Swing Gate Operator TX4UNI User manual

- 1. Press and release the LEARN button, LED1 will light.
- 2. Press the remote control button that you would like to program.

The operator will automatically exit learn mode (LED1 will flash and go out) if programming is successful. To program additional Security+ 2.0[™] remote controls or remote control buttons, repeat the programming steps above. Press the LEARN button a second time to exit programming at any time.

Partial Open Setting

- 1. Press and release the LEARN button, LED1 will light.
- 2. Press and release the **LEARN** button again, LED1 will begin flashing.
- 3. Press the remote control button that you would like to program to the partial open setting (must be different than button controlling normal operation).

NOTICE: 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.

Any changes or modifications not expressly approved by the party responsible for this product could void the user's authority to operate the equipment. This device is 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.

⁻ 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.