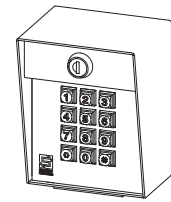


START HERE

1 Unpack box and make sure you have everything shown here.



Keypad Unit



Key

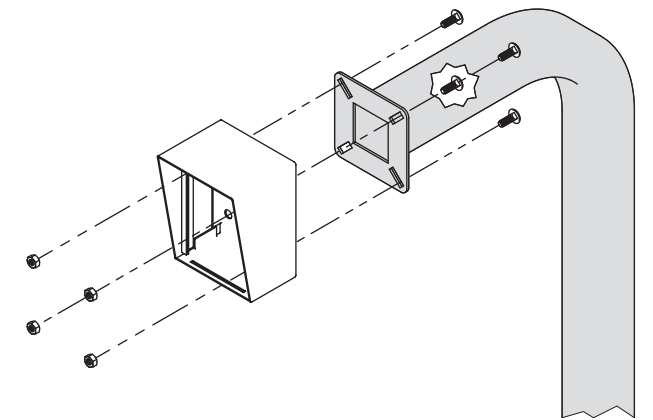


Carriage Bolt
(4x)

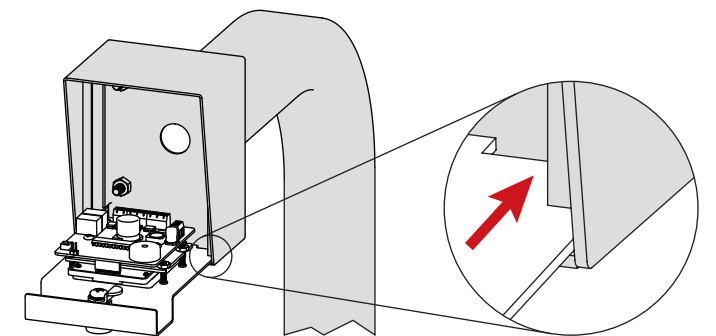


Hex Nut
(4x)

2 Unlock and open faceplate of keypad unit; then using included carriage bolts and hex nuts, attach unit to pedestal as shown.

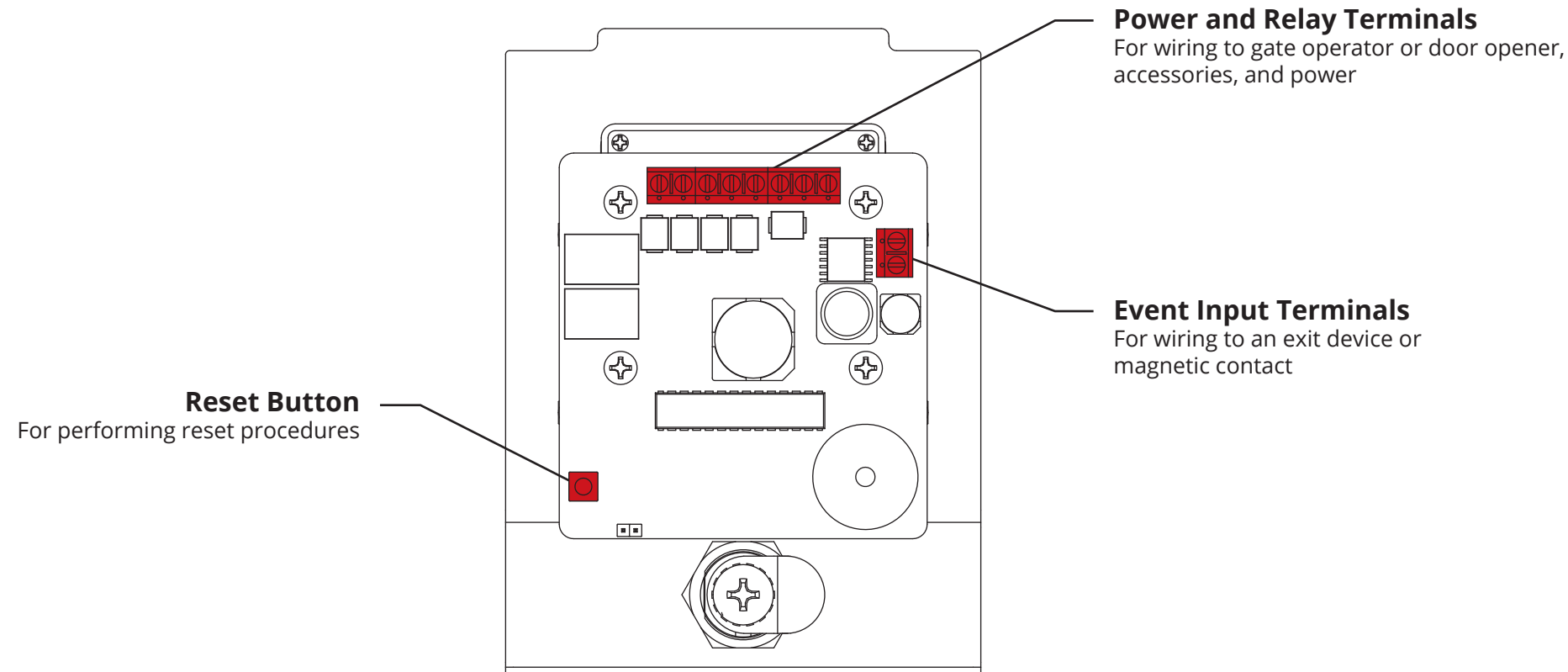


3 For ease of wiring, insert faceplate into enclosure as shown.



What's what?

Important components labeled



Keypad Unit Faceplate

Shown as it would appear with faceplate inserted into enclosure as in Step 4.



WARNING



AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!

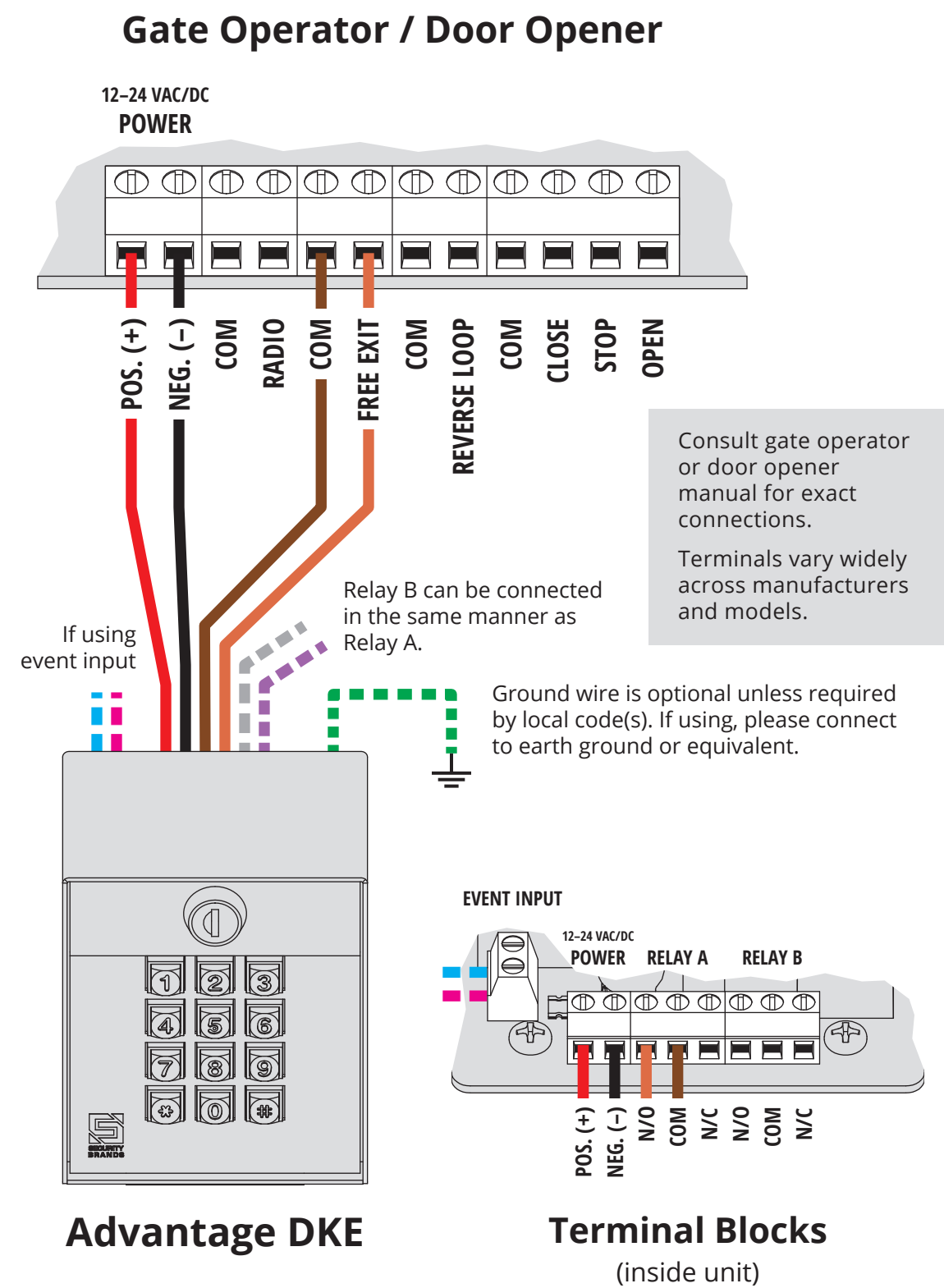
ALWAYS CHECK THAT THE GATE PATH IS CLEAR BEFORE OPERATING!

REVERSING OR OTHER SAFETY DEVICES SHOULD ALWAYS BE USED!

4a

Connect wires.

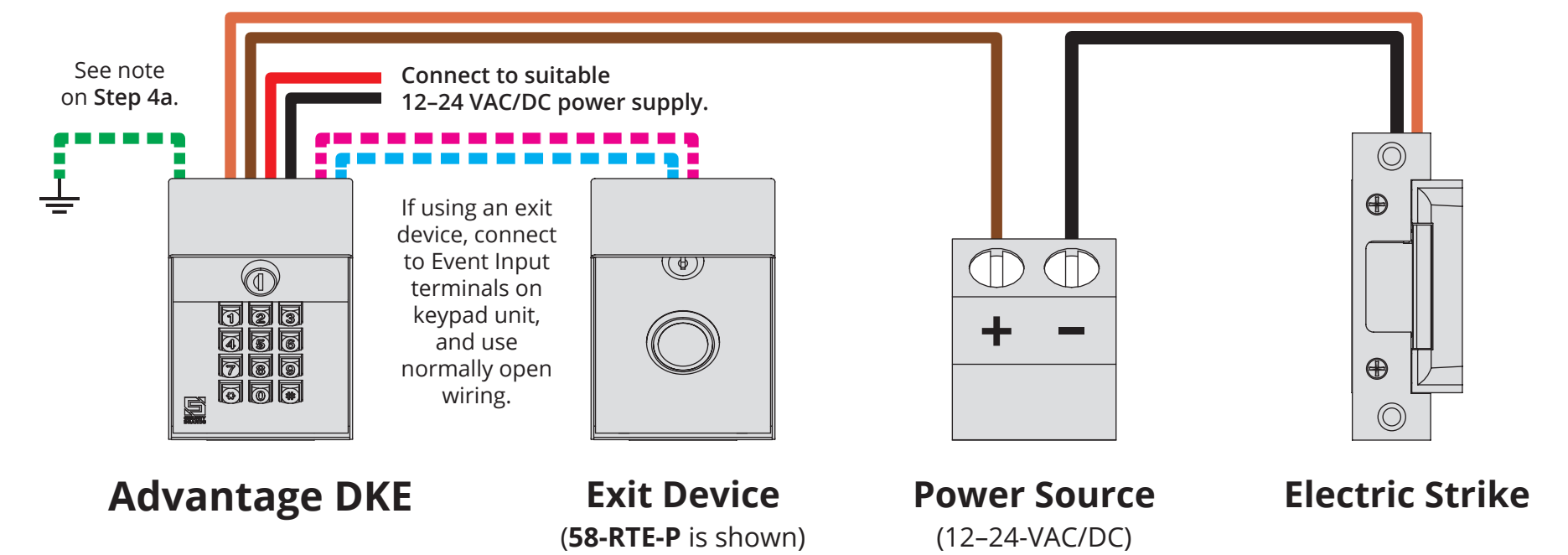
Wiring for Gate Operator or Door Opener



4b

Connect wires.

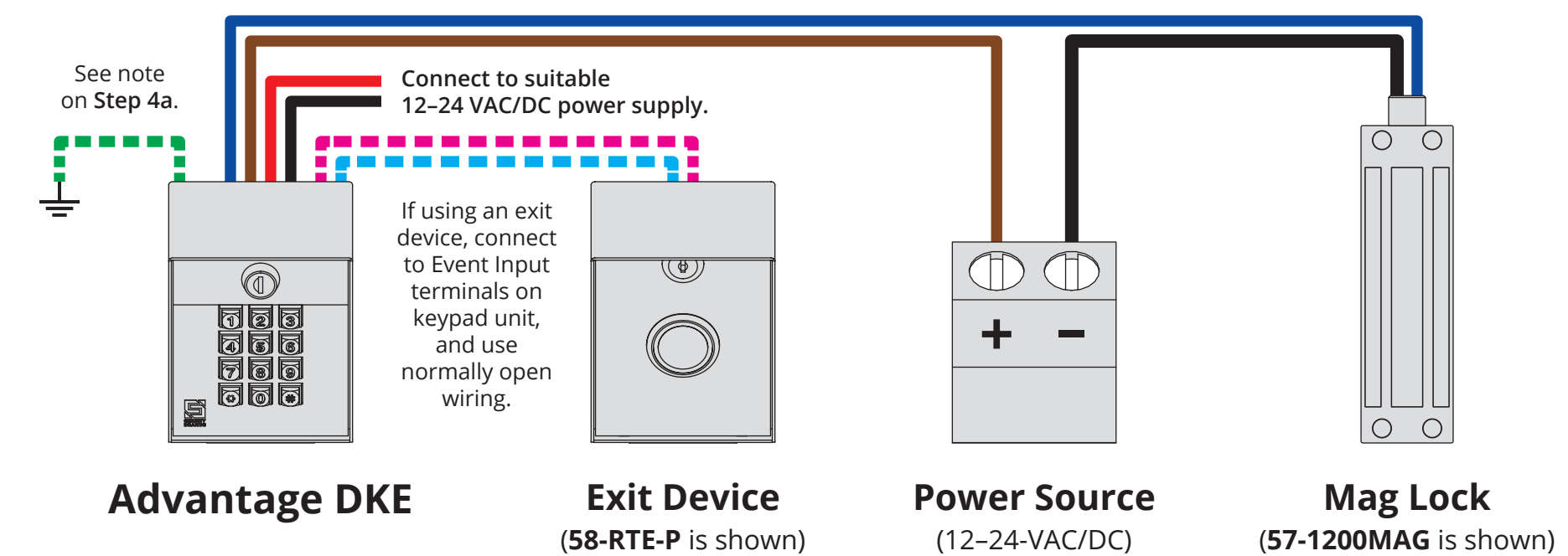
Wiring for Electric Door Strike and Exit Device



4c

Connect wires.

Wiring for Mag Lock and Exit Device





4

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
(1251 is default)

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.

5

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
(1251 is default)

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
(1251 is default)

Sub Mode

Latch Code
(4 digits; numbers only)

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

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.

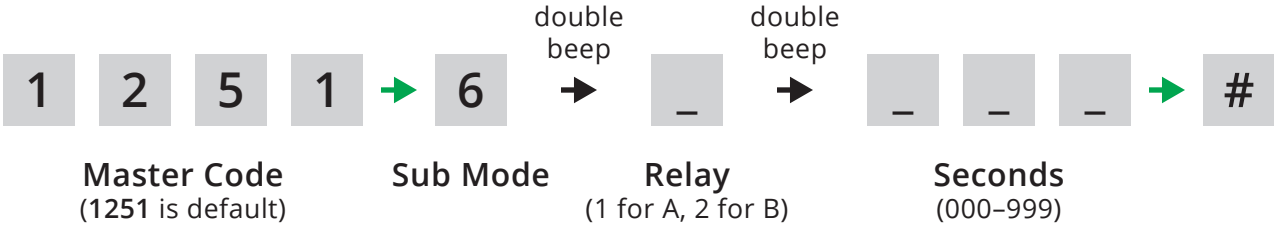
Programming Sub Modes

- 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

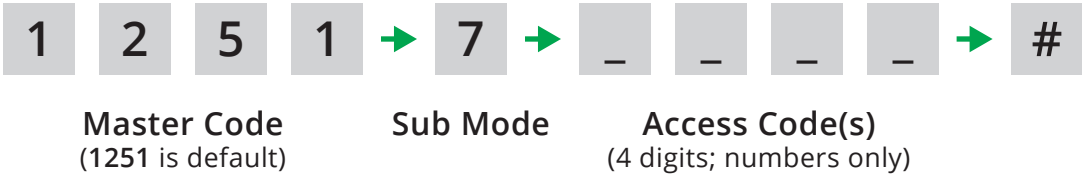
Additional Programming (continued)

Set Relay Output Time

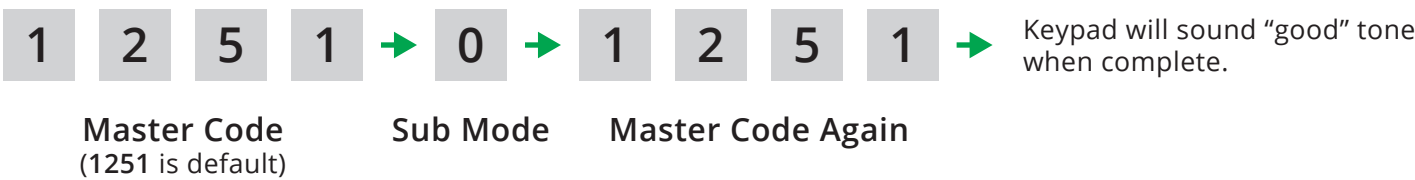


Add Access Code(s) to Relay B

(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 (Actions will occur when input is received from external device)

Mode 1 - Remote Inactive Mode

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

Mode 2 - Arming Circuit Mode

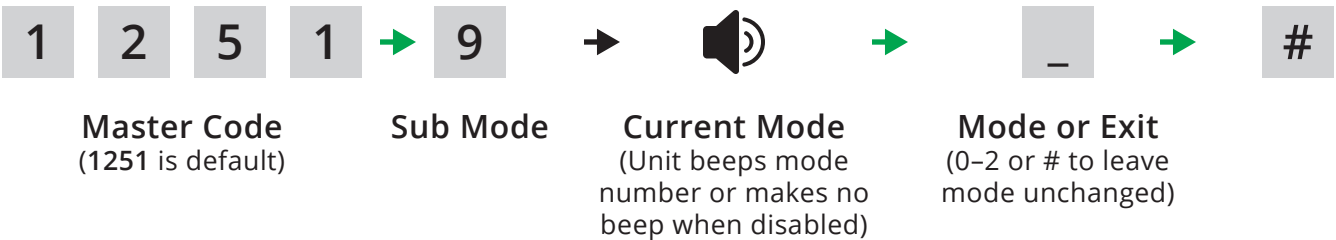
Turns on keypad unit when input is received from external device

Mode 3 - Remote Open Mode

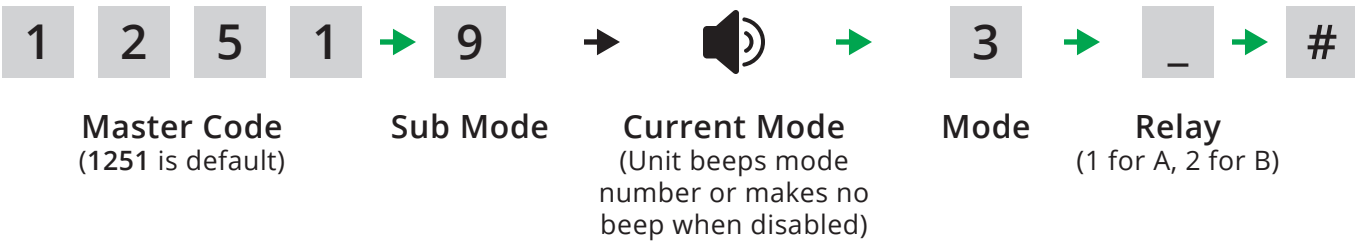
Triggers either Relay A or Relay B when input is received from external device

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.



5 of 6

Model 26-500

NOTE: If an error is made during these procedures, an “error” tone will sound and you must start again from the beginning.

(Used if the Master Code is unknown, if the Latch Code is unknown and the unit is in Latch Mode, or if the Sleep Code is unknown and the unit is in Sleep Mode. All other codes will be retained after completing this procedure.)

Step 2 - Disconnect power.

Step 3 - Press and hold Reset Button; reconnect power; then release Reset Button.

Step 4 - Press Star key (*) on keypad three (3) times.

Step 5 - Reinsert faceplate into slot on enclosure of unit and close.

Unit Reset

CAUTION: FOLLOWING THIS PROCEDURE WILL DELETE ALL CODES!

Step 1 - Open faceplate on unit and secure as in Step 3.

Step 2 - Disconnect power.

Remove one power wire from screw terminal on circuit board by unscrewing and removing.

Step 3 - Press and hold Reset Button; reconnect power; then release Reset Button.

Insert removed power wire back into screw terminal and screw down to secure. Unit will sound one (1) tone. Release Reset Button after you hear tone.

Step 4 - Enter Pound (#) Star (*) Pound (#) on keypad. (Unit will sound “good” tone.)

Step 5 - Enter 1251 (Master Code) on keypad. (Unit will start beeping.)

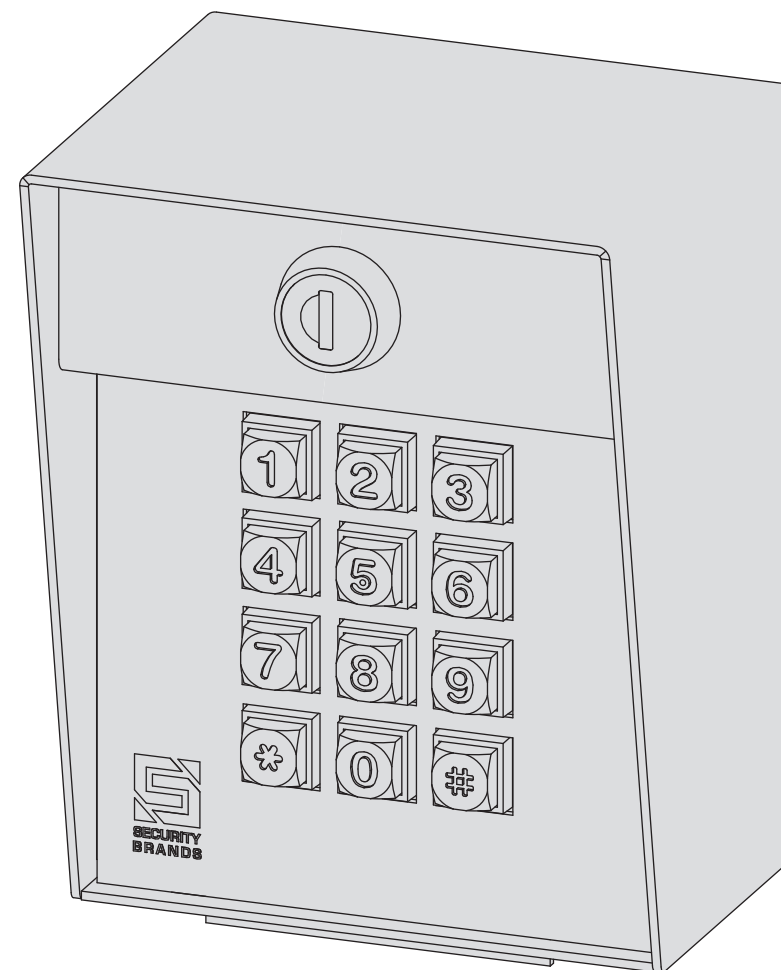
Step 6 - While unit is beeping, disconnect and reconnect power.

Do this the same way as before. Unit will then go through power-up procedure.

Step 7 - Reinsert faceplate into slot on enclosure of unit and close.

The unit is now reset to factory default settings.

[illegible]

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Advantage DKE

26-500



NEED HELP

Email techsupport@securitybrandsinc.com

We are available **Mon-Fri / 8am-5pm Central**



SECURITY BRANDS INCTM
your *partner* in access control