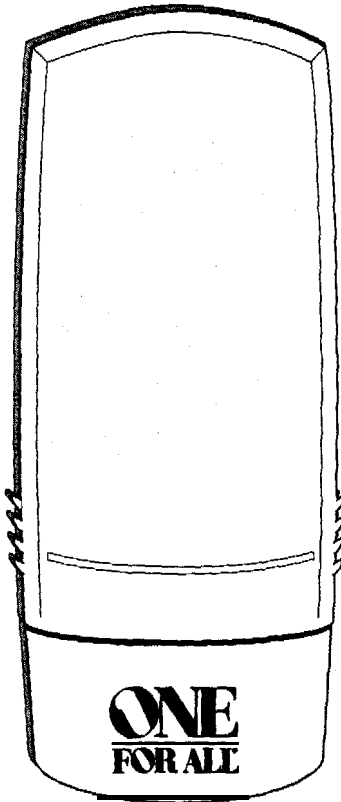


**ONE**  
**FOR ALL**

## Wireless Universal Garage Remote



Retain for Future Reference

## INTRODUCTION:

Thank you for purchasing the One For All Wireless Universal Garage Remote. Your One For All Wireless Universal Garage Remote (referred to as GDK throughout the rest of the manual) is designed to operate most garage door openers as well as most gate openers manufactured after 1981\*. Your GDK will operate the following manufacturer's products:

- Sears Craftsman (Most units)
- **Genie:**
  - Model AR85 (9-Position Switch)
  - Model AR90 (12-Positions Switch)
  - Model SD9500 (12-Positions Switch)
- Stanley
- Chamberlain (Most Units)
- Linear
- Moore-o-Matic
- Multi-Code
- Wayne Dalton
- Lift-Master
- Master Mechanics
- Ambassador
- Automatic DoorMan
- Doorkeeper
- Liftadoor
- Multi El Mac
- Raynor
- Shima
- Vemco
- Crawford
- Powerlift
- Blue Max
- EZ Lift

Your GDK package contains the following items:




- 1 - One For All Wireless Universal Garage Remote
- 1 - Users Manual
- 1 - 9-volt battery
- 2 - 1" flathead screws for mounting the One For All Wireless Universal Garage Remote

## GETTING STARTED:

Before getting started, you will need your original garage door opener transmitter. You will use the original transmitter during the setup of the GDK. If you do not have your original transmitter, please refer to the "WHAT TO DO IF YOUR ORIGINAL TRANSMITTER HAS TWO OR THREE BUT-TONS OR IS LOST OR BROKEN" section after setting up your password.

## INSTALLING THE BATTERY:

The GDK comes with one fresh 9-volt battery. The battery is packaged inside the battery compartment along with the two 1" mounting screws, however, the battery is not connected. To connect the battery:

-  Slide off the battery cover and remove the battery and two mounting screws.
-  Connect the battery.
-  Insert the connected battery inside the battery compartment and replace the battery cover.

# SETTING UP YOUR PASSWORD:

## Before you begin:

- Slide open the cover. The GDK's keypad will illuminate.
- Press the number 9 eight times, then press ENTER, the GDK will beep once and the green LED will illuminate for two seconds followed by two quick beeps. The GDK will power OFF. This clears the GDK of any previous passwords and security codes so that you can begin a new setup. Your GDK has now ready to learn your new password and garage door security code(s).

NOTE: Use the reset code only to clear the GDK of all passwords and garage door security codes.

## Learning Your New Password:

- Select a PIN (Personal Identification Number) and write it down. This will be your password. Your PIN can be up to 8 digits long.
- Press the ENTER key to illuminate the GDK's keypad.
- Press the number 1 (Factory Default Password) followed by ENTER. The green LED will blink two times followed by one beep. The GDK is now on and ready to learn your new password (PIN).
- Press STORE followed by the PIN1, PIN2\* or PIN3\* key. The first red LED, corresponding to PIN1, will light and remain lit as the green LED blinks.

\*NOTE: The first time you enter a password, GDK automatically defaults that password to PIN1, even if PIN2 or PIN3 is pressed.

- PIN Enter the PIN you wrote down in STEP 1 then press ENTER. The GDK will emit a double-ticking sound to prompt you to confirm your new password. Now reenter the PIN and press ENTER again. If you entered the same PIN correctly, the green LED will illuminate for three seconds followed by two beeps. The GDK will then power OFF.

NOTE: If you make a mistake in entering your PIN, press the EXIT key and return to STEP 2 to re-enter your new PIN.

# SETTING UP THE SECURITY CODE TO OPERATE YOUR GARAGE DOOR:

You will need your original garage door opener when setting up GDK's garage door security code. Open your original garage door opener so that you can view the DIP switches.

- PIN Open the GDK's cover or, if the cover is already open, press ENTER. Key in your PIN followed by ENTER. The GDK will beep and the green light will blink twice if the PIN is correctly entered. If you enter your PIN incorrectly, the GDK will beep and the red light will blink once.
- STORE Press STORE followed by DOOR1, DOOR2 or DOOR3. The first six LEDs will chase. Enter the number (1-6) from the table for your brand of garage door opener (See Figure 4). The corresponding LED will light.

NOTE: If you make a mistake during the set up process, press the EXIT key, re-enter your PIN and return to step 1 in the "SETTING UP THE SECURITY CODE TO OPERATE YOUR GARAGE DOOR" section to re-enter your garage door opener's code.

GDK CODE	MANUFACTURER	FORMAT
1	MULTI-CODE AMBASSADOR MULTI EL MAC	10 BITS/300 MHZ
2	MOORE-O-MATIC LINEAR DELTA SHIMA POWERLIFT	8 BITS/310 MHZ
3	GENIE MODEL AT90 GENIE MODEL SD9500 LIFTADOOR BLUE MAX EZ LIFT	12 BITS/390 MHZ
4	GENIE MODEL AR85	9 BITS/390 MHZ
5	CHAMBERLAIN SEARS RAYNOR LIFT-MASTER WAYNE DALTON MASTER MECHANIC	9 BITS/390 MHZ TERTIARY BITS
6	STANLEY AUTOMATIC DOORMAN VEMCO	10 BITS/310 MHZ

- Press ENTER. All of the LEDs will begin to chase, then the first LED will blink.
- Using the UP, MID and DOWN keys, match the LEDs to the DIP switches in your original garage door opener. When you press UP, the LED will remain on. When you press MID, the LED will flash slowly and when you press DOWN, the LED will remain off.

NOTE: The LEDs must match exactly to the DIP switches on your original garage door opener.

5. Press ENTER. The LEDs will now be lit according to how you placed the DIP switches. If the LEDs match your original garage door opener's DIP switches, press ENTER again to store your code. The green LED will light for three seconds then the GDK will power OFF. Your garage door code has now been saved in the GDK's memory.

**NOTE:** If you have made a mistake and one or more of the LEDs are not matching your DIP switches, use the ← (STORE) or → (0) keys to move the blinking LED to the DIP that was incorrectly set. Using the UP, MID and DOWN keys, match the remaining LEDs to the DIP switches on your original garage door opener. Once the LEDs match your original garage door opener's DIP switches, press ENTER to store your code.

6. Now test your GDK. Press any key other than EXIT, your garage door should open.
7. Repeat steps 1 - 5 to add a second or third garage door to the memory of the GDK,

**IMPORTANT:** With some Sears Craftsman model transmitters, the DIP switch numbering begins with the number "2." When programming the GDK to Operate one of these models, please use the DIP (near the head unit) rather than the DIP switches inside your original Transmitter. The radio receiver can be found on or near the garage door opener motor head mounted on your garage ceiling. The DIP switches are usually located near the point where the electrical wires enter the garage door opener head or on the externally mounted radio receiver.

Some Genie openers do not have DIP switches. They have "knockout" or "punch out" switches to set the transmitter code. Where the hole is "punched out" on the original transmitter, the GDK's LEDs should be set in the DOWN position (OFF). Where the hole is NOT "punched out", the GDK's LEDs should be set in the UP position (ON). On these models, the GDK's LEDs (1-9) should never be in the MIDDLE position (BLINKING).

If you own a Genie AR85 Garage Door Opener, do not set LED number 9 in the UP position (ON).

If you own a Genie AR90 Garage Door Opener, do not set more than eight LEDs (out of 12) in the UP position (ON).

If the GDK will not operate your Stanley opener, try setting the LEDs (1-10) to the opposite positions of your original transmitter. For example, if you set all 10 of the LEDs to the UP position (ON) to match your original Stanley transmitter, then reverse the LEDs to the DOWN position (OFF) and test the GDK again.

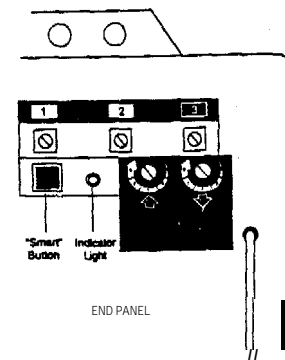
Some Stanley openers do not have DIP switches. They have even numbered wires located in both the original transmitter and the head unit. Notice that there are no odd numbered wires. To program the GDK to operate one of these wired units:

Place all of the LEDs (1-12) in the GDK in the down position (OFF). Now locate the uncut wires in the original transmitter or head unit and, using the ← (STORE) or → (0) keys on the GDK, move the blinking LED to the first number that matches the first uncut wire in your original transmitter. Using the UP key, place the LED in the UP position (ON). Continue to place all of the uncut wires in the UP position (ON). On these models, the GDK's LEDs (1-9) should never be in the MIDDLE position (BLINKING).

### TO SETUP GDK FOR "SMART" OR "LEARNING" GARAGE DOOR OPENERS:

1. If your "Smart" or "Learning" garage door opener has DIP switches in the original transmitter, set the #1 LED on the GDK to the opposite setting of the #1 DIP switch in your original transmitter. Set the remaining LEDs (2-9) to the exact same position as your original transmitter. If your original transmitter does not have DIP switches, continue on to Step 2.

2. Reach the motor head unit and remove the plastic cover. Find the "Smart" or "Learn" button on the head unit. The button should have an LED (Light Emitting Diode) next to it.
3. After setting the manufacturer's code, set the LEDs on the GDK to any position you like, and store the code to DOOR1, DOOR2 or DOOR3 as described in the "SETTING UP THE SECURITY CODE TO OPERATE YOUR GARAGE DOOR" section.
4. Press and hold the button on your GDK where you stored your code. While holding down that button, **press** the "Smart" or "Learn" button, see Figure 5 (below), on the head unit. After the light on the head unit flashes, release both buttons.



5. Test the GDK by pressing any button other than EXIT. Your garage door should respond.

**Please Note:** You have now added the access code of your GDK to the radio receiver. However, your original transmitter may not be able to communicate with the opener. If this is the case, erase the memory of your radio receiver by pressing and holding the "Smart" or "Learn" button on the head unit for approximately 10 seconds. Now, relearn your original transmitter by pressing and holding the button on your original transmitter. While holding down that button, press the "Smart" or "Learn" button on the head unit. After the light on the head unit flashes, release both buttons. Then, relearn the GDK. If this fails to make both transmitters compatible with your garage door opener, then erase the memory of your radio receiver and relearn the original transmitter and march the GDK's LEDs to the D/P switches in the original transmitter.

## WHAT TO DO IF YOUR ORIGINAL TRANSMITTER HAS TWO OR THREE BUTTONS OR IS LOST OR BROKEN:

If your original transmitter has two or three buttons and uses DIP switches, set the #1 LED in the GDK to the opposite position on the first DIP switch of your original transmitter. Set the remaining GDK LEDs to the exact same position of your original transmitter's DIP switches. If your original transmitter has two or three buttons but does not have DIP switches inside the original transmitter or if the original transmitter is lost or broken, please use the DIP switches located on the radio receiver (near the head unit) or at the push button located on the garage wall. The radio receiver can be found on or near the garage door opener motor head mounted on your garage ceiling. The DIP switches are usually located near the point where the electrical enter the garage door opener head or on the externally mounted radio receiver. **YOU DO NOT NEED TO DISASSEMBLE THE GARAGE DOOR HEAD OR RADIO RECEIVER TO LOCATE THE DIP SWITCHES, HOWEVER, YOU MAY HAVE TO REMOVE THE PROTECTIVE COVER.**

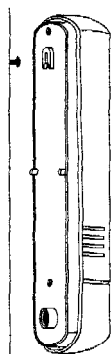
## HOW TO MOUNT THE GDK:

The GDK should be mounted to an outside wall, close to your Garage Door. Mount the GDK on a flat vertical surface with enough room above the GDK to slide the cover up. The location should be easily reached by anyone who will use it, at least five feet above the floor and clear of any moving Garage Door parts. It is recommended that you choose a location that is not in direct sunlight. If you mount the GDK in a location that is exposed to direct sunlight, the LEDs will be difficult to see. It is also recommended that you do not mount the GDK onto a metal surface, as this may reduce the range of the signal. To mount the GDK:

- Using one of the supplied 1" screws, drive the screw into the wall in your chosen location, leaving 1/4" of the screw protruding from the wall.

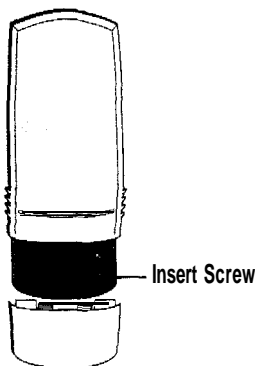
- Slide the GDK onto the screw, see figure 6.

Figure 6



- Remove the battery cover and disconnect the battery. This will not erase the passwords or security codes already stored in the GDK's memory.
- Drive the second 1" screw through the hole at the rear of the battery compartment.
- Remove the battery cover and disconnect the battery. This will not erase the passwords or security codes already stored in the GDK's memory.
- Drive the second 1" screw through the hole at the rear of the battery compartment.

Figure 7



**NOTE:** Make sure that the GDK is aligned in an upright position before driving in the second screw.

- Re-attach the battery and slide battery cover back into place.

## HOW TO OPERATE YOUR GDK:

After you have stored your garage door opener(s) security codes in the memory the GDK and you have mounted the unit you are ready to use your GDK. To open your garage door:

- PIN** Open the GDK's cover or, if the cover is already open, press **ENTER**. Key in your PIN, then press **ENTER**. The GDK will beep.

**NOTE:** If you enter an incorrect PIN the times, the GDK will lock you out for one minute. After one minute, re-enter the correct PIN to proceed with opening your garage door.

- Press **DOOR1**, **DOOR2** or **DOOR3**, depending on which door you would like to open. The GDK will send a signal to your garage door opener for as long as the **DOOR1**, **DOOR2** or **DOOR3** key is pressed. Once you release one of the keys, the signal will stop. Your garage door will open. Thirty seconds after the last key press, the GDK will power off.

**NOTE:** After selecting the door to be operated by pressing **DOOR1**, **DOOR2** or **DOOR3**, pressing any key other than **EXIT** will open or close that specific garage door.

- If, after opening **DOOR1**, you would then like to open **DOOR2** or **DOOR3**, press the **EXIT** key once and then press **DOOR2** or **DOOR3** to open another door.

## IMPORTANT SAFETY INFORMATION:

**A** Do NOT allow children to play with the transmitter or door opener. If children must use the GDK, please supply proper training first.

**!** Keep people clear of the garage door as it is opening and closing. The garage door could cause serious injury or death.

**!** Use the GDK only when you are sure that all possible obstructions have been removed.

# COMPLIANCE WITH THE FCC RULES AND REGULATIONS

This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and radiates radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet that is different from that to which the receivers connected
- Consult the dealer or an experienced radio/television technician for help

The user is cautioned that changes and modifications made to the equipment without the approval of the manufacturer could void the user's authority to operate this equipment.

## FCC Authorization Label

This device complies with part 15 of the FCC Rules. 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.

