# Manuals+

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# Ghost Controls Axwk Wireless Keypad User Manual

**Product Overview**

**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™ 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

**SEND**
Press after your PIN is entered to open gate

**PROGRAM**
Use to enter programming mode to perform various programming operations

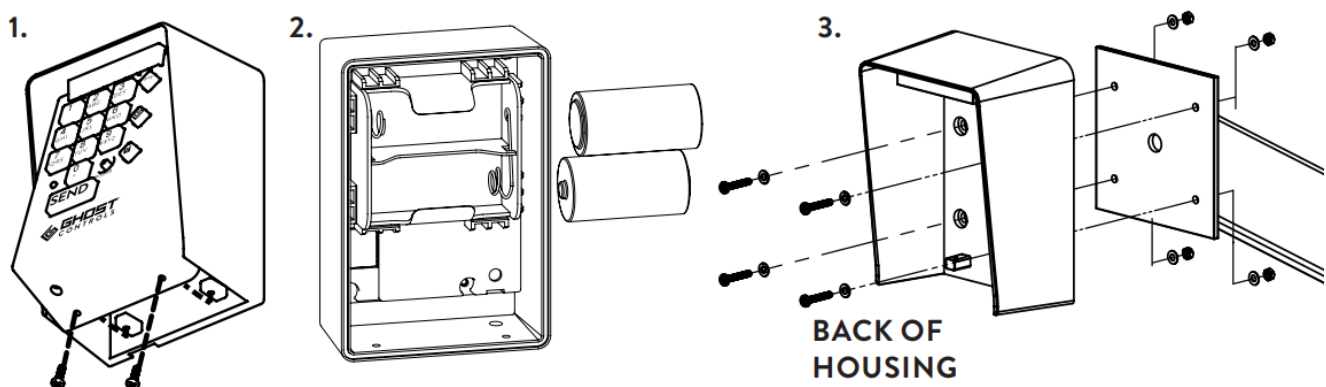## ASSEMBLING YOUR KEYPAD IN 3 EASY STEPS

**NOTE**

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

1.

2.

3.

BACK OF HOUSING

# UNDERSTANDING NORMAL KEYBOARD BEEPS AND LEDS

| UNDERSTANDING NORMAL KEYBOARD BEEPS AND LEDS | |
| --- | --- |
| **SUCCESSFUL ENTRIES** | **FAILED ENTRIES** |
| LEDs will flash ON/OFF each time you press a key, indicating the keypad has accepted each entry | Invalid Pin: LED flashes and buzzer beeps TWIC, E, then goes off. Retry till successful entry |
| LED will flash slowly, and the keypad lights will remain on for 30 seconds. If you have entered a valid PIN | Invalid Programming: ALL LEDs and buzzer stay on for 2 seconds, then go off. Retry till successful entry |

- YOUR MASTER PIN #* _____ ACCESS PIN #

  _____
- ACCESS PIN 2 # _____ ACCESS PIN 3 #

  _____
- (DO NOT GIVE OUT MASTER PIN!)

**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, under 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 according to the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

**PROGRAMMING**  PROGRAM KEY → O → X → X → X → X → O  NUMBER KEY
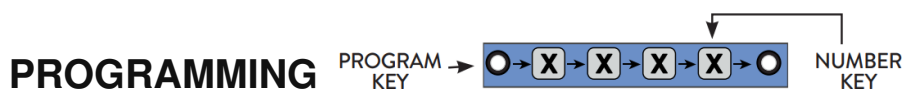
All GHOST CONTROLS® Premium Keypads must be programmed with a 4-digit Master

PIN before operating the Gate Opener System so that the safety and security of your system is maintained. The keypad will store up to 20 access pins, including the master access pin.

**NOTE:** Keypad will remain in programming mode for up to one minute between key presses to allow 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,e and you will have to start back at Step 1 of that programming sequence.

## SETTING UP YOUR MASTER PIN (DO NOT GIVE OUT MASTER PIN!)

[ 0 ] [ 0 ] [ 0 ] [ 0 ]

YOUR DEFAULT FACTORY MASTER PIN.

REPLACE THE DEFAULT MASTER PIN TO A NEW 4-DIGIT PIN NUMBER (XXXX) (Keep PIN safe, don't lose)

**EX**

O → 0 → 0 → 0 → 0 → O → 7 → 6 → O → X → X → X → X → O

## TEACHING 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 teaches the GhostCode to the keypad. Proper positioning of the transmitter to the keypad is critical for this process to work. Please see the diagram and the steps below.
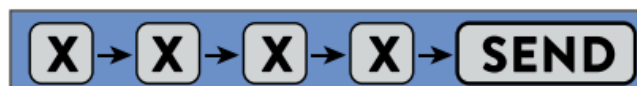
1.  ENTER MASTER PIN AND THEN 58 ONTHE  KEYPAD
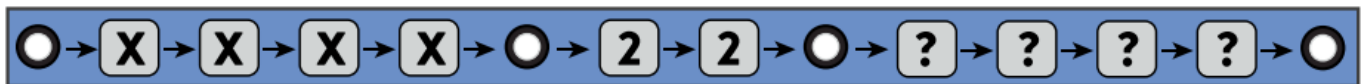
O → X → X → X → X → O → 5 → 8 → O
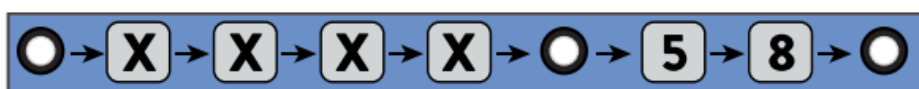
2.  POSITION REMOTE AND KEYPAD (as shown in the diagram)
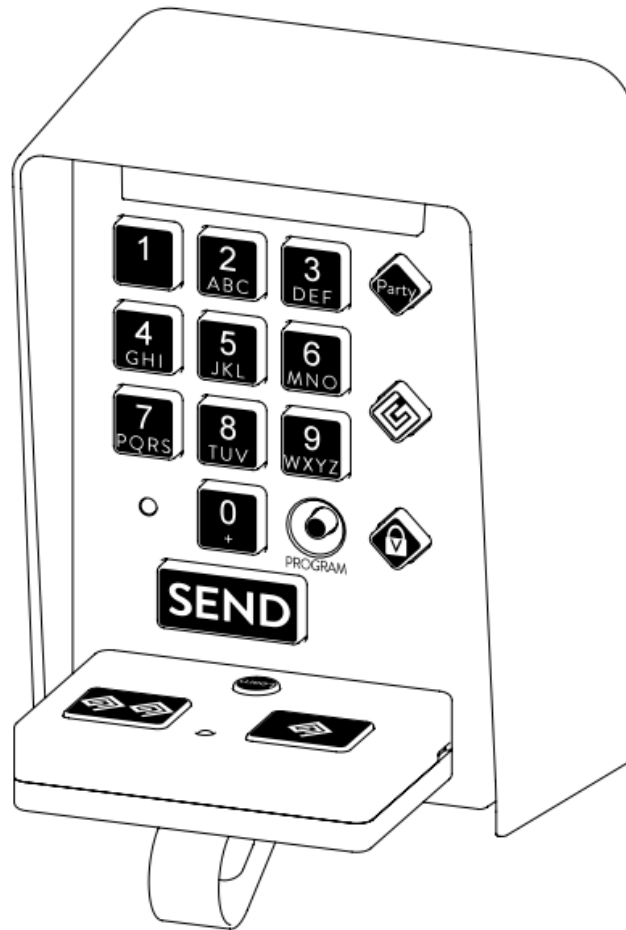
3. PRESS & HOLD THE TRANSMITTER BUTTON THAT OPERATES THE GATE UNTIL THE KEYPAD "LEARNS" THE SIGNAL (SUCCESS = hearing 3 beeps from keypad, pause, 2 beeps)

4. GATE SHOULD WORK USING YOUR KEYPAD AND NEW MASTER PIN (XXXX)

X → X → X → X → SEND

**ADD AN ACCESS PIN USING YOUR NEW MASTER PIN (XXXX)**

O → X → X → X → X → O → 2 → 2 → O → ? → ? → ? → ? → O

**Follow below**

X= master pin | ?= access pin | (SUCCESS = hearing 3 beeps, pause, 2 beeps)

ADD A TEMPORARY PIN (this time-based pin will not work after "DD" days).

O → X → X → X → X → O → 2 → 3 → O → ? → ? → ? → ? → O → D → D → O

**Follow below**

X= master pin | ?= temp pin | (SUCCESS= hearing 3 beeps, pause, 2 beeps)

ADDA  USE-BASED TEMPORARY PIN (This use-based pin will not work after "UU" uses)

$$O \to X \to X \to X \to X \to O \to 2 \to 8 \to O \to ? \to ? \to ? \to ? \to O \to U \to U \to O$$

**Follow below**

X= master pin | ?= use temp pin | (SUCCESS = hearing 3 beeps, pause, 2 beeps)

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

$$O \to X \to X \to X \to X \to O \to 3 \to 2 \to O \to ? \to ? \to ? \to ? \to O$$
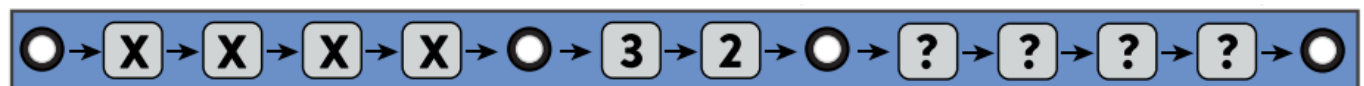
**Follow below**

X= master pin | ?= access pin deleting | (SUCCESS = hearing 3 beeps, pause, 2 beeps)

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

$$O \to X \to X \to X \to X \to O \to 7 \to 6 \to O \to N \to N \to N \to N \to O$$

**Follow below**

X= master pin | N = new master pin | (SUCCESS = hearing 3 beeps, pause, 2 beeps)

**PROGRAMMING SPECIAL FEATURES (CAN ONLY PROGRAM USING MASTER PIN)**

PARTYMODE® (keeps gate open to allow access to property for a set time) When you want to enable PARTYMODE®to  keep the gate in the open position and suspend the 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 the steps below:

$$PARTY \to X \to X \to X \to X \to SEND$$
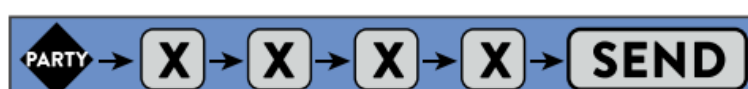
**X= master pin | (SUCCESS = hearing 2 beeps)**

 PARTYMODE SECURETM AND 1KEYTM (use any number key and send the key to operate the gate to allow access). When you want to enable PARTYMODE SECURETM or 1KEYTM, any number ke, and the SEND key will operate the gate without the need to enter an ACCESS pin. The green LED button will stay on when any key is pressed to indicate the keypad is in 1KEYTM mode.
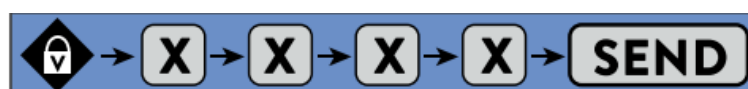
**Follow the steps below.**
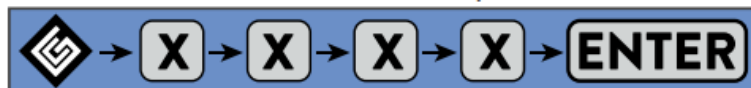


X = master pin | (SUCCESS = hearing 3 beeps, pause, 2 beeps)

 VACATIONMODE® (keeps gate closed, NO access to property) When you want to enable VACATIONMODE® to keep the gate in the closed position (gate has to be closed to set). GateIt 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 the  steps below:
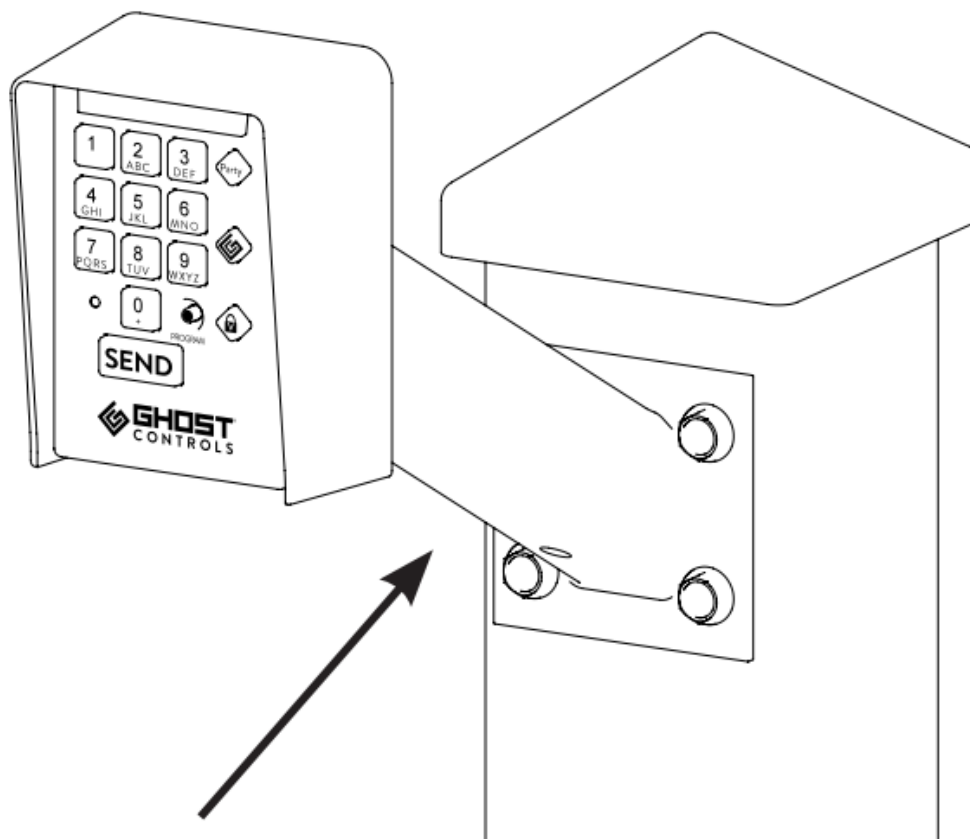
X= master pin | (SUCCESS = hearing 2 beeps)



## TROUBLESHOOTING GUIDE

| TROUBLESHOOTING GUIDE | | | | | |
|---|---|---|---|---|---|
| STATUS ◆PARTY BUZZER ◈ IPTION ◈ LED LIGHT | | | | | DESCR |
| 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 key is pressed provides visual and audio feedback |
| 2 short blinks | 2 short beeps | N/A | N/A | N/AThe unit | t 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. The unit goes to shut-down mode for 1 min. |
| N/A | N/A | **ON** | OFF | OFF | PARTY is pressed, the MASTER PIN entry is expected next |
| N/A | N/A | OFF | **ON** | OFF | is pressed, MASTER PIN entry is expected next, or the keypad is already operating in PARTYSECURETM or 1KEYTM mode. |
| N/A | N/A | OFF | OFF | **ON** | is pressed, the 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 key is pressed while unit is in sleep mode). The unit will automatically return to normal operation after 60 seconds of inactivity. |
| 1 short blink | 1 short beep | **ON** | **ON** | **ON** | When any key is pressed, to provide visual and audio feedback |
| 3 short blinks PAUSE 2 short blinks | 3 short blinks PAUSE 2 short blinks | ON during beeping, then OFF | ON during beeping, then OFF | ON during beeping, then OFF | Successfully 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<br><br>2 short blinks | 3 long blinks PAUSE<br><br>2 short blinks | 3 blinks | 3 blinks | 3 blinks | The unit's PIN memory and settings are in Factory Default Mode. No other function is operational until the unit is initialized. Please refer to tthe **INITIAL SET-UP** section to initialize the unit. |
| 2 long blinks PAUSE<br><br>2 short blinks | 2 long blinks PAUSE<br><br>2 short blinks | 2 blinks | 2 blinks | 2 The unit's | s RF transmitting code is still at factory default (blank). Refer to the **LEARN TRANSMITTER** section to program a transmitter's code to the keypad. |

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## References

- [User Manual](#)

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