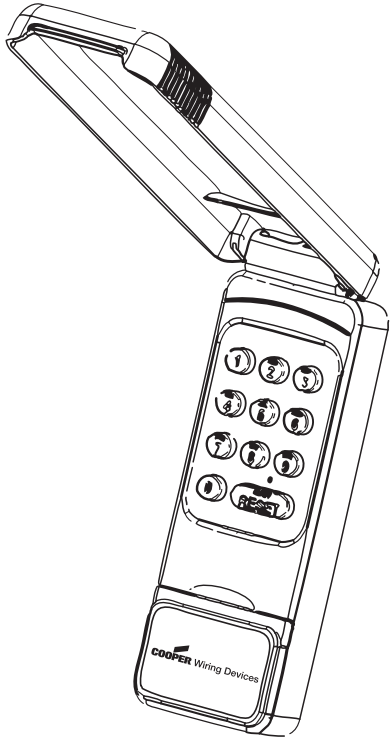
ASPIRE RF™
WIRELESS CONTROL SYSTEM

Wireless Keyless Entry **CAT. #: RFWGT**

Control Garage Door Opener and
ASPIRE RF™ Wireless Controls System
with a secure Personal Identification code (PIN).

User Guide

A Step-by-Step Guide for Installing and Operating the Wireless Keyless Entry



Z-WAVE
Products that speak Z-Wave work together better.™

COOPER Wiring Devices

Thank you for purchasing the RFWGT Wireless Keyless Entry. The Wireless Keyless Entry uses a state of the art rolling code radio frequency (RF) transmitter to control compatible peripherals.

Your new Wireless Keyless Entry can open and close your garage door when used with a Wayne-Dalton idrive "or prodrive" garage door opener. In addition, the Wireless Keyless Entry can control any brand garage door opener when used in conjunction with the ASPIRE RF Door Opener Conversion Module (Catalog # RFUGR).

For additional functionality, the Wireless Keyless Entry can control scenes in a Z-Wave™ enable network when used in conjunction with a ASPIRE RF Wireless Gateway (catalog # RFBGD). A Z-Wave™ enabled network is made of modules which are capable of controlling indoor and outdoor lighting, security systems, thermostats, door locks, etc. .

Visit www.cooperwiringdevices.com/ASPIRERF to access more information on other Z-Wave™ enabled ASPIRE RF products.

Table of Contents

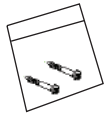
Quick Start

Look for the Quick Start symbol for basic instructions.

Package Contents

User Guide

RFWGT
Wireless Keyless Entry
(9V battery included)



Mounting Screws

WARNING - Installation Safety Precautions

Never let children operate or play with door controls. Keep remote controls away from children. Fatal injury could result should a child become trapped between the door and the floor.

Always keep moving door in sight and keep people and objects away until it is completely closed. To prevent serious injury or death, avoid standing in the open doorway or walking through the doorway while door is moving.

Glossary

Copy – See Replicate.

Delete – Erase transmitter or SCENE information from Controller. Also known as Exclude.

Device – Any item that is connected to a Z-Wave™ module (for example, lamps).

Exclude – Remove a module from the controller.

Include – Add a module to the controller.

LED – Light emitting diode.

Module – Any Z-Wave™ product that is controlled with a ASPIRE RF or Z-Wave™ remote controller. A module can be part of more than one scene.

Network – A collection of devices controlled by primary or secondary controllers operating on the same system. A network has its own unique identification code so that no one else can control the system.

Operator – Garage Door Opener

Primary Controller – The first controller used to set up your modules and network. NOTE: Only the Primary Controller can be used to include or delete modules from a network. It is recommended that you mark the primary controller for ease in modifying your network.

PIN – Personal Identification Number set by person programming the RFWGT.

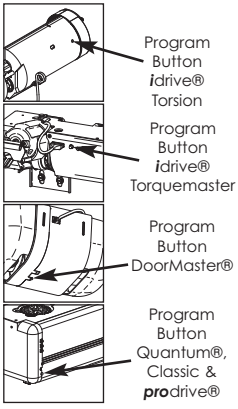
Replicate – Copy from one controller to another.

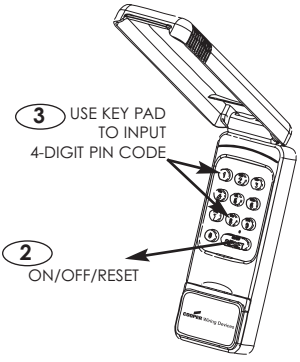
Scene – A scene is a series of Z-Wave™ modules programmed to activate a specific level (on, off, dim) with the push of a button on a controller.

Transmitter – Garage Door Opener transmitter.

Programming RFWGT To Operate a Garage Door Opener

Quick Start





To program the RFWGT to a Garage Door Opener or to change an existing PIN:

1. With new installations, it is recommended to program the RFWGT before mounting to wall, otherwise proceed to Step 2.

2. Unit can be programmed with garage door in either up or down position.

3. Press the transmitter PROGRAM BUTTON on DoorMaster® light fixture, ***i***drive®, ***pro***drive®, Quantum® or Classicdrive® opener. LED will light or idrive® opener will beep once indicating that it is ready to learn a transmitter (see illustration at left).

The ***i***drive® and ***i***drive® Torsion opener will remain in the learn mode for 30 seconds. The DoorMaster® light fixture will remain in the learn mode for 30 seconds. The ***pro***drive®, Quantum® or Classicdrive® opener will remain in learn mode for 60 seconds.

4. Open the cover of the RFWGT, then push the ON/OFF/RESET button of the Keyless Entry. The Keyless Entry keypad will light indicating it has been activated and is waiting for commands (illumination may not be visible in direct sunlight).

5. Press the desired 4-digit PIN number, then hold the "0" key until the door moves (Example: 1-2-3-4-0). Release the "0" key. Programming is now complete.

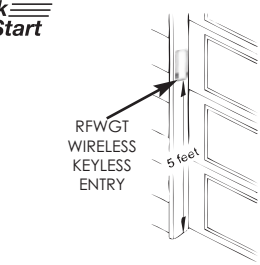
NOTE: If at any time, an error was made in entering the codes, simply press the ON/OFF/RESET button and repeat the above procedures.

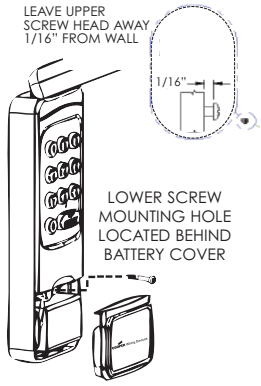
NOTE: One RFWGT can be programmed to open multiple garage door openers. To program for additional openers, repeat steps 1 through 5 above except input a different four digit PIN number for each additional garage door opener.

Only 1 PIN can be programmed to each garage door opener.

Mounting the RFWGT

Quick Start





CAUTION: MOUNT THE RFWGT A MINIMUM OF 5 FEET FROM THE FLOOR TO KEEP IT OUT OF THE REACH OF SMALL CHILDREN.

With new installations, the RFWGT should be programmed before mounting to the wall.

1. Choose a convenient location that does not interfere with the normal opening and closing operation of the door, such as door jamb, but is within sight of the door.

2. Two screws are included for proper mounting into wood or other similar material. A 5/64" x 3/4" pilot hole may need to be drilled for the mounting screws. If mounting to other materials consult a qualified building or hardware specialist for the proper hardware to insure secure mounting.

3. Insert upper screw into upper pilot hole leaving head of screw 1/16" away from wall as shown in the illustration to the left.

4. Slide and lock back keyhole slot over exposed screw and position unit vertically.

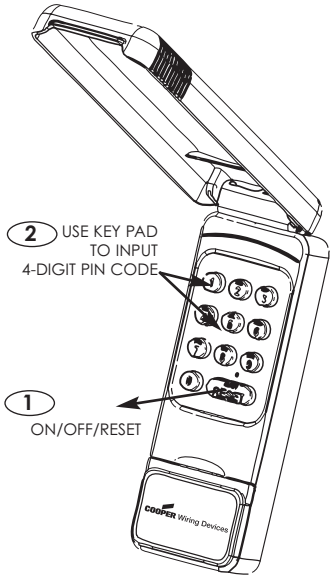
5. Remove battery door to expose lower screw mounting hole.

6. Insert lower screw and tighten.

7. Replace battery door.

RFWGT Operation with Garage Door Opener

Quick Start



To OPEN, CLOSE, START, and STOP your garage door opener.

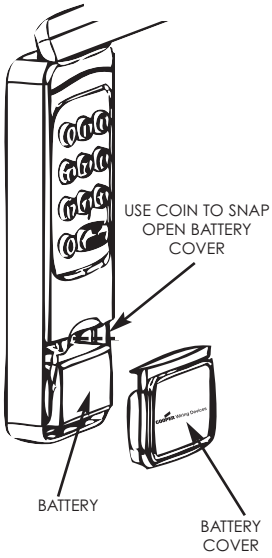
1. Activate your keypad by pressing the ON/OFF/RESET button. The keypad will illuminate.

2. Enter the 4-digit PIN (personal identification number) for the garage door opener you want to operate. The garage door opener will begin to move the door.

NOTE: The garage door opener will not move the door if the incorrect PIN is entered. Reset the RFWGT by pressing the ON/OFF/RESET button and enter the correct PIN.

3. The RFWGT will remain active for 15 seconds, pressing any key, except the ON/OFF/RESET button will stop the garage door opener from opening the door, and will stop and reverse the direction if it is closing the door.

RFWGT Battery Replacement



1. Raise Keyless Entry cover to expose battery cover.
2. Snap open battery cover with a coin and remove old battery.
3. Replace 9 volt battery, then replace battery cover.

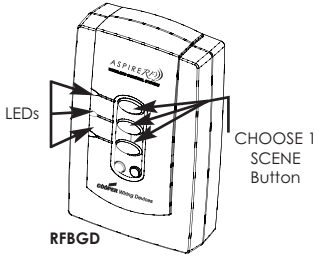
WARNING! IF BATTERY IS SWALLOWED, CONTACT PHYSICIAN IMMEDIATELY.

WARNING! FIRE AND BURN HAZARD. DO NOT RECHARGE, DISASSEMBLE, HEAT, OR INCINERATE. KEEP BATTERY OUT OF THE REACH OF SMALL CHILDREN. INSTALL BATTERY CORRECTLY. DISPOSE OF USED BATTERIES PROMPTLY.

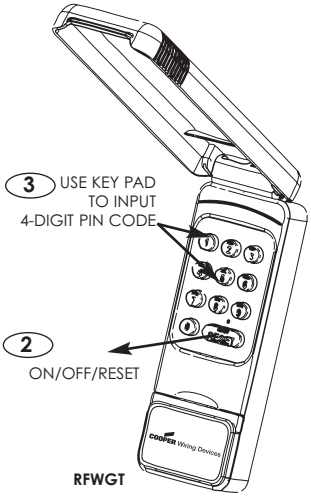
NOTE: Replace the 9 volt battery when keypad light becomes dim or does not light up.

Programming RFWGT to Wireless Gateway (RFBGD)

WIRELESS GATEWAY



RFBGD



RFWGT

To program a PIN to a Scene button on the Wireless Gateway (RFBGD), or to reassign a PIN to a Scene button:

1. Press and Hold the Scene button you wish to program on the Wireless Gateway, either Scene 1, 2 or 3, until the LED turns off, then immediately release the Scene button (before the LED turns on again).

2. Open the cover of the RFWGT, then push the ON/OFF/RESET button of the Keyless Entry (RFWGT). The RFWGT keypad will light up indicating it has been activated and is waiting for commands (illumination may not be visible in direct sunlight).

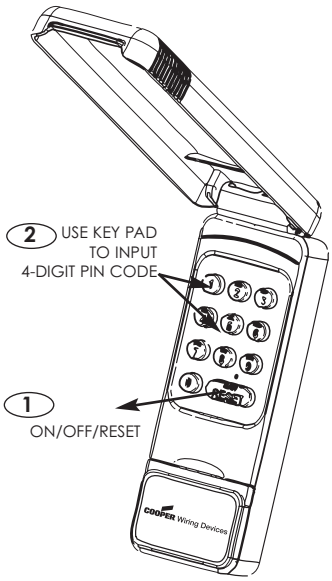
3. Press the desired 4-digit PIN number (example 1-2-3-4). Programming to the Scene is now complete.

The LED on the Wireless Gateway will flash 3 times quickly to indicate that the programming is successful.

NOTE: Your RFWGT cannot directly operate Z-Wave™ modules, the Z-Wave™ modules must be programmed to the Gateway Module to which you have programmed your RFWGT PIN code. See the Gateway User Manual (RFBGD) for instructions on programming Z-Wave™ modules.

NOTE: Each Scene button on the Gateway must be programmed with a different PIN.

RFWGT Operation with Wireless Gateway (RFBGD)



To operate a Wireless Gateway Scene:

1. Activate your keypad by pressing the ON/OFF/RESET button and the keypad will illuminate.

2. Enter the 4-digit PIN (personal identification number) for the specific Scene you want to activate.

3. Your keypad will turn off automatically in 15 seconds, or you may manually turn it off by pressing the ON/OFF/RESET button.

Examples of RFWGT/Gateway Use

Examples of how your RFWGT can be used with the Wireless Gateway, RFBGD are described below.

Examples require the following modules:
X = Number required for your particular application:

1. Deck/Patio/Barbecue Area: Mount the RFWGT in a convenient location and pair it with the Gateway (RFBGD) to control outside lighting. Use it to turn on and off your floodlights and landscape lighting and control pre-configured dimmed mood scenes.
NOTE: One RFWGT may be used with multiple Gateway's to achieve the desired number of scenes.

→ 1 - Wireless Gateway, RFBGD
1 - Wireless Keypad Entry, RFWGT
X - Dimmer Switch Module (for each in-wall mounted light switch - RF9501 or RF9534)

2. Pool/Hot Tub Area: Use the battery operated RFWGT paired to the Gateway to safely control outdoor and landscape lights from a pool/hot tub area. Create pre-configured dimmed mood scenes on the Gateway and activate them using the RFWGT.

→ 1 - Wireless Gateway, RFBGD
1 - Wireless Keypad Entry, RFWGT
X - Dimmer Switch Module (for each in-wall mounted light switch - RF9501 or RF9534)

3. Outbuildings: Turn on/off the lighting of your outbuildings from your back door for convenience and safety.

→ 1 - Wireless Gateway, RFBGD
1 - Wireless Keypad Entry, RFWGT
X - Dimmer Switch Module (for each in-wall mounted light switch - RF9501 or RF9534)
X - Appliance Module - RFAPM (for power equipment or lighting)

4. Yard/Landscape Lighting: Turn on/off your yard floodlights or landscape lighting from outside. Save time and extra effort by mounting RFWGT near your garden tools to control your outdoor lighting.

→ 1 - Wireless Gateway, RFBGD
1 - Wireless Keypad Entry, RFWGT
X - Dimmer Switch Module (for each in-wall mounted light switch - RF9501 or RF9534)

FCC and ICC Statement

FCC Regulatory Information:

NOTE: 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 can radiate radio frequency energy and, if not installed and used in accordance with the instruction, 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 and correct the interference by one or more of the following measures:

a) reorient or relocate the receiving antenna,

b) increase the separation between the equipment and receiver,

c) connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

IC Regulatory Information:

This Class B digital apparatus meets all requirements of the Canadian Interference Causing Equipment Regulations. 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 of the device.

WARNING: Changes or modifications to this receiver not expressly approved by Cooper Wiring Devices could void the user's authority to operate this equipment.

Warranty

YOUR COOPER WIRING DEVICES ASSEMBLED PRODUCT ONE YEAR LIMITED WARRANTY

For a period of 1 year from the date of purchase, Cooper Wiring Devices will replace or repair the Wireless Gateway Module provided that it has not been subject to abuse, improper installation or improper use, and is returned prepaid to Cooper Wiring Devices Quality Control Department at 203 Cooper Circle, Peachtree City, GA 30269. If the product has been discontinued, replacement will be made with the nearest available equivalent model. This warranty does not cover consumables (such as fuses). Proof of purchase in the form of a bill of sale or receipted invoice that shows that the item is within the applicable warranty period must be presented to obtain the repair or replacement provided by the warranty. Repair or replacement as provided under this warranty is the exclusive remedy of the customer. Cooper Wiring Devices shall not be liable for any incidental or consequential damages for breach of any express or implied warranty on any of its products. Except to the extent limited or prohibited by applicable law, any implied warranty of merchantability or fitness for a particular purpose on this product is limited in duration to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

NOTES

IN U.S.A.:
Cooper Wiring Devices
203 Cooper Circle
Peachtree City, GA 30269
866-853-4293
Made in Taiwan

IN CANADA:
Cooper Wiring Devices
5925 McLaughlin Road,
Mississauga, Ontario L5R 1B8
800-267-1042
Fabrique en Taiwan

Importado por
(si se vende en M xico):
Industrias Royer, S.A. de C.V.
Tres Anegas #404
Col. Nueva Industrial Vallejo
C.P. 07700, M xico D.F.
01-5747-4519
Hecho en Taiwan