Apollo 635/636 Control Board Wiring for CP-4:

Black wire to GND

Red wire to 12V

Yellow wire
not used

White wire to GND

Blue wire to EXIT
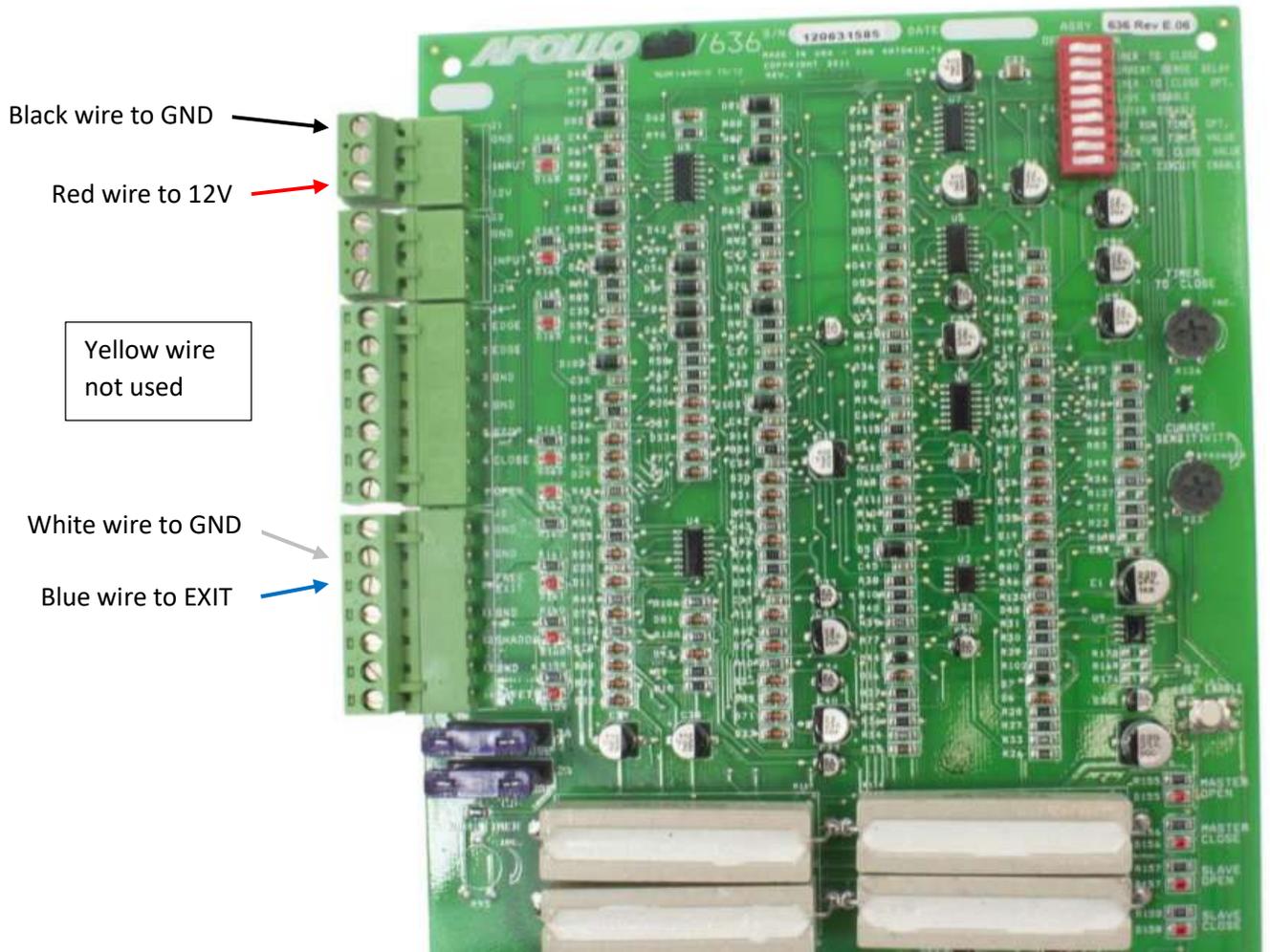
Nice 936
Control Board
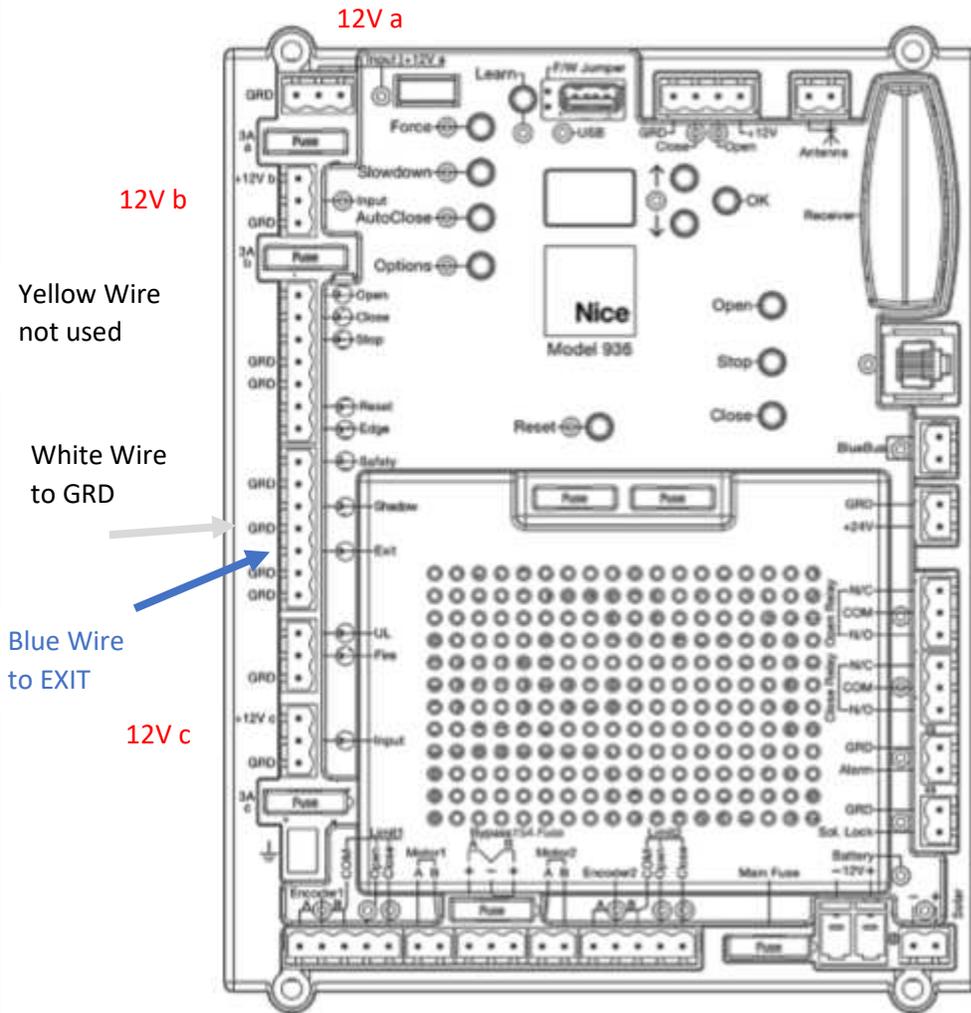
Vehicular Gate Control Board

CP-4

Connections

Nice

Power Locations: 12V a, 12V b, and 12V c

You can get power from any one of these, connect
the Red wire to (+) and Black (GRD)

12V a

12V b

Yellow Wire
not used

White Wire
to GRD

Blue Wire
to EXIT

12V c

How to connect a Cartell CP-4 to an Apollo NICE 1050 board.

Connect the **BLACK** wire to Term# 10, the **RED** wire to Term# 11, the WHITE wire to Term# 29, and the **BLUE** wire to Term# 30. The **YELLOW** wire is not needed for this gate opener.
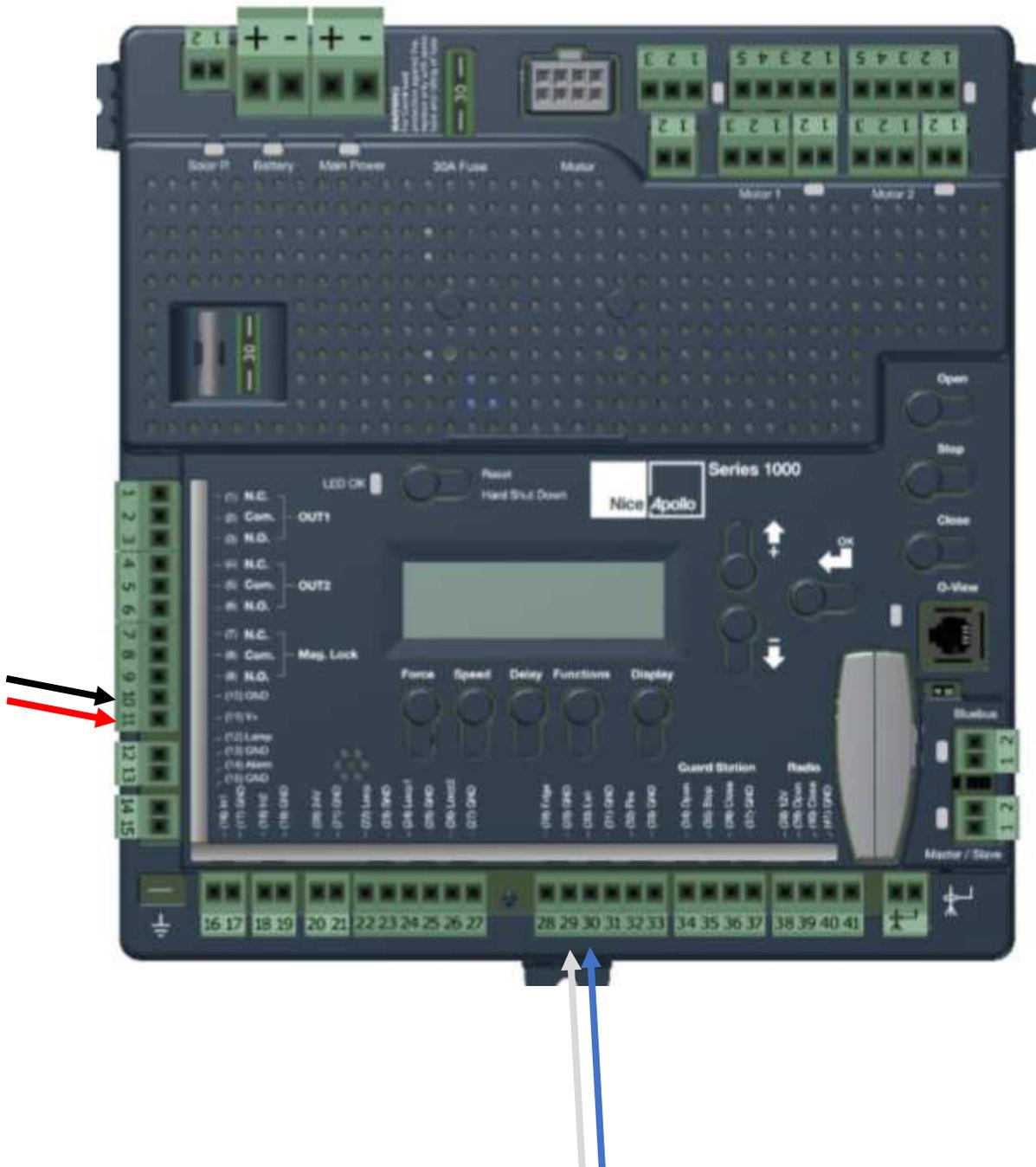
CP-4 to Apollo 835/836

Optional Device Inputs

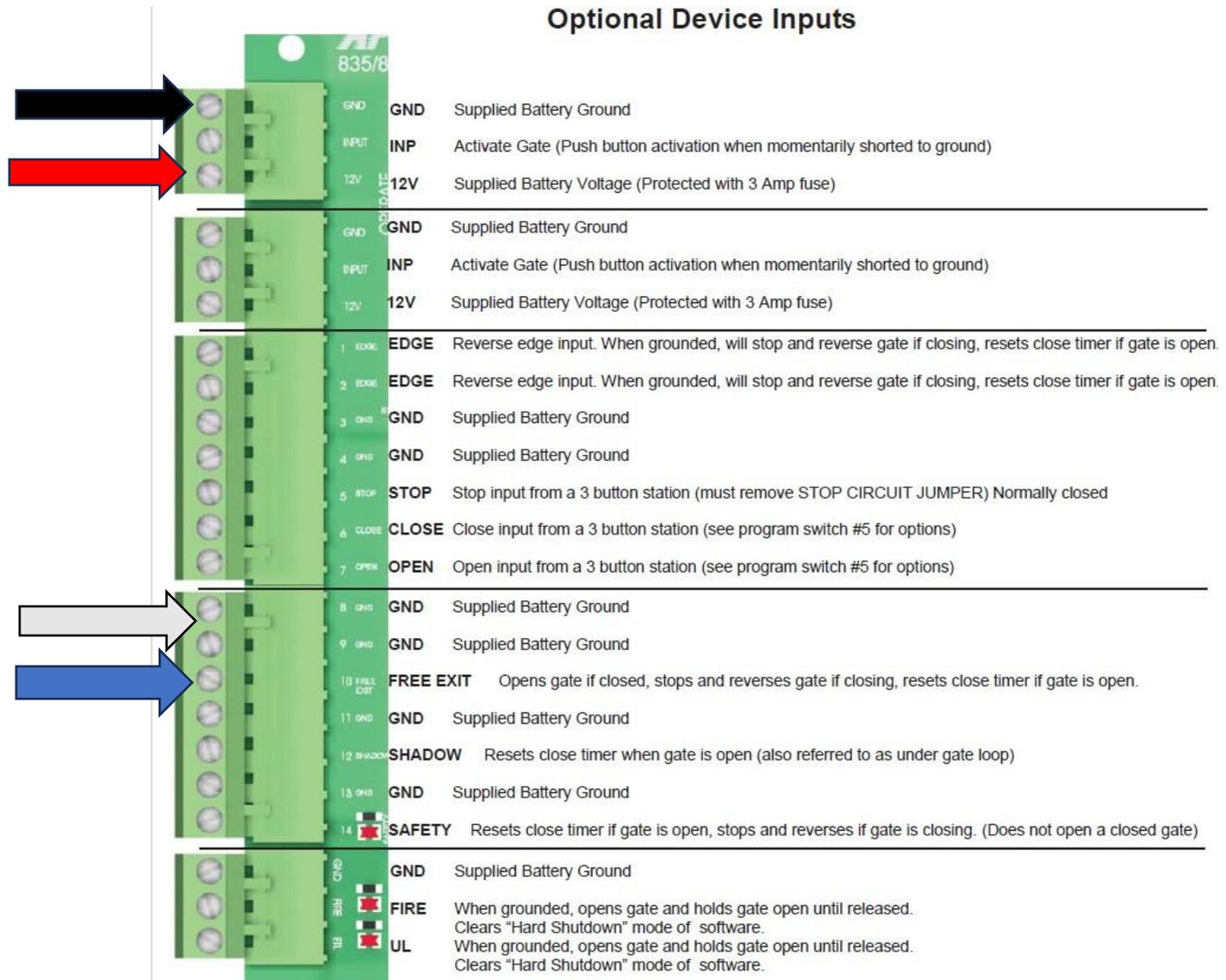|		
GND	**GND**	Supplied Battery Ground
INPUT	**INP**	Activate Gate (Push button activation when momentarily shorted to ground)
12V	**12V**	Supplied Battery Voltage (Protected with 3 Amp fuse)
GND	**GND**	Supplied Battery Ground
INPUT	**INP**	Activate Gate (Push button activation when momentarily shorted to ground)
12V	**12V**	Supplied Battery Voltage (Protected with 3 Amp fuse)
1 EDGE	**EDGE**	Reverse edge input. When grounded, will stop and reverse gate if closing, resets close timer if gate is open.
2 EDGE	**EDGE**	Reverse edge input. When grounded, will stop and reverse gate if closing, resets close timer if gate is open.
3 GND	**GND**	Supplied Battery Ground
4 GND	**GND**	Supplied Battery Ground
5 STOP	**STOP**	Stop input from a 3 button station (must remove STOP CIRCUIT JUMPER) Normally closed
6 CLOSE	**CLOSE**	Close input from a 3 button station (see program switch #5 for options)
7 OPEN	**OPEN**	Open input from a 3 button station (see program switch #5 for options)
8 GND	**GND**	Supplied Battery Ground
9 GND	**GND**	Supplied Battery Ground
10 FREE EXIT	**FREE EXIT**	Opens gate if closed, stops and reverses gate if closing, resets close timer if gate is open.
11 GND	**GND**	Supplied Battery Ground
12 SHADOW	**SHADOW**	Resets close timer when gate is open (also referred to as under gate loop)
13 GND	**GND**	Supplied Battery Ground
14	**SAFETY**	Resets close timer if gate is open, stops and reverses if gate is closing. (Does not open a closed gate)
GND	**GND**	Supplied Battery Ground
FIRE	**FIRE**	When grounded, opens gate and holds gate open until released. Clears "Hard Shutdown" mode of software.
UL	**UL**	When grounded, opens gate and holds gate open until released. Clears "Hard Shutdown" mode of software.

Red Wire to 12V.

Black Wire to GND.

White Wire on GND Terminals 8 or 9.

Blue Wire on terminal 10 Free Exit.

Yellow Wire is not used.