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TESTING THE KEYPAD

1. Connect the positive (+) lead of your power supply to the terminal strip (TS1) +V input.
2. Connect the negative (-) lead of your power supply to the terminal strip (TS1) -V input.
3. Turn on your power supply.
4. Press 7890#123456*. If all 12 keypresses have been verified, the keypad will enter self test mode. Either the LED's will flash or the sounder will beep 3 times, then light or sound continuously for 3 seconds (except on the mullion). If these responses do not happen, try the test mode again and then call tech support. **Note:** self test mode can be used when troubleshooting a keypad in the field. If you do not get the continuous light or sound then the memory has been corrupt and should be re-programmed with the 46 command (see option #19).
5. Enter the master code of 1234*. The relay will energize. Refer to programming section to program your keypad.

NOTE:

The keypad may be programmed in your shop or at the installation site. Programmed information is stored in non-volatile memory so it will not be lost if power is removed.

COMMAND AND CONTROL DEFAULTS

The Door-Gard Command and Control Series keypads are designed for easy installation in a minimum amount of time. The following defaults have been factory programmed.

Master Code (user 1)	1234
Main Relay will energize for	5 seconds
Auxiliary Outputs will energize for	5 seconds
Panic will energize	Output 4
Keypad Active Output	Off
Remote Triggering Input will energize	Main Relay
Keypress Feedback	On
Led on when powered up	RED
Led on when relay is activated	GREEN

If defaults must be changed or additional functions are desired, please refer to the *PROGRAMMING OPTIONS* chart after you are familiar with the *PROGRAMMING* section.

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PROGRAMMING

1. Enter programming mode Yellow LED¹
Press 99 # (master code) * Flashes slowly
 2. To change master code²
Press 1 # (new master code) * Flashes fast
Repeat (new master code) * Flashes slowly
- If main relay time must be changed, substitute option 2 from PROGRAMMING OPTIONS CHART for step above.*
3. To add/change second code
Press 2 # (new user code) * Flashes fast
Repeat (new user code) * Flashes slowly
 4. To add/change third code
Press 3 # (new user code) * Flashes fast
Repeat (new user code) * Flashes slowly
 5. Up to 120 codes may be added in this fashion
 6. Exit programming mode
Press * Out

NOTES:

- User location represents one location in memory where an individual code is stored. A user code is stored in it's own user location. There are 120 user locations available.
- ¹ Some Door•Gard products contain a sounder in place of the yellow LED. In these products the flashing is replaced by a beeping.
- ² The master code is always in user location 1.
- The master code allows access to the programming mode & activates the main relay.
- All codes must be followed by the * key.
- Codes may be from 1-6 digits in length, and digits may be repeated.
- If the master code is forgotten or does not seem to be working, momentarily push SW1 on the circuit board, (see wiring diagram for location) to enter programming mode and follow step two from above to program a new master code.
- If the yellow LED lights (or sounder sounds) solid while in programming mode an error has occurred. Press * to clear (yellow LED should flash or sounder sound) and start over from step 2 or 3 above.

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PROGRAMMING OPTIONS CHART

If the pre-programmed default values must be changed or additional functions are desired, the following options may be programmed.

1. Enter programming mode	Press	99 # (master code) *
2. Change master code/set main relay time ¹ (SEE BELOW) <i>Example: Master code of 4321/relay time of 10 seconds</i>	Press Press	(Relay Time) # 1 # (new code) * (repeat code) * 10 # 1 # 4321 * 4321 *
3. Add/change user code	Press	(user location) # (new code) * (repeat code) *
4. Add/change user code with a different output time on main relay ¹ (SEE BELOW)	Press	(Relay Time) # (user location) # (new code) * (repeat code) *
5. Delete user codes	Press	(user location) # * *
6. Set output 2 time ¹ (SEE BELOW)	Press	12 # (Relay Time) # 0 # * *
7. Set output 3 time ¹ (SEE BELOW)	Press	13 # (Relay Time) # 0 # * *
8. Set output 4 time ¹ (SEE BELOW)	Press	14 # (Relay Time) # 0 # * *
9. Set outputs for Remote Triggering Input	Press	17 # (outputs: .ie. 1, 2 or 2, 3 etc.) # 0 # * * Note: 0= no outputs
10. Set outputs for Panic ² (SEE BELOW)	Press	18 # (outputs: i.e. 1, 2 or 2, 3 etc.) # 0 # * * Note 0= no outputs
11. Turn keypress feedback/audible keypress on	Press	30 # 0 # 1 # * *
12. Turn keypress feedback/audible keypress off	Press	30 # 0 # 0 # * *
13. Turn yellow LED/sounder on with relay	Press	30 # 1 # 1 # * *
14. Turn yellow LED/sounder off with relay	Press	30 # 1 # 0 # * *
15. Turn auto entry on	Press	30 # 2 # 1 # * *
16. Turn auto entry off	Press	30 # 2 # 0 # * *
17. Turn keypad active output on ³ (SEE BELOW)	Press	43 # 0 # 99 # * *
18. Turn keypad active off	Press	43 # 0 # 00 # * *
19. Erase keypad memory/reset defaults	Press	46 # 00000 # 00000 # * *
20. Energize selected output(s) with a user code ⁴ <i>Example: User 2; code of 4321*; energize outputs 2 & 3</i>	Press Press	59 # (outputs: i.e. 1, 2 or 2, 3 etc.) # (user location) # (new code) * (repeat code) * 59 # 23 # 02# 4321 * 4321 *

NOTES:

¹Relay time must always be represented by 2 digits. Example: 5 seconds = 05.
Latching /toggle is accomplished by entering a time of 00

²If selected, panic will operate by pressing the * and # simultaneously.
Panic operates for 1 second and is defaulted to output 4.

³Keypad active is a negative voltage output (sink) available on terminal (or wire) marked WB (see wiring diagrams for location).

⁴This feature is not available with the master code.