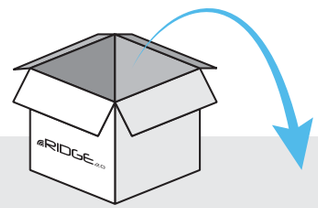
RIDGE 2.0 QUICK START GUIDE

START HERE

1 Carefully unpack box.



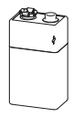
2 Make sure all components are present.



Keypad Unit



Transceiver Unit



9-V Battery



Key



Carriage Bolt
(x4)



Hex Nut
(x4)

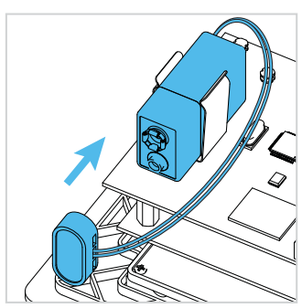
What's what?

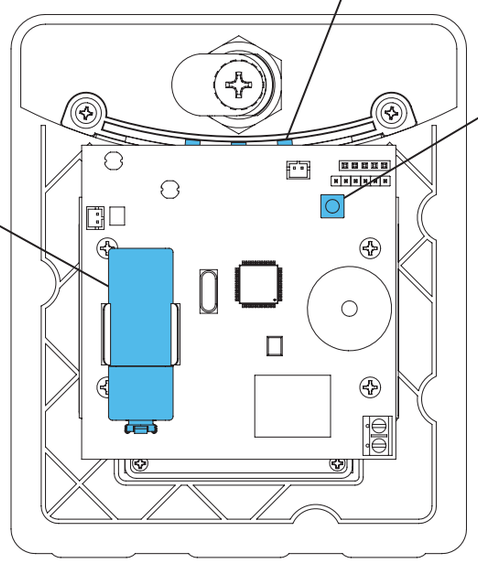
All the important internal components labeled for you

Nightlight/Status LEDs
Illuminate keypad and give helpful feedback

Reset Button
For performing reset procedures on keypad

9-V Battery
Must be installed before use.



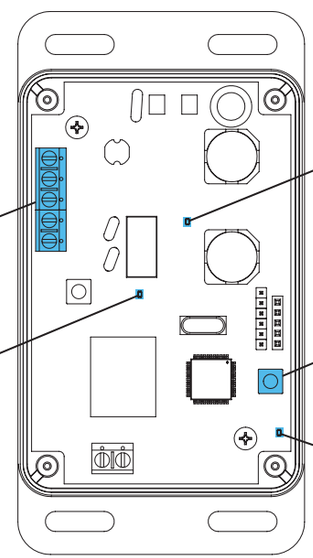


Keypad Unit

Back of front panel shown with 9-V battery installed
Internal wiring not shown for clarity.

Connection Terminals
For wiring to compatible AC/DC power source and gate operator or door opener

Relay Status LEDs
Indicates whether relay is active or inactive
(Relay is active when lit)



Power LED
Indicates whether or not unit has power

Programming Button
For pairing transceiver to keypad

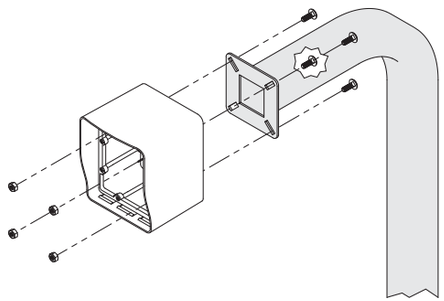
Programming LED
Indicates status of pairing process

Transceiver

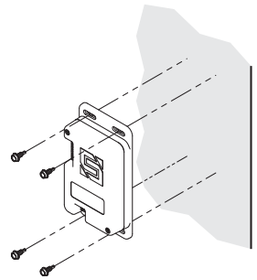
Shown with cover removed.
Internal wiring not shown for clarity.

RIDGE 2.0 QUICK START GUIDE

3 **Unlock and remove front panel of keypad unit, then using included carriage bolts and hex nuts, attach unit to pedestal as shown.**



4 **Using TEK screws, zip ties, or another type of fastener (not included), attach transceiver to inside wall or another surface of gate operator.**



CAUTION!

Transceiver is not weatherproof and must be mounted inside a weatherproof enclosure. Internal components can be damaged if exposed to the elements.

Failure to comply will VOID WARRANTY.

WARNING!

AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!

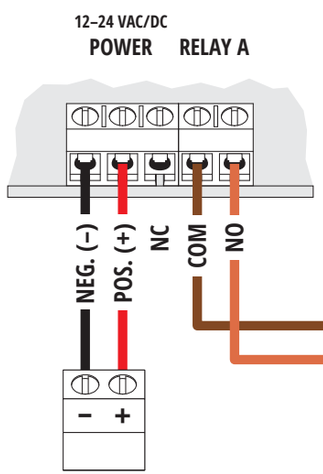
ALWAYS CHECK that the **GATE PATH IS CLEAR BEFORE OPERATING!**

REVERSING or other **SAFETY DEVICES SHOULD ALWAYS BE USED!**

5a Connect transceiver

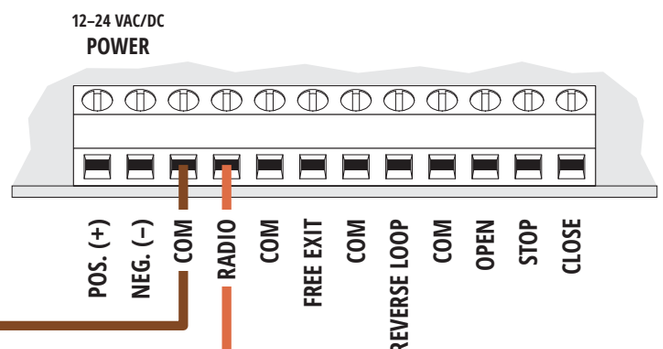
Gate Operator Timer-to-Close OFF

Ridge Transceiver



12–24-VAC/DC Power Source (Not Included)

Gate Operator / Door Opener

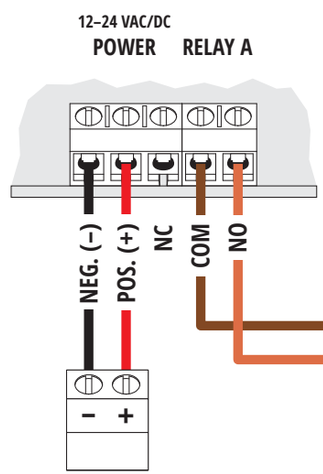


OR

5b Connect transceiver

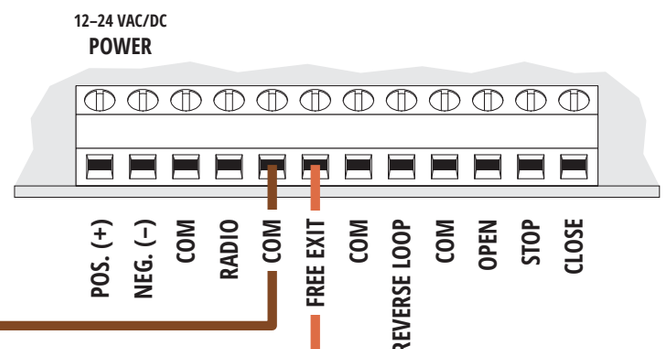
Gate Operator Timer-to-Close ON

Ridge Transceiver



12–24-VAC/DC Power Source (Not Included)

Gate Operator / Door Opener



CAUTION!

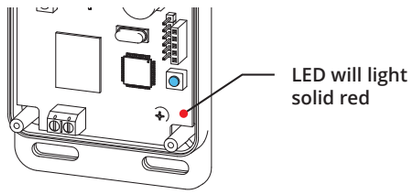
A closing gate can cause injury to persons or damage to property.

ALWAYS USE SAFETY DEVICES!

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RIDGE 2.0 QUICK START GUIDE

6a **Press and hold Programming button on transceiver circuit board for 1 second then let go.**



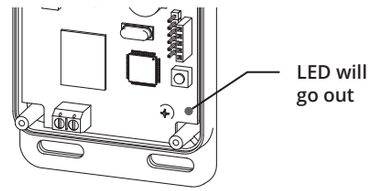
6b **Pair keypad with transceiver by entering sequence below on keypad.**
(Make sure 9-V battery is connected to keypad)

1 2 5 1 → 9 → 1 → ✳

Master Code (can be changed) — Channel (1 for A, 2 for B)

6c **While pairing, keypad will beep and LEDs will flash. Once pairing is complete, keypad will sound a "good" tone and transceiver LED will go out.**





7 **Add Access Code to Channel A.**
(To add multiple codes, enter them all before pressing pound key)

1 2 5 1 → 1 → ? ? ? ? → #

Master Code (can be changed) — Access Code (4 digits)

8 **Make sure gate path is clear, then enter access code on keypad and confirm gate opens.**
(If keypad locks up, repeat **Step 6**)



INSTALLATION COMPLETE!

Your system is ready to use.

Additional programming commands

A **Delete Code**
(To delete multiple codes, enter them all before pressing pound key)

1 2 5 1 → 2 → ? ? ? ? → #

Master Code (can be changed) — Code to Be Deleted (4 digits)

B **Set Unique Keypad ID**
(Allows multiple keypads and transceivers to be used. If Keypad ID is changed, keypad and transceiver must be paired again.)

1 2 5 1 → 9 → 5 → ? ? ? ? → #

Master Code (can be changed) — Unique Keypad ID (4 digits)

C More programming commands

Change Master Code

1 2 5 1 → 3 → ? ? ? ? → #

Current Master Code (if unchanged) — New Master Code (4 digits)

Add Latch Code

1 2 5 1 → 5 → 1 → ? ? ? ? → #

Master Code (can be changed) — Channel (1 for A, 2 for B) — Latch Code (4 digits)

One-Time-Use Code (Channel A ONLY)

1 2 5 1 → 8 → ? ? ? ? → ? → #

Master Code (can be changed) — One-Time-Use Code (4 digits) — # of Uses (1–9)

Add Access Code to Channel B

(To add multiple codes, enter them all before pressing pound key)

1 2 5 1 → 7 → ? ? ? ? → #

Master Code (can be changed) — Access Code (4 digits)

Delete All Codes (Cannot Be Undone)

1 2 5 1 → 0 → 1 2 5 1 → #

Master Code (can be changed) — Master Code Again

Change Relay Output Time

1 2 5 1 → 6 → 1 → ? ? ? → #

Master Code (can be changed) — Channel (1 for A, 2 for B) — Seconds (000–999)

Three Strikes, You're Out

Check Status

1 2 5 1 → 4 → 2 → 🔊 → #

Master Code (can be changed) — Audible Tone (On: 1 beep; Off: 2 beeps)

Turn On or Off

1 2 5 1 → 4 → 2 → 🔊 → 1 2 5 1 → #

Master Code (can be changed) — Audible Tone (On: 1 beep; Off: 2 beeps) — Master Code (can be changed)