

Clicker C-321 Universal Garage Door Opener Programming Instructions



MODEL 321

Clicker C-321 Universal Garage Door Opener Programming Instructions (discontinued)
Sku: clcungadoopp

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Clicker Universal Garage Door Opener Instructions model C-321 >> [Page 1](#) >>
[Page 2](#) <<

Features

Your Clicker Model 321 Universal Transmitter is compatible with most 300, 310 and 390 MHz garage door and gate operator systems manufactured by Chamberlain®, Genie®, Lift-Master®, Linear®, Moore-O-Matic®, Multi-Code®, Sears®, and Stanley®. Please note that the 321 is not compatible with rotating code systems such as Intellicode™ or Security+™, developed by several of these manufacturers since 1996. The Clicker 321 can be used as a replacement for, or in addition to, most older style remote control transmitters. It can be programmed to operate up to three garage door openers or gates, including different brands. If your system uses code switches, you must program the Clicker to match the existing code. If your existing system does not use code switches, you may program the Clicker to any random code. All programming is done through the 3 buttons on the case.

We suggest you first read through the following instructions in their entirety, then return to Part 1 for brand and code identification. The programming procedure on page 2 should take only moments.

Part 1: Identifying Your Existing Brand and Code

Step 1:

Place an X in Table 1 below next to the brand of your opener. If you are programming your Clicker for more than one door or gate opener, place an X next to the brand you will program first.

Table 1

___ 1 Stanley	___ 5 Genie (9 code switches)*
___ 2 Multi-Code	___ 6 Genie (12 code switches)*
___ 3 Linear, Moore-O-Matic	*See Step 2 below
___ 4 Sears, Chamberlain, Lift-Master	

Step 2:

Determine whether your system uses code switches. Depending on your brand, you may have 8, 9, 10 or 12. They are usually located on the receiver panel (perhaps under the lamp cover). The receiver is normally attached to the garage door or gate opener, or it may be mounted on a wall and wired to the opener. The accompanying remote will have matching code switches inside the case. The illustration shows a receiver panel and remote with 9 code switches.

- If your system has code switches, you must program the transmitter to match your code. Proceed to Table 2 or 3, depending on your brand.
- If your receiver does not have code switches, choose any random 9 digit code to program your transmitter. Use Table 2 and enter a setting of 1, 2, or 3 for each column. Fill only 1 box per column, and ignore the table instructions pertaining to code switches. Then proceed to "Programming Your Clicker" on page 2.

Table 2

Sears, Chamberlain, Lift-Master

	1	2	3	4	5	6	7	8	9	10	11	12
ON/UP												
OFF/DN												

Examine the code switches on your receiver. This table is 9 boxes across, one for each code switch. Place a "1" in each box that corresponds with a switch in "+" position. Place a "2" in each box that corresponds with a switch in "0" position. Place a "3" in each box that corresponds with a switch in "-" position. Fill only 1 box per column. See example below.

Example of a Sears with 9 code switches (white squares indicate switch position):



+	1	1	1									
0				2	2							
-						3	3	3	3			

Table 3

Genie, Linear, Moore-O-Matic, Multi-Code, Stanley

	1	2	3	4	5	6	7	8	9	10	11	12
ON/UP												
OFF/DN												

Examine the code switches on your receiver or remote. It will have either 8, 9, 10, or 12 code switches. Place a "1" in each box that corresponds with a switch in the "on" or "up" position. Place a "3" in each box that corresponds with a switch in the "off" or "down" position. Fill only 1 box per column, and only as many columns as you have code switches. See example below.

Note: Some Stanley and Multi-Code units label their code switches open and close. For Clicker coding purposes, Close = on, Open = off .

Example of a Stanley with 10 code switches:

CLOSE	1	1			1	1	1					
OPEN			3	3				3	3	3		

Step 3: Verify the code numbers you entered in the table to be sure they match your

system's code.

Clicker Universal Garage Door

Opener Remote model C-321 page 2

Clicker Universal Garage Door Opener Remote model

C-321 page 2

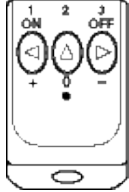
Clicker Universal Garage Door Opener Instructions for model C321 >>[Page 1](#)>>

Page 2<<

Part 2: Programming the Clicker

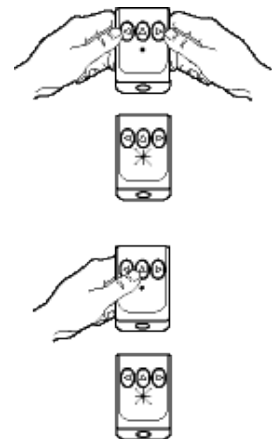
Step 3:

From Table 2 or 3, enter your code into the Clicker as follows:



Beginning with the first column in the table, press and release the Clicker button that corresponds with the number you entered in the box.

- Continue with each column until the entire code setting has been entered into the Clicker.
 - Immediately after the last button is pressed, the Clicker will verify that it has been properly programmed by again blinking the number of times that corresponds to your existing brand. When it stops blinking:
 - If your system has code switches, programming is complete and the Clicker is ready to open and close your garage door. Test to make sure it activates your opener.
 - If your system does not have code switches, you must program your receiver to accept the random 9 digit code you entered into Table 2. Proceed to Step 4.
 - Before beginning, select the button you wish to program to open your garage door or gate. The remaining two buttons can be used for additional doors or gates.
 - For Step 2 below, you will use the number next to your existing brand, from Table 1 in Part 1.
 - For Step 3 you will need to refer to the code settings you entered into Table 2 or 3.
- NOTE: After Steps 1 and 2 there is a 15 second allowance to proceed to Steps 2 and 3. After 15 seconds of inactivity, the Clicker will exit program mode. To start over from any step, return to Step 1.



Step 1:

- Place your Clicker into program mode by simultaneously pressing and holding the two outside buttons.
- When the red light starts to blink, release both buttons.

Step 2:

- When the light stops blinking, press the button that you want to open your door or gate for the number of times that corresponds with your existing brand. (Example: If you have a Sears system, press the selected button four times.)
- Wait 4 seconds for the red light to blink the same number of times.

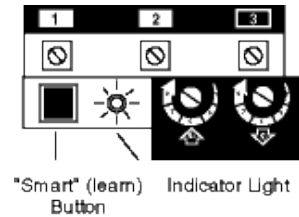
Example 1: (Table 2) 9 code switches or random 9 digit code

+	1	1	1						
0				2	2				
-						3	3	3	3

Press button 1 three times, button 2 twice, button 3 four times.

Example 2: (Table 3) If the first three switch settings on your system are "on, off, on," press button 1, button 3, button 1.

ON	1		1		1		1		1
OFF		3		3		3		3	



Step 4 (for receivers without code switches):

- Locate the "smart" programming button on your receiver panel.
- Press and HOLD the Clicker button you have selected to open your garage door.
- When the indicator light next to the receiver smart button begins to blink, press the smart button momentarily (for no longer than 3 seconds), then release both buttons.

Programming is complete and the Clicker will now open and close your garage door. Test to make sure it activates your opener.

NOTE: To program additional doors, go back to [Page 1](#)

Battery Replacement

The CR2025 lithium batteries supplied with your transmitter should last 3 to 5 years under normal use of 6 operations per day. Low battery power is indicated by continued short range, intermittent operation and reduced glow of the red indicator light. To replace batteries, open the transmitter by inserting a flat head screwdriver into the slot on the bottom between the upper and lower cases. Inside, remove the Phillips head screw from the center of the logic board and carefully lift out the board and the clear plastic battery shield. Replace the old batteries, observing correct polarity. Be sure to replace the battery shield before re-attaching the logic board.

WARNING

Use of this radio transmitter should be limited to responsible adults. Automatic Gate and Garage Door systems are dangerous. They can cause great bodily harm and injury and can result in death. Always exercise caution when using Radio Transmitters. Do not operate transmitter to activate a gate or door unless you can see that the area is clear. Always keep children away from automatic doors and gates.

Pasted from <<http://www.aaarenotes.com/clicker321p2.html>>