

Coding using an existing remote

To enter the code of a new remote control without using your receiver, you will need an authorised remote control (note: the first remote control must always be entered using the receiver key). Now, with the two remote controls (your already coded remote, and your new remote), which we shall call NEW (the one whose code we want to enter) and OLD (the authorised one), position yourself within 3m of the gate/garage receiver and then:

1. Press and hold the button on the new remote for at least 5 seconds and then release.
2. Press the button on the already programmed remote 3 times slowly.
3. Press the button on the new remote slowly and then release.

Coding directly to your receiver

Your new remote will program to your receiver as per your original remote instructions, so please refer to your manual. But for a typical NICE FLOX2R Receiver, the programming procedure is as follows:

1. Press the learning button on your receiver for 1-2 seconds. The LED will turn on for 5 seconds. Within 5 seconds, complete the next step.
2. Press a button on your new remote until the LED on your receiver turns off.
3. Release the remote button and wait for 2 seconds.
4. Press the same button on your new remote again. The LED on your receiver will now flash 3 times. This indicates that your remote has been successfully coded. If this does not happen, repeat the whole procedure from the beginning, and try again.
5. Wait 5 seconds. Press the button on your new remote to test if it opens your garage/gate.

Please note that to remove a single transmitter's code or all transmitter codes from the receiver memory please refer to your receiver manual.

WARNING!

This product may contain a coin/button cell battery. Keep product and batteries away from children. Battery can cause severe or fatal injuries in 2 hours or less if swallowed or placed inside any part of the body. Seek immediate medical attention if it is suspected that a coin/button battery has been swallowed or placed inside of any part of the body.

