Access One Technologies

Welcome

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.

Revision 2.3

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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 <u>all</u> potential hazards and pinch points have been eliminated.**
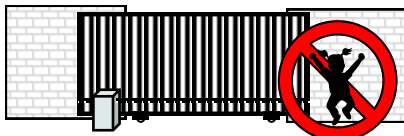
DO NOT allow children to play near, on or with the gate, gate operator, or any of its controls.
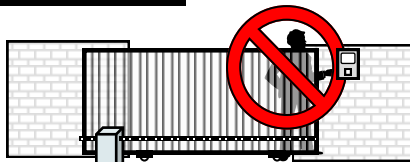
DO NOT mount operating devices accessible through the gate or in between gate and wall.

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.
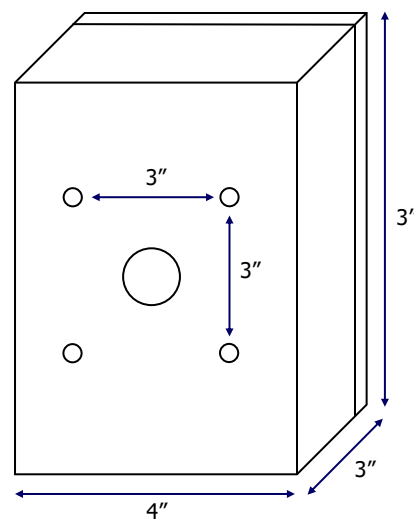
Grounding The System:

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 lighting 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.

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

3. Connect a 12-24VAC/VDC power source to the power terminals located on the right middle side of the circuit board.

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 Power Terminal.

2. Connect the activation device to the Relay 1 or Relay 2 inputs. There are NO, NC, and C inputs.

3. Connect bypass devices such as Postal Locks to the Exit 1 or Exit 2 inputs.

4. Connect Event devices such as loop detectors, wireless detectors to the Event input for controlled access.

12-24 AC/DC
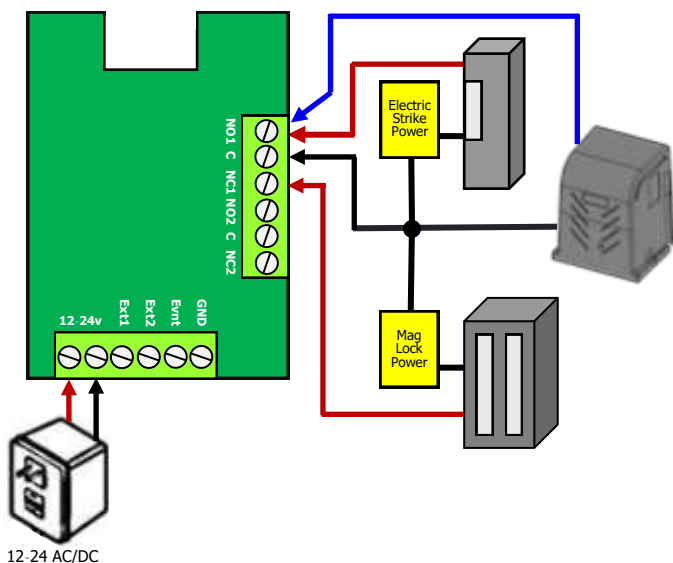
Gate Operator Wire Connection:

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.
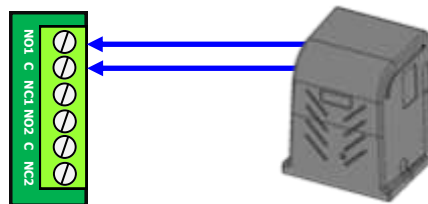
Electric Strike Wire Connections:

The system may be connected to an electric strike for pedestrian door or pedestrian 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.
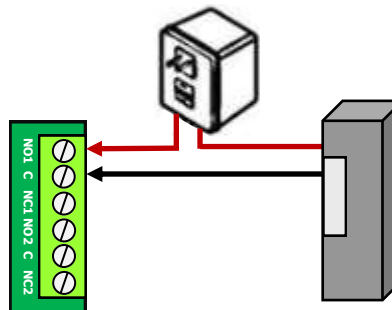
Magnetic Lock Wire Connections:

The system may be connected to an magnetic lock for pedestrian door or pedestrian 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.
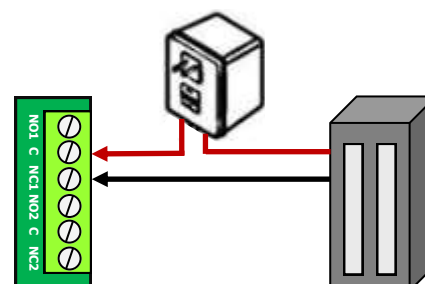
INSTALLATION
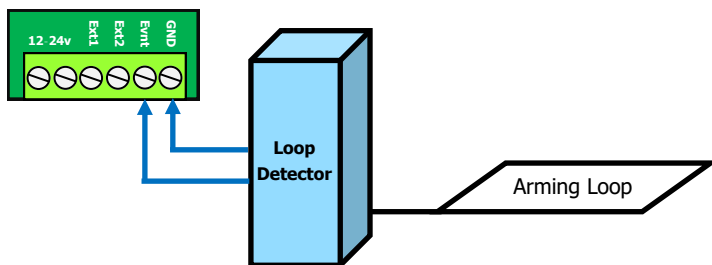
Event Input Wire Connections:

The Event Input allows an external device such as a loop detector to control select entry codes when the external device is active. An entry code set to use the Event Input must route through this input before activation.

Loop Detector 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 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

Auxiliary Open Wire Connections:

Auxiliary devices such as Free Exit Boxes, Fire Lock Boxes, or Key Lock Boxes may be connected to the system to operate Relay 1 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:

To activate Relay 1:

1. Connect GND to the open device.
2. Connect EXIT 1 to the open device.

To activate Relay 2:

1. Connect GND to the open device.
2. Connect EXIT 2 to the open device.
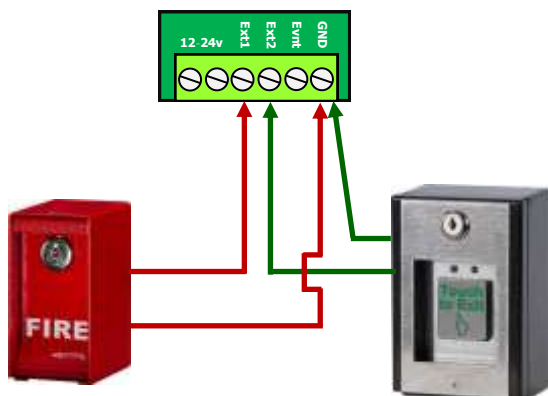
Caution:

- 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.

DO NOT allow pedestrian use of a vehicular gate. No one should cross the path of a moving gate!

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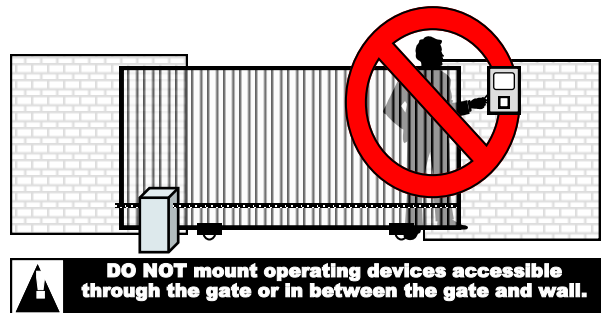
PROGRAMMING

System Status:

The current system status may be viewed at any time. The system status displays the current status of Relay 1, Relay 2, Do Not Disturb, and the clock time and date.

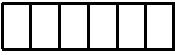To view the system status (Relay & DND):
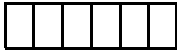
1. Press ✳ and hold for 3 seconds until unit beeps (STATUS)
2. Press ✳ to return to the Welcome screen (WELCOME)

To view the system clock (Time & Date):

1. Press and hold # (Displays Date & Time for 10 seconds)
2. Press # to return to Welcome screen (WELCOME)

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 until unit beeps.
2. Enter current PAC ☐☐☐☐☐☐ (PROGRAM)
3. Enter 8 # (USERPREF)
4. Enter 3 # (OLD CODE)
5. Enter old PAC ☐☐☐☐☐☐ (NEWCODE)
6. Enter new PAC ☐☐☐☐☐☐ (RE-ENTER)
7. Enter new PAC ☐☐☐☐☐☐ (CHANGED)
8. Press ✳✳ to exit.

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.

For quick reference, record the system's serial number and PAC:
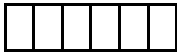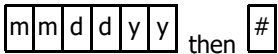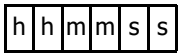
Serial Number ☐☐☐☐

Program Access Code ☐☐☐☐☐☐

PROGRAMMING

Time Clock Programming:

The DL1000 has a built-in 7-Day Plus time clock for time control of individual codes and relay open schedules. Codes and schedules can be controlled by time, day, and/or date. The clock is a 12-hour format. To set the date and time on the clock:

1. Press and hold ✳ for 3 seconds until unit beeps.
2. Press ☐☐☐☐☐☐ PAC (PROGRAM)
3. Press 3 # for time clock settings
4. Enter date m m d d y y then #
5. Enter day of week ☐ then # (1=SUN)
6. Enter time h h m m s s then # (12-hour format)
7. Enter AM/PM ☐ then # (1=AM, 2=PM)
8. CLOCK SET. Press ✳✳ to exit.

Add Simple Entry Code:

Simple entry codes may be entered to speed up programming. When a simple code is entered, it will use the default settings listed below. Codes may be 4-6 digits. To program a simple entry code:

1. Press ✳ and hold for 3 seconds until unit beeps. (STATUS)
2. Press ☐☐☐☐☐☐ PAC (PROGRAM)
3. Press 1 # (CODE)
4. Press ☐☐☐☐☐☐ 4-6 digits (NEW CODE) then # 0
5. Repeat step 4 for more codes.
6. Press ✳✳ to exit.

Note: To edit entry code features, use # for each setting to accept the default or make the change at each step.

Settings	Default	Settings	Default
Relay 1 Function	Momentary	Relay 2 Event Control	Off
Relay 1 Event Control	Off	Relay 2 Time Control	Off
Relay 1 Time Control	Off	Flash Code Uses	99 (Unlimited)
Relay 2 Function	None	Do Not Disturb	No

PROGRAMMING

Add Single Customized Code:

When adding a new entry code, press # for each setting to accept the system defaults. Codes may be 4-6 digits. To customize an individual entry code, program each step as needed. To program a customized code:

1. Press [✳] and hold for 3 seconds until unit beeps. (STATUS)

2. Press [| | | | |] PAC (PROGRAM)

3. Press [1][#] (CODE)

4. Press [| | | | |] for code 4-6 digits. (NEW CODE)

5. Press [#] (RELAY 1) or [1][#] to edit code

6. Press [#] or [|#] 1-6 for Relay 1 Function, #=Momentary

7. Press [#] or [|#] 1-2 for Relay 1 Event Control, #=Off

8. Press [#] or [|#] 1-2 for Relay 1 Time Control, #=Off. If off, skip to step 16

9. Press [#] or [m|m|d|d|y|y|#] start date, #=Current date

10. Press [#] or [m|m|d|d|y|y|#] end date, #=No end date

11. Press [#] or [| | | | | | |#] for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

12. Press [#] or [h|h|m|m|s|s|#] for start time. #=12:00:00 Time is 12 hour format.

13. Press [|#] for AM/PM setting. (1=AM, 2=PM)

14. Press [#] or [h|h|m|m|s|s|#] for end time. #=12:00:00 Time is 12 hour format.

15. Press [|#] for AM/PM setting. (1=AM, 2=PM)

16. Press [#] or [|#] 1-6 for Relay 2 Function, #=None

17. Press [#] or [|#] 1-2 for Relay 2 Event Control, #=Off

18. Press [#] or [|#] 1-2 for Relay 2 Time Control, #=Off. If Off skip to step 25.

19. Press [#] or [m|m|d|d|y|y|#] start date, #=Current date

20. Press [#] or [m|m|d|d|y|y|#] end date, #=No end date

21. Press [#] or [| | | | | | |#] for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

PROGRAMMING

Add Single Customized Code (Cont):

21. Press [#] or [h|h|m|m|s|s|#] for start time. #=12:00:00 Time is 12 hour format.

22. Press [|#] for AM/PM setting. (1=AM, 2=PM)

23. Press [#] or [h|h|m|m|s|s|#] for end time. #=12:00:00 Time is 12 hour format.

24. Press [|#] for AM/PM setting. (1=AM, 2=PM)

25. Press [#] or [|#] for Flash Code uses. 00-98 uses, 99=Unlimited, #=99 Unlimited

26. Press [#] or [|#] 1-2 for Do Not Disturb setting. #=Off. 1=Off, 2=On

27. Repeat step 4-27 for more codes.

28. Press [✳|✳] to exit.

Settings	Default	Settings	Default
Relay 1 Function	Momentary	Relay 2 Event Control	Off
Relay 1 Event Control	Off	Relay 2 Time Control	Off
Relay 1 Time Control	Off	Flash Code Uses	99 (Unlimited)
Relay 2 Function	None	Do Not Disturb	No

Enter	Relay Action	Display	Description
1	None	NONE	Does not open or close gate
2	Momentary	MOMENT	Opens gate, then closes gate
3	Latch	LATCH	Holds gate open until Unlatch code is used
4	Latch Timeout	LTIMEOUT	Holds gate open for xx:xx time
5	Unlatch	UNLATCH	Closes gate
6	Toggle	TOGGLE	Opens gate, then closes gate on next entry
7	Toggle Timeout	TTIMEOUT	Holds gate for xx:xx time, then close on next entry

Enter	Event Control	Display
1	Off	OFF
2	On	ON
#	Default = Off	OFF

| Enter	DND Access	Display
1	On	ON
2	Off	OFF
#	Default = Off	OFF

PROGRAMMING

Deleting Single Entry Codes:

To delete a single entry code:

1. Press ✳ and hold for 3 seconds until unit beeps. (STATUS)

2. Press ☐☐☐☐☐☐ PAC (PROGRAM)

3. Press 1 # (CODE)

4. Press ☐☐☐☐☐☐ (EXISTS)

5. Press 2 (LOC DEL)

6. Press # (CONFIRM)

7. Press # (CODE)

8. Repeat step 4-7 for more codes.

9. Press ✳✳ to exit.

Add Simple Block Codes:

A block of simple entry codes may be entered to speed up basic entry code programming. When a block of simple entry codes are entered, all codes in the block will use the default settings. Codes may be 4-6 digits. To customize a block of entry codes using different settings, refer to "Adding Block Customized Codes." To program a block of simple entry codes using default settings:
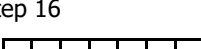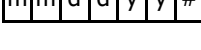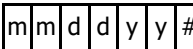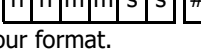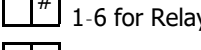
1. Press and hold ✳ for 3 seconds until unit beeps.

2. Enter PAC ☐☐☐☐☐☐ (PROGRAM)

3. Press 2 # (BLOCK)

4. Press 1 # (START)

5. Press ☐☐☐☐☐☐ starting code (4-6 digits)

6. Press ☐☐☐☐☐☐ ending code (4-6 digits)

7. Press 0 ✳ to accept all defaults

8. Repeat step 4-7 for more blocks.

9. Press ✳✳ to exit.

Settings	Default	Settings	Default
Relay 1 Function	Momentary	Relay 2 Event Control	Off
Relay 1 Event Control	Off	Relay 2 Time Control	Off
Relay 1 Time Control	Off	Flash Code Uses	99 (Unlimited)
Relay 2 Function	None	Do Not Disturb	No

PROGRAMMING

Add Customized Block Codes:

When adding a block of entry code, press # for each setting to accept the system defaults. Codes may be 4-6 digits. To customize an entry code settings, program each step as needed. To program a customized block of codes:

1. Press ✳ and hold for 3 seconds until unit beeps. (STATUS)

2. Press ☐☐☐☐☐☐ PAC (PROGRAM)

3. Press 2 # (CODE)

4. Press 1 # (START)

5. Press ☐☐☐☐☐☐ starting code (4-6 digits)

6. Press ☐☐☐☐☐☐ ending code (4-6 digits)

7. Press # (RELAY 1) or 1 # to edit code

8. Press # or ☐ # 1-6 for Relay 1 Function, #=Momentary

9. Press # or ☐ # 1-2 for Relay 1 Event Control, #=Off

10. Press # or ☐ # 1-2 for Relay 1 Time Control, #=Off. If off, skip to step 16

11. Press # or m m d d y y # for start date, #=Current date

12. Press # or m m d d y y # for end date, #=No end date

11. Press # or ☐☐☐☐☐☐ # for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

12. Press # or h h m m s s # for start time. #=12:00:00 Time is 12 hour format.

13. Press ☐ # for AM/PM setting. (1=AM, 2=PM)

14. Press # or h h m m s s # for end time. #=12:00:00 Time is 12 hour format.

15. Press ☐ # for AM/PM setting. (1=AM, 2=PM)

16. Press # or ☐ # 1-6 for Relay 2 Function, #=None

17. Press # or ☐ # 1-2 for Relay 2 Event Control, #=Off

18. Press # or ☐ # 1-2 for Relay 2 Time Control, #=Off. If Off skip to step 25.

19. Press # or m m d d y y # for start date, #=Current date

PROGRAMMING

Add Customized Block Codes (Cont):

20. Press [#] or [m][m][d][d][y][y][#] for end date, #=No end date

21. Press [#] or [| | | | | |][#] for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

22. Press [#] or [h][h][m][m][s][s][#] for start time. #=12:00:00 Time is 12 hour format.

23. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

24. Press [#] or [h][h][m][m][s][s][#] for end time. #=12:00:00 Time is 12 hour format.

25. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

26. Press [#] or [ ][ ][#] for Flash Code uses. 00-98 uses, 99=Unlimited, #=99 Unlimited

27. Press [#] or [ ][#] 1-2 for Do Not Disturb setting. #=Off. 1=Off, 2=On

28. Repeat step 4-28 for more codes.

29. Press [✳][✳] to exit.

Delete Block Codes:

Entry codes may be deleted individually or as a block. To delete a block of entry codes:

1. Press [✳] and hold for 3 seconds until unit beeps.

2. Press [| | | | | |] PAC (PROGRAM)

3. Press [2][#] (BLOCK)

4. Press [3][#] (START)

5. Press [| | | | | |] starting code (4-6 digits)

6. Press [| | | | | |] ending code (4-6 digits)

7. Press [#] to confirm

8. Repeat step 4-7 for more blocks.

9. Press [✳][✳] to exit.

Auxiliary Input Programming:

This programming will set the Relay Functions, Event Control, and Do Not Disturb (DND) control of the Auxiliary Inputs. All external devices (fire boxes, key boxes, pushbuttons) connected to the Auxiliary Inputs will activate the relays and be controlled to the setting programmed below:

1. Press [✳] and hold for 3 seconds until unit beeps.

2. Press [| | | | | |] PAC (PROGRAM)

3. Press [7][#] (RLY OPTS)

4. Press [1][#] (EXIT1)

5. Press [#] or [ ][#] 1-6 for Relay 1 Function, #=Momentary

6. Press [#] or [ ][#] 1-2 for Relay 1 Event Control, #=Off

7. Press [#] or [ ][#] 1-6 for Relay 2 Function, #=Momentary

8. Press [#] or [ ][#] 1-2 for Relay 2 Event Control, #=Off

9. Press [#] or [ ][#] 1-2 for DND, #=Off.

10. Press [✳][✳] to exit.

Entry Code Length Programming:

CAUTION: This program step will clear the entry code memory! To eliminate problems, determine the entry code length prior to programming. Entry codes can be 4 to 6 digits in length. The factory default is 4-digits. To change the entry code length:

1. Press [✳] and hold for 3 seconds until unit beeps.

2. Press [| | | | | |] PAC (PROGRAM)

3. Press [8][#] (USERPREF)

4. Press [6][#] (CODE LEN)

5. Press [ ][#] 4-6=Entry code length. 4=default

6. Press [#] to confirm (erases all entry codes)

7. Press [✳][✳] to exit.

PROGRAMMING

Relay Activation Time Programming:

The Relay Activation Time sets the amount of time each relay will be activated when an entry code is entered. The Relay Timeout Time sets the amount of time each relay will remain active when a Latch Timeout code or Toggle Timeout code is used. See the chart below for default times. To change the relay time settings:

1. Press ✱ and hold for 3 seconds until unit beeps.

2. Press ⬚⬚⬚⬚⬚⬚ PAC (PROGRAM)

3. Press 7 # (RLY OPTS)

4. Press 3 # (R TIMES)

5. Press # or ⬚⬚ for time, then # for seconds/minutes (1=seconds, 2=minutes. #=1 second) Relay 1 Activation

6. Press # or ⬚⬚ for time, then # for seconds/minutes (1=seconds, 2=minutes. #=1 second) Relay 1 Timeout Time

7. Press # or ⬚⬚ for time, then # for seconds/minutes (1=seconds, 2=minutes. #=1 second) Relay 2 Activation

8. Press # or ⬚⬚ for time, then # for seconds/minutes (1=seconds, 2=minutes. #=1 second) Relay 2 Timeout Time

9. Press ✱✱ to exit.

| Relay Setting	Default
Relay 1 Activation Time	1 Second
Relay 1 Timeout Time	2 Minutes
Relay 2 Activation Time	1 Minute
Relay 2 Timeout Time	2 Minutes

System Reset:

CAUTION: This step will clear the system memory including all entry codes and relay functions. To clear the entire system and reset the unit:

1. Press ✱ and hold for 3 seconds until unit beeps.

2. Press ⬚⬚⬚⬚⬚⬚ PAC (PROGRAM)

3. Press 8 # (USERPREF)

4. Press 9 # (RESET)

5. Press # to confirm. (All codes will be cleared)

6. Press ✱✱ to exit, Turn power off/on to reset.

PROGRAMMING
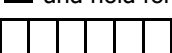
Strikes Lockout Programming:

Strikes Lockout helps prevent unauthorized users from using multiple codes to access the system. The system has a 3-minute lockout feature that is activated when "x" number of invalid entry codes are entered. The strike count is cleared each time a valid entry code is entered. Once the system enters the lockout mode, it may only be reset by waiting the 3-minutes or resetting power. The default setting is "3" strikes. A setting of "0" will turn the feature off. To change the lockout count:

1. Press ✱ and hold for 3 seconds until unit beeps.

2. Press ⬚⬚⬚⬚⬚⬚ PAC (PROGRAM)

3. Press 8 # (RLY OPTS)

4. Press 4 # (LOCKOUT)

5. Press # 1-9=Number of strikes, 0=Off (unlimited)

6. Press ✱✱ to exit.

Sleep Mode Programming:
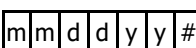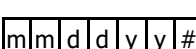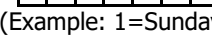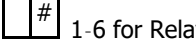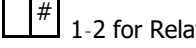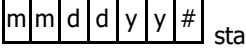
Sleep mode is used to turn the keypad and LCD off 30 seconds after use to save power. Once in sleep mode, any key pressed will turn the keypad and LCD light back on. To change the sleep mode settings:

1. Press ✱ and hold for 3 seconds until unit beeps.

2. Press ⬚⬚⬚⬚⬚⬚ PAC (PROGRAM)

3. Press 8 # (RLY OPTS)

4. Press 1 # (LOCKOUT)

5. Press # 1=On, 2=Off, #=Off (Default)

6. Press ✱✱ to exit.

PROGRAMMING
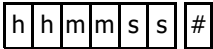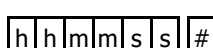
Relay Time Schedule Programming:

Relay Time Schedules may be used to control the gate or door without the use of an entry code during certain times of the day. These schedules can be used to open the gate/door, hold the gate/door open for a programmed time or date, and/or release the gate/door at a programmed time or date. The LATCH relay action should be used. To program a Relay Time Schedule:

1. Press [✴] and hold for 3 seconds until unit beeps. (STATUS)

2. Press [ ][ ][ ][ ][ ][ ] PAC (PROGRAM)

3. Press [7][#] (RLY OPTS)

4. Press [4][#] (R SCHED)

5. Press [ ][ ] 01-99 Schedule numbers

6. Press [#] for new schedule or [#][1] to edit a schedule

7. Press [#] or [ ][#] 1-6 for Relay 1 Function, #=Momentary

8. Press [#] or [ ][#] 1-2 for Relay 1 Event Control, 1 or #=Off

9. Press [#] or [m][m][d][d][y][y][#] start date, #=Current date

10. Press [#] or [m][m][d][d][y][y][#] end date, #=No end date

11. Press [#] or [ ][ ][ ][ ][ ][ ][#] for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

12. Press [#] or [h][h][m][m][s][s][#] for start time. #=12:00:00 Time is 12 hour format.

13. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

14. Press [#] or [h][h][m][m][s][s][#] for end time. #=12:00:00 Time is 12 hour format.

15. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

16. Press [#] or [ ][#] 1-6 for Relay 2 Function, #=None

17. Press [#] or [ ][#] 1-2 for Relay 2 Event Control, #=Off

18. Press [#] or [m][m][d][d][y][y][#] start date, #=Current date

20. Press [#] or [m][m][d][d][y][y][#] end date, #=No end date

21. Press [#] or [ ][ ][ ][ ][ ][ ][#] for active days of week. #=All days. (Example: 1=Sunday, 246=MWF)

PROGRAMMING

Relay Time Schedule Programming (Cont):

21. Press [#] or [h][h][m][m][s][s][#] for start time. #=12:00:00 Time is 12 hour format.

22. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

23. Press [#] or [h][h][m][m][s][s][#] for end time. #=12:00:00 Time is 12 hour format.

24. Press [ ][#] for AM/PM setting. (1=AM, 2=PM)

25. Press [✴][✴] to exit.

Enter	Relay Action	Display
1	None	NONE
2	Momentary	MOMENT
3	Latch	LATCH
4	Latch Timeout	LTIMEOUT
5	Unlatch	UNLATCH
6	Toggle	TOGGLE
7	Toggle Timeout	TTIMEOUT

Enter	Event Control	Display
1	On	ON
2	Off	OFF
#	Default = Off	OFF

Delete Relay Time Schedules:

To delete a Relay Time Schedule:

1. Press [✴] and hold for 3 seconds until unit beeps. (STATUS)

2. Press [ ][ ][ ][ ][ ][ ] PAC (PROGRAM)

3. Press [7][#] (RLY OPTS)

4. Press [4][#] (R SCHED)

5. Press [ ][ ] 01-99 Schedule number

6. Press [2][#] (LOC DEL)

7. Press [#] (CONFIRM)

8. Press [✴][✴] to exit.

OPERATING INSTRUCTIONS

Using Entry Codes:

To use a programmed entry code:

1. Press ⬚⬚⬚⬚⬚⬚ for the code. Codes can be 4-6 digits. If the system is set to 4-digit codes, then the code is detected upon the 4th digit input.

2. Pressing [#] or [*] before or after each entry code is not required. If a # or * is entered, it is ignored. This makes the keypad codes compatible with other brands if necessary.

Entry Codes With Time Schedules:

Entry codes and Relay Time Schedules can be used together for better control of the system. When Latch or Unlatch entry codes and times schedules are used, the last action is used. For example:

1. If a hold open time schedule is active (LATCH) and a Unlatch Entry code is used, the system will unlatch.
2. If a Latch code is active and an Unlatch schedule becomes active, the system will unlatch.
3. If an Unlatch code is active and a Latch schedule becomes active, the system will latch.
4. Momentary and Toggle codes are ignored during an active Relay Time Schedule.

Entry Codes With Sleep Mode:

Sleep Mode turns the LCD and keypad off after 30 seconds. When a code is used while the system is in sleep mode, the first key input will turn the keypad and LCD light back on.

System Status & Clock:

The current system status may be viewed at any time. The system status displays the current status of Relay 1, Relay 2, Do Not Disturb, and the clock time and date.

To view the system status (Relay & DND):

1. Press [*] and hold for 3 seconds until unit beeps. (STATUS)

2. Press [*] to return to the Welcome screen (WELCOME)

To view the system clock (Time & Date):

1. Press [#] and hold until unit beeps. (Displays Date & Time)

2. Press [#] to return to Welcome screen (WELCOME)

OPERATING INSTRUCTIONS

Do Not Disturb (DND) Feature:

The Do Not Disturb (DND) mode puts the system into a sleep mode and does not allow entry code or relay activation while DND is On (active). Entry codes that have been programmed with DND Access = ON will be able to activate the relays when the DND mode is On (active). The DND can be toggled ACTIVE/INACTIVE from the program mode. To control the DND mode:

1. Press [*] and hold for 3 seconds until unit beeps. (STATUS)

2. Press ⬚⬚⬚⬚⬚⬚ PAC (PROGRAM)

3. Press [4][#] (DO NOT DISTURB)

4. Press [4][#] (R SCHED)

5. Press [#] 1=Active/on, 2=Inactive/off

8. Press [*][*] to exit.

Glossary:

Entry code: a code used by an individual to activate or control the system. When a valid code is entered, the system will activate as programmed.

Flash code: a code that can be used xx amount of times. Once the number of times has been used, the code becomes inactive. Example: a contractor may be given a code that will open the gate 10 times. On the 11th try, the code will not open the gate.

PAC: Program Access Code

Program Access Code: code used to gain access to the programming mode.

Strikes Lockout: helps prevent unauthorized users from using multiple codes to access the system. The system has a 3-minute lockout feature that is activated when "x" number of invalid entry codes are entered.

User Safety Guidelines:

1. Read and follow all installation manuals and warning instructions.
2. Do not use a vehicular gate for pedestrian access. Vehicular gates are for vehicles only. Pedestrians must use a separate entrance.
3. Never allow children to operate or play with gate controls. Never allow children to play in the area of a gate system.
4. Never reach through a gate to use a device.
5. Only use the system when you have a clear line-of-sight with the gate and its travel.
6. If the unit is not installed correctly or in a safe manner, turn the unit off immediately and do not use.
7. **DO NOT install or use this device unless <u>all</u> potential hazards and pinch points have been eliminated.**

TROUBLESHOOTING

SYMPTOM:	POSSIBLE SOLUTION:
System does not appear to have power	1. Check to make sure the power supply/transformer is plugged in. 2. Check the connections to the power supply for clean tight connections. 3. Check the connections to the system PCB for clean tight connections. 4. Test the power level using a VOM meter at the power supply. 5. Test the power level using a VOM meter at the system PCB. 6. Make sure the keypad and LCD are plugged in correctly.
Can not get into program mode	1. Wrong Program Access Code was entered. Start over with proper code. 2. Enter System Status Mode before entering the Program Access Code. 3. Waiting too long when entering data. Enter information more quickly.
System power is on but system does not respond to key inputs	1. Strikes Lockout feature may be active. Wait 3 minutes and retry. 2. Make sure the keypad is plugged in correctly.
Entry Codes will not activate relay	1. Enter the entry code slower. A beep should sound and "*" should show on the LCD each time a number is entered. 2. Make sure the entry code is programmed into the system. 3. Make sure the entry code is programmed for the desired relay. 4. Check the entry code relay function. 5. Make sure the entry code is not time zone restricted. 6. Make sure the unit is not in sleep mode and the first digit is being used to wake the system. 7. Make sure the unit is not in DND mode and the code is not restricted under DND. 8. Check the wire connections to the relay.
Relay latches for long periods of time	1. Relay hold may be active. Enter the System Status and check the relay status. 2. Strikes Lockout may be active. Reprogram the lockout time. 3. Check all auxiliary open devices for a latched position. Release the device. 4. Relay time schedule may be active.

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:_____
```

For the warranty to be valid, a completed and signed copy must be mailed or emailed to Access One Technologies.

www.AccessOneTechnologies.com