Your MVP Quik-Code Wireless Keyless Entry is designed to remotely operate MVP garage door openers. The system permits the user to select one of 10,000 personal identification numbers (PIN’s) and operate multiple doors by using different PIN’s. The radio frequency of the remote controls is fixed and tuned at the factory; adjustments are not required and should not be attempted by the end user.

**WARNING**

Keep transmitters and remote controls out of the reach of children. Do not let children play with or use the transmitter or remote controls. Unexpected door operations can cause personal injury or property damage. Do not place transmitter where the buttons can be accidentally or unintentionally activated.

**Features of the Quik-Code Wireless Keyless Entry**

**On/Reset Key:** This key turns on the keypad and light system allowing you to operated the system as well as to see the keys in the dark. The keypad will remain lit for 20 seconds after the last key is pressed.

**Single Button Mode:** Once you have entered a valid PIN and your door operator begins to function, the number keys remain active for 20 seconds. Pressing any one of these keys sends another signal to the operator and allows you to stop and start the door operator.

**Low Battery Indicator:** The lighting for your keypad also serves as a low battery indicator. When the keypad lights flash on and off the battery should be replaced with a standard 9 volt battery.

**Non-Volatile Memory:** It is not necessary to reprogram the keypad after you replace your battery.

Allstar MVP Quik-Code Transmitters and Receivers are compatible with HomeLink®. HomeLink® is a registered trade mark of Johnson Controls.
Mounting the Quik-Code Wireless Keyless Entry

Step 1: Choose a convenient location that does not interfere with the normal opening and closing of the door. Keep in mind that some doors swing outward and will damage an improperly located keypad.

MOUNT THE KEYPAD A MINIMUM OF 5 FEET ABOVE THE GROUND TO KEEP IT OUT OF REACH OF CHILDREN.

Step 2: The screws provided are adequate for mounting directly to wood or similar material. When mounting on masonry or similar material plastic anchors are recommended. Drill a hole for the bottom screw. Install the screw leaving the head of the screw approximately 1/8 inch out from the wall. Slide the keypad over the screw and mark the position of the top hole. Remove the keypad and drill the top hole. Slip the keypad back over the exposed screw and finish mounting by installing the top screw. Refer to Figure 1.

MOUNT THE KEYPAD IN A LOCATION THAT MINIMIZES THE POTENTIAL FOR THE USER TO COME IN CONTACT WITH A MOVING DOOR.

Programming the Quik-Code Wireless Keyless Entry

When set to learn mode, the MVP receiver memorizes a PIN entered from the keypad. Once learned, this PIN activates the MVP operator.

Choose a four digit PIN that is easy to remember but not obvious. Avoid using house numbers, phone numbers or numbers that are easy to guess. The letters marked on the keypad may be used to help remember your PIN.

For example, 6-9-7-3 or N-Y-P-D.

This device complies with Part 15 of the FCC Rules and with RSS-210 of Industry Canada. 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.
Programming Steps for Quik-Code Wireless Keyless Entry

**Step 1:** The red Keypad lighting should be Off. If it is on, wait until it turns off (approximately 20 seconds).

**Step 2:** Using the end of a paper clip, put the receiver of the MVP Into Learn Mode by pressing and quickly releasing the recessed learn button located on the super deluxe wall station. The work-lamp on the MVP will turn on (or blink off then on) to indicate the receiver is ready to learn a code. You have approximately 30 seconds to enter the keypad PIN and door code.

**Step 3:** Press ON/RESET to turn on the keypad. The red lighting on the keypad will turn on.

**Step 4:** Enter your Four Digit PIN. Every time you press a key the keypad lighting system will blink off and on to verify a key has been pressed.

**Step 5:** The work-lamp on the MVP will turn off when a valid PIN has been learned.

For example, once the MVP is in learn mode you press the following keys: **ON/RESET 6 9 7 3**.

Using the Quik-Code Wireless Keyless Entry

To operate the keypad press the **RESET/ON**, enter your PIN. If you make a mistake while entering your PIN press the **RESET/ON** and wait about 2 seconds and enter the correct PIN. The numbered keys will remain active for approximately 20 seconds after the door starts to move. Pressing any one of the numbered keys during this time will allow you to stop and restart the door’s movement.

For example, press the following keys: **ON/RESET 6 9 7 3**.

Changing the Quik-Code Wireless Keyless Entry PIN

To change the PIN, follow the programming steps listed above. This will overwrite the old PIN and replace it with the new PIN.

If the MVP receiver has already learned 8 different transmitter codes and a PIN from two different keypads, when you press and release the learn button on the super deluxe wall station the work-lamp on the MVP will start to blink. The MVP receiver memory must be erased before a new PIN can be learned. Once the memory is erased a new PIN can be learned. **However, erasing the memory also erases the all of the learned MVP transmitter codes.** Once erased, all the transmitters must be re-learned before they will operate the door. To erase the transmitter codes and WKE PINs, while the work-lamp is blinking, press and hold the learn button until the work-lamp turns off (approximately 5 seconds). When the work-lamp turns off, immediately release the program button. If you do not want to continue with the erase function, quickly press and release the learn button. To re-learn the transmitter codes, press and quickly release the learn button on the super deluxe wall station. The work-lamp on the MVP will turn on (or blink off then on) to indicate the receiver is ready to learn the transmitter code. Press the button you want the receiver to learn. The work-lamp will turn off when a valid transmitter code has been learned. To learn a new PIN, follow the directions above.
Operational Check

After installing your keypad, check the operation by entering your PIN and door number. Operation should be reliable. However, environmental conditions and the location of the keypad will affect distance.

- If the keypad doesn’t activate the operator check the PIN number. The PIN number entered must exactly match the learned PIN number.
- Press the ON/RESET button and wait a few seconds before entering your PIN number. Press the keys slowly but avoid holding the buttons down for an extended period of time.
- If the distance is inadequate check the battery and replace if necessary.
- To maximize the operating distance move the keypad to different locations until a satisfactory distance is achieved. Metal siding, metal doors and some types of construction will affect distance.
- If system does not work at any distance, check that the MVP operator is properly operating from the super deluxe wall station and hand-held transmitter.
- Try to erase and re-learn the keypad PIN numbers and hand-held transmitter codes (see Page 3).

WARNING

Refer to the door operator installation and owner’s manual for proper installation and use and adjustments. Follow all warnings. Test the safety systems of your door operator monthly to ensure that the system remains in proper adjustment.

Manufacturer’s Limited Warranty

Allstar warrants its radio controls to be free from defect in material and workmanship for a period of one (1) year from the date of purchase. To obtain service, contact your dealer.

To obtain service under this warranty the buyer must obtain authorization instructions from Allstar for the return of any goods before returning the goods. The goods must be returned with complete identification, with copy of proof-of-purchase, freight prepaid and in accordance with Allstar’s instructions or they will not be accepted. In no event will Allstar be responsible for goods returned without proper authorization or identification.

Goods returned to Allstar for warranty repair within the warranty period, which upon receipt by Allstar are confirmed to be defective and covered by this limited warranty, will be repaired or replaced at Allstar’s sole option, at no cost and returned pre-paid. Defective parts will be repaired or replaced with new or factory rebuilt parts at Allstar’s sole option.

This limited warranty does not cover non-defect damage, damage caused by unreasonable use, damage caused by improper installation or care, vandalism or lightning, fire or excessive heat, flood or other acts of God (including, but not limited to misuse, abuse or alterations, failure to provide reasonable and necessary maintenance), labor charges for dismantling or reinstalling a repaired or replaced unit, or replacement batteries.

These warranties are in lieu of all other warranties, either expressed or implied. All implied warranties of merchantability and/or fitness for a particular purpose are hereby disclaimed and excluded. Under no circumstances shall Allstar be liable for consequential, incidental or special damages arising in connection with the use or inability to use this product. In no event shall Allstar’s liability for breach of warranty, breach of contract, negligence or strict liability exceed the cost of the product covered hereby. No person is authorized to assume for Allstar any other liability in connection with the sale of this product.

This warranty gives you specific legal rights. Warranty effective after March 1, 2005.