TROUBLESHOOTING GUIDE

STATUS LED LIGHT	BUZZER	PARTY	(logo)	V	DESCRIPTION
NORMAL MODE					
OFF	OFF	OFF	OFF	OFF	Unit in sleep mode
1 SHORT BLINK	1 SHORT BEEP	N/A	N/A	N/A	When any button is pressed provides visual and audio feedback
2 SHORT BLINKS	2 SHORT BEEPS	N/A	N/A	N/A	Unit enters sleep mode after 2 short blinks and beeps
ON FOR 2 SECONDS	ON FOR 2 SECONDS	N/A	N/A	N/A	Too many PIN entry attempts. Unit goes to shut down mode for 1 min.
N/A	N/A	ON	OFF	OFF	PARTY is pressed, MASTER PIN entry is expected next
N/A	N/A	OFF	ON	OFF	(logo) is pressed, MASTER PIN entry is expected next or keypad is already operating in PARTYMODE SECURE™ or 1KEY™.
N/A	N/A	OFF	OFF	ON	V is pressed, MASTER PIN entry is expected next
PROGRAMMING MODE					
3 SHORT BLINKS	3 SHORT BEEPS	3 BLINKS AND STAY ON	3 BLINKS AND STAY ON	3 BLINKS AND STAY ON	Successful initial entry into PROGRAM mode (Program button is pressed while unit is in sleep mode). Unit will automatically return to normal operation after 60 seconds of inactivity.
1 SHORT BLINK	1 SHORT BEEP	N/A	N/A	N/A	When any button is pressed to provide visual and audio feedback
3 SHORT BLINKS PAUSE 2 SHORT BLINKS	3 SHORT BEEPS PAUSE 2 SHORT BEEPS	ON DURING BEEPING THEN OFF	ON DURING BEEPING THEN OFF	ON DURING BEEPING THEN OFF	Successful completed programming sequence
ON FOR 2 SECONDS	ON FOR 2 SECONDS	ON THEN OFF	ON THEN OFF	ON THEN OFF	Invalid entry during programming mode. Programming is not successful. Unit exits to normal operation
FACTORY DEFAULT MEMORY					
3 LONG BLINKS PAUSE 2 SHORT BLINKS	3 LONG BEEPS PAUSE 2 SHORT BEEPS	3 BLINKS	3 BLINKS	3 BLINKS	Unit's PINs memory and setting is in Factory Default Mode. No other function is operational until the unit is initialized. Please refer to CHANGING FACTORY MASTER PIN section to initialize the unit
2 LONG BLINKS PAUSE 2 SHORT BLINKS	2 LONG BEEPS PAUSE 2 SHORT BEEPS	2 BLINKS	2 BLINKS	2 BLINKS	Unit's RF transmitting code is still at factory default (blank). Refer to LEARN YOUR REMOTE TO THE KEYPAD section to program a transmitter's code to the keypad.

AXWKIM Made in China, Rev. 2017-07

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.
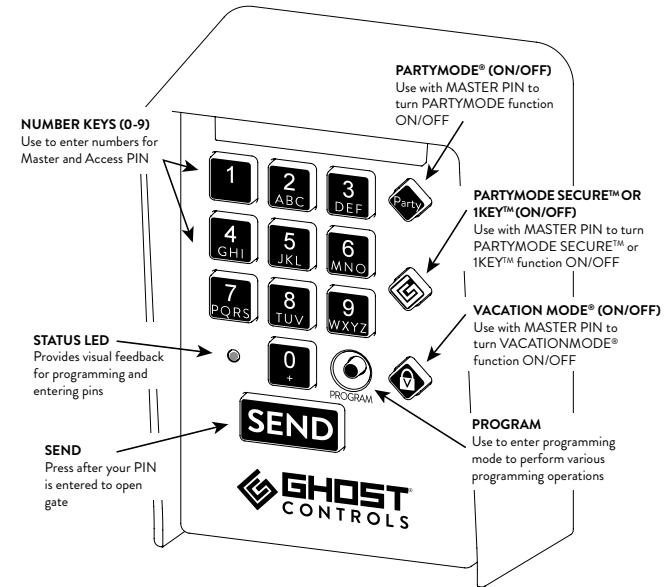
WARNING: This product can expose you to chemicals including lead, which is known to the State of California to cause cancer. For more information, go to www.P65Warnings.ca.gov

WIRELESS KEYPAD
■ AXWK INSTRUCTIONS

NUMBER KEYS (0-9) Use to enter numbers for Master and Access PIN

PARTYMODE® (ON/OFF) Use with MASTER PIN to turn PARTYMODE function ON/OFF

PARTYMODE SECURE™ OR 1KEY™ (ON/OFF) Use with MASTER PIN to turn PARTYMODE SECURE™ or 1KEY™ function ON/OFF

VACATION MODE® (ON/OFF) Use with MASTER PIN to turn VACATIONMODE® function ON/OFF

STATUS LED Provides visual feedback for programming and entering pins

PROGRAM Use to enter programming mode to perform various programming operations

SEND Press after your PIN is entered to open gate

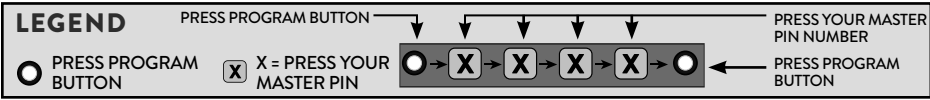## ASSEMBLING YOUR KEYPAD IN 3 EASY STEPS

NOTE: Keypad housing must be removed and two (2) C batteries (not included) need to be installed before programming or mounting keypad. Installing the batteries require you to unscrew the bottom two screws and to insert the batteries.

1.

2.

3.

BACK OF HOUSING
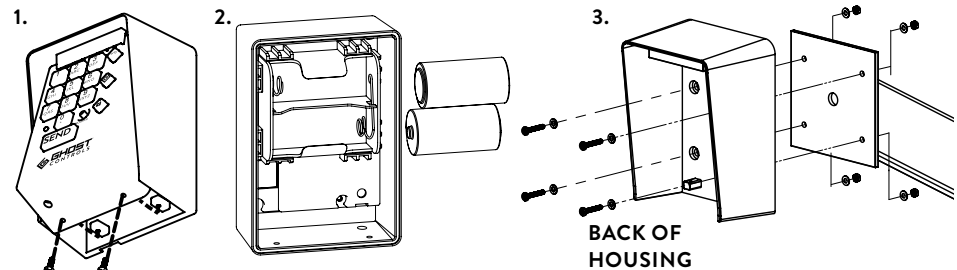
UNDERSTANDING NORMAL KEYPAD BEEPS AND LED'S

SUCCESSFUL ENTRIES	FAILED ENTRIES
LED's will flash ON/OFF each time you press a button indicating the keypad has accepted each entry	Invalid Pin: LED flashes and buzzer beeps TWICE then goes off. Retry till successful entry
LED will flash slowly and keypad lights will remain on for **30 sec.** if you have entered a valid PIN	Invalid Programming: ALL LEDs and buzzer stay on for **2 seconds** then goes off. Retry till successful entry
YOUR MASTER PIN #* _____	ACCESS PIN # _____
ACCESS PIN 2 # _____	ACCESS PIN 3 # _____

***(DO NOT GIVE OUT MASTER PIN!)**

GHOST CONTROLS

LEGEND

○ PRESS PROGRAM BUTTON

X X = PRESS YOUR MASTER PIN

○→X→X→X→X→○

PRESS YOUR MASTER PIN NUMBER

PRESS PROGRAM BUTTON

PROGRAMMING

All GHOST CONTROLS® Premium Keypads must be programmed with a 4-digit Master PIN prior to operating the Gate Opener System so that the safety and security of your system is maintained. **Keypad will store up to 20 access pins, including the ACCESS MASTER PIN.**

NOTE: Programing mode can only be initiated from sleep mode by pressing the program button. Keypad will remain in programming mode for up to one minute between button presses to allow adequate time to go through each step. If you happen to incorrectly press a button 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 of that programming sequence.

CHANGING YOUR FACTORY MASTER PIN [0][0][0][0] (keep pin safe, don't lose)

IMPORTANT: Factory MASTER PIN "000" MUST be changed before any other functions can be performed.

PRESS program button, 0000, program button, 76, program button, your new master pin number, then program button.

EX: ○→0→0→0→0→○→7→6→○→X→X→X→X→○

PROGRAM BUTTON | Factory MASTER PIN | PROGRAM BUTTON | Press 76 | PROGRAM BUTTON | Your MASTER PIN # | PROGRAM BUTTON
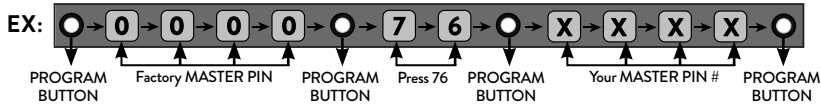
LEARNING YOUR REMOTE TO THE KEYPAD

The keypad will not transmit a signal to the gate opener controller until it has learned the unique transmitting code from a programmed working remote transmitter that currently operates your gate opener. The remote sends the GhostCode to the keypad. **Proper positioning of the transmitter to the keypad is critical for this process to work. Please see diagram and steps below.**

1) **ON YOUR KEYPAD (PRESS)** Program Button, MASTER PIN, Program Button, 58, Program Button.
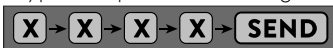
○→X→X→X→X→○→5→8→○
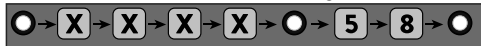
X = your MASTER PIN

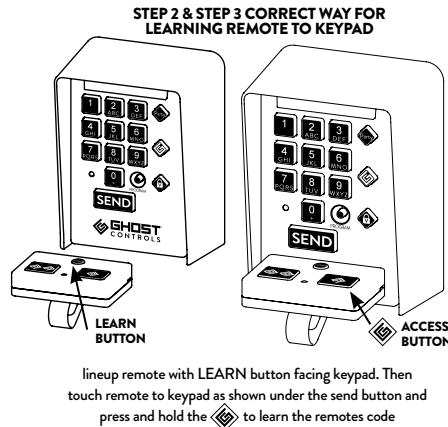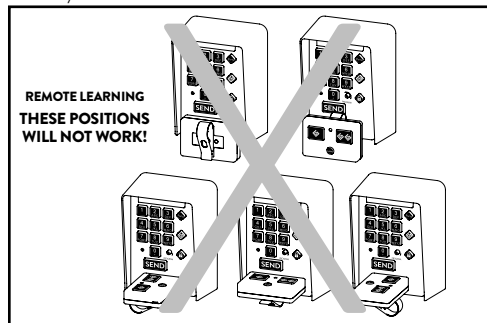2) **NOW POSITION REMOTE TO FACE AND TOUCH KEYPAD** (*Exactly as shown below*)
Position remote with the learn button (small circular button) **facing** and **touching** the keypad just under the send button.

3) **PRESS & HOLD THE ◈ BUTTON ON THE REMOTE** until keypad **"LEARNS"** the signal
SUCCESS = hearing 3 beeps from keypad, pause, 2 beeps

4) Gate should work using your keypad and new MASTER PIN (XXXX). Enter MASTER PIN on keypad and press SEND and gate should open.

X→X→X→X→SEND

X = your MASTER PIN

REMOTE LEARNING THESE POSITIONS WILL NOT WORK!

STEP 2 & STEP 3 CORRECT WAY FOR LEARNING REMOTE TO KEYPAD

LEARN BUTTON

ACCESS BUTTON

lineup remote with LEARN button facing keypad. Then touch remote to keypad as shown under the send button and press and hold the ◈ to learn the remotes code

PROGRAMMING ADDITIONAL GATE ACCESS PINS

ADDING A GATE ACCESS PIN: USING YOUR NEW MASTER PIN (XXXX):

○→X→X→X→X→○→2→2→○→?→?→?→?→○
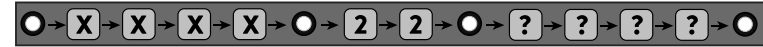
PRESS Program Button, MASTER PIN, Program Button, 2 2, Program Button, 4 digit ACCESS PIN, Program Button | **SUCCESS** = hearing 3 beeps, pause, 2 beeps

ADDING A TEMPORARY PIN (this time based PIN will **NOT WORK** after "DD" days):

○→X→X→X→X→○→2→3→○→?→?→?→?→○→D→D→○

PRESS Program Button, MASTER PIN, Program Button, 2 3, Program Button, 4 digit TEMPORARY PIN, Program Button, DD = number of days of access to property, Program Button | **SUCCESS** = hearing 3 beeps, pause, 2 beeps

ADDING A "USE" BASED TEMPORARY PIN (this use based pin will **NOT WORK** after "UU" uses):

○→X→X→X→X→○→2→8→○→?→?→?→?→○→U→U→○

PRESS Program Button, MASTER PIN, Program Button, 2 8, Program Button, 4 digit TEMPORARY PIN, Program Button, UU = number of uses for access and Program Button | **SUCCESS** = hearing 3 beeps, pause, 2 beeps

DELETE AN ACCESS PIN (You can no longer use this pin to operate gate):

○→X→X→X→X→○→3→2→○→?→?→?→?→○

PRESS Program Button, MASTER PIN, Program Button, 3 2, Program Button, 4 digit ACCESS PIN to delete, Program Button | **SUCCESS** = hearing 3 beeps, pause, 2 beeps

REPLACE MASTER PIN (do not give out your MASTER pin to allow access):

○→X→X→X→X→○→7→6→○→N→N→N→N→○

PRESS Program Button, MASTER PIN, Program Button, 7 6, Program Button, 4 digit NEW MASTER PIN and Program Button | **SUCCESS** = hearing 3 beeps, pause, 2 beeps

ACTIVATE/DEACTIVATE SPECIAL FEATURES (CAN ONLY USE WITH MASTER PIN)

PARTY **PARTYMODE®** (keeps gate open to allow access to property for a set time) When you want to enable PARTYMODE® keep gate in open position and suspend gate's auto-close feature (if enabled), the gate opener will beep twice if there is an attempt to close the gate. This is to indicate that PARTYMODE® is enabled, therefore gate cannot be closed. Follow steps below:

PARTY→X→X→X→X→SEND

PRESS PARTY Button, MASTER PIN and SEND | **ACTIVATE SUCCESS** = hearing 2 beeps from gate alarm
DEACTIVATE SUCCESS = hearing 3 beeps from gate alarm

◈ **PARTYMODE SECURE® AND 1KEY®** (use any number button and send button to operate gate to allow access) When you want to enable PARTYMODE SECURE® or 1KEY®, any number button and the SEND button will operate the gate without the need to enter an ACCESS pin. The ◈ button's green LED will stay on when any button is pressed to indicate the keypad is in 1KEY® or PARTYMODE SECURE®. Follow steps below:

◈→X→X→X→X→SEND

PRESS ◈ Button, MASTER PIN and SEND | **ACTIVATE SUCCESS** = ◈ Stays lit for 30 sec. | **DEACTIVATE SUCCESS** = ◈ Light goes out

◈ **VACATIONMODE®** (keeps gate closed **NO** access to property) When you want to enable VACATIONMODE® to keep gate in closed position (gate has to be closed to set). Gate will beep twice if there is an attempt to open the gate. This is to indicate that VACATIONMODE® is enabled and the gate can not be opened. Follow steps below:

◈→X→X→X→X→SEND

PRESS ◈ Button, MASTER PIN and SEND | **ACTIVATE SUCCESS** = hearing 2 beeps from gate alarm
DEACTIVATE SUCCESS = hearing 3 beeps from gate alarm

OUTDOOR MOUNTING PEDESTAL (AXGN)
Accessory for mounting keypad to post.