1. Carefully unpack box.

2. In addition to setup documents, make sure you have everything shown here.

3. Unlock and remove front panel of keypad unit, then using carriage bolts and hex nuts, attach unit to pedestal as shown.

4. For ease of wiring, insert front panel into enclosure as shown.

What’s what?
All important internal components labeled for you

- **Wire Harness**
  - For wiring to gate operator or door opener as well as power

- **Reset Button**
  - For performing reset procedures

- **Event Input Terminals**
  - For wiring to an exit device

**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!
5a Make the connections.
Wiring for Gate Operator or Door Opener

Gate Operator / Door Opener

Connect gray and purple wires only if using second relay.

5b Make the Connections.
Wiring for Door Strike and Exit Device

5c Make the Connections.
Wiring for Mag Lock and Exit Device

Connect to Event Input Terminals on keypad unit.

Ground wire is optional unless required by local code(s). If using, please connect to earth ground or equivalent.
**A1 Additional Programming**

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

1 2 5 1 → 2 → ? ? ? ? → #

**Change Master Code**

1 2 5 1 → 3 → ? ? ? ? → #

**Set Latch Code**

1 2 5 1 → 5 → ? ? ? ? → #

*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.*

**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.

**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.

These procedures can be found in the Resources section of our website at: securitybrandsinc.com/resources

*NOTE: Green arrow indicates "good" tone on keypad.*

**Programming Sub Modes**

1. Add Access Code(s) to Relay A
2. Delete Code(s)
3. Change Master Code
4. Set Latch Code (Relay A ONLY)
5. Set Latch Code (Relay A ONLY)
6. Set Relay Output Time
7. Add Access Code(s) to Relay B
8. Configure Event Input
9. Delete All Codes
**A2 Additional Programming (continued)**

**Change Relay Output Time**

1 2 5 1 → 6 → 1 → ? ? ? #

- **Master Code** (can be changed)
- **Sub Mode** (1 for A, 2 for B)
- **Seconds** (000-999)

**Add Access Code(s) to Relay B**

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

1 2 5 1 → 7 → ? ? ? # → #

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

**Delete All Codes (Cannot Be Undone)**

1 2 5 1 → 0 → 1 2 5 1

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

Keypad will sound “good” tone when complete.

**Configure Event Input**

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

**Modes**

- **Mode 1 - Remote Inactive Mode**
  - Disables all Relay A codes when input is received from external device
- **Mode 2 - Arming Circuit Mode**
  - Turns on keypad unit when input is received from external device
- **Mode 3 - Remote Open Mode**
  - Triggers either Relay A or Relay B when input is received from external device
- **Mode 0 - Event Input Disabled**

**Set Mode 1, Mode 2, or Disable**

1 2 5 1 → 9 → ? → #

- **Master Code** (can be changed)
- **Sub Mode**
- **Current Mode** (Unit beeps the mode number or makes no sound when disabled)
- **Mode** (0-2)

**Set Mode 3**

1 2 5 1 → 9 → 3 → 1 → #

- **Master Code** (can be changed)
- **Sub Mode**
- **Current Mode** (Unit beeps the mode number or makes no sound when disabled)
- **Mode**
- **Relay** (1 for A, 2 for B)

**NOTE**: Green arrow indicates “good” tone on keypad.

**NEED HELP**

Call us at (800) 541-5677 or visit securitybrandsinc.com/contact

We are available Mon–Fri / 8am–4:30pm Mountain