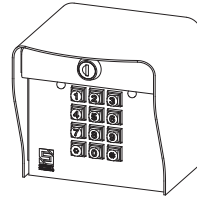




1 Unpack box and make sure you have everything shown here.



Keypad Unit



Key

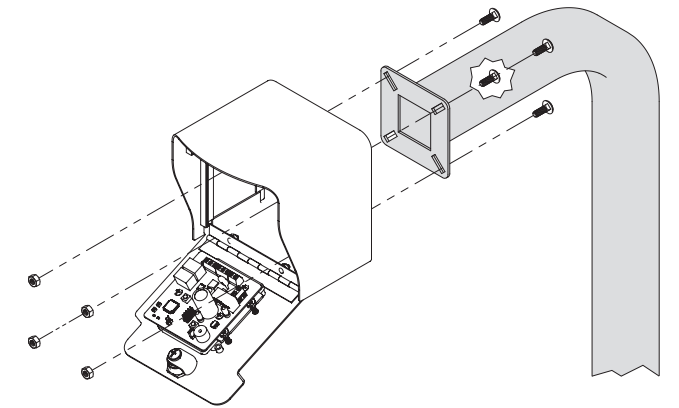


Carriage Bolt
(4x)



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.



Continued on next page...

What's what?

Important components labeled

Unit shown with faceplate fully open.

Power and Relay Terminals

For wiring to gate operator or door opener, accessories, and power

Event Input Terminals

For wiring to an exit device or magnetic contact

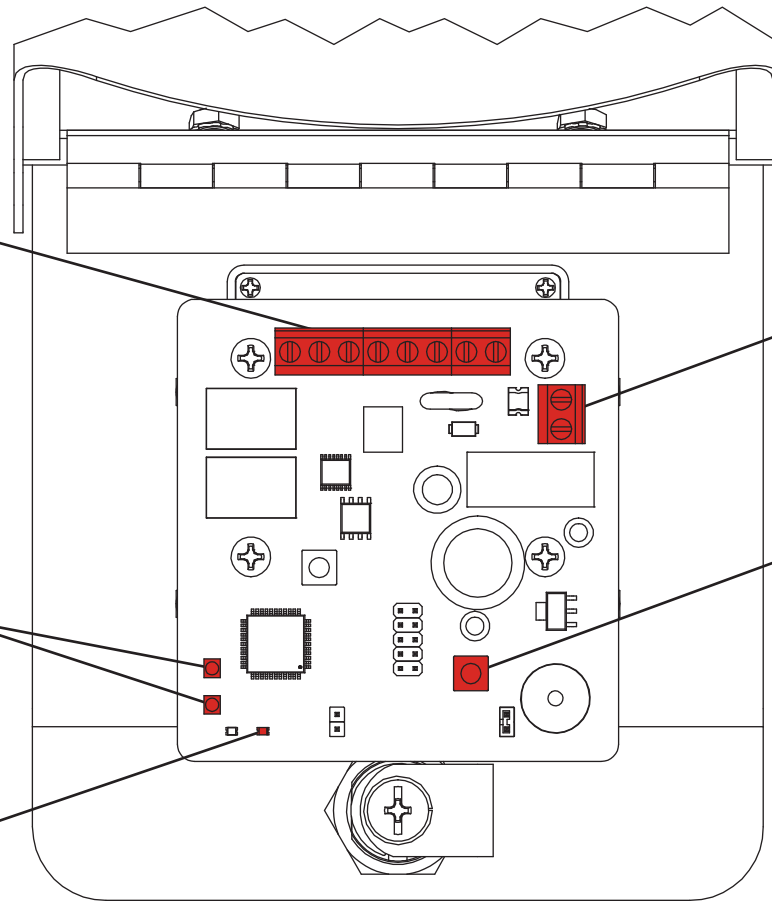
Relay Status LEDs

Relay is active when lit

Reset Button

For performing reset procedures

Power Status LED



Keypad Unit Faceplate



WARNING



AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!

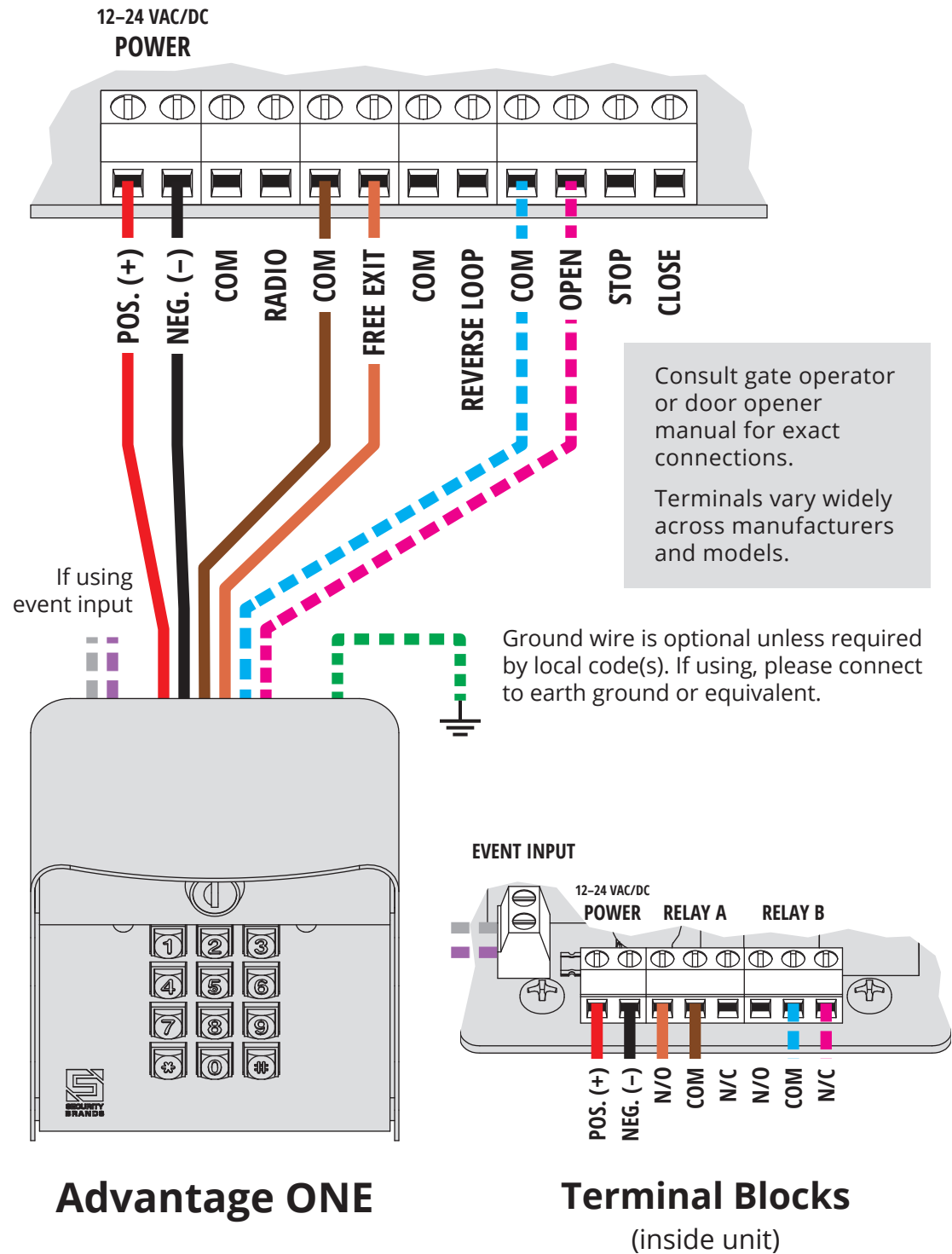
ALWAYS CHECK THAT THE GATE PATH IS CLEAR BEFORE OPERATING!

REVERSING OR OTHER SAFETY DEVICES SHOULD ALWAYS BE USED!

3a Connect wires.

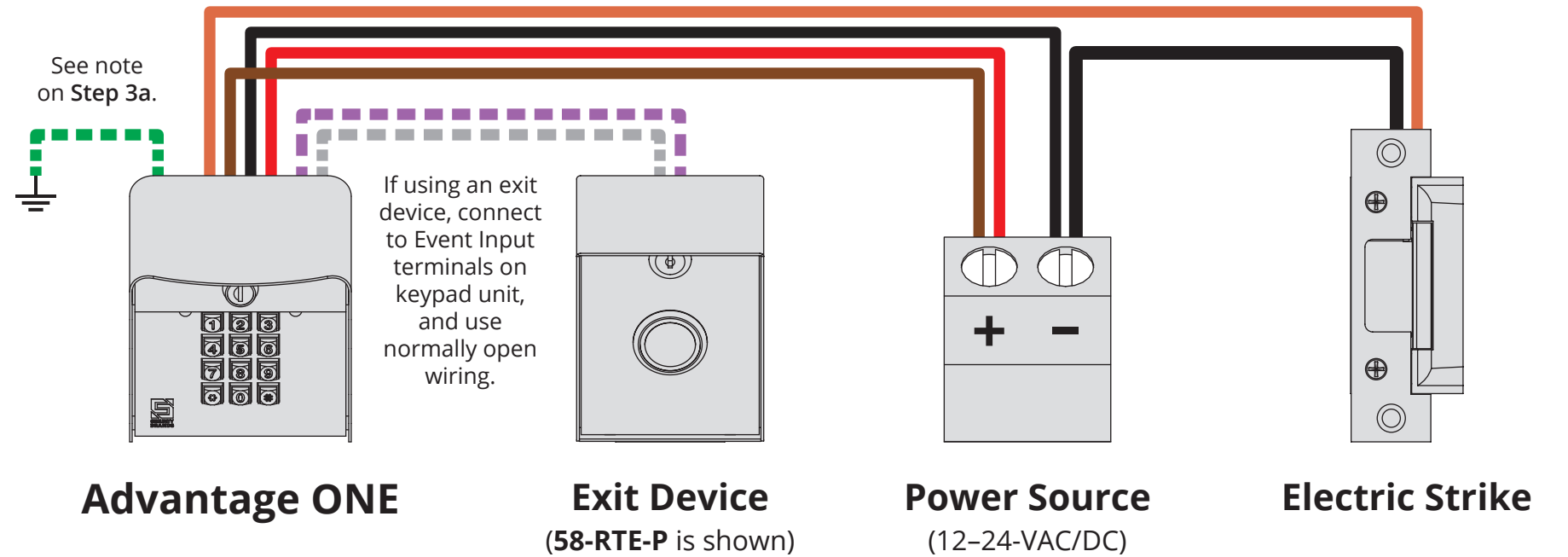
Wiring for Gate Operator or Door Opener

Gate Operator / Door Opener



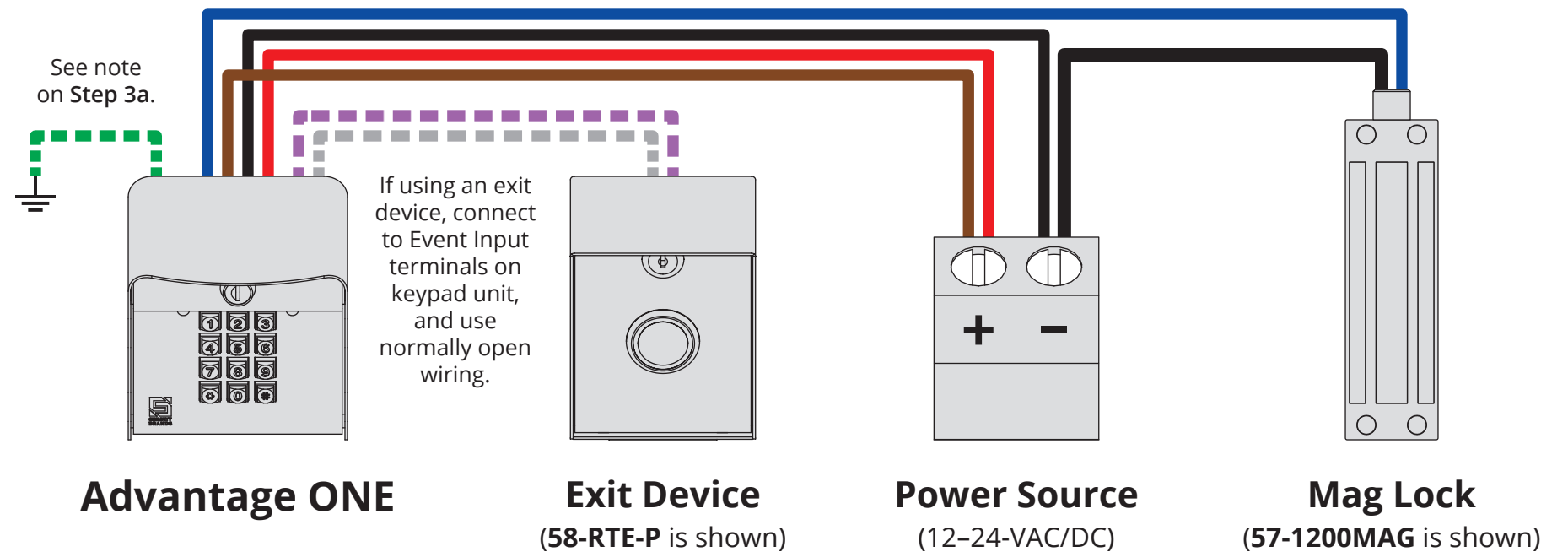
3b Connect wires.

Wiring for Electric Door Strike and Exit Device



3c 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)



NOTE: The Master Code is for programming only and will not trigger the relay. The green arrow indicates a "good" tone and a green LED flash on the keypad.

5 Make sure gate path is clear; then enter access code on keypad and confirm gate opens.

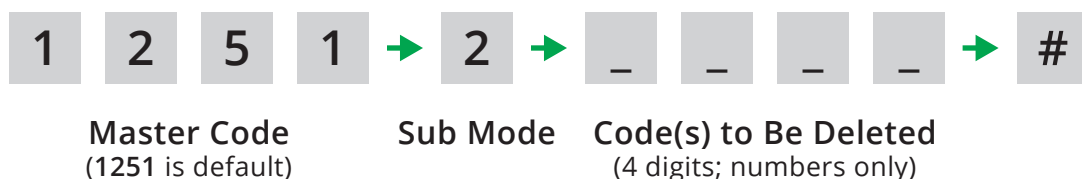


INSTALLATION COMPLETE!

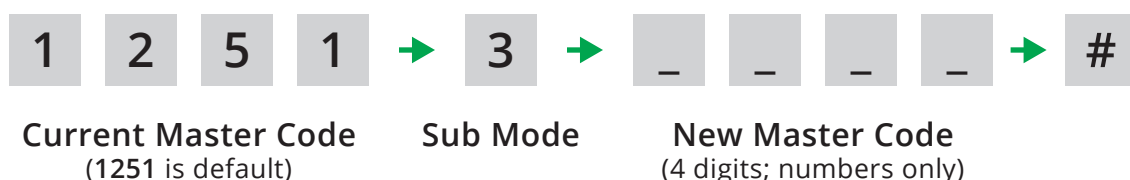
Your system is ready to use.

A1 Additional Programming

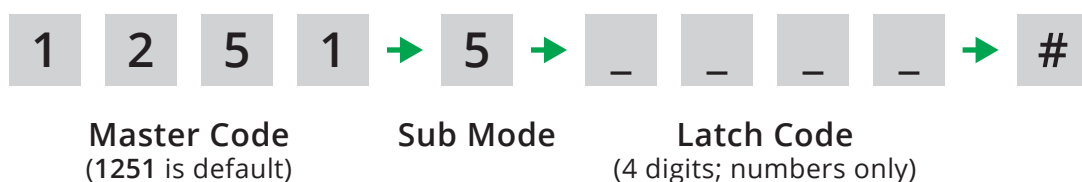
Delete Code(s)
(To delete multiple codes, enter each of them before pressing pound key)



Change Master Code



Set Latch Code on Relay A



NOTE: Green arrow indicates "good" tone and green LED flash on keypad. Always wait for this feedback before continuing to the next step.

Things to Know

Keypad LEDs

The keypad LEDs light in different colors to give feedback and status information:

- Ready
- Programming Mode
- Valid Entry
- Relay A Latched
- Invalid Entry
- Relay B Latched

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**.

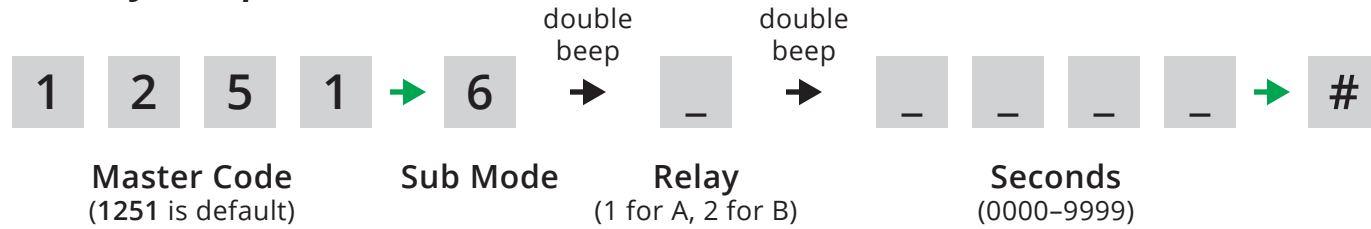
Reset procedures are found on **Page 6**.

Programming Sub Modes

- 1** Add Access Code(s) to Relay A
- 2** Delete Code(s)
- 3** Change Master Code
- 4** Additional Functions
- 5** Set Latch Code on Relay A
- 6** Set Relay Output Time
- 7** Add Access Code(s) to Relay B
- 8** Add One-Time-Use Code(s) to Relay A
- 9** Configure Event Input
- 0** Delete All Codes

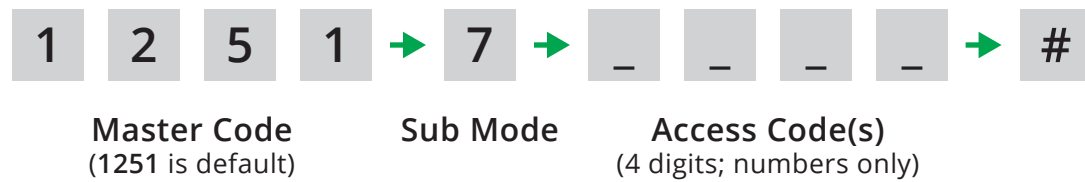
A2 Additional Programming (continued)

Set Relay Output Time

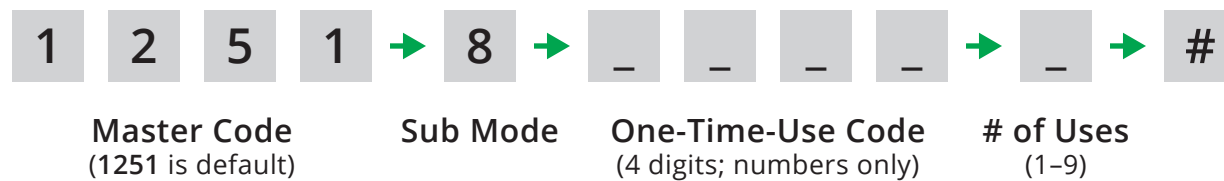


Add Access Code(s) to Relay B

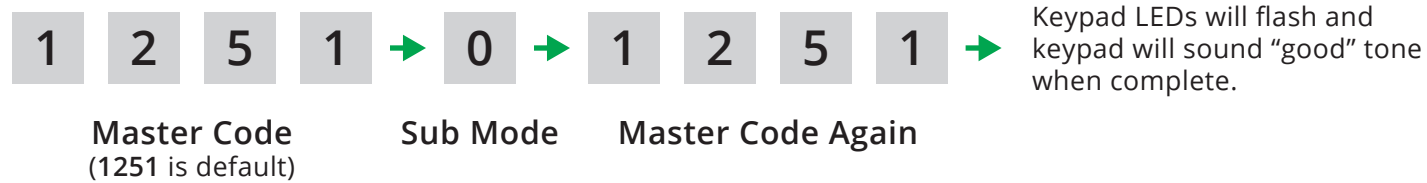
(To add multiple codes, enter each of them before pressing pound key)



Add One-Time-Use Code (Relay A ONLY)



Delete All Codes (Cannot Be Undone)

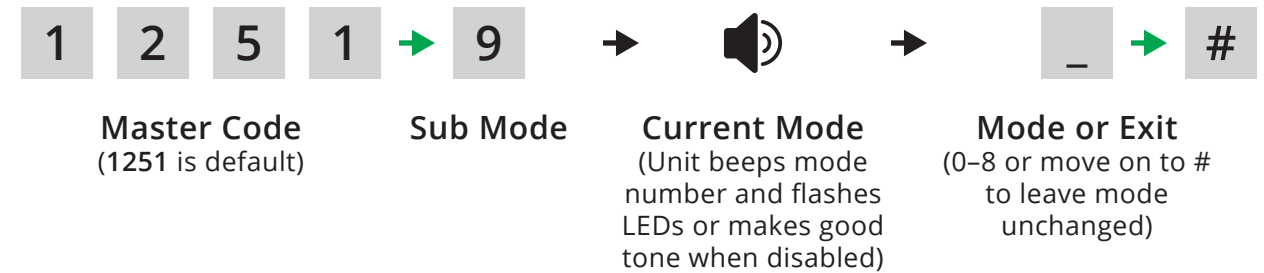


NOTE: Green arrow indicates "good" tone and green LED flash on keypad. Always wait for this feedback before continuing to the next step.

Configure Event Input

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

Set Mode or Check Current Mode



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

Mode 1 - Remote Open / Free Exit Mode (Relay A)

Triggers Relay A

Mode 2 - Remote Open / Free Exit Mode (Relay B)

Triggers Relay B

Mode 3 - Remote Inactive Mode (Relay A)

Disables all Relay A codes

Mode 4 - Remote Inactive Mode (Relay B)

Disables all Relay B codes

Mode 5 - Remote Open / Free Exit Mode (Relay A and B)

Triggers Relay A and B

Mode 6 - Remote Inactive Mode (Relay A and B)

Disables all Relay A and B codes

Mode 7 - Wake from Sleep Mode (Sleep Mode Must Be Active)

Wakes unit from Sleep Mode for 60 seconds

Mode 8 - Door Ajar Mode

If a valid code is not entered within 60 seconds after state change, unit goes into lockdown mode and flashes red and blue LEDs. Unit will return to ready after 60 seconds or if a valid code is entered.

Mode 0 - Event Input Disabled

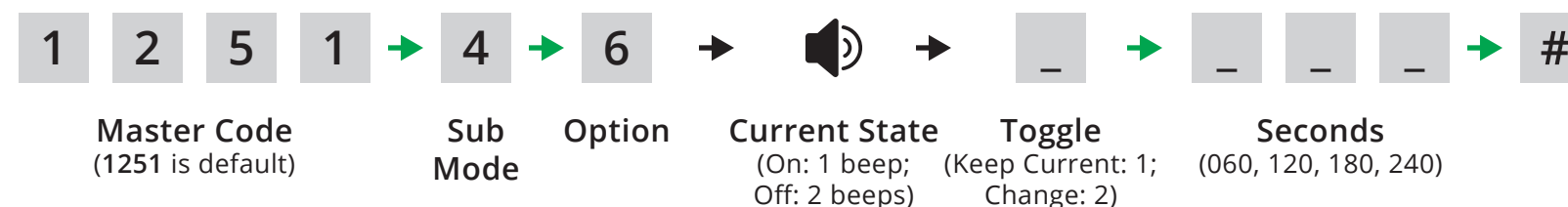
A3 Additional Programming (continued)

Set Latch Code on Relay B



Configure Keypad LED Timeout

(The keypad LEDs can be set to remain on for 60, 120, 180, or 240 seconds.)

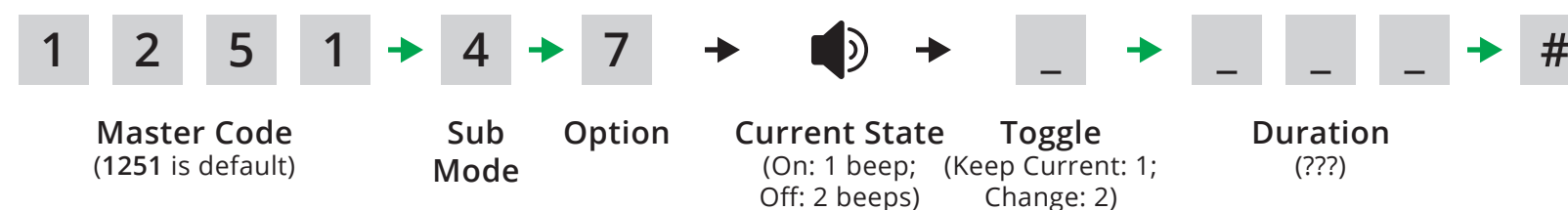


Set Sleep Code



Configure Timed Anti-Passback

(This feature will cause an access code to be disabled after use for 1 to 9 minutes.)



Enable/Disable Silent Mode

(Turning Silent Mode on silences audible tones except in Programming Mode.)



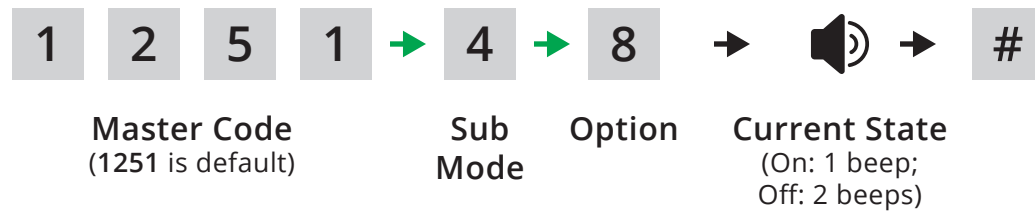
NOTE: Green arrow indicates "good" tone and green LED flash on keypad. Always wait for this feedback before continuing to the next step.

A4 Additional Programming (continued)

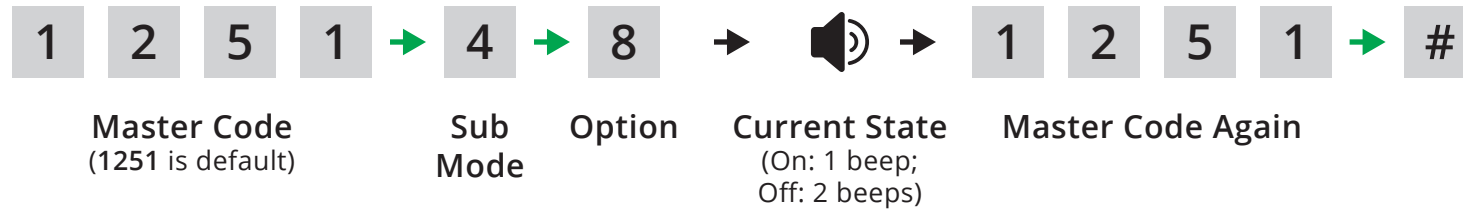
Configure "Three Strikes, You're Out"

(This feature is a deterrent that activates when an incorrect code is entered three times in a row. When enabled and this event occurs, the unit will go into a period of lockdown for 90 seconds and will sound an alarm and flash the keypad LEDs for 30 seconds.)

Check Status



Toggle On or Off



NOTE: Green arrow indicates "good" tone and green LED flash on keypad. Always wait for this feedback before continuing to the next step.

B Reset Procedures

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

Master Reset

(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 1 - Open faceplate on unit.

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. After short pause, unit will sound three (3) tones. Release Reset Button after you hear tones.

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

Step 5 - Close faceplate on unit.

The Master Code is now reset to default (1251).

Unit Reset

(Used to reset unit to factory default settings. All codes are erased in this procedure.)

CAUTION: FOLLOWING THIS PROCEDURE WILL DELETE ALL CODES!

Step 1 - Open faceplate on unit.

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. After short pause, unit will sound three (3) tones. Release Reset Button after you hear tones.

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

Step 5 - Enter 1251 (Master Code) on keypad. (After pause, unit will flash LEDs and beep.)

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 - Close faceplate on unit.

The unit is now reset to factory default settings.



NEED HELP

Call (972) 474-6422

Email support@summitcontrol.com

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



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