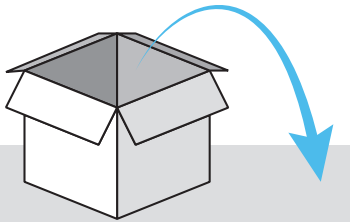





**1** Carefully unpack box.

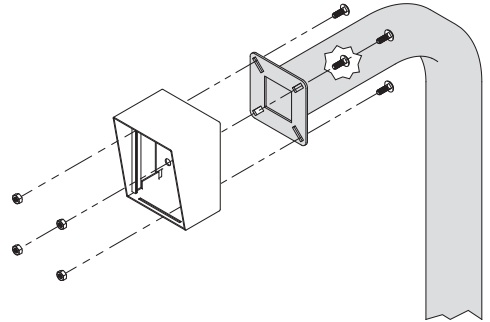


**2** Make sure you have everything shown here.



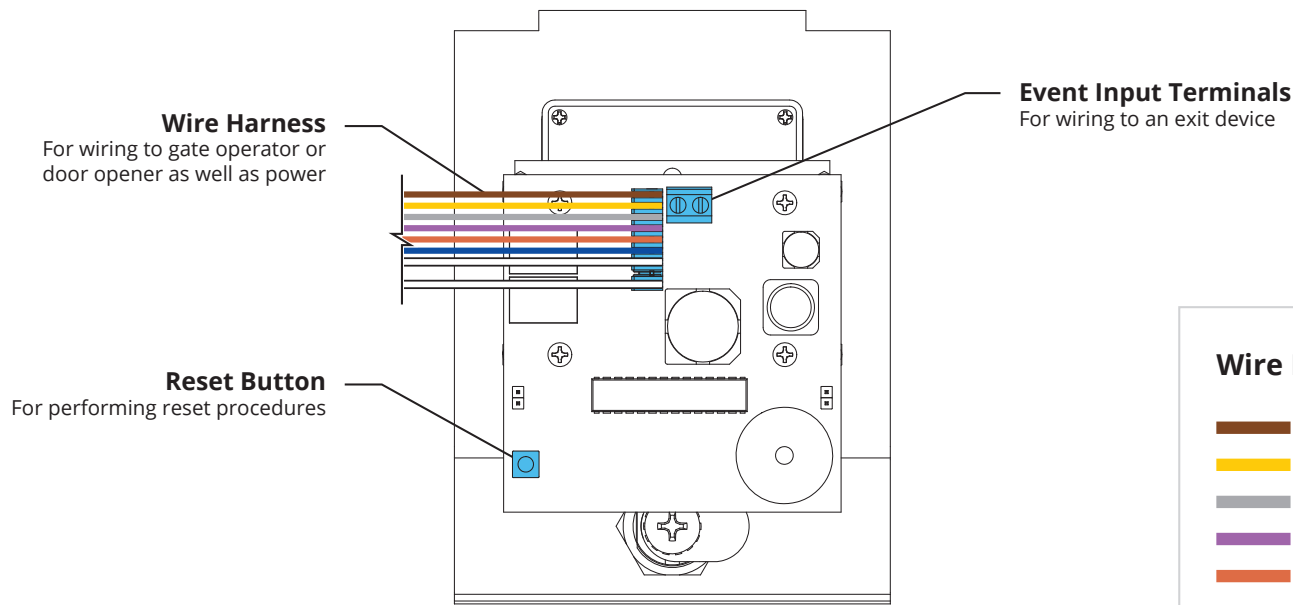
Keypad Unit      Key      Carriage Bolt (4x)      Hex Nut (4x)

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



## What's what?

Important components labeled



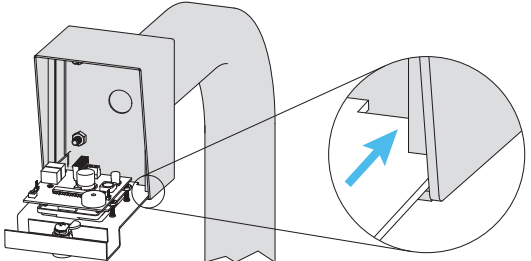
### Keypad Unit Front Panel

Shown as it would appear with front panel inserted into back housing as in Step 4.

#### Wire Harness Guide

|   |        |               |
|---|--------|---------------|
|  | Brown  | COM (Relay A) |
|  | Yellow | N/C (Relay B) |
|  | Gray   | COM (Relay B) |
|  | Purple | N/O (Relay B) |
|  | Orange | N/O (Relay A) |
|  | Blue   | N/C (Relay A) |
|  | White  | Power         |
|  | White  | Power         |

**4** For ease of wiring, insert front panel into enclosure as shown.



**! WARNING!**

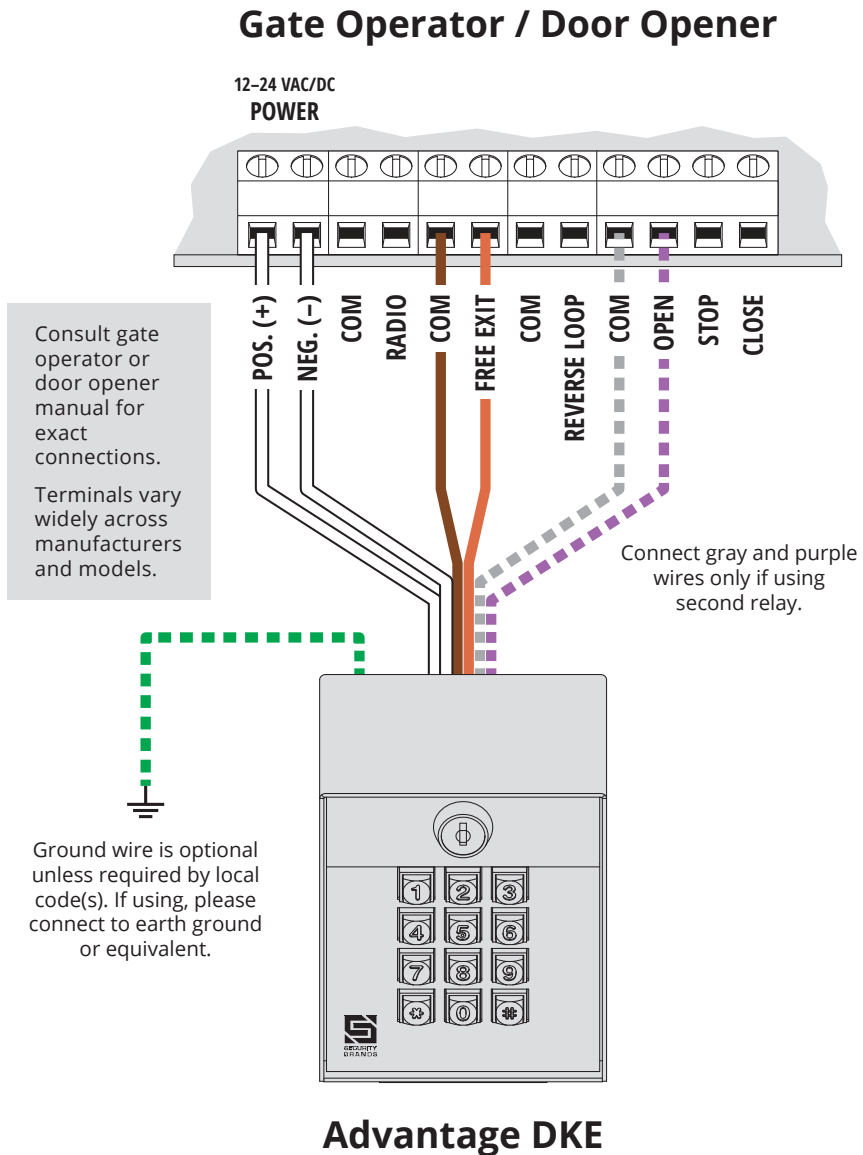
**AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!**

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

Reversing or other safety devices should **ALWAYS BE USED!**

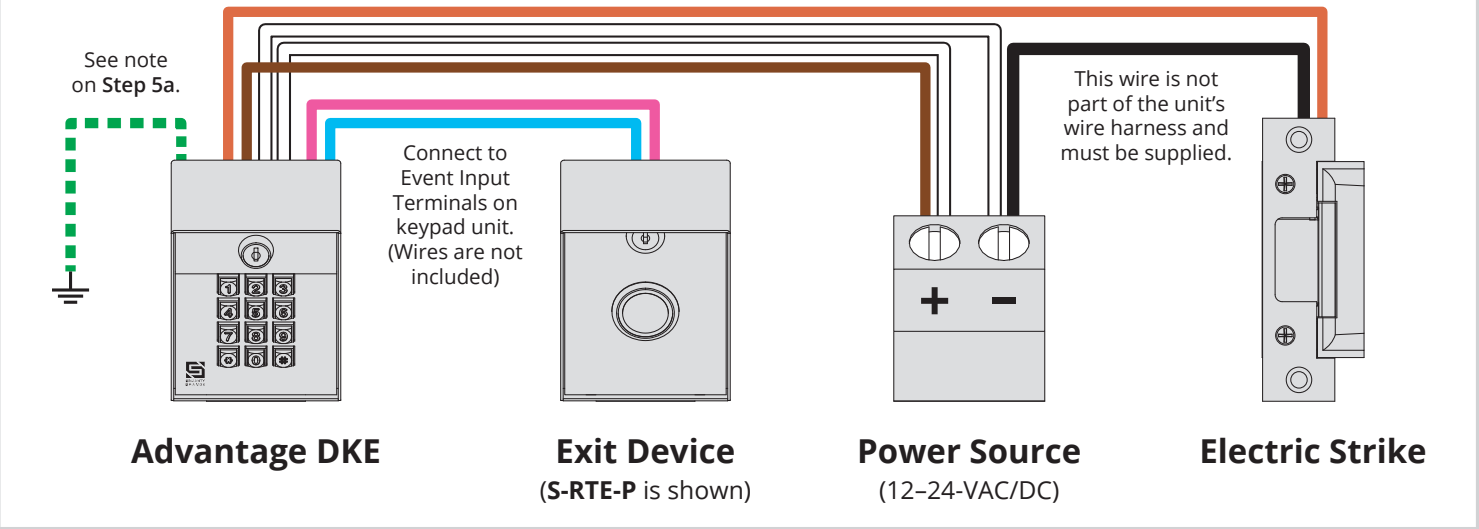
## 5a Make the connections

Wiring for Gate Operator or Door Opener



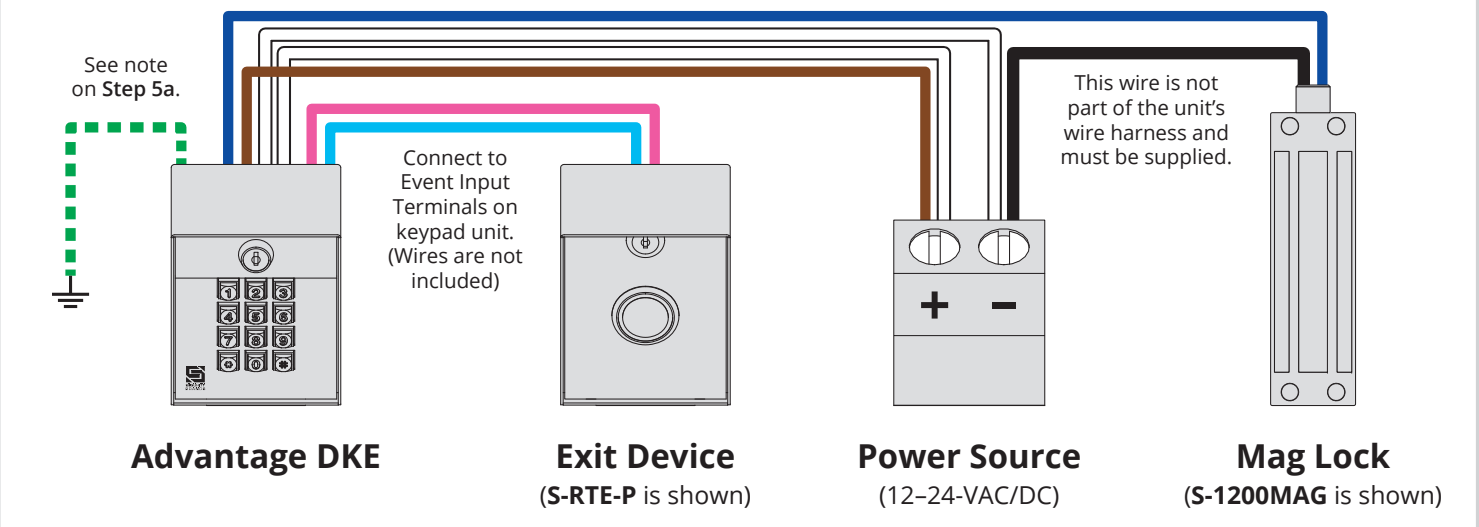
## 5b Make the connections

Wiring for Door Strike and Exit Device



## 5c Make the connections

Wiring for Mag Lock and Exit Device




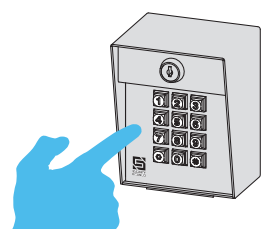
**6 Add Access Code(s) to Relay A.**  
(To add multiple codes, enter each of them before pressing pound key)

1 2 5 1 → 1 → ? ? ? ? → #

Master Code (can be changed)      Sub Mode      Access Code(s) (4 digits; numbers only)

**NOTE:** The Master Code is for programming only and will not trigger the relay. The green arrow indicates a "good" tone on the keypad. An incorrect entry will sound a "bad" tone.

**7 Make sure gate path is clear, then enter access code on keypad and confirm gate opens.**



**INSTALLATION COMPLETE!**

Your system is ready to use.

**A1 Additional Programming**

**Delete Code(s)**  
(To delete multiple codes, enter each of them before pressing pound key)

1 2 5 1 → 2 → ? ? ? ? → #

Master Code (can be changed)      Sub Mode      Code(s) to Be Deleted (4 digits; numbers only)

**Change Master Code**

1 2 5 1 → 3 → ? ? ? ? →

Current Master Code (1251 is default)      Sub Mode      New Master Code (4 digits; numbers only)

**Set Latch Code**

1 2 5 1 → 5 → ? ? ? ? →

Master Code (can be changed)      Sub Mode      Latch Code (4 digits; numbers only)

**Things to Know**

**The Star Key (\*)**  
The star key deletes your current entry. If you happen to make a mistake keying in a code, simply press the star key to delete the entire entry and start over.

**The Pound Key (#)**  
The pound key is good for one thing and one thing only: exiting Programming Mode. Whenever you're in Programming Mode, simply press the pound key to get out.

**Reset Procedures**  
If for some reason the Master Code is forgotten or the unit needs to be reset to factory defaults, two reset procedures are available: **Master Reset** and **Unit Reset**.

These procedures can be found on **Page 5** of this guide.

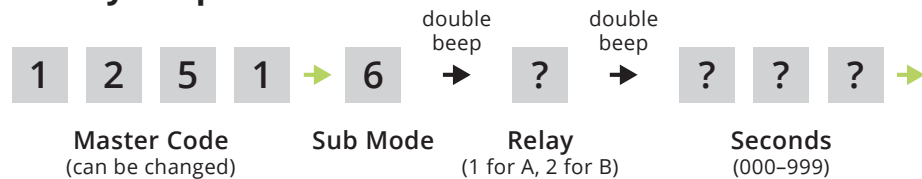
**NOTE:** Green arrow indicates "good" tone on keypad. Always wait for good tone before moving on.

**Programming Sub Modes**

- 1 Add Access Code(s) to Relay A
- 2 Delete Code(s)
- 3 Change Master Code
- 5 Set Latch Code (Relay A ONLY)
- 6 Set Relay Output Time
- 7 Add Access Code(s) to Relay B
- 9 Configure Event Input
- 0 Delete All Codes

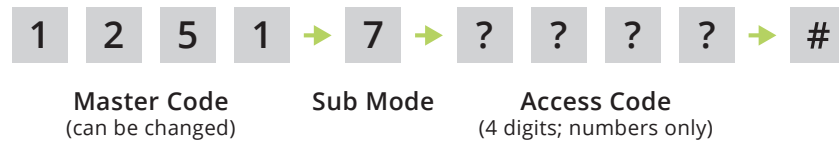
## A2 Additional Programming (continued)

### Set Relay Output Time

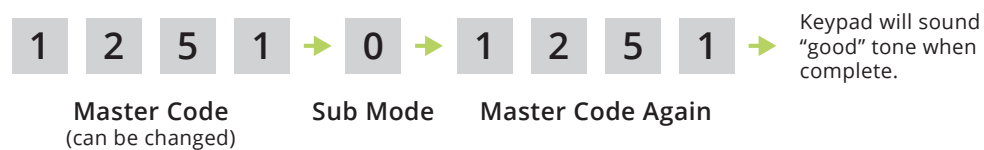


### Add Access Code(s) to Relay B

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



### Delete All Codes (Cannot Be Undone)



### Configure Event Input

(Allows an external device to affect keypad operation or trigger a relay)

#### Modes

##### Mode 1 - Remote Inactive Mode

Disables all Relay A codes when input is received from external device

##### Mode 2 - Arming Circuit Mode

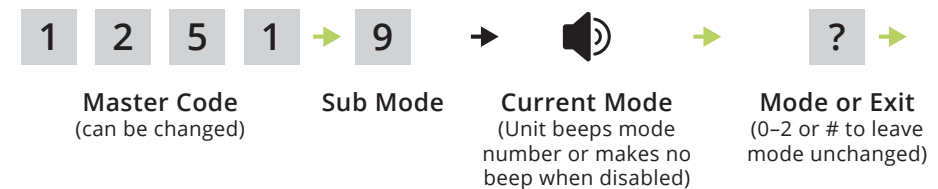
Turns on keypad unit when input is received from external device

##### Mode 3 - Remote Open Mode

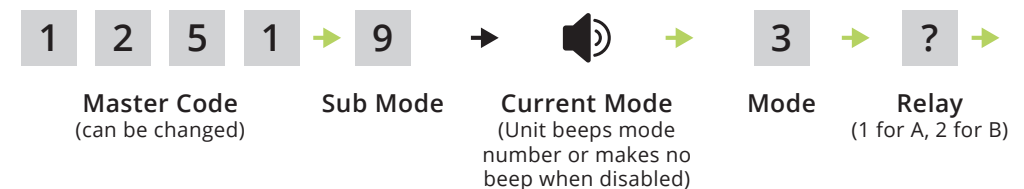
Triggers either Relay A or Relay B when input is received from external device

##### Mode 0 - Event Input Disabled

### Set Mode 1, Mode 2, Disable, or Check Current Mode



### Set Mode 3



**NOTE: Green arrow indicates "good" tone on keypad. Always wait for good tone before moving on.**



