1 Carefully unpack box.

2 Make sure you have everything shown here.

3 Prepare existing or install new single-gang junction box to which keypad unit will be mounted after wiring and testing. (Junction box is not included.)

What's what?
Important components labeled

Wire Harness Guide
- Orange  N/O (Relay A, Main)
- Brown   COM (Relay A, Main)
- Blue    N/C (Relay A, Main)
- Purple  N/O (Relay A, Aux)
- Gray    COM (Relay A, Aux)
- Purple  N/O (Relay A, Aux)
- Gray    COM (Relay A, Aux)
- Yellow  N/C (Relay A, Aux)
- Red     Power (+)
- Black   Power (-)

NOTE: The Relay A, Aux wires are included for alarm shunt wiring.

WARNING!
AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!
ALWAYS CHECK that the GATE PATH IS CLEAR BEFORE OPERATING!

CAUTION!
Double check your wires! You must wire from positive on keypad unit to positive on your power source and negative on keypad unit to negative on your power source.
Reverse polarity can damage keypad unit!

WARNING!
Avoid direct contact with system components while the circuit is powered.

Keypad Unit
Back of unit shown

Reset Button
For performing reset procedures

Wire Harness
For wiring to gate operator or door opener, accessories, and power
POWER MUST BE 7–14 VDC!

Continued on next page...
4a Make the connections
Wiring for Gate Operator or Door Opener

Gate Operator / Door Opener

Consult gate operator or door opener manual for exact connections. Terminals vary widely across manufacturers and models.

4b Make the connections
Wiring for Electric Door Strike

Advantage DKLP

Electric Strike

This wire is not part of the unit's wire harness and must be supplied.

4c Make the connections
Wiring for Mag Lock

Advantage DKLP

Mag Lock (S-1200MAG is shown)

This wire is not part of the unit's wire harness and must be supplied.
Additional Programming

5 Add Access Code(s).
(To add multiple codes, enter each of them before pressing pound key)

1 2 5 1 ➔ 1 ➔ ? ? ? ? ➔ #

Master Code
(can be changed)
Sub Mode
Access Code(s)
(4 digits; numbers only)

NOTE: The Master Code is for programming only and will not trigger the relay. The green arrow indicates a “good” tone on the keypad. An incorrect entry will sound a “bad” tone.

3 of 4

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

7 Secure keypad unit to junction box using included screws.
(Gasket is optional if mounted indoors.)

A1

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

1 2 5 1 ➔ 2 ➔ ? ? ? ? ➔ #

Master Code
(can be changed)
Sub Mode
Code(s) to Be Deleted
(4 digits; numbers only)

Change Master Code

1 2 5 1 ➔ 3 ➔ ? ? ? ? ➔

Current Master Code
(1251 is default)
Sub Mode
New Master Code
(4 digits; numbers only)

Set Latch Code

1 2 5 1 ➔ 5 ➔ ? ? ? ? ➔

Master Code
(can be changed)
Sub Mode
Latch Code
(4 digits; numbers only)

Things to Know

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.

Master Reset Procedure
If for some reason the Master Code and/or Latch Code is forgotten, a reset procedure is available to remedy the situation.

This procedure can be found on Page 4 of this guide.

NOTE: Green arrow indicates “good” tone on keypad. Always wait for good tone before moving on.

INSTALLATION COMPLETE!
Your system is ready to use.

Programming Sub Modes

1 Add Access Code(s)
2 Delete Code(s)
3 Change Master Code
4 Set Relay Output Time
5 Set Latch Code
0 Delete All Codes
**A2 Additional Programming (continued)**

### Set Relay Output Time

<table>
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<tr>
<th>1</th>
<th>2</th>
<th>5</th>
<th>1</th>
<th>→</th>
<th>4</th>
<th>→</th>
<th>?</th>
</tr>
</thead>
</table>

- **Master Code** (can be changed)
- **Sub Mode**
- **Seconds** (0–9)

### Delete All Codes (Cannot Be Undone)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>5</th>
<th>1</th>
<th>→</th>
<th>0</th>
<th>→</th>
<th>1</th>
<th>2</th>
<th>5</th>
<th>1</th>
</tr>
</thead>
</table>

- **Master Code** (can be changed)
- **Sub Mode**
- **Master Code Again**

Keypad will sound “good” tone when complete.

NOTE: Green arrow indicates “good” tone on keypad. Always wait for good tone before moving on.

---

**B Master Reset Procedure**

This procedure is used if the Master Code is unknown, or if the Latch Code is unknown and the unit is in Latch Mode. All other codes will be retained after completing this procedure.

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

**Step 1 - Remove keypad unit from junction box by unscrewing mounting screws.**

**Step 2 - Disconnect power.**
Gently unhook Wire Harness connector from circuit board. Note orientation of connector.

**Step 3 - Press and hold Reset Button, reconnect power, then release Reset Button.**
Gently reattach Wire Harness connector to circuit board. Unit will sound one (1) tone. Release Reset Button after you hear tone.

**Step 4 - Reinstall keypad unit in junction box.**
The Master Code is now reset to default (1251).