◈◈ on Remote	LED goes ○ =Off	This disables PartyMode® on the main system controller and enables AUTOCLOSE if it was previously enabled. Gate will close automatically if AUTOCLOSE is enabled.

GATE SYSTEM CONTROLLER DIAGNOSTIC MODE

Diagnostic Mode function sends a command/message to the gate controller to activate diagnostics indicators (LEDs and/or alarm codes) on the gate controller. Refer to the gate opener manual for specific details about the indicators. To conserve the battery power, the main controller indicators (LEDs and alarm) are turned off when gate is idled for more than 60 seconds (except for UL-325 requirement for entrapment protection). Enabling Diagnostic Mode will turn these indicators on for 5 minutes without the need to operate the gate.

IMPORTANT

Pressing the Test button on the remote transmitter indicates the status of the gate system controller battery. It does not indicate the status of the CR2032 battery inside of the remote itself.

TO TEST YOUR GATE SYSTEM CONTROLLER				
STEP	LED/ALARM BEFORE PRESSING	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold Party on Remote until the LED goes ● =On	LED on Remote goes ● =On	Tells the Remote transmitter that you are about to exit into PartyMode®
2	Remote LED is ● =On	Press & release ◈ or ◈◈ on Remote	LED goes ○ =Off	The gate system controller will use the gate alarm to indicate the gate status. 1 Beep=Battery is good. 2 Beeps=Battery is low.

GENERATING A NEW TRANSMITTING KEY CODE

CAUTION

Please READ and PROCEED with CAUTION

Each GHOST CONTROLS® remote transmitter has a unique key code sequence. Once a new key sequence is generated, the previous key code is lost. The new key code will need to be programmed or "learned" into the gate opener to control the gate.

STEP	LED/ALARM BEFORE PRESSING	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold ◈ AND ◈◈ simultaneously for 10 seconds on Remote until the LED goes ● =On	LED on Remote goes ● =On	Tells the remote transmitter (Remote B) that you are going to generate a new code. Step 2 & 3 must be completed within 5 seconds while the LED is lit.
2		Release ◈ AND ◈◈		
3	Remote LED is ● =On	Press & release ◈ or ◈◈ on Remote	LED goes ○ =Off	The remote button pressed in this step is now generating a new code.

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.

GHOST CONTROLS

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