Installation Guide by EasyGate for Terrier Swing Gate System

Installation notes by EasyGate for Terrier Swing gate arm using CB17 control board.

Unpack product.
Check that all items are present and are in good condition. Check also inside the control box for remotes and other product that may have been packed inside. Before each order is dispatched a check sheet is completed. Please notify EasyGate immediately if you suspect missing parts. No claims accepted unless notified within 7 days of delivery.
Standard Double kit includes: Instruction manual, 2 x actuator arms, 4 x arm-mounting brackets, 2 x gate bracket cylinder pins with grub screws, 2 x post bracket bolts and nuts, 2 x arm unlocking keys, 1 x control box, 2 x batteries fitted under control board, 1 x control board, 1 x stand-alone transformer, wireless keypad, 1 x push button (wired) and 3 x remotes.
Standard Single kit includes: Instruction manual, 1 x actuator arms, 2 x arm-mounting brackets, 1 x gate bracket cylinder pins with grub screw, 1 x post bracket bolts and nuts, 1 x arm unlocking keys, 1 x control box, 2 x batteries fitted under control board, 1 x control board, 1 x stand-alone transformer, wireless keypad, 1 x push button (wired) and 3 x remotes.

Post and gate arm brackets: The brackets provided can be configured a number of different ways to achieve the correct operating conditions. For best results, remember the greater the angle that the arm is attached to the gate the greater the force the arm will exert on the rubber stop in the middle of your driveway at the closed position! This will add to the security of the gates when closed. An arm fitted parallel to the gates will damage the system and rip the brackets from the gate as well as producing a sloppy installation system. In some cases such as stone pillars, it maybe be easier to install a separate post to mount the bracket onto. You can also shorten the tongue with a hacksaw and re-drill the hole if your post is wider than approximately 125mm.
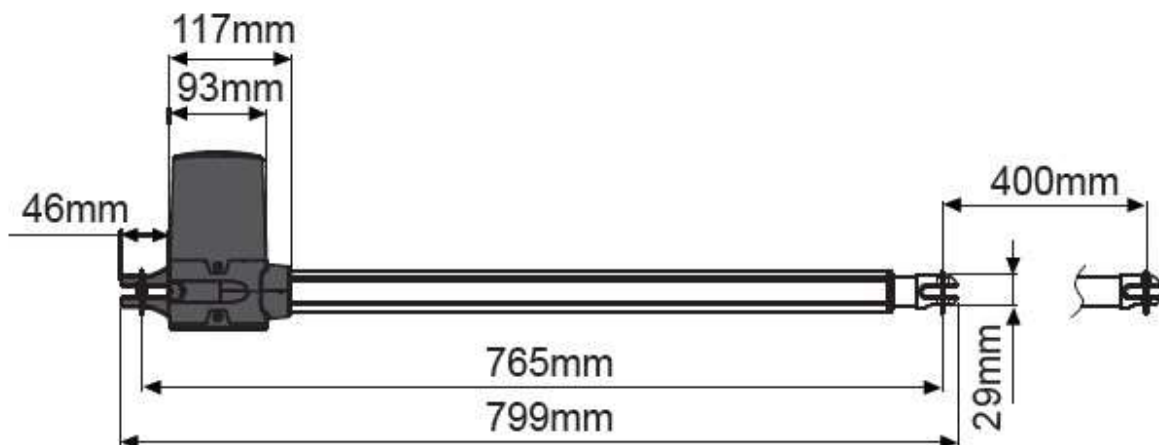
Post bracket pin and wear bush
location in tongue plate hole

Arm to Gate bracket with
pin and crub screw

Key to assist opening clutch lever

Fully Open ram retracted.

Fully Closed ram extended.

Fitting the arm cable: Step 1 – Remove the cover screws. Step 2 – Push up the cover slightly. Step 3 – Some models have a 2 x tab system while others have 3 x screw fasteners. On the back, insert a flat head screw driver in slots, push forward tabs to release hooks Step 5 – Insert cable from under motor via the cable hole and cable clamp and fasten motor wires to connector block. Use a minimum 1.5mm 2 core cable, not a telecom or network cable.

Installing Control Box: Location of the control box must be within 10m of the arms and approximately 1m plus off the ground. The gates must be able to open and close freely without swinging into the control box.

Wiring Double Gate Arms to control box: To protect the cable place into PVC pipe or in concrete driveways, place into an expansion joint (the cut line in concrete to assist expansion).


Extend the arm cable so they can reach the control box with some spare. Connect each arm into the control board to the far right connector blocks labelled Mo1+, Mo1- (motor 1) and Mo2+, Mo2- (motor 2). See image below. On double gates one arm cable will need to go under the driveway. As the arm motor have yellow and white cables fitted, you do not need to match these in colour back to the control board just the symbols…..you can see we have used brown and blue cable below. You will not damage

the arm if you get the symbols wrong. When you test the system and note an arm is going the wrong way, just rotate the arm cable wires that are configured wrong and test again until you get both arms opening on first power up of the board.

Wiring Single Gate: Connect arm cable to blocks labelled Mo1+, Mo1- on the control board.

Powering your control board: The kit is supplied with a stand-alone transformer but you can also buy this with the optional transformer built into the control box. Calculate how much 2 core cable you will need to run out from the power source to the gate. It should be a min of 1.5mm core diameter up to 50m and 2.5mm thereafter. Install the **stand-alone transformer** near the 240v power source and lay the cable to the control box. Connect the wires to the two existing transformer wires. Ensure that the 2 wires DO NOT TOUCH*. Connect the wires on the other end into the control box grey **15 amp fuse block** (Separate unit just above the control board. Shown in image). Attach the 2 wires so they are connected as shown.
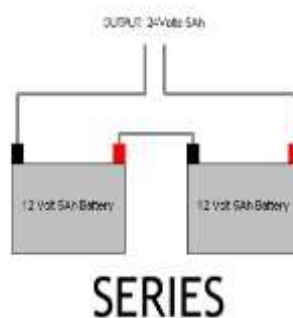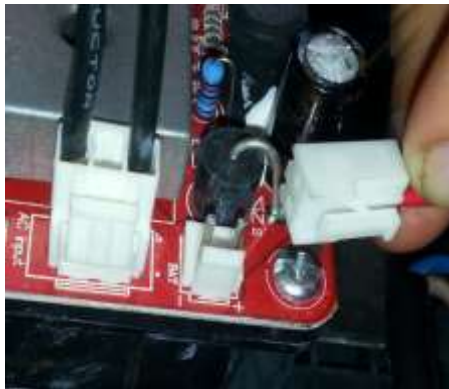
The system is delivered with the AC transformer and the DC battery male connector plugs (white). You will need to plug these in to the matching female connector blocks on the corner of the control board. A clip is fitted to the side of the plug to correctly align with the female plug side catcher.

WARNING Battery Power: The battery white connector must be fitted the correct way round (positive red to +positive) or you will short circuit the control board. There are 2 x 12v batteries fitted under the control board. They are connected together in series to make 24vDC via a black cable with a yellow fuse with positive of one battery to negative of second battery. The remaining positive and negative terminals go to the control board as per the photo above.

Tune-in the remotes and wireless keypad to the control board receiver:

1. Power up the control board by connecting the battery terminal and the AC transformer. You should now see LED no.1 flash red (2 flash bursts every second).
   a. Press the "RF-learn" button in the top left hand corner for 3 seconds until the blue light goes on. The receiver blue light can be found under the "receiver board" mounted at 90 degrees at the top of the main control board. Hint; you may need to drop your head lower than the board to see.
   b. Pickup your remote (or keypad) and press the top left button on your remote "once". The receiver blue LED will flash 3 times fairly quickly now. You can program in extra remotes and keypads while the blue light stays on.
      Hint: Wait until blue light turns off to use your remote (approx. another 7-10 seconds).

You have now successfully tuned your remote and keypad. Repeat this to add more remotes and wireless keypads. You can program up to 200 devices. For wireless keypad enter the default code while the blue light is on. You will need to enter each code individually.

Removing ALL remote and keypad codes from the receiver memory.

Press and hold down the RF-learn button for 10 seconds

Double Gate System Learn: This must be completed when first installing the control board so the computer can understand the parameters of the new installation.

1. Check you have SW2 Set DIP switch 8 to ON
2. Press the SYS-learn button which is next to the RF-learn button in the top left corner. Hold it in for 5 seconds. It will start flashing once every second now.
3. Press the remote top left corner button. The rams will now start to move one at a time (This can take up to 20 seconds to start activating). The rams will move in one of the following orders:

Dual-Gates: Gate 2 closes, gate 1 closes, gate 1 opens, gate 2 opens, gate 2 closes, and gate 1 closes. You will hear the relays clicking. This is normal. It DOES NOT matter if the gates are open, closed or half way when installing the automation. The system will automatically work out the size of the swing. It will open and close each side individually 3 times before it has finished installing the system. This is normal.
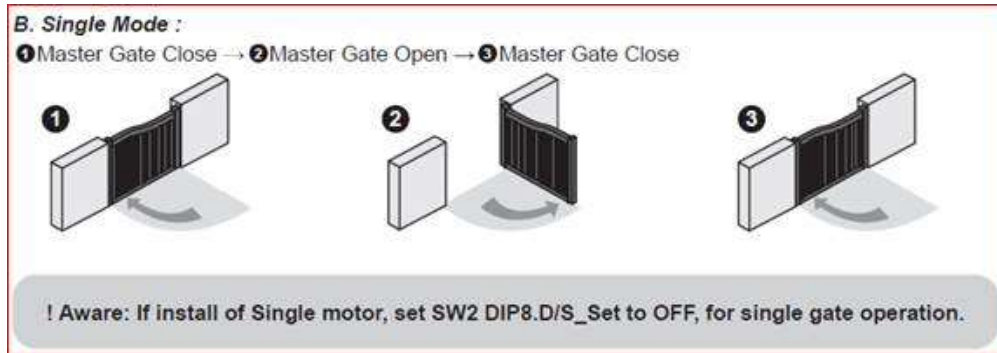
4. After the systems learn has finished, LED no.1 should be revert back to flashing in bursts. You have successfully set up your gate opener kit and is now ready for testing.

Pedestrian mode: To open a gate for a pedestrian simply press the top RIGHT hand button. This will open one gate to a 45 degree angle. (You do not need to reinstall the remote or button for this function).

Single Gate System Learn: This must be completed when first installing the control board so the computer can understand the parameters of the new installation.

1. Connect the arm into the control board connector blocks labelled Mo1+, Mo1-
2. Set the SW1 DIP7. P/Mode to OFF position, for single gate fully open/close
3. Set the SW2 DIP8. D/S Set to OFF position, for single gate operation
4. Set the SW3 1.Remote_1 to ON ; 2.Remote_2 to ON position, for remote button (A) to operate the open/stop/close of the single gate
5. Press the "RF-learn button" on the PCB for 3secs, and press the remote button (A) the top left button, and wait until blue light turns off (up to 10 sec)
6. Press the "SYS-learn" on the PCB for 5secs, and press the remote button (A) for single gate system learning process (Gate will go through the process automatically, please wait for it to stop)

B. Single Mode :
① Master Gate Close → ② Master Gate Open → ③ Master Gate Close

! Aware: If install of Single motor, set SW2 DIP8.D/S_Set to OFF, for single gate operation.

7. After the systems learn has finished, LED no.1 should be revert back to flashing in bursts. You have successfully set up your gate opener kit and is now ready for testing.

Dip switch overview:

The switches that you will see to the left hand side on the control board are separated into 3 banks and are marked (printed on board) with SW1 SW2 or SW3. They control all your customizations of gate systems functions.

The following functions are all on **SW1** (the top block of switches).

SW1 Slow down option	
This is used to slow the gates down a few seconds before the fully open or close position. It prevents the gates from being slammed against the back stop.	
Switches:	**1**
1 on	The gates WILL NOT slow down before the gates completely close or open
1 off	The gates WILL slow down before the gates completely close or open

Current adjustment		
This function is to adjust the current amps to the motor. It is used for varying sizes of gates and power needed to move them.		
Switches: 2 and 3		**Current amp. Measure of force to move gate**
2 off	3 off	2A Light weight gate
2 off	3 on	3A Light to medium weight gate
2on	3 off	4A Medium weight gate
2 on	3 on	5A Medium to heavy weight gate

SW1 Auto - close function			
This function will make the gates close automatically after opening.			
Switches: 4, 5 and 6			**Auto close time**
4 off	5 off	6 off	Disabled
4 off	5 off	6 on	3 sec
4 off	5 on	6 off	10 sec
4 off	5 on	6 on	20 sec (recommended)
4 on	5 off	6 off	40 sec
4 on	5 off	6 on	60 sec
4 on	5 on	6 off	120 sec
4 on	5 on	6 on	360 sec

The auto close timer will start when the gates are either fully open or stopped through a cycle. Activating a remote or any other device will override the timer and close the gates immediately.
SW1　　　　　**Pedestrian Mode**
This function will open one side of the gates to a 45 degree angle to allow pedestrians through. It is activated by pressing the top RIGHT button on your remote. Please note: **Only for double gate operation.**

Switches: 7	
7 on	One gate will open half way.
7 off	Pedestrian mode is disabled

SW1　　　　　**Flashing light**
The flashing light can be set to blink before it starts opening the gate (It will flash while opening the gate no matter what).

Switches: 8	
8 on	The flashing lights blink for 3 seconds before the gate moves.
8 off	No 3 second flashing.

The following functions are all on **SW2** (middle block of switches).

SW2　　　　　**Close and open delay**			
This is the delay between activating your remote/keypad and for the gates to start moving.			
Switches: 3 and 4			
		Open delay	Close delay
3 off	4 off	2 seconds	3 seconds
3 on	4 off	2 seconds	4 seconds
3 off	4 on	3 seconds	5 seconds
3 on	4 on	3 seconds	6 seconds

SW2　　　　　**Deceleration of the motors**	
The last part of the closing cycle slows the gate down just before they finish opening or closing. This alters the slowed speed of the closing cycle.	
Switches: 6	
6 on	Speed slows down to 70%
6 off	Speed slows down to 50%

SW2　　　　　**Operating speed**	
This is the amount of speed the gates will swing at during their normal operating speed.	
Switches: 7	
7 on	Speed is 100% of maximum speed
7 off	Speed is 70% of maximum speed

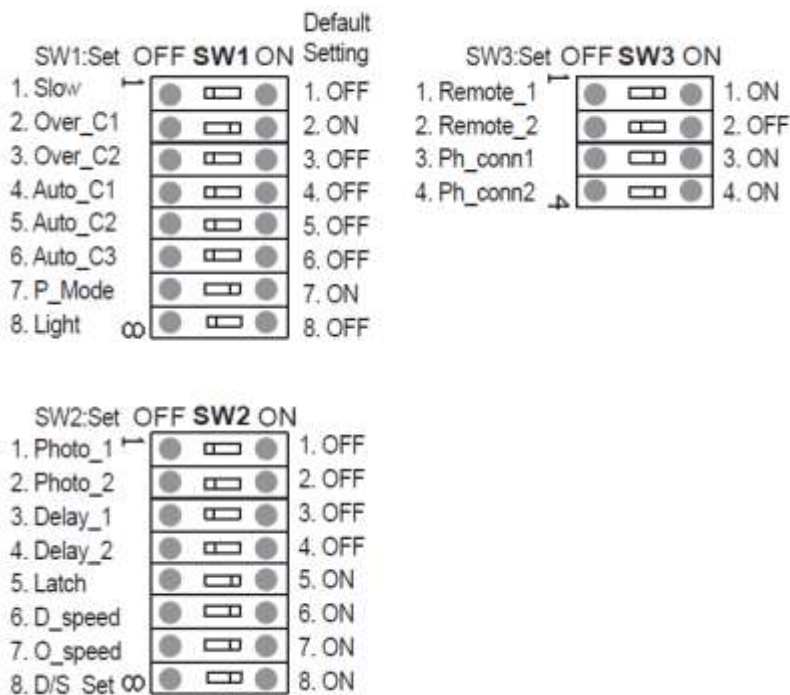| **SW2**　　　　　**Single and double gate operation**	
This function is to program in if you have a single gate or a double gate.	
Switches: 8	
8 on	Double gate
8 off	Single gate

The following functions are all on **SW3** (bottom block of switches).

Switches: 1 and 2	
This function is to select the command button of the remote	
Option 1 (default setting for double gate)	
1 on	Button A for double gate operation
2 off	Button B for single gate operation
Option 2 (setting for single gate)	
1 on	Button A for single gate operation
2 on	Button B for double gate operation
Option 3	
1 off	Button C for single gate operation
2 on	Button D for double gate operation
Option 4	
1 off	Button C for double gate operation
2 off	Button D for single gate operation

Switches: 3 and 4		
This function is to activate the photo beam		
3 on	4 on	Default setting for no photo beam installed
3 on	4 off	FO1 is connected ; FO2 no photo beam installed
3 off	4 on	FO1 no photo beam installed ; FO2 is connected
3 off	4 off	FO1 and FO2 both are connected, 2 sets of photo beam
Important : If the photo beam has been removed, switches must turn back to ON		

SW1:Set OFF **SW1** ON — Default Setting
1. Slow — 1. OFF
2. Over_C1 — 2. ON
3. Over_C2 — 3. OFF
4. Auto_C1 — 4. OFF
5. Auto_C2 — 5. OFF
6. Auto_C3 — 6. OFF
7. P_Mode — 7. ON
8. Light ∞ — 8. OFF

SW3:Set OFF **SW3** ON
1. Remote_1 — 1. ON
2. Remote_2 — 2. OFF
3. Ph_conn1 — 3. ON
4. Ph_conn2 — 4. ON

SW2:Set OFF **SW2** ON
1. Photo_1 — 1. OFF
2. Photo_2 — 2. OFF
3. Delay_1 — 3. OFF
4. Delay_2 — 4. OFF
5. Latch — 5. ON
6. D_speed — 6. ON
7. O_speed — 7. ON
8. D/S_Set ∞ — 8. ON

LED lights

LED lights:		
These lights serve several functions. They are the indicators to see if the system is operating as it should or not.		
LED 1	System learning	Two flashes followed by 1 second pause = standby mode for double gate.
		Single flash followed by a 1 second pause = standby mode for a single arm operation
		Permanent glow = Gate learning process is incomplete.
LED 2	RF	Light is ON once the remote, key selector, or push button has been activated.
LED 3	Photocells	Light is ON when photo beams fitted and signal is being sent.
LED 4	Photocells	Light is ON when photo beams fitted and signal is being sent.

Optional devices use standard network or telecom cable

Hint…check that the auto close is functioning to close the gate and not open before you start connecting the optional devices! You may need to swap the motor cables around.

Installing wired keypad to Double gates: Positive red to the 12+ on the board (J2 terminal 1) and (-) negative black to the G (J2 terminal 2). For double swing gates connect Com of the keypad to G on terminal 9 and D (short for double!) terminal 7.

Installing wired Button to Double gates: Connect Com of the button to G on terminal 9 and D (short for double!) terminal 7. Also used for intercom or dial to open.

Installing wired keypad to a Single gate: Positive red to the 12+ on the board (J2 terminal 1) and negative black to the G (terminal 2). For single swing gate connect Com of the keypad to G on terminal 9 and S (short for Single!) terminal 8. Also used for intercom or dial to open.

Installing wired Button to a Single gate: Connect Com of the button to G on J2 Block 1 terminal 9 and S (short for Single!) terminal 8. Also used for intercom or dial to open.

Installing optional safety beams (recommended):

Sold as a pair, one with 5 connection points called the "Master board" and the one with 2 connection points called the "Slave board".

Connect the slave board positive terminal to the 12+ block on the control board J2 (Block 1 terminal 1) and the slave negative terminal to the G (Block 1 terminal 2).

For the master board connect the positive and negative as above.

Now connect the normally closed terminal (NC) to FO1 (Block 1 terminal 3). Then connect the common (COM) to G (Block 1 terminal 6).

You must now change the dip switch settings to the following:

SW2… Switch 1 (1.photo_1) and 2 (2.Photo_2) to the OFF.

SW3… Switch 1 (1.Remote_1) to ON, Switch 2 (2.Remote_2) OFF, Switch 3 (3.Ph_conn1) OFF, Switch 4 (4.Ph_conn2) ON.

If installing 2 pairs of beams simply repeat the above sequence and change the following: Run the wire from normally closed to FO2 and change SW3 switch 3 to ON.

Installing optional wired Probe or vehicle detector to double gates:

Note: EasyGate recommend installing safety beams in conjunction with a probe to stop the gates hitting an obstruction such as a vehicle while in a closing cycle.

If installing WITHOUT safety beams.

From the EMX VMD202-R Probe: Positive red to "+12" on the Terrier board (J2). Black to "G". Green (negative) to "G" and white (normally closed) to "FO2".

SW1: 1 OFF, 2 ON, 3 OFF, 4 OFF, 5 ON, 6 ON, 7 ON and 8 OFF (20 sec auto close time)

SW2: 1 OFF, 2 ON, 3 OFF, 4 OFF and 5,6,7,8 to ON

SW3: 1 ON, 2 OFF, 3 ON and 4 OFF

Note: If installing 2 probes connect only 1 green wire from 1 probe and the white from the other. Take the remaining white and green wires from opposite probes and twist these together so it is in series.

If installing WITH safety beams.

From the EMX VMD202-R Probe: Positive red to "+12" on the Terrier board (J2). Black to "G". Green (negative) to "G" and white (normally closed) to "FO2".

When installing safety beams power both slave and master beams at "+12" positive and "G" negative.

N/C of the beam master to J2 "FO2" and Com of the beam to "G" (terminal 6)

SW1: 1, 2, 3 and 4 OFF, 5, 6 and 7 to ON and 8 OFF (20 sec auto close)

SW2: 1 OFF, 2 ON 3and 4 OFF, 5, 6, 7 and 8 to ON

SW3: 1 to ON, 2, 3, and 4 OFF

Using one remote to activate a different Terrier system installed within 50m of the other.

Use the DIP SW3 1. remote_1 & remote_2

One with A for dual gate; B for single gate. One with C for dual gate; D for single gate then you can have both Terrier units using the same 4 channel remote

Explanation of Terminal block J2 (left)

1. +12V   External device 13.7v Dc power positive (+).
1. G   Ground/Negative/common (-).
2. FO1   Signal for Photo beam 1
3. FO2   Signal for Photo beam 2 (used where 2 x pairs of beams are used)

4. FO +   13.7v Dc positive (+) power for photo beams
5. G   Ground/Negative/common (-).
6. D   Activation devises on a dual gate operator such as Keypad, exit button, intercom, dial to open. Used with terminal 8.
7. S   Activation single gate operator
8. G   Common. Used in conjunction with terminal 7 or 8

Explanation of Terminal block J1 (middle)

1. Flashing Light Positive (+) up to 37v DC

2. Flashing Light Ground/Negative/common (-).

3. Latch Positive (+) up to 37v DC

4. Latch Ground/Negative/common (-).

Troubleshooting (based on dip switches in default)

Issue:	Solution:	Parts to look at:
No power on the board.	- Power to the transformer is on and the connector block from the transformer to the control board is wired correctly. - At the control board check both battery and transformer white connector blocks are correctly plugged into board. - Check fuses are both working. 15amp for stand-alone transformer. - Check there is 24vac into **and** out of the Control box fuse. - The batteries are connected to the control board and read higher than 24vdc. - Try removing optional extras such as beams and probes to see if they are draining the power.	- Fuse - Battery - Transformer power - Loose wires - Incorrect wire contact at connector blocks - Short circuit in wiring between transformer and board
A single arm activation isn't working.	- Check DIP switches are set correctly for single arm. SW2 DIP8 Set to OFF - Make sure the ram is connected to motor 1 and not motor 2. - Your remote is programmed in. - You have done a systems learn. - There is adequate power going to the board.	

Remotes or wireless keypad not working.	- Re program remotes by pressing the RF learn button until a blue light next to it comes on. Press the remote ONCE and it should flicker. Now wait until the light goes off and try again. - You can program in several remotes or devices at a time however all signals need to be sent before the blue light goes off again. - Push the button fairly solid and hold it in for a whole second. The blue light should flicker. - When programming remotes press the top left button ONLY. The rest of the buttons will program themselves in with it. - If the blue light is on continuously without pressing the RF learn button it means the receiver is faulty and needs to be replaced. - The blue light will still flash when a remote that has not been programmed in is used. It will however not activate. - Reset the keypad. Do this by flicking off the front cover with a small screw driver. Undo the 2 nuts, turn over and repeat until left with the control board on the casing. Undo the 3 screws in the corner. Turn over the circuit board and there is a button there. Hold it until you hear a beep. Try keypad again and reassemble.	RF Learn button on control board
Lights on the board but arm(s) not moving.	- Check that the battery is 24V+ - Make sure your connections aren't loose. - The power input is feeding in 24V+ - The gate is free from any obstructions. - The arm is locked into place (A good way to test this is if you can move the gate freely, then it won't work via the motors). - Ensure a systems learn has been done from start to finish. - You have correctly wired the wires from the rams to the control box.	The gate Power sources Arm wires.
Blue light stays on permanently	- Ensure you have waited the full 10 seconds. - Try depowering and repowering the board. - If it still keeps glowing please call or email EasyGate. Receiver may need replacement.	

Gates remain open after systems learn/one arm stays open and the other one closed.	- Ensure you have matched the + and - of each ram to the equivalent + and – motor symbols on the board. - Clear any obstructions to the gates. - Make sure that the rams are going no further than 100 degrees. - The dip switch setting should be set for a double swing and not a single. - If LED 1 is a solid red hold systems learn until it flashes. Then press the remote top left hand button once. - Ensure the motors are locked in. - Increase the power amp settings by following the dip switch settings (mentioned above).	
Gates not fully opening or closing	- Ensure there is nothing obstructing the gate or the rams. - If the gate is a bigger or heavier gate change the power settings using the dipswitches (1st set of dip switches). You should not have to use the maximum power setting. This is intended for a 500kg double swing gate (or 250kg single). - Re-do the systems learn.	
One gate opens part of the way/not at all.	- Make sure you are pressing the top left hand button. The other buttons do have their individual functions. - Dip Switch 7 setting has been set correctly. - Both rams are wired onto the control board correctly. They should identical. I.E. black, red. Black, red.	
Single gate LED 1 stays on.	- Dip switches 1 and 2 on bank 3 are ON - Dip Switch 7 on bank 1 is OFF - Battery clip is connected. - The motor is connected to MO1 and not MO2 - Press and hold SYS-LEARN for 3 seconds until LED1 starts flashing again. - Press the remote once and wait until it starts moving. This can take up to 5 seconds. Do NOT obstruct the learning process. The gate will open and close several times.	
Remote/ keypad range is less than 20M	- Make sure the antenna is attached and screwed in on the control board. - Make sure there is nothing obstructing the antenna such as the power cable or motor cables.	

EasyGate Warranty Terms and Conditions

PLEASE READ THE FOLLOWING TERMS AND CONDITIONS OF USE CAREFULLY.

Warranty: This is a "Back to Base Warranty"

PrimeVal NZ Ltd Trading as EasyGate warrants, on behalf of the manufacturer, the original purchasers for a period of one (1) year unless stated below. Warranty commences from date of purchase (not installation). The manufacturer warrants the product to be free of defects in materials and workmanship under normal use, providing installation has been carried out in accordance to manufacturer's specifications. All remotes carry a 6 month warranty with 3 months on batteries. During the warranty period, EasyGate shall either repair or replace any defective product upon return of the product to 11 Hotuhotu Street, Tauriko Business Estate, Tauranga 3110. Any replacement and/or repaired parts sent out by EasyGate are warranted for the remainder of the original warranty or ninety (90) days, whichever is longer. No replacement parts are to be sent prior to the original parts being returned first. The original owner must promptly notify EasyGate in writing via email info@easygate.co.nz that there is an issue in material or workmanship and such written notice shall be received in all events prior to expiration of the warranty. It is the purchaser's responsibility to confirm this notification has been received by EasyGate.

Warranty Procedure:

To obtain service under this warranty, please return the item(s) in question to the point of purchase. All authorised distributors and dealers have a warranty program. Anyone returning goods to EasyGate must first obtain an authorisation via email. EasyGate will not accept any product for which prior authorisation has not been used. EasyGate will pay return shipping costs (equal to Fastway ground rate) to the owner of item(s) repaired under warranty. This warranty does not cover removal or installation of the product in any way or form.

Conditions to Void Warranty:

This warranty applies only to manufacture defects and workmanship relating to normal use. Gates must be level and move freely and consistently in both open and closing cycle.

This warranty does not cover:

- Damage incurred in shipping or handling
- Installation or removal of product.
- Damage caused by natural or manmade disaster such as fire, flood, wind, earthquake, or lightning etc.
- Damage due to causes beyond the control of EasyGate such as excessive voltage or short circuiting, mechanical shock or water damage.
- Damage caused by unauthorized attachment, alterations, modifications, or foreign objects.
- Damage caused by peripherals (unless such peripherals were supplied by EasyGate)
- Damage by moisture, insects or animals or objects such as vehicles etc.
- Defects caused by failure to provide a suitable installation environment for the products
- Damage caused by used of the products for purpose other than those for which it was designed.
- Damage from improper maintenance
- Damage arising out of any other abuse, mishandling, and improper application of the products.

EasyGate liability for failure to repair the product under this warranty after a reasonable number of attempts will be limited to a replacement of the product, as the exclusive remedy for breach of warranty. Under no circumstances shall EasyGate be liable for any special, incidental, or consequential damages based upon breach of warranty, breach of contract, negligence, strict liability, or any other legal theory. Such damages include, but are not limited to, loss of profits, loss of the product or any associated equipment, cost of capital, cost of substitute or replacement equipment, facilities or services, down time, purchaser's time, the claims of third parties, including customers, and injury to property.

Disclaimer of Warranties:

This warranty contains the entire warranty and shall be in lieu of any and all other warranties, whether expressed or implied (including all implied warranties of merchantability or fitness for a particular purpose). And of all other obligations or purporting to act on its behalf to modify or to change this warranty, nor to assume for it any other warranty or liability concerning this product.
WARNING: EASYGATE recommend the entire system be completely tested on a regular basis. However, despite frequent testing, and due to, but not limited to, criminal tampering or electrical disruption, it is possible for this product to fail to perform as expected.

Out of Warranty Repairs:

EASYGATE will at this option repair or replace out-of-warranty products which are returned to its factory according to the following conditions. Anyone returning goods to EASYGATE must first obtain an authorization number. EASYGATE will not accept any shipment whatsoever for which prior authorization has not been obtained. Products which EASYGATE determine to be repairable will be repaired and returned. A set fee which EASYGATE have been predetermined and which may be revised from time to time will be charged for each unit repaired. Products which EASYGATE determines not repairable will be replaced by the nearest equivalent product available at that time. The current market price for the replacement product will be charged for each replacement unit.

International Warranty:

EASYGATE shall not be responsible for any customs fees, taxes, or VAT that may be due.

WARNING Please Read Carefully

Important Notice:

An auto gate system cannot prevent burglary. It is only a replacement way for user to open the door. Auto gate systems are generally very reliable but they may not work under all conditions and they are not a substitute for prudent security practices or life and property insurance. Your auto gate system should be installed and serviced by qualified security professionals who should instruct you on the level of protection that has been provided and on the system operations.

Note to Installers:

This warning contains vital information. As the only individual in contact with systems user, it is your responsibility to bring each item in this warning to the attention of the users of this system.

System Failures:

This system has been carefully designed to be as effective as possible. There are circumstances, however, involving fire, burglary, or other types of emergencies where it may not provide protection. Any auto gate system of any type may be compromised deliberately or may fail to operate as expected for a variety of reasons. Some but not all of these reasons may be:

Inadequate Installation:

A security system must be installed properly in order to provide adequate protection. Every installation should be evaluated by a security professional to ensure that all measurement is correct. Gates must be level and move freely and consistently in both open and closing cycle.

Power Failure:

Control units require an adequate power supply for proper operation. If a device operates from batteries, it is possible for the batteries to fail. Even if the batteries have not failed, they must be charged, in good condition and installed correctly. If a device operates only by AC power, any interruption, however brief, will render that device inoperative while it does not have power. Power interruptions of any length are often accompanied by voltage fluctuations which may damage electronic equipment such as security system. After a power interruption has occurred, immediately conduct a complete system test to ensure that the system operates as intended.

Short circuiting of components:

Take care when adjusting any part of the system. Always remove power to the control board and other devices when working on them. Never change/remove/cut/disconnect or other alteration with power connected either via the transformer or the batteries. Short circuiting components is not covered under this warranty.

Failure of Replaceable Batteries:

The expected battery life is a function of the device environment, usage and type. Ambient conditions such as high humidity, high or low temperatures, or large temperature fluctuations may reduce the expected battery life. Low battery condition will cause the system in low power condition and having problem functioning as usual. Regular testing and maintenance will keep the system in good operating condition.

Compromise of Radio Frequency (Wireless) Devices:

Signals may not reach the receiver under all circumstances which could include metal objects placed on or near the radio path or deliberate jamming or other inadvertent radio signal interference.

Component Failure:

Although every effort has been made to make this system as reliable as possible, the system may fail to function as intended due to the failure of a component.

Inadequate Testing:

Most problems that would prevent an auto gate system from operating as intended can be found by regular testing and maintenance. The complete system should be tested weekly and immediately after a break-in, an attempted break-in, a fire, a storm, an earthquake, an accident, or any kind of construction activity inside or outside the premises.

Security and Insurance:

Regardless of its capabilities, an auto gate system is not a substitute for property of life insurance. An auto gate system also is not a substitute for property owners, renters, or other occupants to act prudently to prevent or minimize the harmful effects of an emergency situation.