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MODIFIED ADDED FCC NOTE







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Cat. No. 61-2115

Universal Garage Door/Gate Opener

Your RadioShack Universal Garage Door/Gate Opener is a transmitter compatible with most 300, 310, and 390 MHz garage door and gate operating systems manufactured by Chamberlain[®], Genie[®], Lift-Master[®], Linear[®], Moore-O-Matic[®], Multi-Code[®], Sears[®], and Stanley[®].

Note: This Opener is not compatible with rotating code systems, such as Intellicode[™] or Security+[™], developed by several of these manufacturers since 1996.

The Opener can be used as a replacement for, or in addition to, most older style remote control transmitters. It can be programmed to operate up to three garage door openers or gates, including different brands. If your system uses code switches, you must program the Opener to match the existing code. If your existing system does not use code switches, you can program the Opener to use any random code. All programming is done using the three buttons on the Opener.

We suggest that you first read through this owner's manual in its entirety, then return to "Preparation" for brand and code identification. Once you know this information about your operating system, refer to "Programming the Opener" on Page 3 to program the brand and code into your Opener. This procedure should take only a few moments. Once you are familiar with how your Opener works, you can easily refer to "Quick Start" for subsequent programming.

FCC Note: Changes or modifications to this product not expressly approved by RadioShack, or operation of this product in any way other than as detailed by the owner's manual, could void your authority to operate this product.

QUICK START

The following steps should let an experienced user program the operating system's brand and code into the Opener.

- Press ◀ and ▶ at the same time.
- 2. Press the button you want to use to open your door or gate. The number of times you press the button corresponds with the number next to your system's brand name (see the beginning of "Preparation").
- 3. Enter the code for the system you want the Opener to operate. (You wrote this in one of the tables under "Preparation.")
- 4. If your system does not have code switches, press and hold the button that you want to use to open your door or gate, briefly press the receiver's smart button, then release both buttons.

PREPARATION

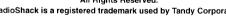
Before you proceed, note the number that corresponds with the brand name of the system you will program the Opener to operate. Mark an X next to that brand. (If you plan to program the Opener to operate more than one system, mark an X next to the brand you will program

- 1 Stanley
- 2 Multi-Code
- 3 Linear, Moore-O-Matic
- 4 Sears, Chamberlain, Lift-Master
- 5 Genie (9 code switches)
- 6 Genie (12 code switches)

If your Opener stops operating properly, contact Technical Support at 1-800-528-2347 between the hours of 8:00 AM and 6:00 PM CST (Monday-Saturday).

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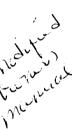










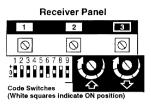




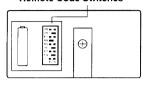




Determine whether your system uses code switches. If it does, depending on the brand, it could have 8, 9, 10, or 12 switches. They are usually located on the receiver panel (perhaps under the lamp cover). The receiver is normally attached to the garage door or gate operating system, or it could be mounted on a wall and wired to the system. The accompanying remote control will have matching



Remote Code Switches



code switches inside the case. Refer to the above illustration to see a receiver panel and a remote control with 9 code switches.

- If your system has code switches, you must program the Opener to match your system's code.
 Proceed to the table in this section that shows the brand name of your operating system. Follow the instructions below the table.
- If your receiver does not have code switches, choose any random 9-digit code (consisting of the numbers 1, 2, and 3). Write that code in the following table, making sure to put a digit (1, 2, or 3) in each column. Fill in only one box per column and ignore the instructions below the table. Then, proceed to "Programming the Opener" on Page 3.

Sears, Chamberlain, Lift-Master

	1	2	3	4	5	6	7	8	9
+									
0									
_									

Examine the code switches on your receiver. For each switch number, write a 1 next to + if that switch is in the + position, write a 2 next to 0 if that switch is in the 0 position, and write a 3 next to - if that switch is in the - position. Fill in only one box per column. (An example follows.)

Here is an example of a Sears system with 9 code switches (white squares indicate the switch position):



Example

	1	2	3	4	5	6	7	8	9
+	1	1	1						
0				2	2				
_						3	3	3	3

After you fill in the table, verify that the code numbers match your system's switch settings. Then proceed to "Programming the Opener" on Page 3.

Genie, Linear, Moore-O-Matic, Multi-Code, Stanley

	1	2	3	4	5	6	7	8	9	10	11	12
ON/UP												
OFF/DN												

Examine the code switches on your receiver or on your remote control. It will have 8, 9, 10, or 12 code switches. For each switch number, write a 1 next to ON/UP if that switch is in the ON or UP position, and write a 3 next to OFF/DN if that switch is in the OFF or DOWN position. Fill in only one box per column. (An example follows.)

Note: Some Stanley and Multi-Code systems have code switches labeled OPEN and CLOSE. For Opener-coding purposes:

- CLOSE = ON
- OPEN = OFF















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Here is an example table showing the settings for a Stanley system with 10 code switches:

Example

	1	2	3	4	5	6	7	8	9	10	11	12
CLOSE	1	1			1	1	1					
OPEN			3	3				3	3	3		

After you fill in the table, verify that the code numbers match your system's switch settings. Then proceed to "Programming the Opener."

PROGRAMMING THE OPENER

Before you begin to program the Opener, determine which button you want to use to operate your system. The other two buttons can be used for additional garage door or gate operating systems.

To avoid delays during programming, be sure all the information you need is handy. Note the number next to the brand name of your system (see the beginning of "Preparation" on Page 1). Also, be ready to refer to the table you filled in on Page 2.

Note: After Steps 1 and 2, you have 15 seconds to proceed to the next step. If you wait longer than 15 seconds to press a button, the Opener exits the programming mode. If this happens, begin again at Step 1.

- To enter the Opener's programming mode, hold down ◀ and ▶ at the same time. When the red indicator starts to blink, release both buttons.
- 2. When the indicator stops blinking, press the button that you want to operate your system a number of times equal to the number next to your system's brand name. (For example, if you have a Sears system, press the selected button four times.) Then wait about 4 seconds for the red indicator to blink the same number of times.
- 3. From the table you filled in on Page 2, enter your code into the Opener. Beginning with the first col-

umn, press and release the button that corresponds with the number you entered in that column.



 $\triangle = 2$

> = :

Continue with each column until the entire code has been entered into the Opener.



For example, if you wrote these numbers in the table, press ◀ three times, ▲ twice, and ▶ four times.

	1	2	3	4	5	6	7	8	9
+	1	1	1						
0				2	2				
_						3	3	3	3

Immediately after you press the last button, the indicator again blinks the number of times that corresponds to your system's brand name. When it stops blinking:

- If your system has code switches, programming is complete and the Opener is ready to open and close your garage door or gate. Test it to make sure it operates your system.
- If your system does not have code switches, you
 must program your receiver to accept the random 9-digit code you wrote in the first table on
 Page 2. To do this, proceed to Step 4.

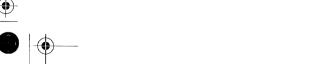
Note: If the Opener's indicator does not blink when these instructions say that it should, begin again at Step 1.

4. For receivers without code switches, locate the "smart" programming button on your receiver's panel.

ming button on your receiver's panel.

Hold down the Opener's button that you want to use to open Button

want to use to open your garage door or gate. When the indicator next to the receiver's smart button begins to blink, briefly





Receiver









press the smart button (for no longer than 3 seconds), then release both buttons.

Programming is complete and the Opener is ready to open and close your garage door or gate. Test it to make sure it operates your system.

To program the Opener to operate an additional system, see "Quick Start" on Page 1. If you need more information, start again with "Preparation" on Page 1.

Warning: Use of this Opener should be limited to responsible adults. Automatic gate and garage door systems are dangerous. They can cause great bodily harm and injury, and can result in death. Always exercise caution when using the Opener. Do not use the Opener to operate a gate or door unless you can see that the area is clear. Always keep children away from automatic doors and gates.

ATTACHING THE VISOR CLIP

To mount the Opener on your vehicle's visor, you must first attach the supplied clip. Simply slide the clip's straight side all the way into the groove on the back of the Opener.

To remove the clip, slide it in the opposite direction.

REPLACING THE BATTERIES

Your Opener comes with two CR2025 lithium batteries (supplied) installed for power. These batteries should last 3 to 5 years under normal use (about 6 operations per day). When the Opener's range is diminished, operation is intermittent, or the red indicator dims, replace the batteries.

- 1. To open the case, insert a flat-blade screwdriver into the slot at one end and twist it slightly.
- 2. Remove the Phillips screw from the center of the circuit board and carefully lift out the board and the clear plastic battery shield.
- 3. Remove the old batteries, then place fresh batteries of the recommended type in the battery holders, as indicated by the polarity symbols marked inside the
- 4. Be sure to replace the battery shield, then replace the circuit board (securing it with the screw) and close the case.

Warnings:

- Keep button-cell batteries away from children. Swallowing a button-cell battery can be fatal.
- Dispose of old batteries promptly and properly. Do not burn or bury them.

Limited Ninety-Day Warranty

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This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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