



GHOST AXR1 3 Button Water Resistant Remote Transmitter Instructions

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GHOST AXR1 3 Button Water Resistant Remote Transmitter



Product Information

The Water Resistant Remote is a 3-button remote transmitter designed to activate Gate 1 or Gate 2. It features an LED light and is water-resistant, making it suitable for outdoor use. The remote works in conjunction with the gate system controller, which has a Learn Remote mode for programming additional remotes. The remote uses GhostCode™ signal technology to transmit commands to the gate controller.

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 the remote for 2 seconds.
3. Release the BUTTON 1 or BUTTON 2 on the remote.
4. If the gate controller alarm sounds or the gate begins moving, the button on the remote has been successfully programmed into memory. The LED on the remote will turn on when the button is depressed.

Adding an Additional Remote Transmitter to Control the Gate

Note: This process assumes that Remote A (Training Remote) is already capable of controlling the gate.

1. Press and hold the LEARN button on Remote B (Learning Remote) for at least 3 seconds.
2. Press and hold either BUTTON 1 or BUTTON 2 on Remote A (Teaching Remote).
3. Release the BUTTON 1 or BUTTON 2 on Remote A.
4. Press and release either BUTTON 1 or BUTTON 2 on Remote B. The LED on Remote B will indicate that it is now programmed to operate the same gate as Remote A.

Cloning / Copying Button 1's ID to Button 2's (Button 1 Already Controls the Gate)

1. Press and hold the LEARN button on the remote for at least 3 seconds until the LED on the remote stays on.
2. Release the LEARN button. The remote is now in Learning Mode.
3. Press and release Button 1 on the remote. The LED on the remote will start flashing rapidly, indicating that it is sending Button 1's ID.
4. Press and release Button 2 on the remote. The LED on the remote should go off, indicating that Button 1's ID is now accepted by Button 2. Both buttons should now work the same gate.

Cloning / Copying Button 2's ID to Button 1's (Button 2 Already Controls the Gate)

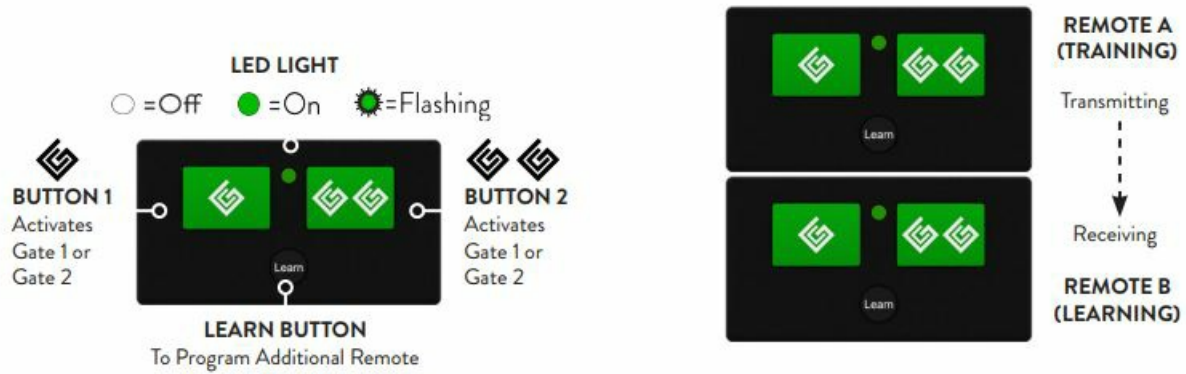
Note: Follow the same steps as above, but reverse the roles of Button 1 and Button 2 in Steps 3 and 4.

INSTRUCTIONS

3-BUTTON WATER RESISTANT 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.

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 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 ✶ = 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 (*REMOTE A IS YOUR TRAINING REMOTE AND ALREADY CONTROLS 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 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 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.

GENERATING A NEW TRANSMITTING KEY CODE

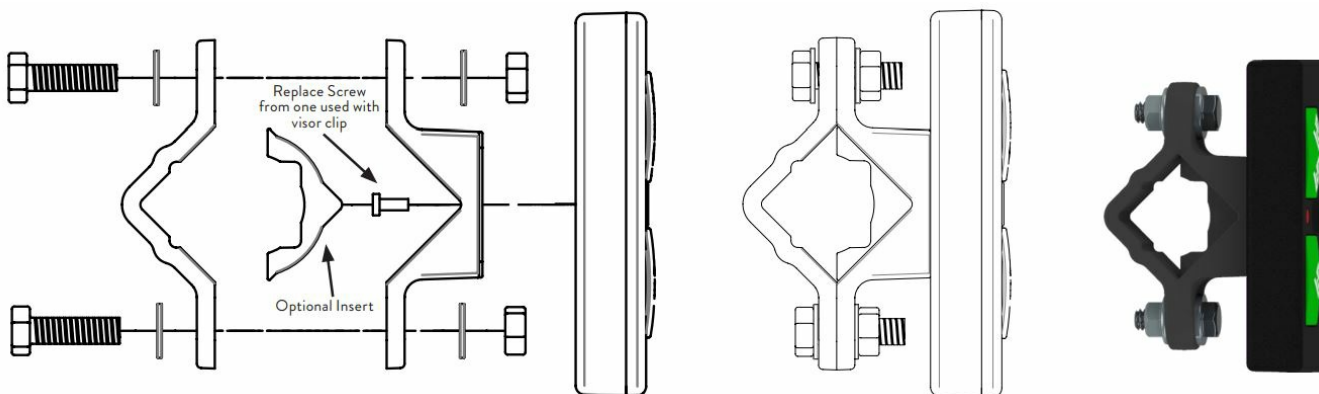
CAUTION

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. See Programming Remote to Gate Controller on front page.

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 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.

ASSEMBLING THE UNIVERSAL CLAMP TO ATTACH TO YOUR REMOTE

(can be used on golf carts, tractors, motorcycle handlebars, and even mounted outside on a post)



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.

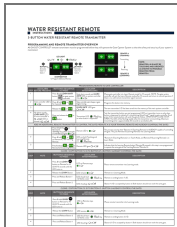
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 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
 - www.GhostControls.com
 - Made in China, AXR1IM | REV 0223
- ©2023 GHOST CONTROLS®

Documents / Resources



[GHOST AXR1 3 Button Water Resistant Remote Transmitter](#) [pdf] Instructions
AXR1 3 Button Water Resistant Remote Transmitter, AXR1, 3 Button Water Resistant Remote Transmitter, Water Resistant Remote Transmitter, Resistant Remote Transmitter, Remote Transmitter