

PROGRAMMING A NEW KEY FOB

Note: Before beginning ensure the gate is fully closed. Up to 7 key fob buttons can be programmed into the system (programming both buttons on 1 fob counts as 2 buttons).

When Programming a key fob:

1. Press and release the Teach button on the Main Board. The Buzzer and Light emit once. From this moment, a key fob button can be programmed in 20 seconds.
2. Press and release the Teach button on the Key fob (the middle button). The Buzzer and Light emit once.
3. Press either button 1 or button 3 on the Key fob. The Buzzer and Light emit three times. The button on this Key fob is now learned



ERASING KEY FOBS AND THE KEY PAD FROM THE MAIN BOARD

Note: Before beginning ensure the gate is full closed.

1. **Push and hold the Down button** on the main board for 10 seconds. During this time, the Buzzer chirps every 1 second. After 10 seconds, the buzzer sounds a longer tone.
2. All previously programmed Key fobs and the Keypad are cleared from memory.

FCC STATEMENT

FCC ID: 2AQPJ-00300

Note: Swift Lift Garage Door Remote Controls comply with FCC part 15 Rules. Its operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference that may cause undesired operation

FCC CAUTION:

- Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment
- This equipment should be installed and operated with minimum distance 20 cm between the radiator & your body.

Part 15B compliance statements for digital devices:

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.

WALL, KEY FOB AND KEYPAD BUTTONS

Note: To operate these buttons system must be in normal mode

1. To use the Wall button, push the button and release it.
2. To use a programmed Key fob button, push the button (button 1 or 3) and release it in the receiving range of the Garage Door.
3. To use the programmed keypad, enter the 4 digit Secret Code and press the POUND (#) button.

- If the Gate is fully closed, the Wall/Key fob/Keypad button opens the Gate.
- If the Gate is opening, the Wall/Key fob/Keypad button stops the Gate. The next Wall/Key fob/Keypad button closes the Gate.
- If the Gate is fully open, the Wall/Key fob/Keypad button closes the Gate.
- If the Gate is closing, the Wall/Key fob/Keypad button stops the Gate. The next Wall/Key fob/Keypad button opens the Gate.

LIGHT MEANING

Thank you for purchasing your SwiftLift garage door opener. There are 3 different colour lights you should be aware of:

Green: Led becomes ON when the Board is connected to the Mains/Battery.

Yellow: Led is a multipurpose Led.

- Every time a Button on the Main Board (Up/Down/Teach/Wall) is pushed, it turns ON as an indication.

- Every time a valid key fob/keypad packet is received, it blinks momentarily. It goes OFF quickly.

- During *Learning Mode*, it may blink in "2 second intervals" to separate the steps of *Learning*.

Red: Led blinks to show different *Modes* of the Software operation:

- 1 blink – *Normal Mode* of operation.

- 2 blinks – *Position Unknown Mode* (can happen after Power Failure)

- 3 blinks – *Learn Mode*

FAULT MODES

Note: In this mode, the Buzzer sounds and the Light flashes a Fault Code every 15 seconds.

Blink Number	Meaning
1	Gate close/open time is longer than expected
2	Power Supply Voltage is too Low or too high
3	Latch Temperature is High
4	Latch Current is High
5	Motor Temperature is High
6	Motor Current is High
7	Motor Voltage is High
8	The Speed of the Gate is High
9	Too many Soft Braking in Closing direction

Note: When Cycling the Power, make sure you wait at least 15 seconds before connecting the Power again

LEARN MODE FAULTS

Note: During learning, when a fault is detected, the operation is halted and the Buzzer sounds a Fault Code every 5 seconds. Cycle the Power and re-do the Learning.

Buzzer Count	Meaning	Comments
3	Top Position Invalid	Can happen at the beginning of step 4
4	Bottom Position Invalid	Can happen at the beginning of step 5
5	Power Supply Voltage is Low	Can happen any time during the <i>Learning</i>

POWER FAILURE

Note: In this mode the Gate must be closed fully using the Wall Button/Key Fob. Every time the button is pushed, the gate closes for 1 second and stops.

1. The key must be released, pushed for 1 second and repeat until fully closed, then push for another 2 seconds The Buzzer sounds a short tone.
2. When the Gate is fully closed, it goes to 1 time blink. During this time, the Light and Buzzer emit briefly every 15 seconds too.
 - a. 3 blinks – The gate is in *Learn Mode*. Follow the *Learn Procedure*.
 - b. 4 blinks – Reserved.
 - c. 5 blinks – The Gate is in *Fault Mode*.

LEARN MODE

Note: Before beginning ensure the gate is fully closed

1. Flash the Board using a JTAG tool.
2. From *Normal Mode* or from *Position Unknown Mode*. **Hold the Up button** for 5 seconds to clear the *learning data* (The Buzzer chirps every 1 second)
3. After 5 seconds, the Buzzer emits a longer beep and switches to *Learn Mode*
4. Determining Left/Right Motor Installation:
 - a. To start, "**Push and Hold**" the Up button for 5 seconds (he Buzzer chirps every 1 second). After 5 seconds, the Buzzer emits a longer beep and the Latch retracts.
 - b. If the motor is installed on the Right side, the Gate stalls to the floor.
 - c. If the motor is installed on the Left side, the Gate opens a few inches then close itself
5. Learning the TOP Position:
 - a. **Push and Hold** the Up button until the Gate opens to the desired TOP position, then release the Up button.
 - b. Push and release the Teach button once. The **Yellow** Led blinks for 2 seconds. Wait this time.

Note: there is a minimum height that the Gate must open beyond that point. The Gate cannot be learned at a very low height.

6. Fully Closing
 - a. "**Push and Hold**" the Down button until the Gate closes to the Floor position, then release the Down button.
 - b. Push and release the Teach button once. The **Yellow** Led blinks for 2 seconds. Wait this time.
7. Learning the Open Profile:
 - a. Push and release the **Up button once**. The Gate opens to the learned TOP position.
 - b. When at the TOP, the **Yellow** Led blinks for 2 seconds. Wait this time.
8. Learning the Close Profile:
 - a. Push and release the **Down button once** The Gate closes to the Floor position.
 - b. When at the Floor, the **Yellow** Led blinks for 2 seconds. Wait this time.