GENERATING A NEW TRANSMITTING KEY CODE

	CAUTION

Please READ and PROCEED with EXTREME 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 programed or "learned" into the gate operator to control the gate.

Step	LED/Alarm Before Pressing	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
1		Press & hold [button] AND [buttons] simulataneously for 10 seconds on Remote until the LED goes ● =On	LED on Remote goes ● =On	Tells the Remote transmitter 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 [button] AND [buttons]		
3	Remote LED is ● =On	Press & release [button] or [buttons] on Remote	LED goes ○ =Off	The remote button pressed in this step is now generating a new code.

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3-BUTTON PREMIUM REMOTE TRANSMITTER INSTRUCTIONS

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STANDARD REMOTE
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.
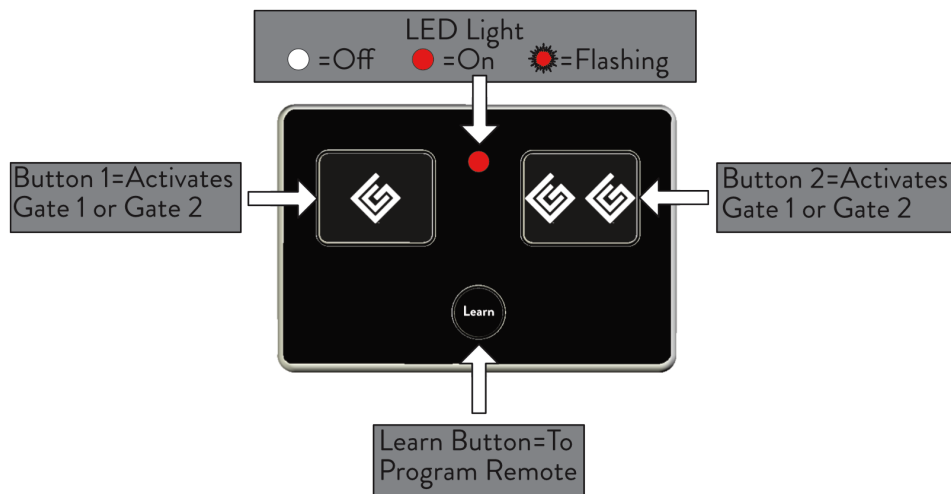
■ NOTE

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.

REMOTE TRANSMITTER OVERVIEW

LED Light
○ =Off   ● =On   ☀=Flashing

Button 1=Activates Gate 1 or Gate 2

Button 2=Activates Gate 1 or Gate 2

Learn Button=To Program Remote

PROGRAMMING

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

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 stays ● =On	Places gate controller into Learn Remote mode for 10 seconds. NOTE-The gate system controller will exit the Learn Remote mode after 15 seconds and return to normal operation if there is no valid remote transmitter signal received.
2	Gate controller LED is ● =On	Press & hold or	Gate controller alarm beeps or gate begins moving	Programs this button into memory.
3		Release the or	**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 or button	Transmitter LED blinks on when button is depressed	Tests the transmitter button you just programmed. LED on transmittter turns on only when button is depressed to indicate it is transmitting ZombieCode® 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

Step	LED/Alarm Before Pressing	Button(s) Sequence to Press	LED/Alarm After Pressing	Description
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 assume that there is a remote that is ALREADY capable of controlling the gate. Puts Remote B 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 Learning remote button pressed in this step is now programmed to operate the same gate as the button pressed in step 2 on the Teaching remote operates.