

Wall-Mounted Wireless Keypad User manual



Read Carefully Before Use
Keep for Future Reference

Safety Information

Warning!

- **ONLY** permit children to use this device under close and constant supervision.
- **DO NOT** pair any button of this device with more than one gate opener circuit board.
- **ONLY** use this remote control when the gate can be clearly seen and there are no obstructions to its path of travel.
- Cease use **IMMEDIATELY** if any irregularity occurs during use. Recalibrate, repair, or replace problematic parts before further use.

Specifications

| | | |
|----------------------|--|-------------|
| Material | ABS | |
| Model | TKM-01 | |
| Max. Signal Range | 109.4 yd. | 100 m |
| Passcode Capacity | 11 | |
| Working Temp. | 14–140°F | –10 to 60°C |
| Battery | 4×AA Alkaline | |
| Keypad Compatibility | SGO-0000-01, SGO-EC06-02 & SGO-1801-GY | |
| Dimensions | 3.6×4.8×3.3 in. | 90×120×82mm |
| Weight | 0.82 lb. | 0.37 kg |

Package List

| No. | Item | Qty. |
|-----|--------------------|------|
| A | Keypad | 1 |
| B | Keypad Cover | 1 |
| C | AA Battery | 8 |
| D | Mounting Screws | 2 |
| E | Anchors | 2 |
| F | Sealing Tape | 2 |
| G | Hex Wrench | 1 |
| H | Cover Locking Bolt | 1 |

Not Included but Necessary

Power Drill & Drill Bits

Pencil

Phillips-head Screwdriver

Hammer



Setup

Assembly & Mounting

1. Your wireless keypad (A) should arrive with the cover (B) installed. Use the provided hex wrench (G) to remove the cover locking bolt (H). Place the bolt nearby.
2. Slide the keypad out of its cover to expose the mounting holes. Press the cover against the wall on which you desire to install your keypad. Make two dots on the wall through the holes using a pencil or an equivalent (not included).
3. Match the anchors against your drill bits, being sure the one to use is only a bit bigger wider than the anchors.
4. Drill two holes where the dots were marked using the selected drill bit, being sure you go at least 3.9 cm into the wall.
5. Hammer the anchors into the holes using your hammer (not incl.) Mount the cover using the provided mounting screws (D), ensuring that its closed end faces up.
6. Remove the backing of the sealing tape and total cover the two holes, applying pressure on the four brinks



Failure to **FULLY** seal the holes may damage the keypad.

7. Insert four of the provided AA batteries (C). You should hear a short beep followed by a long beep. Mute the beep by holding the interlock pin on the top of the keypad. If the beep didn't sound, contact customer service.
8. Slide the keypad back in, being sure the end with an interlock presses against the interior of the cover. Replace the cover locking bolt and secure the keypad.

Pairing

1. Enter your four-digit programming protection passcode (**0000** by default). Press *****. You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming. For CO-Z gate openers (SGO-0000-01, SGO-EC06-02 & SGO-1801-GY), access the gate opener circuit board for Step 3.
2. Press 55 and **#**. You should hear a long beep.
3. Enter 01 or 02 depending on which route you desire to use. Press **#** and the button labeled **LEARN** on the board. You should hear a long beep, after which the keypad will be pairing with your gate opener for 10 seconds and then exit the mode.



Operation

This keypad features two passcode routes to control a gate opener. To use route 1, enter your 4-digit passcode (**1111** by default) and press **(#)**.

To use route 2, enter your 4-digit passcode (**2222** by default) and press **(#)**. Mind that using route 2 only partially opens your gate. The exact opening size, however, depends on the model of your gate opener.



Mind that if you don't punctuate two pressing with over a 6-second interval, the number you previously entered will be deleted automatically, making the one you're to enter the first number saved.

This keypad includes an anti-spying mode. To prevent your passcode from being spied on, follow the steps below.

1. Press any numerical buttons (0–9) of the key pad and include your passcode in the right order.
2. Press **(#)**. The keypad will automatically sort out your passcode and open the gate.

Programming Protection



In any of the following steps, not pressing any button on the key pad within 6 seconds will exit the current mode.

The programming of your keypad is protected by a four-digit passcode. By entering the correct passcode, you can change the passcodes, mute or unmute the alarm, dim the backlight, check the battery life, test your passcodes, and reset the keypad. Follow the below steps to change the programming protection passcode.

1. Enter your four-digit programming protection passcode (**0000** by default). Press **(*)**. You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press 6, 9, and **(#)**. You should hear a short beep.
3. Enter your new 4-digit passcode and press **(#)**. You should hear a long beep, indicating that the new passcode has been saved. The key pad will exit the programming automatically.

Passcode Setting



In any of the following steps, not pressing any button on the key pad within 6 seconds will exit the passcode setting

1. Enter your four-digit programming protection passcode (**0000** by default). Press **(*)**. You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Enter 01 or 02. If you entered 01, you will be using passcode route 1, which stores up to 8 passcodes. If you entered 02, you will be using passcode route 2, which stores up to 3 passcodes. Press **(#)** to confirm the passcode route you entered.
3. Enter a new passcode and press **(#)**. You should hear a short beep, indicating the entered new passcode has been saved. If you hear no beep and see the red light blinks 5 times, that means the passcode you entered already exists and the keypad will automatically exit the passcode setting mode.



In any route, if the passcode quota is out, the red light will blink 5 times and exit. In such case, if you continue to set a new passcode, all the previously saved passcodes will be deleted automatically, with the one you've set being the first passcode of either passcode route you are using.

If you forgot your passcode, follow the steps below to reset the passcode routes.

1. Enter your four-digit programming protection passcode (**0000** by default). Press . You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press **0** twice and then . You should hear a long beep followed by a short beep, indicating that all the passcodes stored in passcode route 1 & 2 have been deleted. However, you still can use the default passcodes.

Muting

1. Enter your four-digit programming protection passcode (**0000** by default). Press . You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press 3, 6 and . You should hear a long beep followed by a short one, indicating that the change has been saved. The keypad will exit automatically.



Mind that the muting only applies to normal operation. When in programming, the keypad still beeps to indicate/ confirm your operations. After being reset, the keypad's beeping will resume.

Backlight

For a better battery life, follow the steps below to dim the backlight.

1. Enter your four-digit programming protection passcode (**0000** by default). Press . You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press 3,9 and . You should hear a long beep followed by a short one, indicating that the change has been saved. The keypad will exit automatically.



Mind that the muting only applies to normal operation. When in programming, the keypad still beeps to indicate/ confirm your operations.





After being reset, the keypad's beeping will resume. Change it as needed.

Passcode Testing

Follow the below steps to find out which route a passcode is using.

1. Enter your four-digit programming protection passcode (**0000** by default). Press . You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press 8, 6, and . You should hear a short beep, indicating you to proceed.
3. Enter the passcode you want to test and press . The key pad will tell you the passcode's route by beeping. One beep mean route 1. Two beeps two. The keypad will exit automatically.

Battery Life Checking

1. Enter your four-digit programming protection passcode (**0000** by default). Press . You should hear a long beep and see the keypad's blue backlight lights up, indicating the keypad is ready for programming.
2. Press 8,9, and . A long beep means the batteries have a serviceable life while a short beep accompanied by a lit red light means the batteries need changing.

Keypad Deactivation

Your keypad will sound an alarm 3 times, light the red light, and remain deactivated for 2 minutes after 3 consecutive wrong passcode attempts. As this happens, all buttons stay deactivated. Wait till a short beep is sounded and the red light dims to normally use the keypad.

Reset

If you forget the programming protection passcode that you set last time. Follow the steps to reset the keypad.

1. Remove the cover locking bolt and slide out the keypad.
2. Gently hold the reset button located near the interlock pin using a pin or a similar tool until all the lights on the keypad lights up, indicating the reset is done.



Maintenance

- Remove the batteries and store in a cool dry place away from direct sunlight and inaccessible to children.
- Clean the keypad with a dry soft cloth. Don't rinse.

Contact Us

Thank you for choosing our products! If you have any questions or comments, contact us at **contact@cssupportgroup.com** and we'll resolve your issue ASAP!

For a .pdf copy of the latest version of these instructions, use the appropriate app on your smartphone to scan the QR code to the right.

