

## Before Coding

1. Read this page fully
2. If the remote operates more than one item, only the items you are coding, should be powered and working. Please note that systems with battery backup kits are always powered. You may need a technician to assist with coding.
3. Have both, a currently working (old) and the NEW remote, ready.
4. Stand approximately 5 metres from the gate for safety.
5. The gate must be fully closed.
6. There are 2 programming procedures. 1 of these will be suitable for this gate.

## Procedure 1

1. Take the NEW remote and press a button and hold it pressed for 6 seconds then release
2. Take the currently working (OLD) remote and
  - a. Press, release, wait for the red flashing indicator to turn off
  - b. Press, release, wait for the red flashing indicator to turn off
  - c. Press, release, wait for the red flashing indicator to turn off
3. Within the next 5 seconds. Take the NEW remote, and shortly press the desired button again.
4. The new remote is now programmed. Test the remote. Repeat this process if it is not working.

## Procedure 2

1. Take a working (OLD) remote control unit and press the large 2 buttons together simultaneously for 6 seconds.
2. Within a few seconds take a NEW remote and press the 2 large buttons together simultaneously
3. The new remote is now programmed. Test the remote. Repeat this process if it is not working.

## Notes

- Some King Gates items do not support this procedure.
- Should you need technician for this procedure, for any reason, Technician call out fee may apply
- We recommend replacing batteries in the remote every 12 months, if it ceases to work or when the indicator light is dimming.

### 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.

