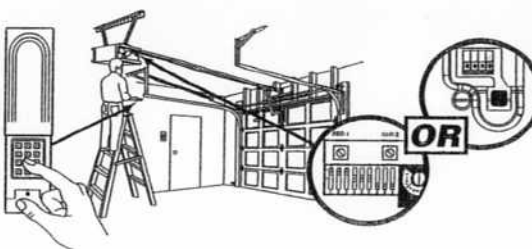


# CLICKER MODEL CLK1D

## Universal Garage Door Opener Wireless Keypad

The Clicker keypad can be programmed to operate with different brands.

**NOTE:** The Clicker is not compatible with some rotating code systems such as Genie IntelliCode, Overhead Door Code Dodger or Stanley Secure Code garage door opener systems developed by several manufactures since 1996.



### 1 PREPARATION

#### DETERMINE BRAND ID

Determine the BRAND ID of the existing garage door opener or handheld remote controls. If all remote controls are lost, the BRAND ID is located on the ceiling mounted motor unit or on the external receiver near the flexible wire antenna.

Also, determine if your motor unit/receiver system has DIP SWITCHES or a SMART-LEARN BUTTON. Some models require removing the light lens. For further information, consult your garage door opener manual.

Proceed to the appropriate section for your type of opener and circle your BRAND ID.

### 2 BRAND ID • DIP SWITCH OPENERS

BRAND ID	
1	CHAMBERLAIN, SEARS, LIFTMASTER, MASTER MECHANIC, DO IT (9 Code Switch Systems, Yellow, White or Grey Learn Button)
4	LINEAR, MOORE-O-MATIC
5	GENIE (9 Code Switch Systems)
6	GENIE (12 Code Switch Systems)
8	STANLEY

OR

### 2 BRAND ID • SMART-LEARN BUTTON OPENERS

BRAND ID	
2	CHAMBERLAIN, SEARS, LIFTMASTER, MASTER MECHANIC, DO IT (Green Learn Button)
3	CHAMBERLAIN, SEARS, LIFTMASTER, MASTER MECHANIC, DO IT (Orange/Red Learn Button)
10	CHAMBERLAIN, SEARS, LIFTMASTER, MASTER MECHANIC, DO IT (Purple Learn Button)

#### RECORD YOUR CODE SEQUENCE

Using the chart below that pertains to your brand, write down the position of the dip switches located in your original remote control or on the motor unit receiver. The receiver can be mounted on the side or back panel of the motor unit or could be mounted on the ceiling or wall (locate the small gray wire antenna).

**NOTE:** Systems that have a yellow, white, or gray smart-learn button will have code switches in the original hand held remote. If you do not have any programmed remotes, choose a random 9 digit code using the box below.

Chamberlain, Sears, LiftMaster, Master Mechanic, Do It

Genie, Linear, Moore-O-Matic, Stanley

If the switch is in the plus (+) position place a 1, neutral (0) position place a 2, negative (-) position place a 3 in the corresponding box in the chart below.

If the switch is "on" or "up," place a 1; "off" or "down," place a 2 in the corresponding box in the chart below.

If you do not have an 8th or 9th switch, then 8 and 9 in the chart are in the (0) position.

CODE SWITCH SEQUENCE	1	2	3	4	5	6	7	8	9
+									
0									
-									

CODE SWITCH SEQUENCE	1	2	3	4	5	6	7	8	9	10	11	12
ON/UP												
OFF/DOWN												

Write code sequence here:

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(example: 1 2 3 1 3 2 3 1 2)

(example: 1 2 2 1 2 2 1 2 1 1 1)

#### PROGRAMMING KEYPAD

- Write your brand ID from above on line 5.
- Write your code sequence from above on line 6.
- Press \* and # together until the keypad stops flashing.
- Press 1 2 3 4 and the # key.
- Enter brand ID \_\_\_\_\_ using the keypad and press the # key.
- Enter code sequence \_\_\_\_\_ and press the # key.

Programming is complete. To test, press 1 2 3 4 and any additional number.  
**NOTE:** Do not use the star (\*) or pound (#) keys as the additional number.

Proceed to Step 3.

### WARNING

To prevent possible SERIOUS INJURY or DEATH from a moving gate or garage door:

- ALWAYS keep remote controls out of reach of children. NEVER permit children to operate, or play with remote control transmitters.
- Activate gate or door ONLY when it can be seen clearly, is properly adjusted, and there are no obstructions to door travel.
- ALWAYS keep gate or garage door in sight until completely closed. NEVER permit anyone to cross path of moving gate or door.

#### PROGRAMMING KEYPAD

- Write your brand ID from above on line 4.
- Press \* and # together until the keypad stops flashing.
- Enter 1 2 3 4 and the # key.
- Enter brand ID \_\_\_\_\_ and press the # key.
- Press and release smart-learn button on motor unit (indicator light next to smart-learn button should turn on).
- Enter 1 2 3 4 into the keypad.
- Press and HOLD any additional number on the keypad until the indicator light next to the smart-learn button blinks.

Programming is complete. Wait 10 seconds. To test, press 1 2 3 4 and any additional number.

**NOTE:** Do not use the star (\*) or pound (#) keys as the additional number.

Proceed to Step 3.

### 3 CHANGE PIN

Choose a 4-digit Personal Identification Number (PIN). Any combination of numbers from 0 to 9 may be used.

Write PIN here: \_\_\_\_\_

- Press 1 2 3 4 and the \* key.
- Enter your PIN and the # key.

Programming is complete. To test, enter your PIN and any additional number.

**NOTE:** Do not use the star (\*) or pound (#) keys as the additional number.

### 4 MOUNT THE KEYPAD

Select a smooth vertical surface. Mount the keypad out of the path of the moving garage door, but within sight of it. At least 4" of clearance is needed above the keypad in order to slide the cover up.

Slide outside cover up and remove. Remove battery cover. Take battery out of compartment (it is not necessary to disconnect it). Mount the keypad using the two mounting holes and screws provided, then reinsert battery, replace battery cover, and slide outside cover down.

### HELPFUL HINTS

#### CLEAR AND START OVER

Press \* and # together until keypad stops flashing (5 one second flashes). If both keys are not pressed down at the same time, the keypad flashes 10 half second flashes followed by 5 one second flashes. This erases previous programming and returns unit to unprogrammed factory setting.

#### FLASHING KEYPAD

The keypad will flash during certain programming sequences — when pressing the \* or # key or an incorrect PIN is entered.

#### KEYPAD REMAINS ACTIVE FOR 15 SECONDS

After pressing any key or after entering a correct PIN, the keypad will light steadily for 5 seconds. Once programmed, the keypad remains active for 15 seconds. During this time you may stop, reverse or reactivate the door by pressing any number on the keypad.

### BATTERY REPLACEMENT

Replace the 9 Volt battery when the keypad light becomes dim or does not light up. Slide the outside cover up, unscrew the battery cover and replace battery. It may be necessary to reprogram the keypad after battery is replaced.

**NOTE:** Dispose of old batteries properly.

**NOTICE:** To comply with FCC and or Industry Canada (IC) rules, adjustment or modifications of this receiver and/or transmitter are prohibited, except for changing the code setting or replacing the battery. THERE ARE NO OTHER USER SERVICEABLE PARTS. Tested to Comply with FCC Standards FOR HOME OR OFFICE USE. 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.

### TECHNICAL SUPPORT

www.clickerproducts.com

1-800-442-1255

Chamberlain, LiftMaster and Moore-O-Matic are Trademarks of Chamberlain Group. Genie is a Trademark of Overhead Door Corporation. Linear is a Trademark of Linear Corporation. Master Mechanic is a Trademark of TruServ. Sears is a Trademark