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Complete Electrical Connections Cont'



To reduce the risk of electrical shock, connect the power cord only to a properly grounded three prong, 120 Volt outlet. Do not use an extension cord or change the plug in any way.

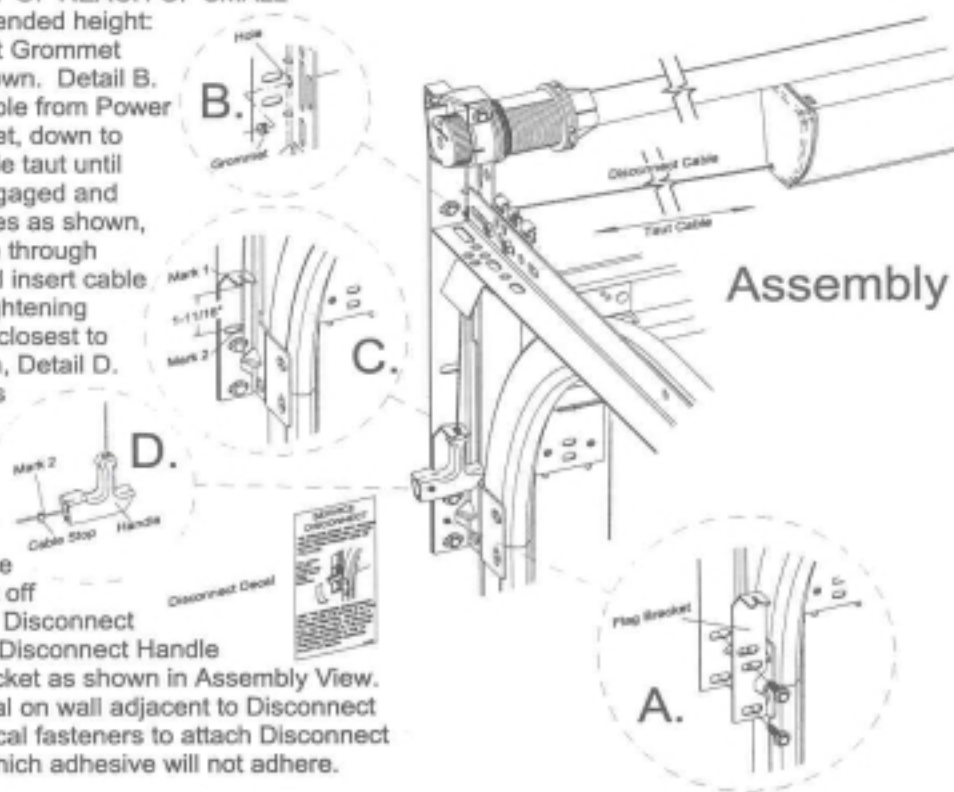
Plug the light fixture into the electrical outlet. As soon as the power is applied to the unit, the light fixture will flash once indicating a successful connection has been made. If the plug does not fit into outlet, contact a qualified electrician to install the proper outlet.



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Service Disconnect Installation

Remove bottom lag from flag angle and install Flag Bracket with (2) 5/16 x 1-5/8" lag screws. Detail A. Bracket can be mounted lower if needed to make reachable by adults in household. **KEEP OUT OF REACH OF SMALL CHILDREN.** Recommended height: 6 feet from floor. Insert Grommet into hole in Flag as shown. Detail B. Thread Disconnect Cable from Power Head, through Grommet, down to Flag Bracket. Pull cable taut until Power Head is fully engaged and mark cable in two places as shown, Detail C. Thread cable through Disconnect Handle and insert cable through Cable Stop, tightening Stop on second mark (closest to end of cable) as shown, Detail D. Pull Handle until stop is seated in Disconnect Handle. Check that Handle seats tightly into Flag Bracket when cable is fully extended. Adjust Cable Stop if necessary. Cut off excess cable at end of Disconnect Handle. Pull down on Disconnect Handle and seat into Flag Bracket as shown in Assembly View. Apply Disconnect Decal on wall adjacent to Disconnect Handle. Use mechanical fasteners to attach Disconnect Decal to surfaces to which adhesive will not adhere.



Control Programming

The wall station and transmitter controls are programmed to match the operator at the factory and require no additional programming. If replacement or accessory controls have been purchased or custom transmitter button settings are desired, the controls will need to be programmed.

Wall Station Programming

To verify that the wall station is matched to the operator, press the wall station UP/DOWN button. The light fixture will flash one time to indicate a matched control, and transmitter programming may now be performed. If instead, Light Fixture LED blinks rapidly while holding down the wall station UP/DOWN button, the wall station needs to be programmed.

To program the wall station:

- 1) Press the light fixture Program button; Light fixture LED will light.
- 2) Press and hold Wall Station UP/DN button for 1-2 seconds; Light Fixture LED will turn off.
- 3) Press and hold Wall Station UP/DN button for 1-2 seconds again; Light Fixture LED will light, briefly, then blink rapidly.

Wall station is now programmed.

Rapid light fixture LED blinking with no pause indicates a programming failure. Repeat steps 1-3.



Transmitter Programming

To verify that the transmitter is matched to the operator, press the large transmitter button. The light fixture will flash one time to indicate a matched control. If instead, the light fixture LED blinks rapidly while holding down the large transmitter button, the transmitter needs to be programmed.

NOTE: Only the large transmitter button is pre-programmed. Any of the three transmitter buttons can be programmed to activate the door. In multi-door installations, each button or a combination of two buttons pushed at the same time can be programmed to activate a separate door.

To program the Transmitter:

- 1) Press the Light Fixture Program button OR the Wall Station Transmitter Program button; Light fixture LED will light.
- 2) Press and hold the desired Transmitter button(s) for 1-2 seconds; Light fixture LED will turn off.
- 3) Press and hold same Transmitter button(s) again; Light Fixture LED will light briefly, then blink rapidly.

Transmitter is now programmed.

Rapid light fixture LED blinking with no pause indicates a programming failure. Repeat steps 1-3.



NOTE: The operator can be activated by up to six remote control devices (including Wall Station and Keyless Entry controls). If a seventh control is programmed, one of the programmed controls will be overwritten and will no longer activate the operator. To clear the programming of all remote control devices, press and hold the light fixture Program button for approx. ten seconds. When the light fixture LED goes out, all controls are erased.

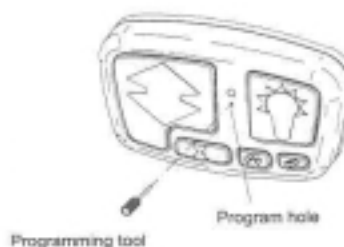
Install Routine



WARNING: During the install routine, the door will move up and down twice. Always keep a moving door in sight and away from people and objects until it is completely closed. **NO ONE SHOULD CROSS THE PATH OF A MOVING DOOR!**

Release Service Disconnect. Manually raise door to full open position. Then, lower door to full closed position to verify freedom of movement. Re-engage Service Disconnect.

Insert Programming Tool or similar small object (paper clip, ect..) into hole in center of Wall Station and depress internal switch. Light Fixture will flash twice indicating activation of install mode. Door will move to full open position and stop. Then, door will close completely. Next, door will go through one more Up/Down cycle. Once this is complete, door limits are set and installation is complete.



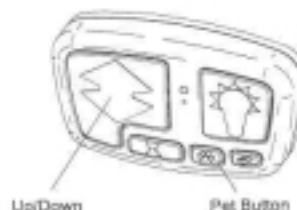
Custom Upper Limit Setting

Custom upper limit may be set by the following procedure.

With the door in the full down position, press the install switch on the Wall Station with the Program Tool. When the door is at the desired up position, at least four feet off the ground, press the Up/Down button on the Wall Station. The door will reverse and then continue through its normal installation routine with custom up position.

Custom Pet Position

Normal Install Routine sets Pet open height to approximately six inches above floor. Pet opening height may be changed to open anywhere between one inch and one foot above floor. To change automatic Pet opening height perform the following procedure.



- 1.) After completion of normal Install routine, with door in closed position, disconnect door from Power Head using Service Disconnect. Manually lift door to height more than one foot above floor. (Motor will start at one inch and stop above ten inches). Manually lower door to desired pet position opening height and re-engage Service Disconnect.
 - 2.) Simultaneously depress Pet Button and Up/Down Button on Wall Station. Light Fixture will flash once. The Pet Button is now programmed to automatically open the door to this custom height.
- NOTE: Activation of the normal Install Routine always sets pet position opening to default 6" height. For usage of Pet Button feature see [Operation](#).

NOTE: If Light Fixture does not flash, the door is either - too low or too high. Place door between 1" and 12" off the ground and repeat step 2.

Contact Obstruction Test

After installing opener, the door must reverse when it contacts a 1-1/2" high object (or a 2 x 4 board laid flat) on the floor. To verify proper operation:

- A. Activate door to open position by pressing Wall Station UP/DOWN button.
- B. Place a 2 x 4 laid flat on garage floor under path of the door.
- C. Activate door to closed position by pressing Wall Station UP/DOWN button; upon contacting solid object, the door should stop, then reverse direction within (2) seconds and travel to full open position.

NOTE: If opener fails to pass this test, repeat Install Routine or refer to Troubleshooting Guide in this manual.

IMPORTANT SAFETY INSTRUCTIONS

WARNING -- To reduce the risk of severe injury or death:

1. READ AND FOLLOW ALL INSTRUCTIONS.
2. Never let children operate or play with door controls. Keep the remote control away from children.
3. Always keep the moving door in sight and away from people and objects until it is completely closed. NO ONE SHOULD CROSS THE PATH OF THE MOVING DOOR.
4. Test door opener monthly. The garage door MUST reverse on contact with a 1-1/2 inch high object (or a 2 by 4 board laid flat) on the floor. After adjusting either the force or the limit of travel, retest the door opener. Failure to adjust the opener properly may cause severe injury or death.
5. For products having an emergency release or service disconnect, when possible, use the emergency release or service disconnect only when the door is closed. Use caution when using this release with the door open. Weak or broken springs may allow the door to fall rapidly, causing severe injury or death.
6. KEEP GARAGE DOORS PROPERLY BALANCED. See owner's manual. An improperly balanced door could cause severe injury or death. Have a qualified service person make repairs to cables, spring assemblies, and other hardware.
7. SAVE THESE INSTRUCTIONS.

Operation

Door Activation

Upon activation by either the Wall Station or Transmitter, the door will move in the following manner:

1. If closed, the door will open. If open, the door will close.
2. If closing, the door will stop, reverse, and return to the open position. Next activation will close.
3. If opening, the door will stop. Next activation will close.
4. If an obstruction is encountered or an out of balance condition is detected while closing, the door will reverse, return to the open position, and the light fixture will flash three times. The next activation will close the door.
5. If an obstruction is encountered or an out of balance condition is detected while opening, the door will stop, and the light fixture will flash three or four times. The next activation will close the door.



Never let children operate or play with door controls. Keep remote control away from children. Fatal injury could result should the child become trapped between the door and the floor.



Always keep moving door in sight and away from people and objects until it is completely closed. To prevent serious injury or death, avoid standing in the open doorway or walking through the doorway while door is moving.

Transmitter Operation

Momentarily pressing the large transmitter button activates the door. The small transmitter buttons can also be programmed to activate the door, or, in multi-door installations, each button or a combination of two buttons pushed at the same time can be programmed to activate a different door. See Transmitter Programming for instructions. The Transmitter LED will light while any Transmitter button remains pressed. Rapid LED flashing while any Transmitter button is pressed indicates a weak Transmitter battery. See [Maintenance Section](#) for battery replacement.

Wall Station Operation

Momentarily pressing the UP/DN button activates the door.

If a small out of balance condition causes the door to stop while opening or reverse while closing, applying constant pressure on the UP/DN button will allow the operator to move the door in this condition until the problem is corrected. See [Troubleshooting Section](#).

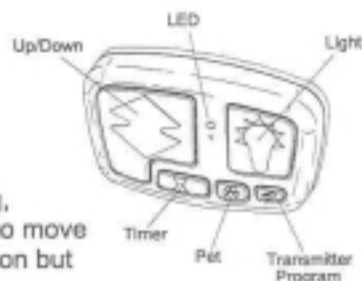
If a gross out of balance condition causes the door to stop while opening, applying constant pressure on the UP/DN button will allow the operator to move the door up. This process can be repeated to open a door in this condition but the problem must be corrected. See [Troubleshooting Section](#).

If a gross out of balance condition causes the door to stop while closing, the out of balance condition MUST be corrected before the door can be lowered by the operator. Constant pressure on the UP/DN button will NOT allow the door to be lowered in this condition. See [Troubleshooting Section](#).

WARNING! Manually lower the door ONLY by back driving; See MANUAL DOOR OPERATION - Back driving. Do not use service disconnect to lower door. Weak or broken springs may allow the door to fall rapidly, causing sever injury or death.

Momentarily pressing the Light button turns on the Light Fixture. The Light Fixture will remain on until either the Light button is pressed again or the door is activated. The Light Fixture automatically turns on with door activation and remains on for 4 minutes thereafter. Pressing the Light button before the 4 minutes has elapsed will turn off the Light Fixture.

Momentarily pressing the Timer button causes delayed activation of a stationary fully open door. The Light Fixture will flash for 8 sec. then stay constantly lit for 2 sec. prior to activating door, allowing enough



time to safely exit garage. Pressing any button, except for program button while Light Fixture is flashing cancels Timer Mode. NOTE: Timer feature will only function with door in fully open position. Pressing the Timer button with a stationary door in any other position will cause the Light Fixture to flash four times and the door will not be activated. While the door is in motion, the Timer button functions identically to the UP/DN button, activating the door immediately.

Momentarily pressing the Pet button activates a closed door and causes it to open to a position between 1" and 12" above the floor, allowing pets to enter and exit the garage without the door being fully open. Next door activation will cause the door to open. The Pet feature will only function with the door in the fully closed position. Pressing the Pet button with a stationary door in any other position will cause the Light Fixture to flash five times and the door will not be activated. While the door is in motion, the Pet button functions identically to the UP/DN button, activating the door immediately. The Pet feature allows for custom setting of the Pet position door height. See Install Routine.

The Transmitter Program button allows for custom programming of the Transmitter controls or the addition of extra Transmitter controls. See Transmitter Programming.

The Wall Station LED will light while any Wall Station button remains pressed. Rapid LED flashing while any Wall Station button is pressed indicates a weak Wall Station battery. See Maintenance Section for battery replacement.



Test operator monthly. The garage door MUST reverse on contact with a 1 1/2 inch object (or a 2 by 4 laid flat) on the floor. After adjusting either the force or the limit of travel, retest the door opener. Failure to adjust the operator properly may cause severe injury or death.



KEEP GARAGE DOOR PROPERLY BALANCED. See owner's manual. An improperly balanced door could cause severe injury or death. Have a qualified service person make repairs to cables, spring assemblies, and other hardware.

MANUAL DOOR OPERATION - Back driving

NOTE: For security reasons, operator will automatically push door down if an attempt is made to manually raise the door from a fully closed position.

The operator's high efficiency drive system allows the door to be moved manually without disconnecting the operator from the door. To move the door manually, apply a steady upward or downward force of approximately forty pounds directly to the stationary door to move the door to the desired position. Use service disconnect to raise door manually from fully closed position.

MANUAL DOOR OPERATION - Service Disconnect



The service disconnect should only be used when the door is closed. Do NOT use the service disconnect on an open door. Weak or broken springs may allow the door to fall rapidly, causing severe injury or death.

The operator is equipped with a service disconnect that allows the door to be moved manually and independent from the operator. With door closed, pull on the red Disconnect Handle sliding the cable out of the Flag Bracket, releasing the tension on the cable. Releasing the tension of the cable disengages the operator. When disengaged, the door can be moved manually with no resistance from the operator. Pulling on the Disconnect Handle and sliding the cable back into the Flag Bracket engages the operator. When engaged, door can be moved manually by back driving or automatically with the Wall Station or Transmitter controls.

NOTE: For security reasons, operator will attempt to push door down anytime door is moved manually from a closed position. With service disconnect disengaged, the door will not move; Although, the operator will run. The operator will stop once the door is raised above ten inches. After this sequence, when disconnect is re-engaged, door will have to be operated for at least one partial open and close to reactivate security feature.

Maintenance

MONTHLY MAINTENANCE

Manually operate the door with the Service Disconnect disengaged. If the door is unbalanced or binding, have a qualified service person repair or adjust the door.

Perform contact obstruction test.

ANNUAL MAINTENANCE

Lubricate door rollers, bearings, and hinges. Refer to Waynegard owners manual for maintenance information.

BATTERY REPLACEMENT

Inability to activate door from transmitter may be caused by weak or dead transmitter battery. Press and hold the transmitter button. Rapid blinking or no signal from the transmitter LED indicates weak or dead battery. Insert coin in slot on the side of the transmitter and twist to open transmitter case. Replace battery, being careful to match positive (+) symbol on battery with positive (+) symbol on circuit board. NOTE: USE ONLY MN21 OR EQUIVALENT 12 VOLT BATTERY.

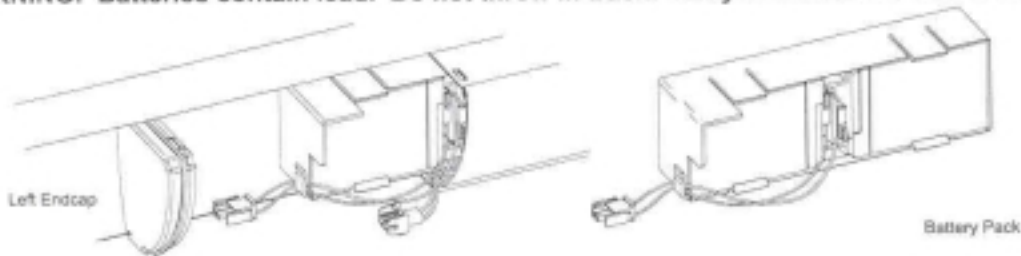


Inability to activate door from wall station may be caused by weak or dead wall station battery. Press and hold the UP/DOWN button. Rapid blinking or no signal from the wall station LED indicates weak or dead battery. Insert coin in slot on the side of the wall station and twist to open wall station case. Replace battery, being careful to match positive (+) symbol on battery with positive (+) symbol on circuit board. NOTE: USE ONLY MN21 OR EQUIVALENT 12 VOLT BATTERY.



If Light Fixture blinks once at beginning and end of a door cycle, batteries in Power Head need to be replaced. This will occur if Operator loses power for an extended period of time or unit was operated severely. In this case let Batteries charge overnight to see if problem goes away. To remove batteries disengage Service Disconnect. Remove left hand End Cap by pressing in on bottom snap and pulling out End Cap. Pull battery wiring out of housing and disconnect. Pull Battery Pack from housing and replace with new Battery Pack. Reconnect and tuck battery wiring into housing and reinstall End Cap. Engage Service Disconnect.

WARNING! Batteries contain lead. Do not throw in trash. Recycle Batteries. Call 1-800-SAV-LEAD.



Troubleshooting

<i>Symptom</i>	<i>Probable Cause</i>	<i>Corrective Action</i>
Operator does not respond to wall station or transmitter	No power to operator	Check light fixture cord to outlet, outlet circuit breaker, battery connections, battery condition.
	Controls not programmed	See Programming Section
Operator works from wall station but not from transmitter	Transmitter not programmed	See Programming Section
	Weak/Dead Transmitter battery	Replace battery
Operator works from transmitter but not from wall station	Wall Station not programmed	See Programming Section
	Weak/Dead Wall Station battery	Replace battery
Door does not open and light fixture flashes one time	Install procedure not yet complete	Complete Install Procedure
	Blown fuse	Call Service Professional
Door stops or reverses, light fixture flashes three or four times	Obstruction encountered	Clear door path
Door does not close properly	Cables not on drum properly	Hold down Up/Down button or use Service Disconnect and close manually.
Door will not close	Thermal Delay: Door has cycled eight times in a five minute period.	Door will operate after a five minute waiting period signaled by a single light flash
Door does not travel to full open or full closed position	Door out of balance	Correct door balance
	Limits improperly set	Repeat Install Procedure

Service Parts



- | | |
|--|---|
| (A) Light Fixture Kit, Complete (Includes "B" & "D") | (L) Power Head, Complete (less batteries) |
| (B) Interface Cable | (M) Driven Gear |
| (C) Interface Cable Cover Kit | (N) 12 Volt Battery |
| (D) Lock Set (Right and Left Hand) | (O) Battery Pack |
| (E) Diffuser | (P) Screw Cover |
| (F) Cable Snubber Set (Right and Left Hand) | (Q) Cover |
| (G) Radio Transmitter (Remote Control), Complete w/battery | (R) Grommet |
| (H) Wall Station, Complete w/battery | (S) Cable Stop |
| (I) Reference Card | (T) Flag Bracket |
| (J) Center Bracket | (U) Disconnect Handle |
| (K) End Cap Set (Right and Left Hand) | |

Questions?

**For quick answers &
helpful advice, call
Customer Service Pensacola
(800) 676-7734**



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