



REMOTE TRANSMITTER

FCC REGULATION

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

- This device may not cause harmful interference
- 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

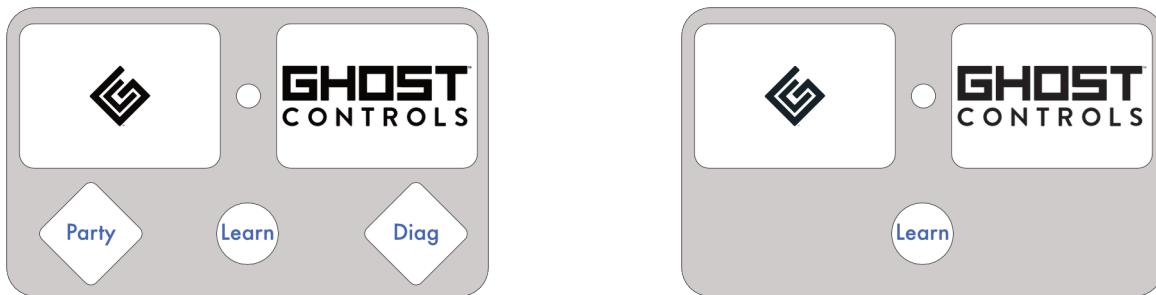
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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 radio/TV technician for help.

■ PROGRAMMING

All GHOST CONTROLS® remote transmitters must be programmed before they will operate the Gate Operator System so that the safety and security of your system is maintained. Once a single remote transmitter has been programmed, all future transmitters can be easily learned into the system using the LEARN pairing process discussed on page 5.



- 1 Use a coin (such as a penny or quarter) or a small screwdriver to open the transmitter cover.
- 2 Remove the disposable tab on the battery to allow it to begin powering the transmitter.
- 3 Press & hold the **Learn** button for at least 3 seconds on the Gate Opener main control board.
- 4 Press & hold the desired GCTx1-2/2Plus button  or  until the gate controller buzzer beeps.

- 5 Test the transmitter by pressing the button used in step 4 ( or 

■ NOTE

The LED will be flashing rapidly when the transmitter is transmitting. Maximum transmitting time is approximately 20 seconds.

ADD AN ADDITIONAL REMOTE TRANSMITTER TO CONTROL THE SAME GATE

■ IMPORTANT

This process assume that there is a remote that is ALREADY capable of controlling the gate. Example: Button 1 of Remote A already controlling the gate. We want to add Remote B so that its Button#1 can also control the gate.

- 1 Press & hold the  on Remote B for at least 3 seconds or until its LED is lit.
- 2 Press & hold  or 
 - 2a Press IMAGE or IMAGE on Remote B. The LED of Remote B should turn OFF.

- 2b Button in step 2A ( or GHOST CONTROLS | www.GhostControls.com

same signal as the button in Step 2.

NOTE

Note: The ‘learning’ remote will exit learn mode (Step 1) after 10 seconds if there is no incoming signal from ‘Master’ transmitter in Step 2.

USING PARTY MODE (HOLD OPEN) FUNCTION (GCTX1-2PLUS ONLY)

Enabling PARTY MODE through a remote transmitter sends a command/message to the gate controller to turn PARTY MODE function On or Off. The gate operator will remain in party mode until the gate controller receives a signal to be disabled or the power button in the Control Box is cycled to the off position. Once party mode has been disabled, all functions such as AUTOCLOSE will return to their previous operation.

IMPORTANT

PARTY MODE is a patent-pending function and is specific to GHOST CONTROLS® Operators only. This mode can only be enabled or disabled with GHOST CONTROLS® premium transmitters or premium keypads.

- 1 Turning PARTY MODE On
 - a. Disable AutoClose function if it is enabled.
 - b. Move the gate to the full open position if gate is not already at the open limit.
 - c. Keep the gate at the open position until another PARTY MODE signal is received.
 - d. All remotes and other controls such as keypads are ignored once the gate is at the open limit.
- 2 Turning PARTY MODE Off
 - a. Press the PARTY MODE button for 2 seconds until the LED glows solidly.
 - b. Press the gate button that you want to disable PARTY MODE on within 5 seconds.
 - c. The gate controller will beep to confirm that PARTY MODE is now disabled.

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.

IMPORTANT

DIAGNOSTIC MODE is specific to GHOST CONTROLS® Operators only.

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). These indicators may include but are not limited to the following:

- Low battery
- Bad battery
- AC power present/not present
- Arm connection issues
- RF indicator

The DIAGNOSTIC MODE turn these indicators on for 5 minutes without the need to operate the gate.

- 1 Turn DIAGNOSTIC MODE On
 - a. Press and hold the IMAGE button for 3 seconds or until the LED is lit then release the button.
 - b. Press button  or  within 5 seconds to send DIAGNOSTIC MODE signal to the corresponding gate.
 - c. The Gate Controller should beep to acknowledge that it has received the signal.
- 2 Turn the DIAGNOSTIC MODE Off

- a. Press and hold the IMAGE button for 3 seconds or until the LED is lit then release the button.
- b. Press button IMAGE or IMAGE within 5 seconds to send DIAGNOSTIC MODE signal to the corresponding gate.
- c. The opener should beep to acknowledge that it has received the signal.

GENERATING A NEW TRANSMITTING KEY CODE

IMPORTANT

PLEASE READ: PROCEED WITH EXTREME 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 operator to control the gate.

- 1 Press & hold button IMAGE and IMAGE simultaneously for at least 10 seconds or until the LED is lit solidly then release the buttons. The LED will remain lit. The next step must be complete within 5 seconds while this LED is lit.
- 2 Press IMAGE or IMAGE to generate a new key code for that button.