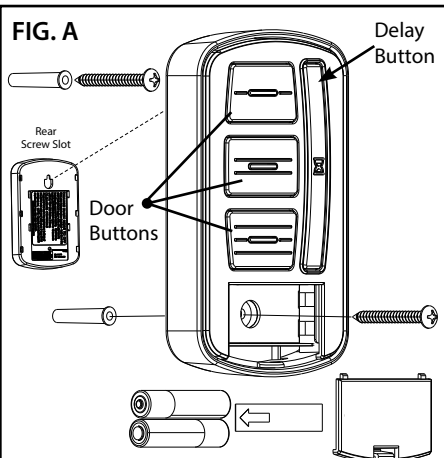


Universal Wireless Wall Console Instructions

FIG. A



Delay Button

Door Buttons

Rear Screw Slot

Open battery cover and remove battery tab before programming.

LED Signals:

- LED Blue blink indicates NORMAL status
- LED Red blink indicates LOW BATTERY
- LEDs will vary during programming

WARNING

MOVING DOOR CAN CAUSE SERIOUS INJURY OR DEATH.

- DO NOT install wall counsel unless the door operator's safety devices work as required by the door operator's manual.
- Wall Console must be mounted in sight of door, at least 5 feet above floor and clear of moving door parts.
- Keep Door in Sight at all times when door is moving.
- DO NOT allow children to play with the operator controls.

If safety reverse does not work properly:

- Close door then disconnect opener using the manual release handle.
- DO NOT use transmitter or controls for door operator.
- Refer to Door and Door Opener Owner's Manuals before attempting any repairs.



AVERTISSEMENT

UNE PORTE EN MOUVEMENT PEUT CAUSER DE GRAVES BLESSURES, VOIRE LA MORT.

- N'installez PAS le transmetteur à moins que l'appareil de sécurité du dispositif de fermeture de porte ne fonctionne conformément au manuel du dispositif de fermeture de porte.
- La console murale doit être montée à la vue de la porte, à au moins 5 pieds au-dessus du sol et il ne doit y avoir aucune pièce de porte en mouvement à proximité.
- Éloignez les gens de l'ouverture lorsque la porte est en mouvement.
- NE permettez PAS aux enfants de jouer avec le transmetteur ou le dispositif de fermeture de porte.

Si l'inversion de sécurité ne fonctionne pas correctement :

- Fermez la porte, puis déconnectez le dispositif d'ouverture à l'aide de la poignée de dégagement manuel.
- N'utilisez PAS le transmetteur ni le dispositif de fermeture de porte.
- Référez-vous aux manuels du propriétaire de la porte et de l'ouvre-porte avant de tenter toute réparation.



It is recommended to complete programming before mounting wall console.

THINGS TO KNOW BEFORE STARTING:

- For use only with garage door operators complying with UL 325, manufactured after 1993 with working photo eyes installed.
- During programming, the garage door opener may operate. Ensure that the garage door opening is clear of personnel or any obstructions.
- Do not press the LEARN button for longer than the noted 2-3 seconds as it could cause the existing, operational remotes and keypads to no longer work.
- All DOOR buttons are factory set to Overhead Door® CodeDodger® 1.

Below are the brands and specifications that this console is compatible with. Find the ID# in Chart A below that references your specific opener specification. You will need this number during programming. Refer to STEP 1 to find the type and/or LEARN/PROGRAM button.

DIP switch models are noted with an asterisk* - please visit our website for instructions on these models and for additional alternate programming instructions:
www.overhaddoor.com/documents/alt-programming-UWWC.pdf

AVAILABLE PROGRAM METHOD		LEARN METHOD ID#
Brand Name	Specification Notes	Number of Button Presses (ID#)
Genie®	315/390 MHz, Intellicode® I, 1995-current	1
Overhead Door®	315/390 MHz, CodeDodger® I, 1995-current	1
Chamberlain® LiftMaster® CraftsMan®	Purple Learn Button, Security +®, 2006-2014, 315 MHz	2
	Orange/Red Learn Button, Security +®, 1996-2005, 390 MHz	3
	Yellow Learn Button, Security +2.0®, 2011-current, 390 MHz	4
	Green Learn Button, Billion Code®, 1993-1995, 390 MHz	5
Genie®	315/390 MHz, Intellicode® II, 2010-2011	6
Overhead Door®	315/390 MHz, CodeDodger® II, 2010-2011	6
Sommer®	310 MHz, Rolling Code	7
Linear®	318 MHz, Mega Code®	8
Wayne Dalton®	372.5 MHz, Rolling Code, 1999-current	9
Ryobi®	372.5 MHz, Rolling Code	10
Guardian®	303 MHz, Fixed Learn Code	11
Xtreme® brand	303 MHz, Fixed Learn Code	11
Marantec®	315 MHz, Fixed Learn Code	12
FAAC®	433.92 MHz, Rolling Code	13
Chamberlain®	390 MHz, 9 Switch/3 Position Dip Switch	For these dip switch instructions, visit www.goverhaddoor.com
*Stanley®	310 MHz, 10 Switch/2 position Dip Switch	
*Genie®	390 MHz, 9 & 12 Switch/2 Position Dip Switch, 1993-1995	
*Overhead Door®	390 MHz, 9 Switch/3 Position Dip Switch, 1993-1995	

*For instructions on these Dip Switch specifications, visit:
www.overhaddoor.com/documents/alt-programming-UWWC.pdf

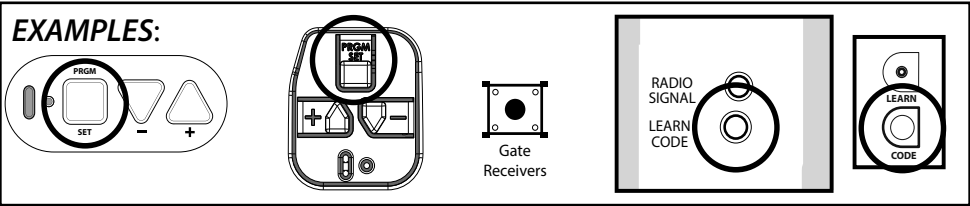
Overhead Door and CodeDodger are registered trademarks of Overhead Door Corporation. All other listed names and trademarks are the property of their respective owners.

NOTE: During programming, the garage door opener will operate. Ensure that the garage door opening is clear of personnel or any obstructions.

STEP 1 - FIND SPECIFICATIONS & LEARN BUTTON

1. Locate the brand and opener/receiver specifications for your device by consulting the label on the opener/receiver, the instruction manual, the current remote controls for the opener, or the original manufacturer of the opener/receiver.
2. Find the LEARN/PROG button on your device - shape, color or name of this button could vary by brand. For garage door openers, be sure to check under the light covers. For commercial or gate openers, this button may be on the circuit board of the opener. In some cases, this button could also be on an external receiver that is mounted on or nearby the product. Consult the devices manual if needed.

EXAMPLES:



*For Marantec® openers, reference operator manual to program remotes to the operator head.

STEP 2 - PROGRAMMING THE UNIVERSAL WIRELESS WALL CONSOLE

IMPORTANT: For ID#4 Chamberlain®/LiftMaster®/Craftsman® Yellow Learn Button - move immediately to the proper section below. For all other ID#s, proceed to LEARN METHOD section.

IMPORTANT: Please visit www.overhaddoor.com/documents/alt-programming-UWWC.pdf to find additional instructions and programming methods such as how to program dip switch technology and how to change blink rate patterns.

LEARN METHOD (RECOMMENDED PROGRAMMING)

Review Chart A to find your specifications and available programming options. Each button can be programmed individually to operate up to 3 different brands of garage door openers and gate receivers.

1. Remove activation tab from inside battery compartment.
2. Find and remember the required number of button presses (ID#) in the LEARN METHOD column next to your brands/specification in Chart A.
REMEMBER: For ID#4 Chamberlain®/LiftMaster®/Craftsman® Yellow Learn Button ONLY - move immediately to instructions below. For all other ID#s, proceed to step 3.
3. Press and hold down the DELAY button until ALL 3 BLUE LEDs start blinking and then release (@5 sec.)
4. Press the DOOR button of your choice the required number of times from Step 1 (Chart A).
TIP: You may program all 3 DOOR buttons at one time if preferred. The DELAY button press will signal completion for all buttons.
5. Press the DELAY button one time to signal the entry is complete.
6. On the opener, press the LEARN/PROGRAM button for 2-3 seconds then release.
7. Press the DOOR button you just programmed once every two seconds until the opener operates.
8. When the door stops moving, press the DOOR button again to test. Programming is complete.

ONLY for ID#4 Chamberlain®/LiftMaster®/Craftsman® Yellow Learn:

1. Remove activation tab from inside battery compartment
2. Press and hold down the DELAY button until ALL 3 BLUE LEDs start blinking and then release (@5 sec.)
3. Press the DOOR button of your choice four times.
TIP: You may program all 3 DOOR buttons at one time if preferred. The DELAY button press will signal completion for all buttons.
4. Press the DELAY button one time to signal the entry is complete.
5. Press and hold down the DOOR button you just chose until the red LED in the top button blinks and goes out (@5 sec.)
6. On the opener, press the LEARN/PROGRAM button for 2-3 seconds then release.
7. Press the door button you chose ONE time. Opener will click.
8. On the opener, press the LEARN/PROGRAM button again for 2-3 seconds then release.
9. Press the door button you chose ONE time again. Opener will click again.
10. Press the DOOR button again and the opener will activate.
11. When the door stops moving, press the DOOR button again to test. Programming is complete.

STEP 3 - MOUNTING THE WALL CONSOLE

Wall Consoles should be mounted at least 5 feet from floor in a convenient location within sight of the garage door.

- Remove battery cover, battery activation tab and batteries.

Mounting to garage framing:

1. Mark and drill a 3/32" pilot hole for the slotted mount screw. See Fig-A.
2. Install included screw into pilot hole, leaving 1/8" gap between the screw head and wall.
3. Hook the slotted mount on back of Wall Console over the screw.
4. Mark and drill a 3/32" pilot hole for the screw under battery door.
5. Secure Wall Console to the wall. (Do not over-tighten).
6. Reinstall batteries and battery cover.

Mounting to drywall:

1. Drill 3/16" pilot hole for slotted mount drywall anchor. See Fig-A.
2. Lightly tap drywall anchor into hole with a hammer until flush with wall.
3. Install included screw into anchor, leaving 1/8" gap between the screw head and wall.
4. Hook the slotted mount on back of Wall Console over the screw.
5. Mark position of pilot hole for the drywall anchor under the battery door and remove wall console.
6. Drill a 3/16" pilot hole for the drywall anchor under the battery door.
7. Lightly tap anchor into hole with a hammer until flush with wall.
8. Secure Wall Console to the wall. (Do not over-tighten).
9. Reinstall batteries and battery cover.

STEP 4 - OPERATING THE WALL CONSOLE

NOTE: Safety sensor override operation will not work with this console.

Operating a Door:

1. Press and release the door button of your choice. The door will move up or down.

To initiate the DELAY feature on any DOOR button:

1. Press and release the DELAY button one time for 10 seconds, two times for 15 seconds, or three times for a 20 second DELAY.
2. Press and release the DOOR button of your choice. Activation will be delayed by 10, 15 or 20 seconds.

NOTE: With this feature, an open door will delay on close. A closed door will delay on opening. Press the same DOOR button again to cancel the activation.

Clearing out the wireless wall console:

1. Press and hold down both the top DOOR button and the bottom DOOR button at the same time.
2. When LED on the middle DOOR button gives two long blinks and goes out - then release both buttons (@ 5 seconds).

NOTE: This will revert all buttons back to the factory setting of CodeDodger 1. For buttons that have been programmed to a CodeDodger 1 unit, please refer to the operator instruction manual to clear the powerhead.

For Patent Information: www.overhaddoor.com/patents, ©2021, Overhead Door Corp.

FCC Part 15.21 Statement:
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC / IC Statement:
This device complies with FCC Part 15 and Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

