

## Keypad features include:

- ✓ 40 x 4 digit codes (10 x 4 digit latching)
- ✓ Programmable lock time (01 to 99 sec.)
- ✓ Timed exit request
- ✓ Codes disable input
- ✓ Non-volatile data storage (>10 Years)
- ✓ 25 sec. Lockout on 3 wrong codes
- ✓ illuminated keypad (DC30 only)

## Programming Concepts

All programming changes are made by first entering the Programmers Code (This code is only used for accessing programming mode). SRS keypads are capable of storing up to 30 individual codes for timed operation plus 10 codes for latching the relay. Codes are stored in a location system (pigeon holes) from location 01 to location 40. The codes are always related to their location and therefore a code can be deleted by code or by deleting the appropriate location thus removing the code. Codes 31-40 are reserved for latch operation (toggle). Once in latch mode, any valid latch code will restore normal condition (relay off). It is good practice to fill in a code User Log to ensure that codes and there distribution is recorded (see below).

## Setting The Programmers code

Factory set code is 1234

- 1.1) With the power off press and hold down the \* key
- 1.2) Connect power and continuous tone sounds.
- 1.3) When the tone stops release the \* key and enter your new 4 digit Programmers Code.
- 1.4) A two second confirmation tone sounds after the 4th digit is entered.

## Entering Programming mode

- 2.1) Press \* and then enter the 4 digit Programmer Code.
- 2.2) When the correct Programmer Code is entered then the sounder and LED will pulse and the lock relay will change state.
- 2.3) To exit Programming Mode press the \* key.

## Setting the lock time

Factory set time is 05 seconds

- 3.1) Enter Programming Mode.
- 3.2) Enter 00 (this selects special location 00).
- 3.3) Enter the desired lock/relay operation time in a two digit format (01 to 99 seconds).
- 3.4) The keypad will return to the Programming Mode Base Level.
- 3.5) Press \* to exit Programming Mode.

## Setting user codes to locations

Factory set code in location 01 (only) is 6789

- 4.1) Enter Programming Mode.
- 4.2) Enter the location 01 to 41 (31-40 are the latching code locations). If a series of bleeps are heard at this point then the location has a code stored, you may proceed as this is only a warning tone.
- 4.3) Enter the desired 4 Digit User Code, If the code-lock returns immediately to the Programming Mode Base Level then the code is not permitted as it already exists elsewhere in another location. If the code is permitted then a 2 second confirmation tone will be heard.
- 4.4) Return to Step 2 to enter more User Codes or press \* to exit Programming Mode.

## Deleting codes from locations

- 5.1) Enter Programming Mode.
- 5.2) Enter the desired location (01 to 40), If a series of bleeps are heard at this point then the location already has a code stored, you may however proceed as this is only a warning tone.
- 5.3) Press the # key to delete the code from the location, a 2 second confirmation tone will be heard.
- 5.4) Return to step 2 to delete more codes or press \* to exit Programming Mode.

## Deleting a user code from an unknown location

- 6.1) Enter Programming Mode.
- 6.2) Press the # key, the red LED remains on.
- 6.3) Enter the 4 Digit User Code to search and delete, a 2 second confirmation tone will be heard.
- 6.4) Return to Step 2 to search and delete more lost codes or \* to exit Programming Mode.

## Deleting all memory held information

This function should only be used in extreme circumstances as all User Codes and the Programmers Code will be deleted.

- 7.1) Enter Programming Mode.
- 7.2) Press the # key once, the LED will remain on
- 7.3) Press the # key a further eight times to delete all information, the LED will turn off and a tone will be heard for to indicate that the Delete All process is taking place. The Programmers Code will no longer operate and you must enter a new one.

**Note:** You must enter all 9 #s to complete the delete all command

## Time Clock (TM CLK)

When the Time Clock input is closed all user and latching codes programmed in locations 10 -20 & 36-40 inclusive will not operate. Use SRS 5200 time clock to switch user codes on and off. Codes programmed into locations 01-09 & 31-35 are not affected.

## Egress (EGR)

The egress input (request for exit) should be connected to a N/O push to make switch (eg. SRS 88000 series). If this input is closed with a Time Clock or latching switch the lock/relay will operate until the input is opened again (+ the Lock Opening Time).

## Example User Log

Location Number	4 Digit Code	User or Group Description	Time Control
01	1234	Managers Code	N/A
10	6538	General Day Use Code	Yes
30	7612	Postmans Code	Yes
31	9456	First latch code	N/A
36	5632	Latch code 2	Yes

## LED and Sounder Definitions

### Confirmation Tone

2 second tone LED Off

### Illegal Code / Location Occupied

4 short Beeps LED Off

### Programming Mode / Base Level

Pulsing Beep LED On

### Code Entered but Time Clock closed

3 second tone LED Off

## Warning

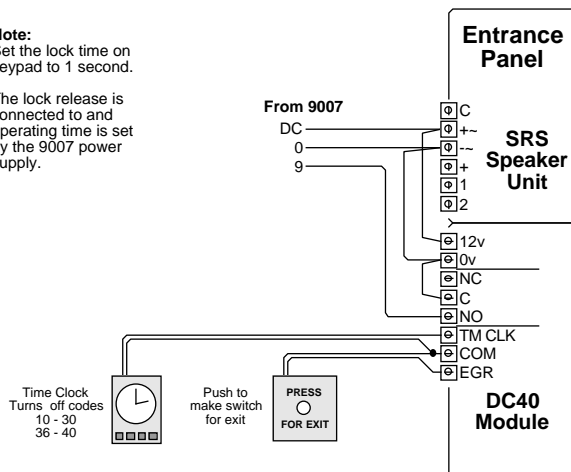
When using a DC40 with electric gates or barrier systems, an interface relay 9331 MUST be used. Failure to do this may cause irreparable damage to the DC40 when used with certain gate and barrier controls.

*Always connect the supplied suppression component (Tranzil) across the locking device terminals. Failure to do this may cause erratic operation or even equipment damage.*

## Connecting the keypad to SRS door entry system

**Note:** Set the lock time on keypad to 1 second.

The lock release is connected to and operating time is set by the 9007 power supply.



## Connecting the keypad for stand alone operation

**Note:** When using fail open lock releases or magnetic locks the power supply should be regulated 12v dc. Higher voltages may damage the electric locking device.

