



# Preliminary Beta Unit



## Product Manual

- Installation Instructions
- Program Instructions



Read and follow all U.L. and Safety Standards before installing any access device. Please refer to this manual and qualified personnel for assistance. DO NOT install this device unless all entrapment and pinch points are eliminated.

## CONTENTS

### Quick Start

- 1. Install the Unit ..... 3
- 2. Basic Wiring Overview ..... 3
- 3. Add User Phone ..... 3
- 4. Add Entry Code ..... 3

### Important Safety Information

- Important User Instructions ..... 4
- Restrictions & Warnings ..... 4

### Installation

- Mounting The System ..... 4
- Grounding The System ..... 4
- Powering The System ..... 4
- Basic Wiring Overview ..... 4
- Gate Operator Wire Connections ..... 4
- Electric Strike Wire Connections ..... 4
- Magnetic Lock Wire Connections ..... 4

### Programming

- System Status ..... 6
- Program Access Code (PAC) ..... 6

### Operating Instructions

- Using Entry Codes .....

### Troubleshooting

- Troubleshooting Chart .....

### Limited Warranty

- Limited Warranty .....

## QUICK START

### Overview

The GK100 is a cellular telephone entry system ideal for residential and small commercial applications. The cellular technology eliminates the need for costly hard wire from the house to the entry system. The multi-line LCD makes visitor use and programming very simple. And with its advanced access control features, the GateKeeper is one of the most versatile entry systems available.

**IMPORTANT: Read the entire manual for complete and proper safety, installation, and programming instructions.**

### 1. Install the Unit:

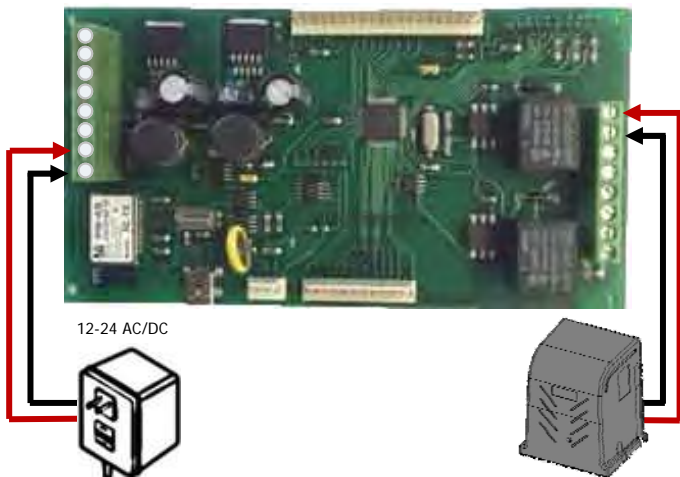
The system can be mounted on a standard pedestal or directly to a wall or flat surface. A 1/2" knockout is located on the back of the box for conduit connections. A 3" x 3" hole pattern is available for mounting screws and anchors. Follow all safety warnings and precautions when mounting the system.

**CAUTION: Remove the control board before removing the box knockout.**

### 2. Basic Wiring:

The unit has two relays to control several types of devices. To connect the GK100 for basic use:

1. Connect a 12-24VAC/VDC power source to the Power Terminal.
2. Connect the activation device to the Relay 1 NO and Common inputs.



### 3. Install The SIMM Card:

An active SIMM card is required for the system to make calls or receive text commands. Contact your local AT&T or T-Mobile store to purchase the SIMM card. To install the SIMM card:

1. Carefully slide the SIMM card holder latch to unlock and free the holder.
2. Slide the SIMM card into the holder and close and lock the holder.  
NOTE: The SIMM Card has a cut corner to help align it properly.

## QUICK START

### 3. Add User Phone:

To enter a User Phone number for the system to call:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Select 1 User Settings
4. Select 1 User Phone
5. Select 1 New User Phone
6. Select Primary User: 1=Yes, 2=No
7. Enter Name (Optional). Hold # for no name.
8. Enter Directory Code (Optional). Hold # for no code
9. Enter Show (Optional). Hold # for No
10. Enter Phone Number
11. Enter Call Forward option: 1=Yes, 2=No (Default=No)
12. Enter Do Not Disturb: 1=Yes, 2=No (Default=No)
13. Press \* to exit programming

Primary User Yes/No  
Name -----  
Directory - - - Show Y/N  
Phone -----  
Call Forward YES/NO  
Do not disturb YES/NO  
Hold\*=Back Hold#=Next

### 4. Add Simple Entry Code

To program advanced entry code features, refer to Custom Entry Codes on page 10. To add a simple entry code:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 for User Settings
4. Press 2 for Entry Codes
5. Press 1 for New Code
6. Enter the code
7. Name (Optional): Hold # for no name.
8. Holiday: Press # for Yes
9. Limited Uses: Press # for no limits.
10. Message: Press # for no message
11. Extra Options: Press \* for no extra options
12. Holidays/Vacation: Press \* to select all Holidays (if set up)
13. Press \* \* \* to exit programming screens
14. Synchronize: Select 1 = Synchronize

Entry Codes  
-----  
Name: -----  
Holiday Yes/No  
Limited uses  
Message Yes/No  
Extra Options Yes/No  
Hold \*=Back Hold # =Next

### Text Commands:

|                     |   |
|---------------------|---|
| Gate Open           | Opens gate momentarily                        |
| Gate Close          | Closes gate if held open                      |
| Gate Hold           | Holds gate open until a close command is used |
| Gate Hold, hh:mm    | Hold gate open for set time (hh:mm)           |
| Call Forward, ##### | Turns call forward on to set number           |
| Call Forward Off    | Turns call forward off                        |

## SAFETY INFORMATION

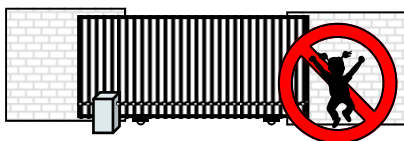
### Important User Information:

Automatic gate systems provide user convenience and limit vehicular traffic. Because these systems can produce high levels of force, it is important that you are aware of the potential hazards associated with the system. Potential hazards may include pinch points, entrapment positions, lack of proper pedestrian access, blind spots for traffic visibility.

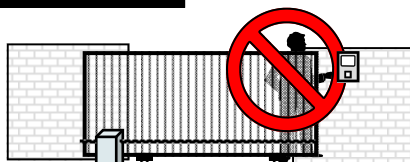
It is the joint responsibility of the designer, purchaser, installer and end user to verify the system is properly configured for its intended use. Be sure the installer has instructed you on the proper operation of the gate system before use. Be sure the installer trains you about the basic functions of the required reversing devices associated with the gate system and how to properly test them. Reversing devices may include reverse loops, sensing edges, photoelectric cells, inherent reverse detection, and/or other external devices.

### WARNING - To reduce the risk of injury or death:

1. A moving gate can cause serious injury or death. Read and follow all installation manuals, reference manuals, and warning label instructions.
2. Vehicular gates are for vehicles only. Pedestrians must use a separate entrance. Keep all pedestrian traffic away from any vehicular gate. No one should cross the path of a moving gate.
3. Never allow children to operate or play with gate controls. Never allow children to play in the area of a gate system.
4. Access control devices must be placed far enough from moving gates to prevent the user from coming in contact with the gate while operating the controls.
5. All activating devices must be installed in a clear line-of-sight with the gate and its travel.
6. Activating devices must be installed a minimum of 10 feet away from the gate.
7. Outdoor or easily accessible controls shall have a security feature to prevent unauthorized use.
8. Mount all operating devices clearly out of reach of through gates.
9. **DO NOT install this device unless all potential hazards and pinch points have been eliminated.**



**!** DO NOT allow children to play near, on or with the gate, gate operator, or any of its controls.



**!** DO NOT mount operating devices accessible through the gate or in between gate and wall.

**!** Mount the system at least 10 feet away from a vehicular gate and its travel.

## INSTALLATION

### Mounting The System:

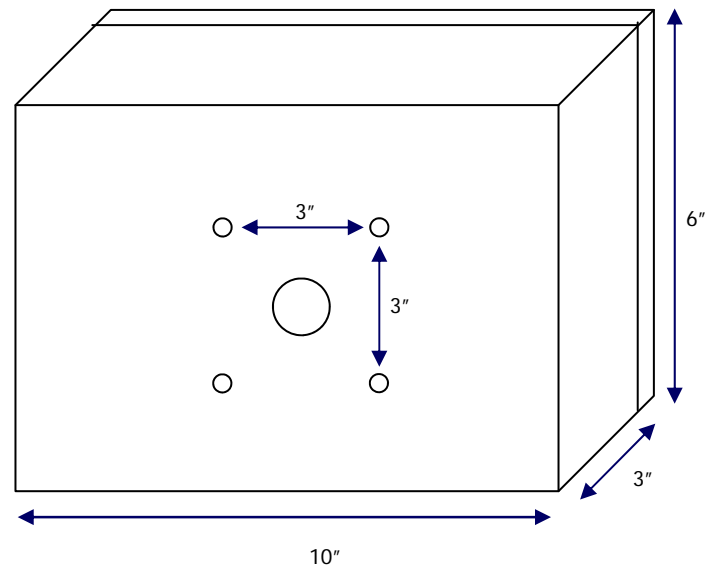
The system can be mounted on a standard pedestal or directly to a wall or flat surface. A 1/2" knockout is located on the back of the box for conduit connections. A 3" x 3" hole pattern is available for mounting screws and anchors. Follow all safety warnings and precautions when mounting the system.

#### Pedestal Mounting:

1. Use security screws and lock nuts to securely attach the back box to a gooseneck post.
2. If the mounting holes are not used, fill the holes with a plug or sealant to prevent water from entering the box.

#### Wall Mounting:

1. Mount the system to a wall or flat surface. Use appropriate mounting screws or anchors to securely attach the system.
2. Never mount the system to a moving gate, gate panel, or next to a gate that causes vibration to the mounting point. Continuous vibration from moving or slamming gates can cause damage to the unit and is not covered under warranty.



### Grounding The System:

It is important to properly ground the system. An improper ground or static electricity may damage the system and is not covered under warranty. To properly ground the system:

1. Always try to discharge any static electricity before handling the PCB.
2. Attach a 12 AWG ground wire from the green ground wire on the circuit board.
3. Run the ground wire to a good ground point within 12 feet. Mounting posts set in concrete are not a sufficient ground. Good grounds include 10 foot grounding rods, grounded metal conduits, and grounds at an electric panel.
4. In areas prone to lightning or power fluctuations, additional protection such as surge suppressor are recommended.

## INSTALLATION

### Powering The System:

Always use a good solid power source. To properly power the system:

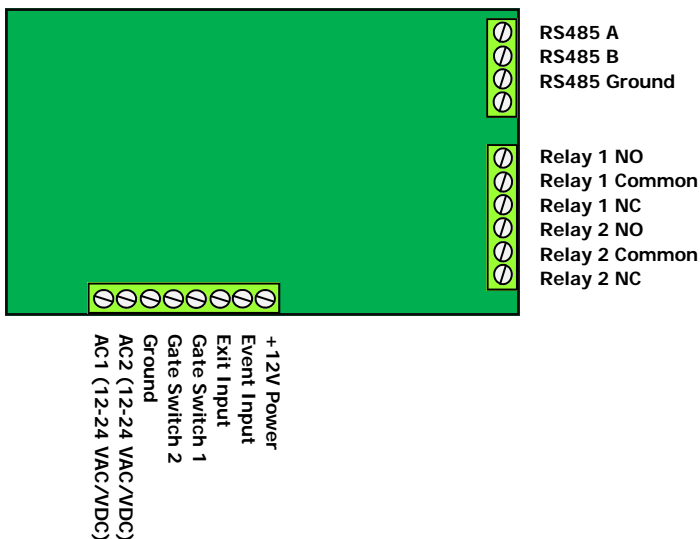
1. Provide power from a dedicated power source for best results and to prevent power fluctuations.
2. Use the following chart for proper wire size and distance to the system. Use U.L. listed wire with an insulation rating of 600 volts. When installed outdoors, use direct underground burial wire inside a conduit for best results.
3. Connect a 12-24VAC/VDC power source to the AC1 and AC2 power terminals located on the bottom left terminal.

| Wire Size | Distance |
|-----------|----------|
| 18 AWG    | 75 Feet  |
| 16 AWG    | 150 Feet |
| 14 AWG    | 250 Feet |
| 12 AWG    | 500 Feet |

### Basic Wiring Overview:

The DL1000 has two relays to control several types of devices. To connect the DL1000 for basic use:

1. Connect a 12-24VAC/VDC power source to the AC1 and AC2 Power Terminal.
2. Connect activation devices to the Relay 1 or Relay 2 inputs. There are NO, NC, and C inputs.
3. Connect Gate Switches to the Gate Sens1 and Gate Sens2 inputs for monitored control of the gate.
4. Connect bypass devices such as Postal Locks to the Exit input.
5. Connect Event devices such as loop detectors, wireless detectors to the Event input for controlled access.
6. Connect Slave RS485 Readers to the to the RS485 inputs.

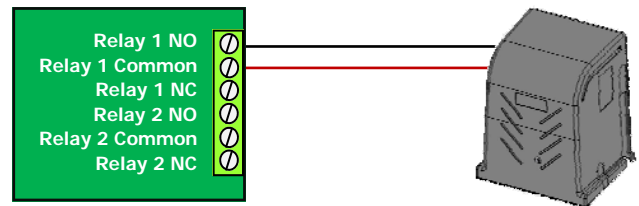


## INSTALLATION

### Gate Operator Wire Connection:

The system may be connected to an electric gate operator for gate access control. When connecting to an electric gate operator, always follow the safety guidelines and precautions supplied with the gate operator. To connect the system to a gate operator:

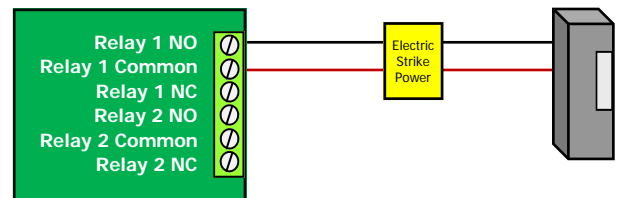
1. Connect NO1 to Gate Open Input.
2. Connect COM1 to Gate Common.
3. Use at least 18AWG or larger wire.
4. Important: Follow all safety guidelines and precautions when using the system with an automatic gate operator.



### Electric Strike Wire Connections:

The system may be connected to an electric strike for pedestrian door or gate control. To connect the system to an electric strike:

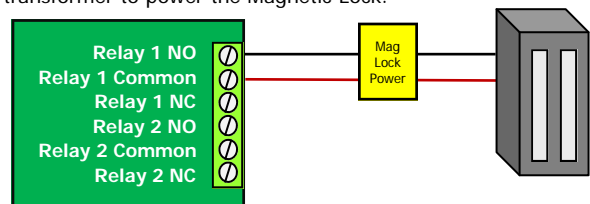
1. Connect NO1 to the Strike power source.
2. Connect the Strike power source to the Electric Strike.
3. Connect COM1 directly to the Strike.
4. Use at least 18AWG or larger wire.
5. Important: A separate power source must be wired in series with the system and the Electric Strike. Do not use the system supplied transformer to power the Electric Strike.



### Magnetic Lock Wire Connections:

The system may be connected to a magnetic lock for pedestrian door or gate control. To connect the system to a magnetic lock:

1. Connect NC1 to the Magnetic Lock power source.
2. Connect the Magnetic Lock power source to the Magnetic Lock.
3. Connect COM1 directly to the Magnetic Lock.
4. Use at least 18AWG or larger wire.
5. Important: A separate power source must be wired in series with the system and the Magnetic Lock. Do not use the system supplied transformer to power the Magnetic Lock.

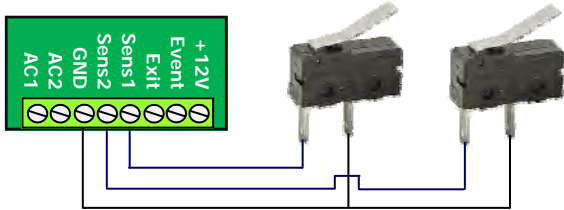


## INSTALLATION

### Gate Switch Connections: (Not Implemented)

There are two Gate Switch inputs to monitor the open and close status of the gate or door. The gate operator limit switch or other type of switch (magnetic switch installed on the gate and gate post) can be connected to the inputs to determine if a gate or door is open or closed. To connect the Gate Switches:

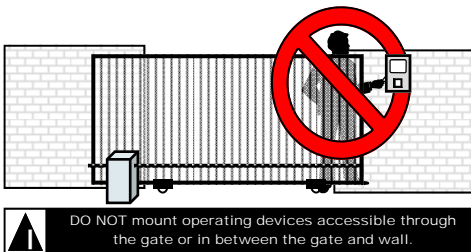
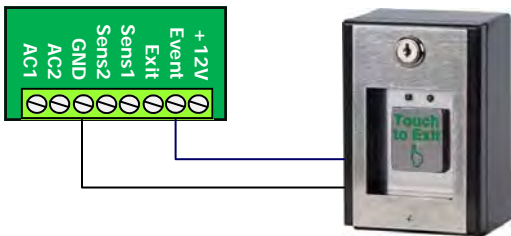
1. Connect the closed limit switch to GATE SENS1 and GND
2. Connect the open limit switch to GATE SENS2 and GND



### Exit/Auxiliary Open Wire Connections: (Not Implemented)

Auxiliary devices such as Free Exit Boxes, Fire Lock Boxes, or Key Lock Boxes may be connected to the system to operate Relay 1 and/or Relay 2. Devices connected to these inputs will override the system settings and allow for immediate control. To connect to the Auxiliary Override inputs:

1. Connect GND to the open device.
2. Connect EXIT to the open device.
3. Refer to Exit Input Programming on page ## to select the relay and time schedule for the output.



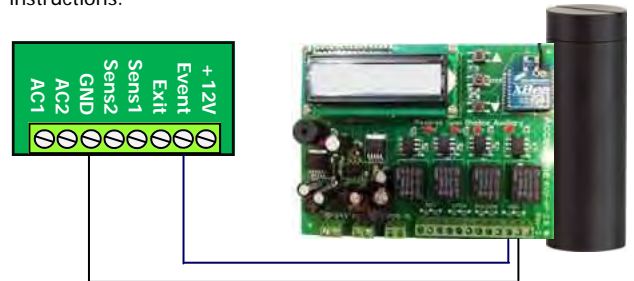
## INSTALLATION

### Event Input Wire Connections: (Not Implemented)

The Event Input allows an external device such as a loop detector to control set entry codes when the external device is active. An entry code set to use the Event Input must route through this input before activation. For example, if a loop detector is used, a car must be over the loop giving a closure for the code to be valid. This is commonly called an arming loop and can be an important feature to help prevent pedestrians from using a vehicular gate for access.

To connect the external device (loop detector) to the system:

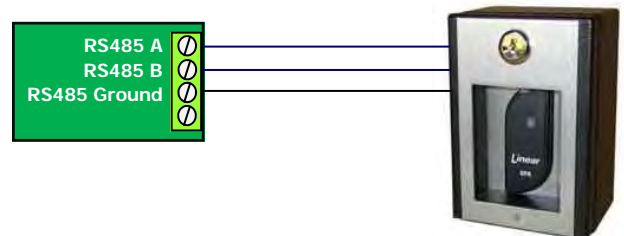
1. Connect GND to the external device or Loop Detector
2. Connect EVENT to the external device or Loop Detector
3. Refer to Event Input Programming on page ## for program instructions.



### RS485 Input Wiring: (Not Implemented)

Devices such as slave card readers can be connected to the unit through the RS485 terminal. The slave device must supply a RS485 data output. To connect a slave device:

1. Connect the slave device RS485A to terminal RS485A.
2. Connect the slave device RS485B to terminal RS485B.
3. Connect the slave device Ground to terminal GND.



### Caution:

- Gate controls must be placed far enough from the gate to prevent the user from coming in contact with the gate while operating the controls.
- All activating devices must be installed in a clear line-of-sight with the gate and its travel.
- Activating devices must be installed a minimum of 10 feet from the gate and its travel.
- Be sure to mount ALL operating devices clearly out of reach of through gates. Do not mount the system between the gate and wall.
- Controls intended to be used to reset an operator after two sequential activations of the entrapment protection must be located in a line-of-sight of the gate. Outdoor or easily accessible controls shall have a security feature to prevent unauthorized use.

## GENERAL PROGRAMMING

### Programming Commands:

The system can be programmed at the unit using the LCD and built-in keypad. Letters for names and messages can be entered using the keypad. Pressing a number multiple times will scroll through the select letters/number. When programming at the unit, use the following basic programming commands:

| Command | Action         | Number | Display                    |
|---------|----------------|--------|----------------------------|
| *       | Back/Up        | 1      | 1 @ . - _ + / ! \$ % & = ? |
| Hold *  | Last Line/Page | 2      | a b c A B C 2              |
| #       | Next/Down      | 3      | d e f D E F 3              |
| Hold #  | Next Line/Page | 4      | g h i G H I 4              |
| 1       | Yes/Select     | 5      | j k l J K L 5              |
| 2       | No/Delete      | 6      | m n o M N O 6              |
|         |                | 7      | p q r s P Q R S 7          |
|         |                | 8      | t u v T U V 8              |
|         |                | 9      | w x y z W X Y Z 9          |
|         |                | 0      | 0 space                    |

### System Status:

The current system status may be viewed at any time. The system status displays the current status of Relay 1, Relay 2, clock time and date, system ID, and option to enter the Program Access Code (PAC). To view the system status (Relay & DND):

1. Press and hold \* for 3 seconds
2. Press \* to return to the Welcome screen

```

Relay1: OFF      02:25 PM
Relay2: OFF      04/01/15

Device ID: 1234567890

Enter PAC

*=Exit
    
```

### Program Access Code (PAC):

The Program Access Code (PAC) is a 6-digit number used to gain access to the programming mode. The factory setting is "000000" for each system. To change the PAC:

1. Press and hold \* for 3 seconds
2. Enter current PAC (000000 = Default)
3. Select 2 System Settings
4. Select 1 Unit
5. Press ##### to move to PAC
6. Enter new PAC
7. Press \*\*\* to exit

```

Entry Code length: 4
Welcome Message
Welcome - - - -

Low Power: Yes/No
PAC: - - - - -
Reset Unit: Yes/No
*=Back      #=Space/Next
    
```

The PAC may be reset to the factory default "000000" if the code is lost or forgotten. To reset the PAC to the factory default:

1. Turn the power off to the system
2. Press and hold \* while turning the power back on.

## PROGRAMMING

### User Settings:

The User Settings section is where most user functions will be programmed. Functions that are programmed under User Settings include:

- 1 User Phone = Add/Edit/Delete phone numbers
- 2 Entry Codes = Add/Edit/Delete entry codes
- 3 Bluetooth = Add/Edit/Delete Bluetooth IDs
- 4 Caller ID = Add/Edit/Delete caller IDs
- 5 Other Cards = Add/Edit/Delete Cards
- 6 Next Options = Moves to page 2 of User Settings
- 7 Hold Open Schedule = Add/Edit/Delete relay hold open schedules
- 8 Holiday/Vacation = Add/Edit/Delete holiday/vacation schedules
- 9 Alerts = Add/Edit/Delete alerts and contact information

### Add User Phone:

User Phone programming allows a phone number to be added, edited, or deleted from the system. The phone number is used to call the resident. To add a User Phone number:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Select 1 User Settings
4. Select 1 User Phone
5. Select 1 New User Phone
6. Select Primary User.  
1=Yes, 2=No. Primary user is the primary resident that the call button will call if there are other users in the system.
7. Enter Name (Optional).  
Hold # for no name. Name is a 12 digit description for the user and can be displayed on the directory if the unit is in multi-user mode (multiple residents). Use the keypad to enter letters and numbers. The name will be displayed as entered.
8. Enter Directory Code (Optional).  
Press and hold # for no code. Directory code is a 3-digit code a visitor can dial to call a selected resident.
9. Enter Show (Optional).  
1=Yes, 2=No. If yes, the user will be shown on the directory. If no, the user will not be shown on the directory.
10. Enter Phone Number.  
Phone number can be up to 10-digits. This will be the phone number called when the system is not in a call forward schedule.
11. Enter Call Forward option:  
1=Yes, 2=No (Default=No). If yes, a call forward phone number and schedule can be added for the user. If no, no call forward action. See Call Forward Programming on page 8.
12. Enter Do Not Disturb (DND) option:  
1=Yes, 2=No (Default=No). If yes, a Do Not Disturb (DND) schedule can be added to block calls to the user during programmed times. If no, no Do Not Disturb schedule is added. See Do Not Disturb Programming on page 8.
13. If Call Forward or DND = Yes, programming will go to that screen.

```

User Phone
1 New User Phone
2 View/Edit/Delete

*=Back
    
```

```

Primary User Yes/No
Name - - - - -
Directory - - - Show Y/N
Phone - - - - -
Call Forward YES/NO
Do not disturb YES/NO
Hold *=Back Hold #=Next
    
```

## PROGRAMMING

### View/Edit User Phone:

To view a User Phone number:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Select 1 User Settings
4. Select 1 User Phone
5. Select 2 View/Edit/Delete
6. List of User Phones is displayed
7. Press # to move to the desired User Phone
8. Press 1 to select User
9. View and edit User Phone settings
10. Press \*\*\* to exit programming

```

User Phone
Jones, M 1234567890
Smith, A 0987654321

(1 Select, 2 Delete)
*=Back      #=Next
    
```

### Delete User Phone:

To delete a User Phone number:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Select 1 User Settings
4. Select 1 User Phone
5. Select 2 View/Edit/Delete
6. List of User Phones is displayed
7. Press # to move to the desired User Phone
8. Press 2 to select that User Phone
9. Delete User Phone. 1=Yes, 2=No
10. Press \*\*\* to exit programming screens

```

Delete
Smith, A 1234567890

Delete Yes/No
*=Back
    
```

### Multi-User Notes:

Up to 100 User Phones may be stored in the unit. When more than one user is programmed into the system, it is considered to be in Multi-User mode. If a User Phone Directory Code is entered under a User, it will allow a name directory to be viewed from the Welcome screen.

```

Welcome

Push Button To Call
Press # for directory
    
```

```

Directory
Franklin, R      002
Jones, M        001
Smith, A        003

* Up            # Down
    
```

## PROGRAMMING

### Call Forward Programming:

Call Forward allows a user to forward a visitor call to a different phone number during select times and days. For example, if a resident is at work and Call Forward is on, the unit will call the work phone instead of the house phone. Two call forward phone numbers can be added for each resident. Each call forward number can have a call schedule to automatically call forward at select times and days. Call Forward can also be turned on/off via text command (See Text Commands). To program Call Forward:

1. From the Edit/View User Phone menu, select User to edit
2. In the User screen, press 1 to select YES for Call Forward, press and hold \* to display Call Forward Screen
3. Call Forward: On/Off  
1=On 2=Off  
Select 2=Off to save schedules but make them inactive.
4. Call Fwd1:-----, enter the first call forward phone number
5. Call Fwd1 Sched: Y/N  
1=Yes, unit will go to the Call Fwd1 Schedule screen.  
2=No, unit will only Call Forward when step 3 is on.

```

Primary User Yes/No
Name -----
Directory --- Show Y/N
Phone -----
Call Forward YES/NO
Do not disturb YES/NO
Hold *=Back Hold #=Next
    
```

```

Call Forward: On/Off
Call Fwd1: -----
Call Fwd1 Sched: Y/N
Call Fwd2: -----
Call Fwd2 Sched: Y/N

Hold*=Back Hold#=Next
    
```

### Call Forward Schedule:

1. Enter Start Date, mm/dd/yy
2. Enter End Date, mm/dd/yy
3. Enter Start Time, hh:mm
4. Enter Start Time AM/PM  
1=AM, 2=PM
5. Enter End Time, hh:mm
6. Enter End Time AM/PM  
1=AM, 2=PM

```

Call Fwd1 Sched:

Start - -/- -/- -
End - -/- -/- -
Start - -:- - AM/PM
End - -:- - AM/PM
*=Back      Hold#=Next
    
```

### Days of Week Schedule:

1. After Call Forward Schedule, Days of Week appears
2. Select each day the schedule will be active.  
1=Yes, 2=No
3. Once a day is selected or not selected, the cursor moves to the next day.
4. Repeat for Call Forward 2 settings
5. Press \*\*\* to exit programming screens

```

Days of Week

Mon   Tue
Wed   Thu
Fri   Sat
Sun

*=Back      #=Edit
    
```



## PROGRAMMING

### Do Not Disturb (DND) Programming:

Do Not Disturb (DND) allows a user to set a schedule so the unit will not call the resident during select times. For example, a resident can have DND turned on from 10:00pm to 6:00am M-F. During that time, a visitor call will not call the resident. To program Do Not Disturb:

1. From the Edit/View User Phone menu, select User to edit
2. In the User screen, press 1 to select YES for Do Not Disturb, press and hold \* to display Call Forward Screen, then the DND Screen
3. DND: On/Off  
1=On 2=Off  
Select 1=On for normal settings and schedules  
Select 2=Off to save schedule but make it inactive.
4. DND Schedule: Y/N  
1=Yes, unit will go to the DND Schedule screen.  
2=No, unit will not set DND Schedule.

Primary User Yes/No  
Name - - - - -  
Directory - - - Show Y/N  
Phone - - - - -  
Call Forward YES/NO  
Do not disturb **YES/NO**  
Hold \*=Back Hold # =Next

Do Not Disturb  
DND : On/Off  
DND Schedule Y/N

### DND Schedule:

1. Enter Start Date, mm/dd/yy
2. Enter End Date, mm/dd/yy
3. Enter Start Time, hh:mm
4. Enter Start Time AM/PM  
1=AM, 2=PM
5. Enter End Time, hh:mm
6. Enter End Time AM/PM  
1=AM, 2=PM

DND Schedule:  
Start - - / - - / - -  
End - - / - - / - -  
Start - - : - - AM/PM  
End - - : - - AM/PM  
\*=Back Hold#=Next

### Days of Week Schedule:

1. After Call Forward Schedule, Days of Week appears
2. Press # to Edit the Days of Week selection.
3. Select each day the schedule will be active.  
1=Yes, 2=No
3. Once a day is selected or not selected, the cursor moves to the next day.
4. Press \*\*\* to exit programming screens

Days of Week  
Mon Tue  
Wed Thu  
Fri Sat  
Sun  
\*=Back # =Edit

## PROGRAMMING

### Entry Code Programming:

Entry codes allow a user to enter a code on the keypad for access. Up to 100 entry codes can be programmed.

Refer to "Code/ID Simple Programming" for details on each simple feature. Refer to "Code/ID Advanced Programming" for details on programming advanced feature.

### Add Simple Entry Code:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 for User Settings
4. Press 2 for Entry Codes
5. Press 1 for New Code
6. Enter the code
7. Name (Optional): Hold # for no name.
8. Holiday: Press # for Yes
9. Limited Uses: Press # for no limits.
10. Message: Press # for no message
11. Extra Options: Press \* for no extra options
12. Holidays/Vacation: Press \* to select all Holidays (if set up)
13. Press \* \* \* to exit programming screens

Entry Codes  
- - - -  
Name: - - - - -  
Holiday Yes/No  
Limited uses  
Message Yes/No  
Extra Options Yes/No  
Hold \*=Back Hold # =Next

### View/Edit Entry Code:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 2 Entry Codes
5. Press 3 View/Delete Codes
6. List of Entry Codes is displayed
7. Press # to move to the desired Entry Code
8. Press 1 to select the code
9. View/Edit Entry Code settings
10. Press \*\*\* to exit programming

Entry Codes  
1111  
Latch 5555  
Pool Man 7777  
  
(1 Select, 2 Delete)  
\*=Back # =Next

### Delete Entry Code:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 2 Entry Codes
5. Press 3 View/Delete Codes
6. List of Entry Codes is displayed
7. Press # to move to the desired Code
8. Press 2 to delete the code
9. Delete Code. 1=Yes, 2=No
10. Press \*\*\* to exit programming

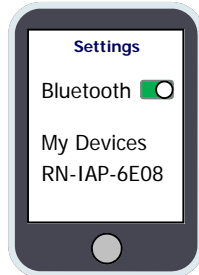
Entry Codes  
1111  
  
Delete Yes/No  
\*=Back # =Next

## PROGRAMMING

### Bluetooth ID Programming: (Not Fully Implemented)

Bluetooth IDs from user phones can be programmed to allow for hands free access. When a Bluetooth device gets within read range of the GK100, access can be granted. Up to 6 Bluetooth IDs can be programmed. NOTE: A Bluetooth ID can take up to 10 seconds to be recognized. The more IDs programmed into the unit, the longer it takes to recognize an ID as the system rotates from each ID while searching.

Refer to "Code/ID Simple Programming" for details on each simple feature. Refer to "Code/ID Advanced Programming" for details on programming advanced feature.



#### Add Simple Bluetooth ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 for User Settings
4. Press 3 for Bluetooth
5. Turn user device Bluetooth ON
6. Press 1 Search New ID on unit
7. Select the GK100 on the user device
8. Select the user device ID on the GK100
9. Name (Optional): Hold # for no name.
10. Holiday: Press # for Yes
11. Limited Uses: Press # for no limits.
12. Extra Options: Press \* for no extra options
13. Holidays/Vacation: Press \* to select all Holidays (if set up)
14. Press \* \* \* to exit programming screens

Bluetooth  
1 Search New ID  
2 Enter New ID  
3 View/Delete Codes  
  
\* =Back                      # =Next

1 D4F46F2C278A

Bluetooth  
D4F46F2C278A  
Name: - - - - -  
Holiday Yes/No  
Limited uses  
  
Extra Options Yes/No  
\* =Back                      # =Next

#### Edit/Delete Bluetooth ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 3 Bluetooth
5. Press 3 View/Delete Codes
6. List of IDs are displayed
7. Press # to move to the desired ID
8. Press 1 to View/Edit ID settings
9. Press 2 to Delete ID
10. Press \* \* \* to exit programming

## PROGRAMMING

### Caller ID Programming:

Caller IDs from user phones can be programmed to allow for hands free access. When a user calls the phone number of the GK100, the GK100 will recognize the programmed number and grant access. The GK100 will not answer the call so a call charge is not incurred. Up to 100 Caller IDs can be programmed.

Refer to "Code/ID Simple Programming" for details on each simple feature. Refer to "Code/ID Advanced Programming" for details on programming advanced feature.

#### Add Simple Caller ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 for User Settings
4. Press 4 for Caller ID
5. Press 1 for New Number
6. Enter the phone number
7. Name (Optional): Hold # for no name.
8. Holiday: Press # for Yes
9. Limited Uses: Press # for no limits.
10. Extra Options: Press \* for no extra options
11. Holidays/Vacation: Press \* to select all Holidays (if set up)
12. Press \* \* \* to exit programming screens

CallerID  
-----  
Name: - - - - -  
Holiday Yes/No  
Limited uses  
  
Extra Options Yes/No  
\* =Back                      # =Next

#### Edit/Delete Caller ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 4 Caller ID
5. Press 2 View/Delete numbers
6. List of Numbers are displayed
7. Press # to move to the desired ID
8. Press 1 to View/Edit Number settings
9. Press 2 to Delete Number
10. Press \* \* \* to exit programming

View/Delete numbers  
Gardner 555-555-5555  
Mom 444-444-4444  
  
(1 Select,                      2 Delete)  
\* =Back                      # =Next

## PROGRAMMING

### Card ID Programming: (Not Implemented)

A slave card reader may be connected to the GK100 allowing users to use a card for access. Up to 100 cards can be programmed.

Refer to "Code/ID Simple Programming" for details on each simple feature. Refer to "Code/ID Advanced Programming" for details on programming advanced feature.

#### Add Simple Card ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 for User Settings
4. Press 5 for Other Cards
5. Press 1 for New Cards
6. Enter the card number
7. Enter the facility code
8. Name (Optional): Hold # for no name.
9. Holiday: Press # for Yes
10. Limited Uses: Press # for no limits.
11. Extra Options: Press \* for no extra options
12. Holidays/Vacation: Press \* to select all Holidays (if set up)
13. Press \* \* \* to exit programming screens

```
Other Cards
-----
FC: -----
Name: -----
Holiday Yes/No
Limited uses
Extra Options Yes/No
* =Back           # =Next
```

#### View/Edit/Delete Card ID:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 5 Cards
5. Press 2 View/Delete Cards
6. List of Cards are displayed
7. Press # to move to the desired Card
8. Press 1 to View/Edit Card settings
9. Press 2 to Delete Card
10. Press \* \* \* to exit programming

```
View/Delete Cards
123456
Gardner 555555

(1 Select,      2 Delete)
* =Back        # =Next
```

## PROGRAMMING

### Code/ID Simple Programming:

Below is a description and programming instructions for each simple feature when programming an Entry Code, Bluetooth ID, Caller ID, or Card:

#### Code/ID Name:

A 10-digit name may be assigned to each code for easy reference. Example the Pool Man code can be "Pool Man". This name will show in the View/Delete screen and in any text or email alerts. To assign a name to an Entry Code, Bluetooth ID, Caller ID, or Card:

| Number | Display                    |
|--------|----------------------------|
| 1      | 1 @ . - _ + / ! \$ % & = ? |
| 2      | a b c A B C 2              |
| 3      | d e f D E F 3              |
| 4      | g h i G H I 4              |
| 5      | j k l J K L 5              |
| 6      | m n o M N O 6              |
| 7      | p q r s P Q R S 7          |
| 8      | t u v T U V 8              |
| 9      | w x y z W X Y Z 9          |
| 0      | 0 space                    |

1. Press and hold # for no name.
2. Enter the name using the keypad.

#### Code/ID Holiday/Vacation:

Each code can be set to be valid or invalid during select holidays and vacation schedules. To program a Holiday or Vacation Schedule, refer to Holiday/Vacation Programming on page ##. If a code is programmed Yes for a Holiday, it will be valid on that Holiday. If a code is programmed No for Holidays or a specific Holiday, it will be invalid on that Holiday.

1. Select Holiday Action.
  - 1=Yes. Entry code will be valid during select holidays
  - 2=No. Entry code will not be valid during any holiday
2. If Yes, the Holiday/Vacation screen will display after exiting the entry code screen.
3. Select the Holiday/Vacation for that entry code.
  - \* = Accepts all Holidays the code will be active
  - 1=Select each Holiday the code will be active
  - 2=Remove each Holiday the code will not be active

```
Holiday / Vacation
Christmas
July 4th
New Years
Spring Vacation

* =Back           # =Edit
```

#### Code Limited Uses:

Each code can be set to work a limited number of times before becoming inactive. For example, a contractor can be given a code that is valid 10 times. Upon the 11th code entry, the code will no longer be valid. The limit may be set up to 9999 uses. Each time the code is used, the limit is reduced. The code can be Viewed to see the current number of uses remaining. Default setting = 0 (No limit). To program Limited Uses for an Entry Code, Bluetooth ID, Caller ID, or Card:

1. Press # or enter 0 for no limits.
2. Enter the number of limits = up to 9999 uses

## PROGRAMMING

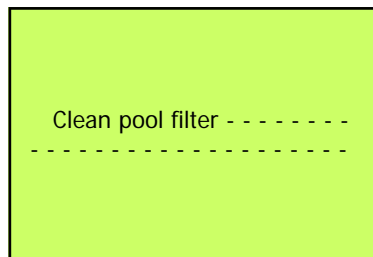
### Code/ID Simple Programming (Cont):

#### Entry Code Message:

Each entry code can have a unique message displayed on the Welcome screen when a valid entry code is used. Example, when the Pool Man code is used, it might display "Clean pool filter". The message can be up to 40 characters in length and will display by itself on the screen for 6 seconds after the code is entered. The Message can only be used with entry codes. To program an Entry Code Message:

- View/Edit the Entry Code to enter the program screen
- Select Message Action.  
1=Yes. Message can be entered and will be displayed  
2=No. Message is not entered and will not be displayed.  
Note: A message can be entered and then turned off and on as needed. This can be done by selecting Yes=On, No=Off.
- If Yes, the Holiday/Vacation screen will display and then the Entry Code Message screen will display exiting the entry code screen. If no Holidays have been programmed, the Holiday/Vacation screen will not display.
- Use the keypad to enter the message. The message may be up to 40 characters long.
- Press and hold # to exit the message screen
- Press \* \* \* to exit programming screens

| Number | Display                    |
|--------|----------------------------|
| 1      | 1 @ . - _ + / ! \$ % & = ? |
| 2      | a b c A B C 2              |
| 3      | d e f D E F 3              |
| 4      | g h i G H I 4              |
| 5      | j k l J K L 5              |
| 6      | m n o M N O 6              |
| 7      | p q r s P Q R S 7          |
| 8      | t u v T U V 8              |
| 9      | w x y z W X Y Z 9          |
| 0      | 0 space                    |



#### Extra Options (Advanced Options):

Extra options are advanced options for schedule and relay control of Entry Codes, Bluetooth ID, Caller ID, and Cards. The extra options include:

- Active Dates/Times: Allows code to work select dates and times
- Days of Week: Allows code to work select days of the week
- Relay 1 Functions: Sets relay1 function when code is used
- Relay 1 Event Control: Turns relay1 event control on/off
- Relay 2 Functions: Sets relay 2 function when code is used
- Relay 2 Event Control: Turns relay2 event control on/off

To program Extra Options:

- Select Extra Options Action.  
1=Yes. Extra Options screen will display  
2 or \*=No. Extra Options screen will not display
- If Yes, the Holiday/Vacation screen will display, then the Entry Code Message screen, then the Advanced Options screen.

## PROGRAMMING

### Code/ID Advanced Programming:

Advanced Options for schedule and relay control of Entry Codes, Bluetooth ID, Caller ID, and Cards include:

- Active Dates/Times: Allows code to work select dates and times
- Days of Week: Allows code to work select days of the week
- Relay 1 Functions: Sets relay1 function when code is used
- Relay 1 Event Control: Turns relay1 event control on/off
- Relay 2 Functions: Sets relay 2 function when code is used
- Relay 2 Event Control: Turns relay2 event control on/off

They are programmed under each code/ID under Extra Options. To program (Extra Options) Advanced Options:

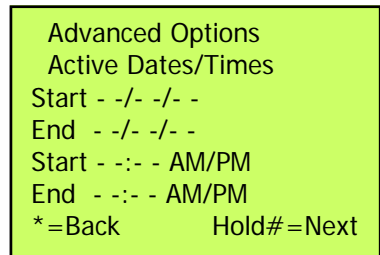
- Select Extra Options Action.  
1=Yes. Extra Options screen will display  
2 or \*=No. Extra Options screen will not display
- If Yes, the Holiday/Vacation screen will display, then the Entry Code Message screen, then the Advanced Options screen.



#### Active Dates/Times:

Active Dates/Times allows a code to work during select dates and times. For example a code can be programmed to work from 04/03/15 to 04/03/18 and from 8:00am to 5:00pm. The code would not be valid before 04/03/15 or after 04/03/18 and would be valid from 8:00am - 5:00pm and invalid from 5:00pm - 8:00am. Active Dates/Times can work in conjunction with Days of Week for more control. To program Active Dates/Times for an Entry Code, Bluetooth ID, Caller ID, or Card:

- Enter the Advanced Options screen for the code
- Press 1 Active Dates/Times
- Enter the start date mm/dd/yy  
(##/##/## = no start date)
- Enter the end date mm/dd/yy  
(##/##/## = no end date)
- Enter the start time hh:mm  
(##:## = no start time)
- Enter AM or PM: 1=AM, 2=PM
- Enter the end time hh:mm  
(##:## = no end time)
- Enter AM or PM: 1=AM, 2=PM
- Unit returns to Advanced Options screen
- Press \* \* \* to exit programming screens



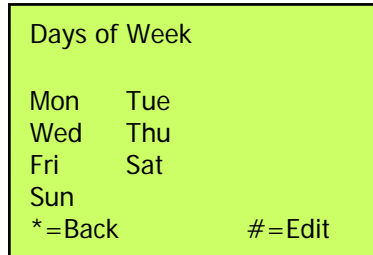
## PROGRAMMING

### Code/ID Advanced Programming:

#### Days of Week:

Days of Week allows a code to work on select days of the week. For example a code can be programmed to only work Monday - Friday. Days of Week can work in conjunction with Active Dates/Times for more control. For example the Gardner's code may be programmed to only work on Tuesday 9:00am - 1:00pm. The Gardner's code would be invalid on any other day or during any other time. To program Days of Week for an Entry Codes, Bluetooth ID, Caller ID, or Cards:

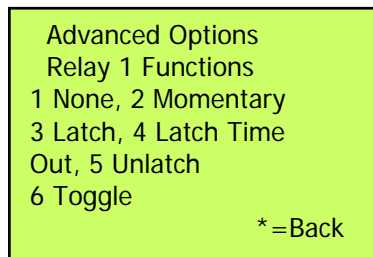
1. Enter Advanced Options screen  
Press 2 Days of Week
2. Select each day the code will be active.  
1=Yes, 2=No
3. Once a day is selected or not selected, the cursor moves to the next day.
4. Press \* to return to Advanced Options screen.
5. Press \* \* \* \* to exit programming screens



#### Relay Functions:

Relay Functions sets the relay action when a code is used. Functions include None, Momentary (default), Latch, Latch Timeout, Unlatch, Toggle. The Relay Function can be changed for Relay 1 and Relay 2. Default settings: Relay 1=Momentary, Relay 2=None. To change the Relay Function for an Entry Code, Bluetooth ID, Caller ID, or Card:

1. Enter the Advanced Options screen for the code
2. Press 3 for Relay 1 Functions
3. Press 5 for Relay 2 Functions
2. Select the relay function



| Function        | Relay Action                          |
|-----------------|---------------------------------------|
| 1 None          | Does not activate. No action          |
| 2 Momentary     | Activates for xx time and deactivates |
| 3 Latch         | Activates and holds relay             |
| 4 Latch Timeout | Activates and holds relay for xx time |
| 5 Unlatch       | Deactivates relay                     |
| 6 Toggle        | Activates relay, deactivates relay... |

3. Unit returns to Advanced Options screen
4. Press \* \* \* \* to exit programming screens

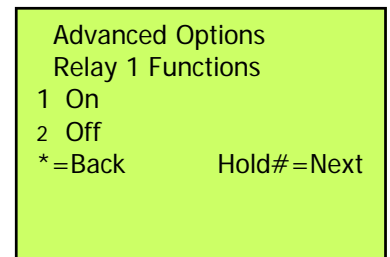
## PROGRAMMING

### Code/ID Advanced Programming:

#### Relay Event Control (Not Implemented):

Relay Event Control programming turns the feature On/Off for relay 1 and relay 2. Relay Event Control allows each code to be programmed to look at the Event Control input before the code is valid. If the Event Control Input is not active, the code is not active. If the Event Control Input is active, the code is active. A common use of the Event Control Input is with arming loops. For example a vehicle would have to be parked over the loop, which would activate the Event Control Input, for the entry code to be valid. This would help prevent pedestrians from using a vehicular gate. To set the Relay Event Control for an Entry Code, Bluetooth ID, Caller ID, or Card:

1. Enter the Advanced Options screen for the code:  
Press 4=Relay 1 Event Control  
Press 6=Relay 2 Event Control
2. Select Event Control function:  
1=On, code looks at input  
2=Off, code bypasses input
3. Unit returns to Advanced Options screen
4. Press \* \* \* \* to exit programming screens

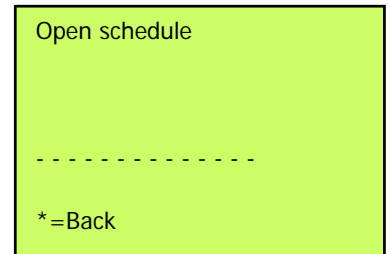


#### Hold Open Schedule:

Hold Open Schedules can be programmed to open and/or close the gate at select times. Schedules can be set to work on specific dates, days of the week, and times, and can be programmed to open the gate, close the gate, or open the gate for a set. Up to 10 Hold Open Schedules can be programmed.

#### Add Hold Open Schedule:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 6 Next Options
5. Press 7 Hold Open Schedule
6. Press 1 Open Schedule
7. Enter a Name for the schedule.  
Hold # for 4 seconds to accept Name
8. Program Schedule settings using the Advanced Options menu.
9. Press \*\*\* to exit programming



## PROGRAMMING

### Hold Open Schedule (Cont):

#### Add Hold Open Schedule (Cont):

Example: To set a schedule to hold the gate open Sat-Sun, 8:00am to 5:00pm:

- Use 1 Active Dates/Times to set the time and days
  - Start Date = Today's date
  - End Date = Future date
  - Start Time = 08:00 AM
  - End Time = 05:00 PM
- Use Days of Week to select days
  - Press 2 to delete MTWTF
  - Press 1 to select SS
- Use 3 Relay 1 Functions to set the relay to Latch

Advanced Options  
Active Dates/Times  
Start 01/01/15  
End 01/01/25  
Start 08:00 AM  
End 05:00 PM  
\* =Back      Hold# =Next

#### Edit/Delete Hold Open Schedule:

- Press and hold \* for 3 seconds to enter the STATUS screen.
- Enter the Program Access Code (PAC) 000000 = default.
- Press 1 User Settings
- Press 6 Next Options
- Press 7 Hold Open Schedule
- Press 2 View/Edit/Del Schedule
- List of Schedules are displayed
- Press # to move to the desired Schedule
- Press 1 to View/Edit Schedule settings
- Press 2 to Delete Schedule
- Press \*\*\* to exit programming

Open Schedule List  
M-F  
Weekend  
  
(1 Select,      2 Delete)  
\* =Back      # =Next

### Holiday/Vacation Schedule:

Each Code/ID can be set to be valid or invalid during select holidays and vacation schedules. If a code is programmed Yes for a Holiday, it will be valid on that Holiday. If a code is programmed No for Holidays or a specific Holiday, it will be invalid on that Holiday. Holidays or Vacation Schedules can be set for specific dates, times, and select days of the month. Up to 16 Holidays or Schedules can be programmed.

#### Add Holiday/Vacation Schedule:

- Press and hold \* for 3 seconds to enter the STATUS screen.
- Enter the Program Access Code (PAC) 000000 = default.
- Press 1 User Settings
- Press 6 Next Options
- Press 8 Holiday/Vacation
- Press 1 New Holiday
- Enter a Name for the Holiday or schedule. Hold # for 4 seconds to accept Name
- Program Schedule settings using the Advanced Options menu.
- Press \*\*\* to exit programming

## PROGRAMMING

### Holiday/Vacation Schedule (Cont):

#### Add Holiday/Vacation Schedule (Cont):

Example:

To set a Holiday for July 4:

- Use 1 Active Dates/Times to set the time and days
  - Start Date = 07/04/- -
  - End Date = - -/- -/- -
  - Start Time = - -:- - AM/PM
  - End Time = - -/- - AM/PM
- Leave Days of Week blank
  - #: -    Day: - - -    Mon: - -

Example:

To set a Holiday for Memorial Day:

- Leave Active Dates/Times blank
  - Start Date = - -/- -/- -
  - End Date = - -/- -/- -
  - Start Time = - -:- - AM/PM
  - End Time = - -/- - AM/PM
- Use Days of Week to select the x day of Month (4th Monday of May)
  - #: 4    Day: MON    Mon: 05

#### Edit/Delete Holiday/Vacation Schedule:

- Press and hold \* for 3 seconds to enter the STATUS screen.
- Enter the Program Access Code (PAC) 000000 = default.
- Press 1 User Settings
- Press 6 Next Options
- Press 8 Holiday/Vacation
- Press 2 View/Edit/Delete
- List of Holidays are displayed
- Press # to move to the desired Holiday
- Press 1 to View/Edit Holiday settings
- Press 2 to Delete Holiday
- Press \*\*\* to exit programming

2 View/Edit/Delete  
July 4  
Memorial Day  
  
(1 Select,      2 Delete)  
\* =Back      # =Next

### Alert Programming:

Alerts can be programmed to text or email a user when a select event occurs. For example, if the gate is open after 10:00pm, an alert can be sent to the homeowner to close the gate. Or if the gardener uses his entry code on a day or time that is not allowed, an alert can be sent.

Alerts can be set for:

- Gate Open: Alert sent if gate is open at set time
- Strikes Lockout: Alert sent if Strikes Lockout is activated at set time
- Invalid Code/ID: Alert sent if an invalid Code/ID is used at set time
- Entry Code: Alert sent if a specific entry code is used at set time
- Bluetooth: Alert sent if a specific Bluetooth ID is used at set time
- Caller ID: Alert sent if a specific Caller ID is used at set time
- Card: Alert sent if a specific Card is used at set time

## PROGRAMMING

### Alert Programming (Cont):

#### Add Alert:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 1 User Settings
4. Press 6 Next Options
5. Press 9 Alerts
6. Press 1 New Alert
7. Enter a Name for the alert.  
Hold # for 4 seconds to accept Name.
8. Enter a text number that will be notified when the alert is active.  
Hold # for 4 seconds to accept number. (Leave blank for no text)
9. Enter an email address (**Not Implemented**) that will be notified when the alert is active. Hold # for 4 seconds to accept address. (Leave blank for no text)
10. Select Alert and enter Alert information:

Alerts

Name: -----

Text: -----

Email: -----

-----

(\* =Exit)

#### 1 Gate Open

Alert will be sent if the gate is open upon a set time, day or date. Alert can look at Relay 1, Gate Switch 1, and/or Gate Switch 3.  
Example: A user can be notified if the gate is open (Relay 1 On) after 10:00pm M-F. To set the Gate Open Alert:

1. Select Relay 1: Y/N (1=Yes, 2=No)  
Alert will be sent if Relay 1 is active upon the set time. This is the most common setting.
2. Select GS1: Y/N (1=Yes, 2=No)  
Alert will be sent if Gate Switch 1 is active upon the set time.
3. Select GS2: Y/N (1=Yes, 2=No)  
Alert will be sent if Gate Switch 2 is active upon the set time.
4. Set the date, time and day of alert as shown below.



#### 2 Strikes Lockout

Alert will be sent if the Strikes Lockout is active during a set time, day or date. Example: A user can be notified if Strikes Lockout is active from 10:00pm-8:00am, M-F. To set the Alert:

1. Set the date, time and day of alert as shown below.  
Alert will be sent if Strikes Lock is active during the set time.

#### 3 Invalid Code

Alert will be sent if an Invalid Code/ID is used during a set time, day or date. Example: A user can be notified if an Invalid Code is used from 10:00pm-8:00am, M-F. To set the Invalid Code Alert:

1. Set the date, time and day of alert as shown below.  
Alert will be sent if an Invalid Code is used during the set time.

#### 4 Entry Code

Alert will be sent if a specific Entry Code is used during a set time, day or date. Example: A user can be notified if Code 1234 is used from 10:00pm-8:00am, M-F. The alert will show the Code and the name of the code to help identify it. To set the Entry Code Alert:

1. Enter the specific Entry Code.  
Alert will be sent if Entry Code is used during the set time.
2. Set the date, time and day of alert as shown below.



## PROGRAMMING

### Alert Programming (Cont):

#### Add Alert:

#### 5 Bluetooth (**Not Implemented**)

Alert will be sent if a specific Bluetooth ID is used during a set time, day or date. Example: A user can be notified if Bluetooth ID RN-IAP-6E08 is used from 10:00pm-8:00am, M-F. The alert will show the ID and the name of the ID to help identify it. To set the Alert:

1. Enter the specific Bluetooth ID.  
Alert will be sent if ID is used during the set time.
2. Set the date, time and day of alert as shown below.

#### 6 Caller ID

Alert will be sent if a specific Caller ID is used during a set time, day or date. Example: A user can be notified if Caller ID 555-555-5555 is used from 10:00pm-8:00am, M-F. The alert will show the ID and the name of the ID to help identify it. To set the Alert:

1. Enter the specific Caller ID phone number.  
Alert will be sent if ID is used during the set time.
2. Set the date, time and day of alert as shown below.

#### 7 Cards (**Not Implemented**)

Alert will be sent if a specific Card ID is used during a set time, day or date. Example: A user can be notified if Card 123456 is used from 10:00pm-8:00am, M-F. The alert will show the Card ID and the name of the ID to help identify it. To set the Alert:

1. Enter the specific Card number.  
Alert will be sent if Card is used during the set time.
2. Set the date, time and day of alert as shown below.

#### 11. Program Schedule settings using the Alert Active Dates/Times menu:

1. Enter the start date mm/dd/yy (##/##/## = no start date)
2. Enter the end date mm/dd/yy (##/##/## = no end date)
3. Enter the start time  
hh:mm (##:## = no start time)
4. Enter AM or PM: 1=AM, 2=PM
5. Enter the end time  
hh:mm (##:## = no end time)
6. Enter AM or PM: 1=AM, 2=PM

Alerts

Active Dates/Times

Start - -/ - -/ - -

End - -/ - -/ - -

Start - -: - - AM/PM

End - -: - - AM/PM

\* =Back                      # =Next

#### 7. Hold # for 4 seconds, Unit continues to Days of Week menu

#### 12. Program Days using the Days of Week menu:

1. Select each day the code will be active. 1=Yes, 2=No
2. Once a day is selected or not selected, the cursor moves to the next day.
3. Press \* to accept days and return to Alert menu

Days of Week

|         |         |
|---------|---------|
| Mon     | Tue     |
| Wed     | Thu     |
| Fri     | Sat     |
| Sun     |         |
| * =Back | # =Edit |

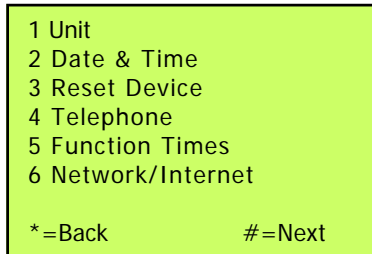
#### 13. Press \*\*\* to exit programming

## PROGRAMMING

### System Settings:

The System Settings section is where most system functions will be programmed. Functions that are programmed under System Settings include:

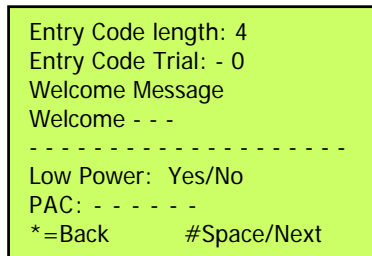
- 1 Unit
  - Entry Code Length
  - Strikes Lockout Tries
  - Welcome Message
  - Low Power Setting
  - Program Access Code
- 2 Date & Time
- 3 Reset Device
- 4 Telephone
  - # of Rings
  - Talk Time
  - Tone Commands
  - Volume: Mic Gain, Speaker Volume, Auto Echo
- 5 Function Times
  - Relays
  - Alarm Shunts
- 6 Network/Internet



### Unit Programming:

Unit Programming is used to program:

- Entry Code Length
- Strikes Lockout Count
- Welcome Message
- Low Power Mode
- Change the Program Access Code (PAC)



To program the Unit Settings:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 2 System Settings
4. Press 1 Unit
5. Edit settings as described below. (Hold # for 4 seconds to skip a setting)
6. Press \* \* \* to exit programming

### Entry Code Length:

Entry Code Length sets the number of digits for an entry code. Entry Codes can be 4 to 6-digits. The length needs to be more than a directory code length if the multi-resident directory will be used. The default is 4-digits. To change the Entry Code Length:

1. Enter the Unit Settings program screen as described above
3. Enter the length of the Entry Code
4. Press \* to exit the screen or hold # to move to the next step
5. Press \* \* \* to exit programming screens

## PROGRAMMING

### Unit Programming (Cont):

#### Strikes Lockout Count:

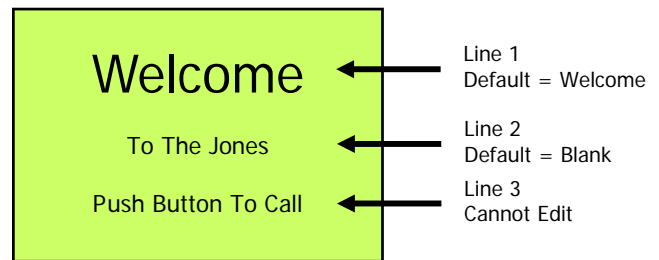
Entry Code Trial (Strikes Lockout) sets the number of times an invalid entry code can be used before entering a 5 minute lockout. Once in lockout mode, the lockout can only be cleared by waiting 5 minutes or turning power off/on. The Strikes Lockout can be set from 00 to 99. The default is 0 = turned off. To change the Strikes Lockout Length:

1. Enter the Unit Settings program screen as described above
3. Press # to go to Entry Code Trial (Strikes Lockout)
4. Enter the number of tries 00-99. (Default 00 = Off)
5. Press \* to exit the screen or hold # to move to the next step
6. Press \* \* \* to exit programming screens

#### Welcome Message:

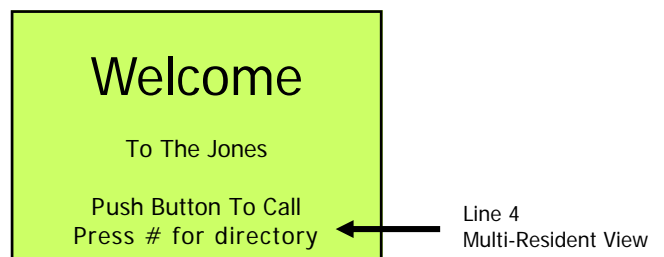
The Welcome Message is displayed on the LCD when the system is not being used. There are two Welcome lines. Welcome line 1 is 10 characters in large text with the default = Welcome. Welcome line 2 is 20 characters in smaller text with the default = blank. Welcome line 2 can be used to add a resident or property name. Example: Welcome, To the Jones. To edit the Welcome lines:

1. Enter the Unit Settings program screen as described above
3. Press # # to go to Welcome line 1.
4. Press and hold # for 4 seconds to accept the default Welcome message or edit the message. Press and hold # for 4 seconds when done editing the message to move to Welcome Line 2.
5. Press and hold # for 4 seconds to accept the default blank message or edit the message. Press and hold # for 4 seconds when done editing the message.
6. Press \* to exit the screen or hold # to move to the next step
7. Press \* \* \* to exit programming screens



#### Multi-Resident Welcome Screen:

When multiple resident phone numbers are programmed in the system, the unit will display an instruction line at the bottom





## PROGRAMMING

### Unit Programming (Cont):

#### Low Power Mode:

A Low Power Mode can be used to reduce the power draw of the unit when it is not being used. When in Low Power Mode, the unit will turn the LCD and keypad lights off after 15 seconds. The lights will come back on when the keypad or call button are used. The default setting is No = Off. To change the mode:

1. Enter the Unit Settings program screen as described above
3. Press # to go to Low Power
4. Press 1 = Yes (On). Press 2 = No (Off). (Default = Off)
5. Press \* to exit the screen or hold # to move to the next step
6. Press \* \* \* to exit programming screens

#### Program Access Code (PAC):

The Program Access Code (PAC) is a 6-digit number used to gain access to the programming mode. The factory default = 000000. To change the PAC:

1. Enter the Unit Settings program screen as described above
3. Press # to go to PAC
4. Enter the new PAC (6-digits), programming will return to the System Settings screen.
5. Press \* \* to exit programming screens

The PAC may be reset to the factory default 000000 if the code is lost or forgotten. To reset the PAC to the factory default:

1. Turn power OFF to the system
2. Press and hold the \* key while turning power back on.

### Date & Time Programming:

Date & Time Programming allows the unit date and time to be set automatically or manually. When set to automatically, the date and time will be set from the cellular network. To override the cellular network settings, set it to manual. The manual setting is helpful during set up to test different schedules and settings. To program the Date & Time settings:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 2 System Settings
4. Press 2 Date & Time
5. Press 1 = Automatically. Press 2 = Manually. (Default = Automatic)
6. If time is set Manually, edit the settings:
  1. Enter the date mm/dd/yy
  2. Enter the time hh:mm
  3. Enter AM or PM: 1=AM, 2=PM
  4. Enter the end time hh:mm (##:## = no end time)
  5. Enter AM or PM: 1=AM, 2=PM
  6. Programming will return to the System Settings screen
7. Press \* \* \* to exit programming

## PROGRAMMING

### Reset Device:

**CAUTION:** This step will clear the system memory including all phone numbers, entry codes and IDs, schedules and other program settings. To clear the entire system and reset the unit:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 2 System Settings
4. Press 3 Reset Device
5. Press 1 = Reset. Press \* = Back - No Reset
6. When the unit has reset, it will return to the System Setting screen
7. Press \* \* to exit programming

### Telephone Programming:

Telephone Programming is used to program:

Settings: Ring Count, Talk Time  
Tone Commands  
Volume Settings, Auto Echo

To program the Telephone:

1. Press and hold \* for 3 seconds to enter the STATUS screen.
2. Enter the Program Access Code (PAC) 000000 = default.
3. Press 2 System Settings
4. Press 4 Telephone
5. Edit settings as described below
6. Press \* \* \* to exit programming

Telephone

1 Settings  
2 Tone Commands  
3 Volume

\* =Back                      # =Next

### Telephone Settings:

The telephone settings are used to set the Ring Count and Talk Time. The Ring Count is the number of times the unit will call a phone number before disconnecting. This can be set to a low number if the user does not want voice mail to answer. The Talk Time is the amount of time (in seconds) that a visitor and resident can talk before the call disconnects. To change the settings:

1. Enter the Telephone program screen as described above
2. Press 1 to select Settings
3. Press # to edit the settings
3. Enter the Ring Count = 01 - 99
4. Enter the Talk Time = - - - seconds
5. Press \* to exit the screen
6. Press \* \* \* to exit programming screens

Telephone Settings

Rings: - -  
Talk Time: - - - (Sec)

\* =Back                      # =Edit

## PROGRAMMING

### Telephone Programming (Cont):

#### Tone Commands:

Tone Commands are used to control the door or gate during a visitor call. Tone Commands for numbers 6, 7, 8, and 9 may be programmed to control Relay 1, Relay 2, or Relay 1 & 2. During a visitor call, pressing one of the Tone Numbers on the resident telephone will control the relays as programmed. For example, program "9" to Relay 1 - Momentary. Pressing "9" will activate relay 1 momentarily allowing the gate to open, time out, and close. Tone Security can also be turned on/off to mask the sound of the tone on the gate unit. To program Tone Commands:

1. Enter the Telephone program screen as described above
2. Press 2 to select Tone Commands
3. Select the Tone Number to program:
  - 1 = Tone Number 6
  - 2 = Tone Number 7
  - 3 = Tone Number 8
  - 4 = Tone Number 9
4. Select the Relay Function:
  - 1 = None. No relay function
  - 2 = Momentary
  - 3 = Latch
  - 4 = Latch Timeout
  - 5 = Unlatch
  - 6 = Toggle

| Telephone Commands |                |
|--------------------|----------------|
| 1                  | Tone 6 Command |
| 2                  | Tone 7 Command |
| 3                  | Tone 8 Command |
| 4                  | Tone 9 Command |
| 5                  | Tone Security  |
| *                  | =Back          |
| #                  | =Next          |

| Function        | Relay Action                          |
|-----------------|---------------------------------------|
| 1 None          | Does not activate. No action          |
| 2 Momentary     | Activates for xx time and deactivates |
| 3 Latch         | Activates and holds relay             |
| 4 Latch Timeout | Activates and holds relay for xx time |
| 5 Unlatch       | Deactivates relay                     |
| 6 Toggle        | Activates relay, deactivates relay... |

5. Select relays to control:
  - 1 = Relay 1
  - 2 = Relay 2
  - 3 = Relay 1 & 2
6. Press \* to exit the screen
7. Press \* \* \* to exit programming screens

**Tone Security** can be turned off to mask the sound of a tone at the gate unit. Default=Off (Disabled) To program Tone Security:

1. Enter the Telephone program screen as described above
2. Press 2 to select Tone Commands
3. Press 5 Tone Security
4. Press # to edit
5. Select function:
  - 1 = Enable (On)
  - 2 = Disable (Off)
6. Press \* \* \* to exit programming screens

| Tone Security |         |
|---------------|---------|
| 1             | Enable  |
| 2             | Disable |
| *             | =Back   |

## PROGRAMMING

### Telephone Programming (Cont):

#### Volume:







## LIMITED WARRANTY

You **MUST** read, understand and agree with ALL items in this limited warranty!

Access One Technologies warrants this product to be free of defects in workmanship and materials for a period of (1) one year from the date of purchase. Access One Technologies reserves the right of final determination to the cause of any defect or failure. Access One Technologies shall, at its option, either repair or replace this product if returned freight prepaid to Access One Technologies during the warranty period. This warranty does not include freight, taxes, duties, or installation and service expenses. This warranty will not apply to circumstances which are considered beyond our control including: incorrect installation or application, vandalism, misuse, acts of God (lightning, insects and rodents, floods, etc.), power surges, or improper system installation.

The warranty set forth above is exclusive and no other warranty, whether written or oral, is expressed or implied. Access One Technologies specifically disclaims any implied warranties or merchantability and fitness for a particular purpose. The remedies provided herein are the buyer's sole and exclusive remedies. In no event shall Access One Technologies be liable for direct, indirect, special, incidental or consequential damages (including loss of profits or property), whether based on contract, tort or any other legal theory. Access One Technologies can not be held responsible for damage or injury caused by improper, erroneous or unreasonable use or installation. The installer and end user agree to assume all responsibility for ALL liability in use of this product releasing Access One Technologies of all liability.

**IMPORTANT:** It is the joint responsibility of the installer and end user to verify the system is properly configured for its intended use including proper safety devices. Failure to comply with these guidelines may create a dangerous situation and will void any and all warranties. All users must follow and understand:

1. A moving gate can cause serious injury or death. Read and follow all installation manuals, reference manuals, and warning label instructions.
2. Vehicular gates are for vehicles only. Pedestrians must use a separate entrance. Keep all pedestrian traffic away from any vehicular gate. No one should cross the path of a moving gate.
3. Never allow children to operate or play with gate controls. Never allow children to play in the area of a gate system.
4. Access control devices must be placed far enough from moving gates to prevent the user from coming in contact with the gate while operating the controls.
5. All activating devices must be installed in a clear line-of-sight with the gate and its travel.
6. Activating devices must be installed a minimum of 10 feet away from the gate.
7. Outdoor or easily accessible controls shall have a security feature to prevent unauthorized use.
8. Be sure to mount all operating devices clearly out of reach of through gates.
9. Any required contact edges and/or photo beams must be installed before placing this system into operation.
10. Make sure all residents and users are familiar with the proper use of this equipment and its potential hazards.
11. Protect against all pinch and entrapment points. If entrapment and pinch points can not be protected, **DO NOT install this equipment.**
12. Read and follow all U.L. and Safety Standards before installing any access device.
13. Installation, service and maintenance must be carried out by qualified personnel.

In order to install and use this system, the installer and end user must understand and be in FULL unconditional agreement with all stipulations outlined above. **If you are not in FULL agreement, do not put the system into operation.** If the system is put into operation, this will confirm that you are in FULL unconditional agreement with all of the above stipulations.

\_\_\_\_\_  
Customer's Signature Date

\_\_\_\_\_  
Installer's Signature Date

|                             |                         |
|-----------------------------|-------------------------|
| Serial Number: _____        | Date Installed: _____   |
| Installed By: _____         |                         |
| Installation Address: _____ |                         |
| City: _____                 | State: _____ Zip: _____ |
| Customer Name: _____        |                         |



[www.AccessOneTechnologies.com](http://www.AccessOneTechnologies.com)