



GHOST AXP1 5 Button Premium Remote Transmitter Owner's Manual

[Home](#) » [Ghost](#) » GHOST AXP1 5 Button Premium Remote Transmitter Owner's Manual 

Contents

- [1 GHOST AXP1 5 Button Premium Remote Transmitter](#)
- [2 Product Information](#)
- [3 Product Usage Instructions](#)
- [4 INSTRUCTIONS](#)
- [5 OVERVIEW](#)
- [6 PROGRAMMING REMOTE TO GATE CONTROLLER](#)
- [7 PARTYMODE® \(HOLD OPEN\) FUNCTION](#)
- [8 GENERATING A NEW TRANSMITTING KEY CODE](#)
- [9 FCC](#)
- [10 Documents / Resources](#)



GHOST AXP1 5 Button Premium Remote Transmitter



Product Information

The Premium Remote is a 5-button remote transmitter used to control gates. It features an LED light for visual feedback and two remotes, Remote A (Training) and Remote B (Learning), for programming and controlling the gate. The remote has buttons for activating Gate 1 or Gate 2 and a Learn button for programming additional remotes. The transmitting remote (Remote A) is used to program the receiving remote (Remote B) by placing them in close proximity and following the programming sequence.

Product Usage Instructions

Programming Remote to Gate Controller

1. Press and hold the LEARN XMTR button on the gate system controller.
2. While holding the LEARN XMTR button, press and hold either Button 1 or Button 2 on Remote A for 2 seconds.
3. Release the Button on Remote A when the gate controller alarm beeps or the gate begins moving.
4. Press and release the programmed Button on Remote A to test the transmitter. The LED on the transmitter should turn on when the button is depressed to indicate transmission. Each press of the button will cycle the gate: OPEN-STOP-CLOSE-STOP OPEN. The LED will flash rapidly while transmitting, and the maximum transmitting time is approximately 20 seconds.

Adding an Additional Remote Transmitter

1. Press and hold the LEARN button on Remote B (Learning) for at least 3 seconds until the LED stays on.
2. While holding the LEARN button on Remote B, press and hold either Button 1 or Button 2 on Remote A (Teaching Remote).
3. Release the Button on Remote A when the LED on both remotes stays on.
4. Press and release the Button on Remote B to indicate that it is now programmed to operate the same gate as Remote A.

Cloning/Copying Button 1's ID to Button 2

1. Press and hold the LEARN button on the remote for at least 3 seconds until the LED stays on.
2. Release the LEARN button to put the remote in Learning Mode.
3. Press and release Button 1 on the remote. The LED should start flashing twice per second, indicating that Button 1's ID is being sent.
4. Press and release Button 2 on the remote. The LED should turn off, indicating that Button 1's ID is accepted by Button 2. Both buttons should now work the same gate.

Cloning/Copying Button 2's ID to Button 1

1. Press and hold the LEARN button on the remote for at least 3 seconds until the LED stays on.
2. Release the LEARN button to put the remote in Learning Mode.
3. Press and release Button 2 on the remote. The LED should start flashing twice per second, indicating that Button 2's ID is being sent.
4. Press and release Button 1 on the remote. The LED should turn off, indicating that Button 2's ID is accepted by Button 1.

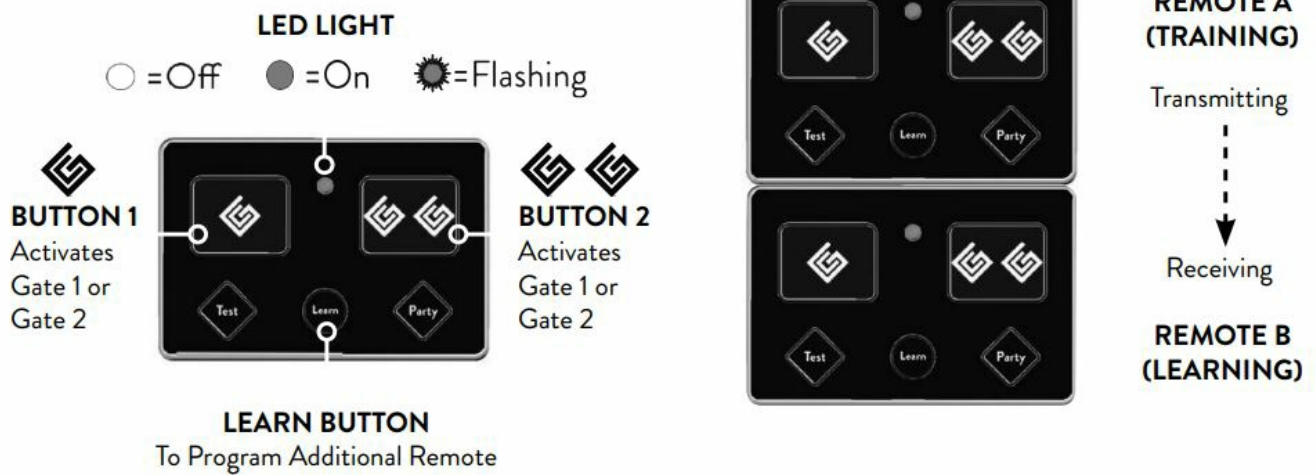
Button 1. Both buttons should now work the same gate.

INSTRUCTIONS

5-BUTTON PREMIUM REMOTE TRANSMITTER PROGRAMMING AND REMOTE TRANSMITTER

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.
































OVERVIEW



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  or  for 2 seconds	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  = Flashing 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  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  = Flashing (2 flashes a sec)	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  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  = Flashing (2 flashes a sec)	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  on Remote until the LED goes  = On	LED on Remote goes  = On	Tells the remote transmitter that you are going to enter Partymode®
2	Remote LED is  = On	Press & release  or  on Remote	LED goes  = Off	This places the main system controller into Party/Mode® 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  on Remote until the LED goes  = On	LED on Remote goes  = On	Tells the remote transmitter that you are going to exit Partymode®
2	Remote LED is  = On	Press & release  or  on Remote	LED goes  = Off	This disables Party/Mode® 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	NOTE	BUTTON(S) SEQUENCE TO PRESS	LED/ALARM AFTER PRESSING	DESCRIPTION
1		Press & hold  on Remote until the LED goes  = On	LED on Remote goes  = On	
2	Remote LED is  = On	Press & release  or  on Remote	LED goes  = On	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.

FCC

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference
2. 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:

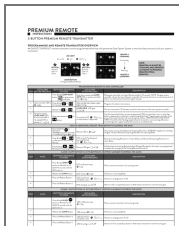
- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced technician for help.

WARNING

- This product contains a Button or Coin Cell Battery.
- A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately.
- Keep new and used batteries away from children.
- If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

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

Documents / Resources



[GHOST AXP1 5 Button Premium Remote Transmitter](#) [pdf] Owner's Manual
 AXP1 5 Button Premium Remote Transmitter, AXP1, 5 Button Premium Remote Transmitter, Premium Remote Transmitter, Remote Transmitter