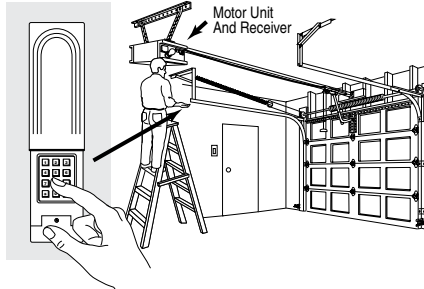


# CLICKER MODEL K3

## Wireless Keypad - For use with Garage Door Openers

The Clicker can be programmed to operate with different brands of garage door openers.

Compatible with most garage door opener systems manufactured by Chamberlain, Genie, LiftMaster, Linear, Master Mechanic, Moore-O-Matic, Multi-Code, Sears, Stanley, and Do It.



**THE CLICKER IS NOT COMPATIBLE WITH ROTATING CODE SYSTEMS SUCH AS GENIE INTELLICODE, STANLEY SECURE CODE OR SECURITY+ GARAGE DOOR OPENER SYSTEMS DEVELOPED BY SEVERAL MANUFACTURERS SINCE 1996.**

### Identify Your Garage Door Opener Brand

Determine your brand from an original hand held remote or locate the motor unit receiver. The receiver can be mounted on the back or side panel of the motor unit or could be mounted on the ceiling or wall.

SECTION	BRAND
1	Linear, Moore-O-Matic
2	Stanley
3	Multi-Code
4	Chamberlain, LiftMaster, Master Mechanic, Sears, Do It
5	Genie (9 Code Switch Systems)
6	Genie (12 Code Switch Systems)

Circle your Brand and proceed to the appropriate section.

### Helpful Hints

You must choose a 3-digit Personal Identification Number (PIN) when programming the K3. After programming is complete, your PIN plus any additional number must be entered to activate your system.

If an incorrect PIN is entered, it is necessary to wait 30 seconds before proceeding.

Once programmed, the K3 will activate your garage door opener. The keypad remains active for 30 seconds. During this time you may stop, reverse or reactivate the door by pressing any number on the keypad.

### MOUNTING THE K3

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 inches 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 screws supplied, then reinsert battery, replace battery cover, and slide outside cover down.

### 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.

NOTICE: To comply with FCC and or Industry Canada 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.

## WARNING

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

- ALWAYS keep keypads out of reach of children. NEVER permit children to operate, or play with remote control transmitters/keypads.
- 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.

### CHANGING YOUR PIN

It is not necessary to reprogram the K3 to change the existing PIN.

To change your PIN:

- Enter existing 3-digit PIN and the \* key.
- Enter new 3-digit PIN and the \* key.
- **WAIT 30 SECONDS** - To test, enter new 3-digit PIN followed by any 4th additional number. Note: Do not use the \* or # keys as number.

### 1 LINEAR AND MOORE-O-MATIC

Locate your systems code switch positions from an original hand held remote or the motor unit receiver. If the switch is "on" or "up", place a 1; "off" or "down", place a 2 in the corresponding box in the TABLE below.

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

Choose a 3-digit Personal Identification Number (PIN). Any combination of numbers from 0 to 9 may be used.

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

**PROGRAMMING**

- Step 1** Enter 1 2 3 and the \* key.
- Step 2** Enter your PIN and the \* key.
- Step 3** **WAIT 30 SECONDS**
- Step 4** Enter your PIN and the # key.
- Step 5** Enter 1 and the # key.
- Step 6** Enter code in sequence from the TABLE above and the # key.
- Step 7** **WAIT 30 SECONDS** - Programming is complete.

To test enter PIN followed by any 4th additional number.

**Note: Do not use the \* star or # pound keys as a 4th number.**

If programming is unsuccessful, wait 30 seconds before attempting to reprogram. Reverse code from TABLE above (Change 1 to 2; 2 to 1)

To clear and start over: Press the \* star and # pound keys simultaneously. Release after keypad begins to flash rapidly. This will set the keypad back to the factory setting. Repeat programming procedures.

To program a second door, return to Step 1, choose a different PIN, and enter 4 5 6 instead of 1 2 3. Proceed with steps 2 through 7. If unsuccessful, clearing the keypad back to the factory setting will erase the first door programmed.

### 2 STANLEY • 3 MULTI-CODE

Locate your systems code switch positions from an original hand held remote or the motor unit receiver. If the switch is "on" or "up", place a 1; "off" or "down", place a 2 in the corresponding box in the TABLE below.

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

Choose a 3-digit Personal Identification Number (PIN). Any combination of numbers from 0 to 9 may be used.

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

**PROGRAMMING**

- Step 1** Enter 1 2 3 and the \* key.
- Step 2** Enter your PIN and the \* key.
- Step 3** **WAIT 30 SECONDS**
- Step 4** Enter your PIN and the # key.
- Step 5** **STANLEY** - Enter 2 and the # key.  
**MULTI-CODE** - Enter 3 and the # key.
- Step 6** Enter code in sequence from the TABLE above and the # key.
- Step 7** **WAIT 30 SECONDS** - Programming is complete.

To test enter PIN followed by any 4th additional number.

**Note: Do not use the \* star or # pound keys as a 4th number.**

If programming is unsuccessful, wait 30 seconds before attempting to reprogram. Reverse code from TABLE above (Change 1 to 2; 2 to 1) Stanley brands \* try as Multi-Code, Multi-Code brands \* try as Stanley.

To clear and start over: Press the \* star and # pound keys simultaneously. Release after keypad begins to flash rapidly. This will set the keypad back to the factory setting. Repeat programming procedures.

To program a second door, return to Step 1, choose a different PIN, and enter 4 5 6 instead of 1 2 3. Proceed with steps 2 through 7. If unsuccessful, clearing the keypad back to the factory setting will erase the first door programmed.

## 4 CHAMBERLAIN, LIFTMASTER, MASTER MECHANIC, SEARS, WAYNE DALTON

Determine if your system has **code switches** or a **smart-learn** button. If your system has code switches they can be found in an original hand held remote or on the receiver. The receiver can be mounted on the back panel of the motor unit or could be mounted on the wall. If you have **code switches** proceed to **Section A**.

**Note:** Systems that have a yellow, white, or gray smart-learn button will have **code switches** in the original hand held remote. If original hand held remotes are not available, proceed to **Section B**.

If your hand held remotes do not contain code switches, your system will have a **smart-learn button**. Proceed to **Section B**.

### SECTION A - CODE SWITCH SYSTEMS

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 **TABLE** below.

CODE SWITCH SEQUENCE	1	2	3	4	5	6	7	8	9
<b>+</b>									
<b>0</b>									
<b>-</b>									

Exception: If your original hand held remote has 3 buttons and you are using the small button on left, place a 1; center button, place a 2; large button place a 3 in box 1 in the table above. Boxes 2 through 9, place number that corresponds with switch position.

Choose a 3-digit Personal Identification Number (**PIN**). Any combination of numbers from 0 to 9 may be used.

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

### PROGRAMMING

- Step 1** Enter 1 2 3 and the \* key.
- Step 2** Enter your **PIN** and the \* key.
- Step 3** **WAIT 30 SECONDS**
- Step 4** Enter your **PIN** and the # key.
- Step 5** Enter 4 and the # key.
- Step 6** Enter code in sequence from the **TABLE** above and the # key.
- Step 7** **WAIT 30 SECONDS** - Programming is complete.

To test enter **PIN** followed by any 4th additional number.

**Note: Do not use the \* star or # pound keys as a 4th number.**

If programming is unsuccessful, wait 30 seconds before attempting to reprogram. Check to be sure the code from **TABLE** above match's switch positions from your system.

To clear and start over: Press the \* and # keys simultaneously. Release after keypad begins to flash rapidly. This will set the keypad back to the factory setting. Repeat programming procedures.

To program a second door, return to Step 1, choose a different **PIN**, and enter 4 5 6 instead of 1 2 3. Proceed with steps 2 through 7. If unsuccessful, clearing the keypad back to the factory setting will erase the first door programmed.

### SECTION B - SYSTEMS WITH SMART-LEARN BUTTON

Locate your **smart-learn** button on your system. It will be located on the side or back panel of the motor unit.

**Note: If your smart-learn button is red or orange your system is not compatible with the Clicker K3. You have a system with rotating codes.**

Choose a random 9-digit code. Your code may only consist of numbers 1, 2 or 3. Example: 1 2 2 3 1 3 2 1 3.

Fill in the **TABLE** below entering any combination of 1, 2 and 3.

CODE SWITCH SEQUENCE	Random 9-Digit Code								
ENTER RANDOM CODE	1	2	3	4	5	6	7	8	9

Choose a 3-digit Personal Identification Number (**PIN**). Any combination of numbers from 0 to 9 may be used.

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

### PROGRAMMING

- Step 1** Enter 1 2 3 and the \* key.
- Step 2** Enter your **PIN** and the \* key.
- Step 3** **WAIT 30 SECONDS**
- Step 4** Enter your **PIN** and the # key.
- Step 5** Enter 4 and the # key.
- Step 6** Enter random 9-digit code from the **TABLE** above and the # key.
- Step 7** **WAIT 30 SECONDS**
- Step 8** Press and release **smart-learn** button on motor unit. (indicator light next to **smart-learn** button should turn on.)
- Step 9** Enter your **PIN** into the keypad.
- Step 10** Press and **HOLD** any additional number on the keypad until the indicator light next to the **smart-learn** button blinks.  
**Note: Do not use the \* or # keys as a 4th number.**
- Step 11** **WAIT 30 SECONDS** - Programming is complete.

To test enter **PIN** followed by any 4th additional number.

**Note: Do not use the \* and # keys as 4th number.)**

If programming is unsuccessful (Wait 30 seconds before attempting to reprogram.)

To clear and start over: Press the \* and # keys simultaneously. Release after keypad begins to flash rapidly. This will set the keypad back to the factory setting. Repeat programming procedures.

To program a second door, return to Step 1, choose a different **PIN**, and enter 4 5 6 instead of 1 2 3. Proceed with steps 2 through 11. If unsuccessful clearing the keypad back to the factory setting will erase the first door programmed.

## 5 GENIE (9 CODE SWITCH SYSTEMS) 6 GENIE (12 CODE SWITCH SYSTEMS)

Locate your systems code switch positions from an original hand held remote or the motor unit receiver. If the switch is "**on**" or "**up**", place a 1; "**off**" or "**down**", place a 2 in the corresponding box in the **TABLE** below.

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

Choose a 3-digit Personal Identification Number (**PIN**). Any combination of numbers from 0 to 9 may be used.

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

### PROGRAMMING

- Step 1** Enter 1 2 3 and the \* key.
- Step 2** Enter your **PIN** and the \* key.
- Step 3** **WAIT 30 SECONDS**
- Step 4** Enter your **PIN** and the # key.
- Step 5** **GENIE (9 Code Switch Systems)** - Enter 5 and the # key.  
**GENIE (12 Code Switch Systems)** - Enter 6 and the # key.
- Step 6** Enter code in sequence from the **TABLE** above and the # key.
- Step 7** **WAIT 30 SECONDS** - Programming is complete.

To test enter **PIN** followed by any 4th additional number.

**Note: Do not use the \* star or # pound keys as a 4th number.**

If programming is unsuccessful, wait 30 seconds before attempting to reprogram. Reverse code from **TABLE** above (Change 1 to 2; 2 to 1)

To clear and start over: Press the \* star and # pound keys simultaneously. Release after keypad begins to flash rapidly. This will set the keypad back to the factory setting. Repeat programming procedures.

To program a second door, return to Step 1, choose a different **PIN**, and enter 4 5 6 instead of 1 2 3. Proceed with steps 2 through 7. If unsuccessful, clearing the keypad back to the factory setting will erase the first door programmed.

### TECHNICAL SUPPORT: 800-442-1255 (MONDAY-FRIDAY 6AM-7PM CST; SATURDAY 8AM-6PM)

*Chamberlain, LiftMaster and Moore-O-Matic are Trademarks of Chamberlain Group. Genie is a Trademark of Overhead Door Corporation. Linear and Multi-Code are Trademarks of Linear Corporation. Master Mechanic is a Trademark of TruServ. Sears is a Trademark of Sears & Roebuck. Stanley is a Trademark of The Stanley Works. Do It is a Trademark of Do It Best Corporation.*