

The Genuine. The Original.



FAQs for the Overhead Door® Universal Wireless Wall Console

1. How many different openers can you control with the Overhead Door® Universal Wireless Wall Console?

With the Overhead Door® Universal Wireless Wall Console, you can control a combination of up to 3 different garage door openers. Each of the 3 DOOR buttons can be programmed individually of the others so having multiple brands of openers controlled by a single wall console is not a problem.

2. Are any manufacturer settings of the Overhead Door® Universal Wireless Wall Console pre-programmed?

Yes, all three DOOR buttons on the Overhead Door® universal wireless wall console are pre-programmed for Overhead Door® CodeDodger® specifications but can easily be changed to other manufacturer specifications. All DOOR buttons operate individually of the others so having multiple brands of openers controlled by a single wall console is not a problem.

3. What kind of batteries does the universal wireless wall console use?

The universal wireless wall console operates with (2) common AAA batteries conveniently located underneath the battery cover at the front of the wall console.

4. What functions can you perform with the Overhead Door® Universal Wireless Wall Console?

The Overhead Door® Universal Wireless Wall Console has three DOOR buttons that can be paired to three individual operators. There is a “Jogger button” (DELAY button) that can be pressed right before your DOOR button of choice. When pressed one time before the DOOR button press, it will provide 10 seconds of delay before the door begins to move. See additional DELAY questions for more information.

**5. How does the “Jogger button” (DELAY button) work exactly?**

When the “Jogger Button” (DELAY button) is pressed one time prior to pressing the DOOR button of choice, the user will have 10 seconds before the door begins to move. The delayed movement could be an upward or downward movement depending on the position of the door when the button is pressed. Press the DELAY button two times prior to a DOOR button press for 15 seconds or press the DELAY button 3 times for a maximum of 20 seconds before the door moves.

6. After I press the “Jogger button” (DELAY button), how will I know my time is up and the door will begin to move?

After the DELAY button is pressed, the wireless wall console backlight will proceed to flash on an off for 10 seconds, 15 seconds or 20 seconds depending on how many times you pressed it. You should not leave the area prior to the door moving.

7. How do I stop the door if I have already pressed the “Jogger button” (DELAY button) and a DOOR button?

The delay function can be stopped by pressing the same DOOR button on the wall console again.

8. What if I accidentally press just the DELAY button?

If there is no DOOR button press within 3 seconds of the DELAY button press, the wall console LEDs will flash red three times indicating the DELAY function has timed out. Nothing will happen at this point.

9. Does this console have any type of backlighting?

The universal wireless wall console has a pulsing backlight that makes it easy to locate in dark spaces. You can change the pulse rate to an alternate speed or turn it off completely for maximum battery life. The back light will also turn red to visually indicate when the batteries need changed.



FAQs for the Overhead Door® Universal Wireless Wall Console

10. How will I know if the batteries need changed?

The back light will turn red to visually indicate when the batteries need changed.

11. How do I clear out programmed buttons on the wireless wall console from the powerhead?

One way to clear out programming from the powerhead is by following the instructions inside the operator manual to clear out RF devices. You can also clear the wall console from the head by pressing and holding both the top and bottom buttons on the universal wireless wall console at the same time for approximately 5 seconds or until the middle LED blinks and goes out. This indicates the programming on the universal wireless wall console has been cleared of programming.

12. When my Safe-T-Beam® system is obstructed, can I override them by holding down a DOOR button on the wireless wall console and force the door to close?

This is called 'constant contact to close'. The universal wireless wall console cannot perform this function.

13. Can I program more than one opener at a time during the LEARN method?

Yes. After pressing and holding down the DELAY button for about 5 seconds, all 3 blue LEDs will begin to flash. During this time, you can program as many DOOR buttons as you need to. For example, you can press the top button 9 times for a Wayne Dalton® opener, the middle button 2 times for a Chamberlain® /LiftMaster® purple learn button opener and the bottom button 8 times for a Linear Megacode opener. Pressing the DELAY button will signal to the wall console all entries are complete. Complete this by individually pairing each button to its respective garage door opener as you normally would any other RF device.



FAQs for the Overhead Door® Universal Wireless Wall Console

14. What opener brands are compatible with the Overhead Door® Universal Wireless Wall Console?

Control the most popular brands of garage door openers such as Overhead Door™, Chamberlain®, Linear®, Wayne Dalton®, plus many more!

Overtime, we will implement additional manufacturers which means the compatibility list can and will change.

Brand Name	Compatible Manufacturer Specification Notes
Genie®	315/390 MHz, Intellicode® I, 1995-current
	315/390 MHz, Intellicode® II, 2010-2011
	390 MHz, 9 & 12 Switch/2 Position Dip Switch, 1993-1995
Overhead Door	315/390 MHz, CodeDodger® I, 1995-current
	315/390 MHz, CodeDodger® II, 2010-2011
	390 MHz, 9 Switch/3 Position Dip Switch, 1993-1995
Chamberlain® LiftMaster® Craftsman®	Purple Learn Button, 315 MHz, Security +®, 2006-2014
	Orange/Red Learn Button, 390 MHz, Security +®, 1996-2005
	Yellow Learn Button, 390 MHz, Security +2.0®, 2011-current
	Green Learn Button, 390 MHz, Billion Code®, 1993-1995
	390 MHz, 9 Switch/3 Position Dip Switch
Sommer®	310 MHz, Rolling Code
Linear®	318 MHz, Mega Code®
Wayne Dalton®	372.5 MHz, Rolling Code, 1999-current
Ryobi®	372.5 MHz, Rolling Code
Guardian®	303 MHz, Fixed Learn Code
Xtreme® Brand	303 MHz, Fixed Learn Code
Marantec®	315 MHz, Fixed Learn Code
Stanley®	310 MHz, 9 Switch/3 Position Dip Switch
FAAC®	433.92 MHz, Rolling Code

15. Will the Overhead Door® Universal Wireless Wall Console work with any other brands/specifications other than what is on this list?

For rolling code brands/specifications, no, the keypad will not work on any other brands/specifications other than what is listed. For dip switch brands/specifications, it is possible if they are on the same MHz, however, without proper testing of individual units, this cannot be confirmed. Also please remember, Overhead Door® garage door opener accessories should only be used on products produced 1993 and after that have functional safety sensors.



FAQs for the Overhead Door® Universal Wireless Wall Console

16. Does the Overhead Door® Universal Wireless Wall Console use dip switches?

The Overhead Door® Universal Wireless Wall Console does not use physical dip switches, but it does use “virtual dip switches” – or dip switch codes created by using specific button presses on the keypad. Once in the mode to receive dip switch input, the user will press DOOR button 1=UP, DOOR button 2=MIDDLE and DOOR button 3=DOWN to represent the location of trinary dip switches or 1=UP, 3=DOWN for binary dip switches.

17. When working with any of the dip switch style units, do I still need to program the wall console to the opener head?

Once the programming of the wall console is complete for a dip switch opener, there is no need to program the wall console to the opener head. When the programmed DOOR button is pressed, the opener will operate, and programming is complete.

18. When working with Chamberlain®/LiftMaster®/Craftsman® YELLOW learn button units (Security +2.0®), I am having trouble programming the universal wireless wall console to the operator head.

When programming a Chamberlain®/LiftMaster®/Craftsman® with a YELLOW learn button (Security +2.0®), be sure to follow the **SPECIFIC** programming instructions for these units. Below is the simple LEARN method example for YELLOW learn button units only.

LEARN Method for Chamberlain®, LiftMaster®, Craftsman® with **YELLOW** learn button

1. Pull the battery tab
2. Press and hold down the DELAY button @5sec until all LEDs blink BLUE, then release DELAY button
3. Press the DOOR button of your choice four times.
4. Press the DELAY button one time to signal your entry is complete.
5. Press and hold down the DOOR button you just chose until the red LED blinks and goes out – then release (@5seconds)
6. On the opener, press the LEARN/PROGRAM button for 2-3 seconds then release.
7. Press the DOOR button you chose ONE time. Opener will click.
8. Repeat STEPs 6 & 7 again.
9. Press the DOOR button again and the opener will activate.



FAQs for the Overhead Door® Universal Wireless Wall Console

19. What is the trick when working with Marantec® products?

If you already have a Marantec remote(s) and/or keypad paired to the opener, DO NOT PROGRAM/USE the universal wireless wall console or it will erase the existing RF devices.

If there are no other RF devices being used with the Marantec opener and the universal wireless wall console is the only device you have, follow the universal wireless wall console instructions for the LEARN method to program the console. Programming to the Marantec head will vary slightly from the console instructions so please consult the operator manual for the opener for programming RF devices to the head.