

The StrikeMaster ES is a robust and reliable Access Control keypad for installations requiring elevated security levels. Constructed to survive in exposed, outdoor or unsupervised environments these keypads combine the field proven durability of the StrikeMaster keypad with a remotely secured electronic control module.

The control module along with a dedicated high spec power supply is contained within an alarmed, secure steel enclosure. This Secure Controller Unit (SCU) is located within the secured environment, protected from attempts to breach or disable building security systems.

The Secure Controller Unit (SCU) supports up to two keypads and can control two doors

This manual covers the entire product range, and is available from www.storm-interface.com/downloads. Each individual product includes a printed datasheet with just the essential information for installation..

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Whilst every effort is made to ensure details are correct at time of print, specifications are subject to change without notice.

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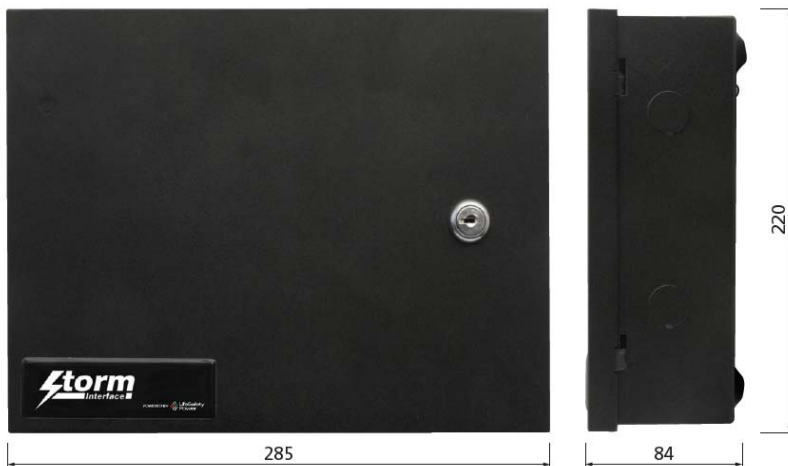
Product Range

DXPS1K10	Strikemaster ES Controller Kit with Anti-Vandal Keypad (incl Door A connector)
DXPS1W10	Strikemaster ES Controller Kit with Illuminated Keypad (incl Door A connector)
DXPS1K30	Strikemaster ES Controller Kit with Anti-Vandal UL294 Keypad (incl Door A connector)
DXPS1W30	Strikemaster ES Controller Kit with Illuminated UL294 Keypad (incl Door A connector)
DX1KT20	Strikemaster ES Anti-Vandal Keypad (incl Door B connector)
DX2KW20	Strikemaster ES Illuminated Keypad (incl Door B connector)
DXPS0010	Spare Controller
DXPS0030	Spare Controller UL294
RC12020	Back Box for Keypad
1KFS020	Privacy Shield for Keypad

The Strikemaster ES Controller and Keypads are common items; please note that Controller part numbers are structured as follows :-

Part number ends in 30

Product is supplied in a UL294 PSU Enclosure (rated 120-230V)



All dimensions in mm

Part Number ends in 10

Product is supplied in an EU PSU Enclosure (rated 90- 264V)



What's in the Box ?

Installation Sheet

Controller (both types pictured)

Secure Controller in UL294 PSU

or

Secure Controller in EU PSU

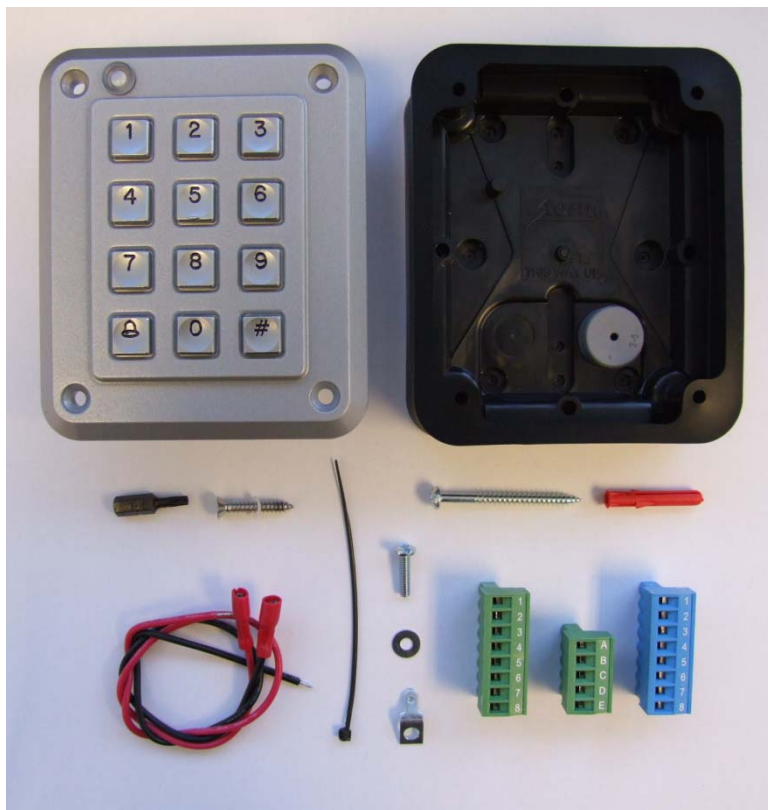


Keypad
Anti-Vandal
shown in pic.

Keypad
Screws/bit

Leads for Battery

Ferrite



Surface Box
and seal

Wall Screws/
Plugs

Plugin
Controller
Connectors

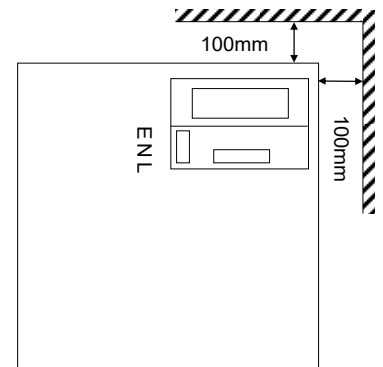


Installation for DXPS1K10 / DXPS1W10

This unit is only suitable for installation as permanently connected equipment. The PSU is *NOT SUITABLE* for external installation.

EQUIPMENT MUST BE EARTHED.

Before installation, ensure that all power is removed from any cabling. This equipment **MUST** be installed according to all relevant safety regulations. As this is permanently connected a readily accessible disconnect device must be located near the equipment.



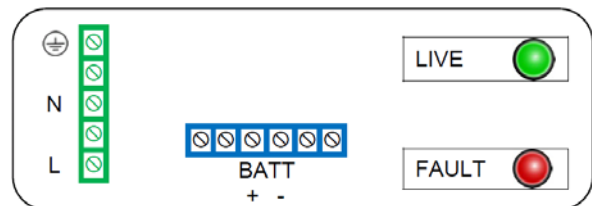
Fix the PSU Box

Use the drill template. Mount securely allowing minimum clearance of 100mm above and side from wall. Route mains and low voltage output cables via different cable entry holes. Use bushes and cable glands rated to UL94 HB minimum.

Connect the Mains Cable

Use 3-core mains cable, with a minimum capacity of 3A at 240VAC. Fasten using cable ties. Connect to the power supply terminal block and clip the mains cable into the adjacent support clip.

Ensure the mains cable is physically secured



Keypad/Lock Wiring

The wiring diagram on the next page shows how each component must be connected. Note that only keypad A can be used for programming. Ensure that you fit a spike suppressor across the door lock connections. Ensure that any pairs of wires are twisted together.

Mains Power Up

Apply mains power.
Check green Mains LED is on
Disconnect mains power

Standby Battery

If necessary, connect a 12V lead-acid rechargeable battery using the battery leads supplied. Ensure the battery polarity is correct (red is +ve, black is -ve). Please note: if the battery is partially charged, the controller might now be powered. Green LED will be on. Apply mains power and check there is no fault indication (red LED). After a few minutes, disconnect mains power and ensure that the controller remains powered from the battery.

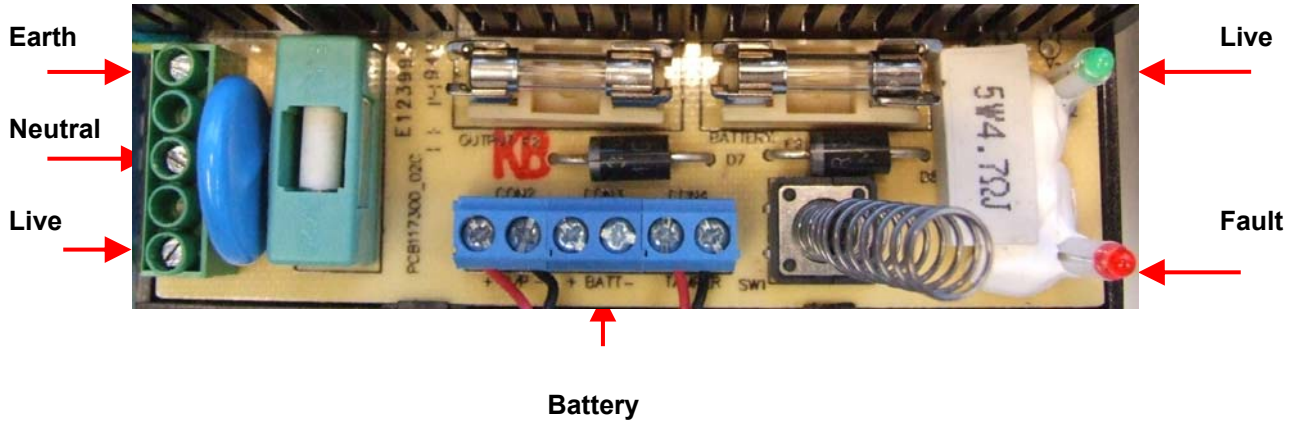
Controller Setup

Once you have fitted the keypad / door lock / exit switch you can configure the controller. Press the program switch on the controller board (LED will flash), and set a new Engineer Code. Write down the new code inside the door of the PSU box. Program entry codes and lock operation via the Door A connector (either locally or from Door A keypad outside)



PSU Connections and Fuses

F1: Mains Input F2 :PSU Output Fuse F3 :Battery Fuse



Fuses

Mains Input F1 :T2AH 5mm x 20mm Time Delay Fuse. Recommend Cooper Bussmann S505-2-R

Output F2 : F3.15A Quickblow, 5mm x 20mm. Recommend Cooper Bussmann S500-3.15A

Battery F3 : F1A Quickblow, 5mm x 20mm. Recommend Cooper Bussmann S500-1A



PSU

The PSU Model # **G13803N** features a regulated 13.8Vdc output supplying continuous full rated current to load and up to an additional 0.5A for charging a standby battery. The universal mains input voltage enables the power supply to be used across a wide geographical area. The highly efficient switch mode design ensures low operating costs, generates less heat and with a small physical size increases the room available for additional PCBs or cables. The modular construction simplifies maintenance.

- Continuous full rated current to load
- Additional 0.5A to charge standby battery
- Universal mains input voltage 90-264Vac
- High efficiency electronics for reduced running costs and lower operating temperatures
- Installer safe design with all high voltage electronics fully shrouded
- Modular construction for ease of maintenance and installation
- Full electronic short circuit and overload protection on load output under mains operation
- Mains transient protection circuit
- Lid opening tamper detection RATING 0.05A, 24vdc
- Green Mains present LED
- Red Fault LED

Input Specification

Voltage (rated)	100-240Vac
Voltage (operating)	90-264Vac
Frequency	50-60Hz
Max current	1.2A
Mains Input Fuse	T2.0A
Max standby Power	0.5W (No load and No battery connected)

Output Specification

Voltage	13.4 – 14.2vdc (13.8vdc nominal) on mains power 10.0 – 12.3vdc on battery standby
Max load current	3A
Ripple	150 mV pk-pk max
Load output Fuse	F3.15A
Overload	Electronic shutdown until overload or short circuit removed (under mains power only)

In order to meet the requirements of immunity std EN 50130-4 Clause 8 Voltage Dips & Interruptions , the back-up battery must be fitted, or the system must be powered via an uninterruptible power supply (UPS)

Recommended Battery 12v Valve Regulated Lead Acid

Battery Type & Capacity 1 x NP7-12 (8Ah)

Battery Charging Fuse F1.0A 20mm glass protection

**Caution : Risk of explosion if battery is replaced by an incorrect type.
Dispose of used batteries according to user instructions**



Installation for DXPS1K30 / DXPS1W30

This unit is only suitable for installation as permanently connected equipment and the controller is *NOT SUITABLE* for external installation. *EQUIPMENT MUST BE EARTHED*. Before installation, ensure that all power is removed from any cabling. This equipment **MUST** be installed according to all relevant safety regulations. As this is permanently connected a readily accessible disconnect device must be located near the equipment.

Fix the Controller

Install the controller to the wall following Section 1 in the FPO Manual included with the product. Select Input Voltage – default is 120V, cut and remove Jumper JP1 for 230V

Connect the Mains Cable to J9

J9 accepts the provided three-wire connector harness for connection to AC. Connections are by wire nut as follows:



CAUTION

Always connect earth ground **first** and disconnect **last**

120VAC

Green – Earth Ground
Black – Hot
White – Neutral

230VAC

Green – Earth Ground
Black – Phase 1
White – Phase 2

Keypad/Lock Wiring

Make Connections for keypad, lock and alarms into the connector blocks, then plug them into the Secure Controller Typical setup as shown below. The black connectors are for a second keypad / second door.

GREEN DOOR A KEYPAD CONNECTOR WITH EXIT SWITCH AND DOOR SENSOR

1	→KEYPAD	+12V TO KEYPAD
2	→KEYPAD	KEYPAD LED/BUZZER
3	→KEYPAD	KEYPAD D1
4	→KEYPAD	KEYPAD D0
5	→KEYPAD	GROUND
6	→SENSOR	DOOR SENSOR
7	→EXIT	EXIT SWITCH
8	→EXIT & →SENSOR	GROUND

GREEN DOOR A LOCK CONNECTOR WITH MAG LOCK (LINK FROM A TO C)

A		+12V
B	→ LOCK	RELAY NC
C		RELAY COM
D		RELAY NO
E	→ LOCK	GROUND

BLUE ALARMS CONNECTOR WITH 12V BELL (200mA max) AND NORMALLY OPEN ALARM SOUNDER (LINK FROM 1 TO 4)

1	→ BELL	+12V
2		+12V
3		RELAY NC ALARM
4		RELAY COM
5	→ ALARM	RELAY NO ALARM
6	→ BELL	BELL
7		GROUND
8	→ ALARM	GROUND

Note that only keypad A can be used for programming. Leave the keypad switch in RUN mode at all times. Ensure that you fit a spike suppressor across the door lock connections.



Power Up & Controller Setup

Mains Power Up

Apply mains power.

Check green Mains LED ④ is on. (The diagram below shows all the connections on the FPO75, not all are used).
Disconnect mains power

Standby Battery

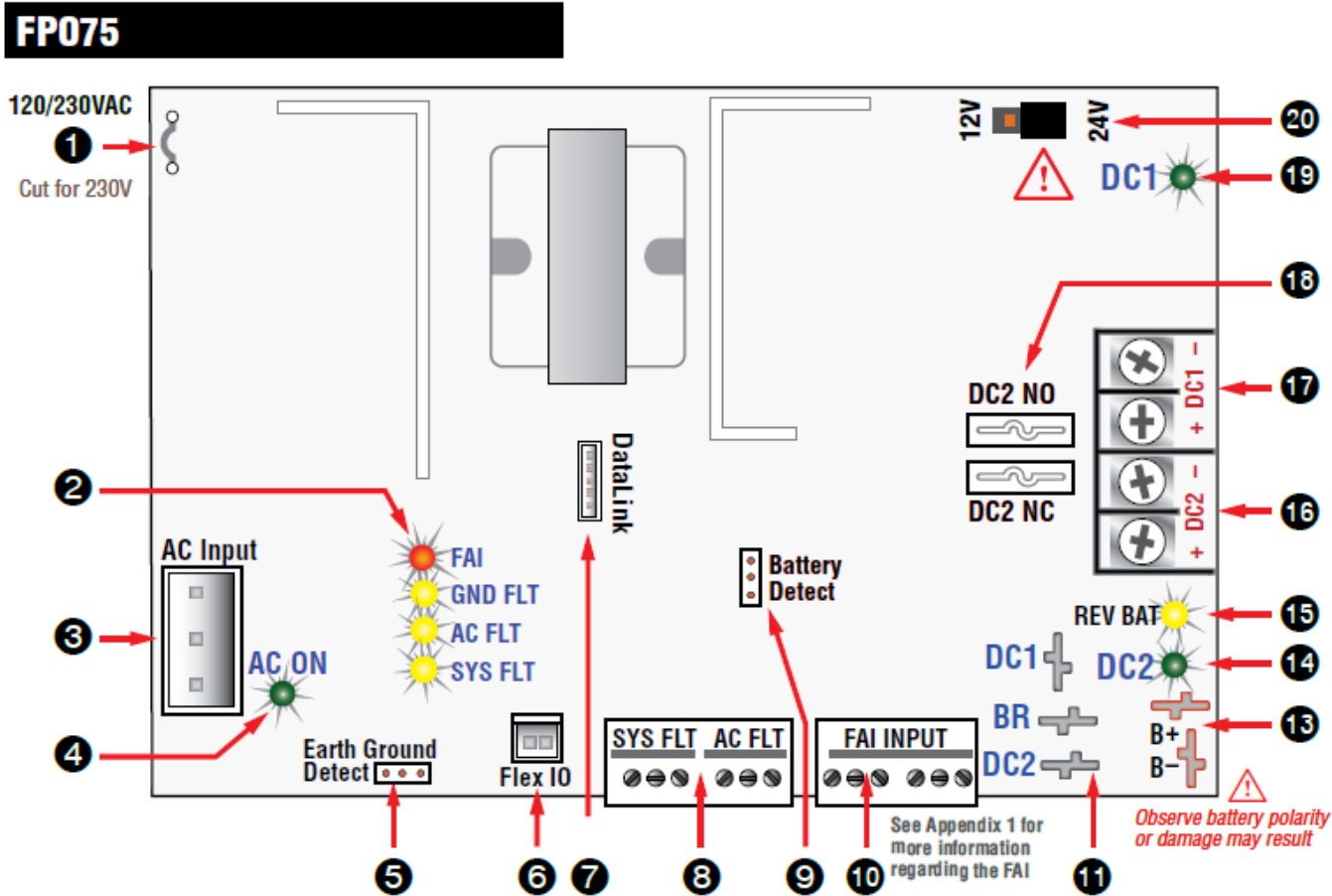
If using a standby battery, connect a 12V lead-acid rechargeable battery using the battery leads supplied.

Ensure the battery polarity is correct (red is +ve, black is -ve).

Please note: if the battery is partially charged, the controller might now be powered. Green LED 19 will be on.

Apply mains power (Green LED ④ will be on) and check there is no fault indication on LED ②.

After a few minutes, disconnect mains power and ensure that the controller remains powered from the battery



Controller Setup

Once you have fitted the keypad / door lock / exit switch you can program the controller.

Make sure the keypad is fitted to the backbox (otherwise it will tamper when you try to program)

Press the program switch on the controller board (LED will flash), and set a new Engineer Code.

Keep a record of the Engineer Code

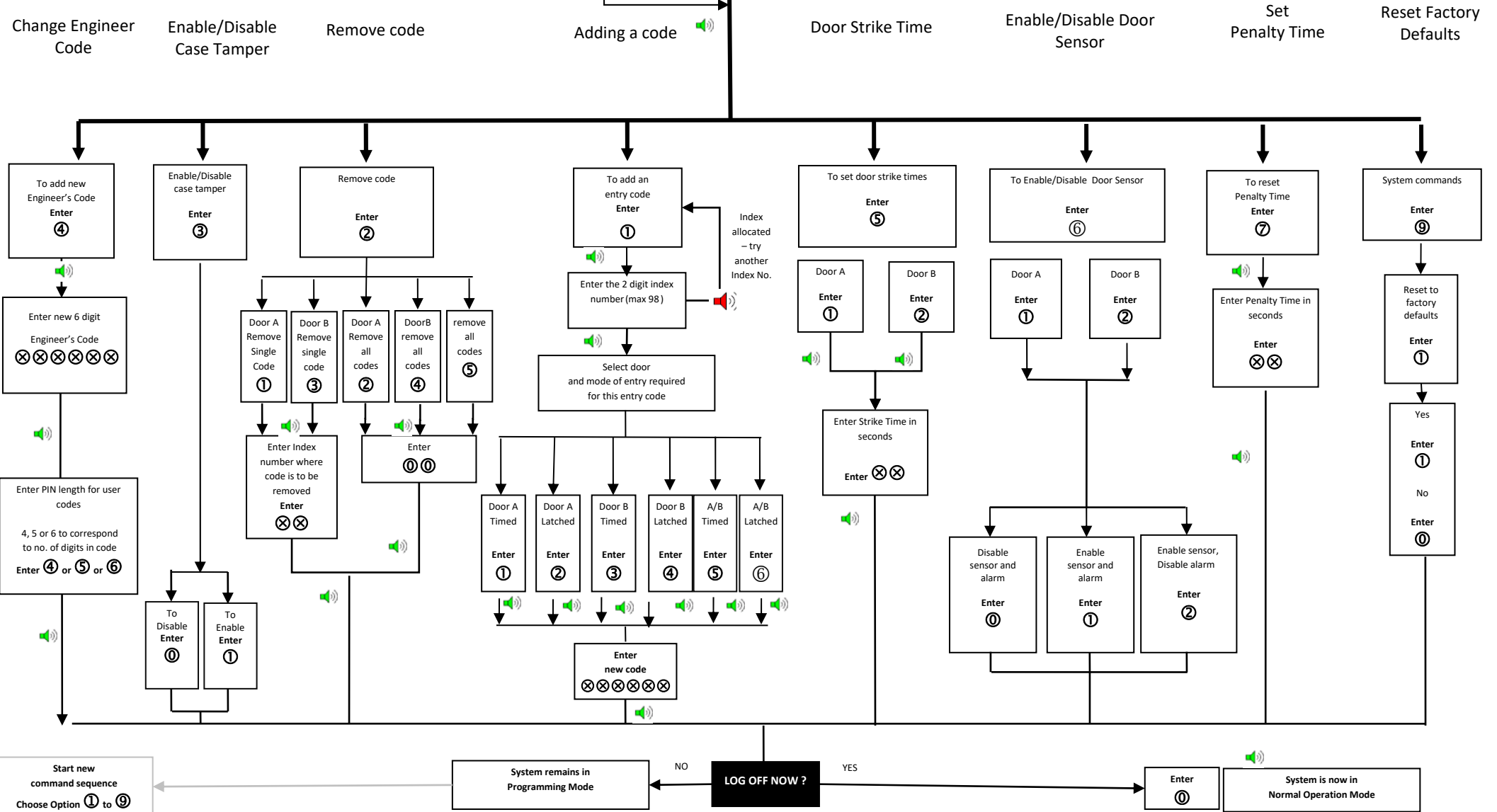
Program entry codes and lock operation via the Door A connector (either locally or from Door A keypad outside)

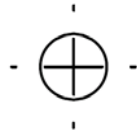


Press the programming switch on the controller to enter Programming Mode. Then enter #111111 on Door A Keypad. You have to do this for Initial Setup, or to Change the Engineer Code, or to Reset Factory Defaults.

To Enter Programming Mode from Door A Keypad: Press # then the Engineer Code
⊗ ⊗ ⊗ ⊗ ⊗ ⊗

Programming Chart

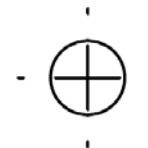
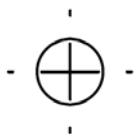




Drill Template for Wall Fixing of EU Controller Enclosure

Use No. 8 x 1.5" Panhead Screws

Allow at least 100mm air space between side of case and wall



Wall Fixing of Keypad – Fixing Centres Options

Drill the back box to suit your installation.

(For wall fixing use the supplied screws and wallplugs).

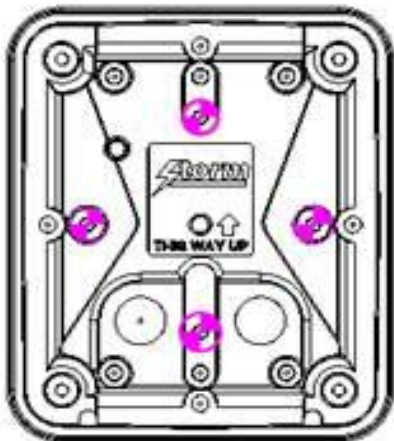
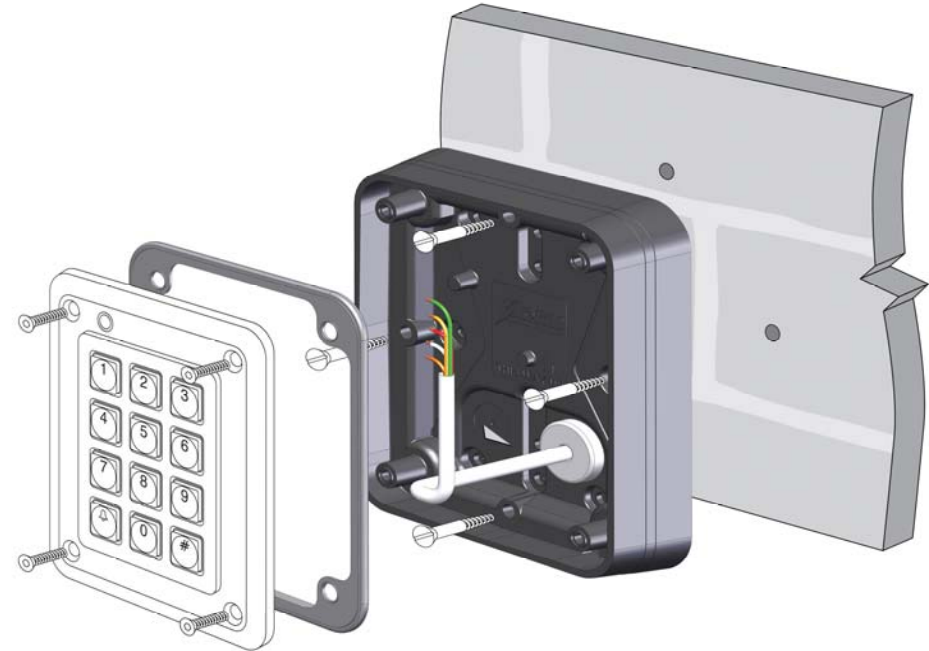
Run the cable though the sealing grommet, and screw the box to the wall.

Connect the cable to the keypad terminals.

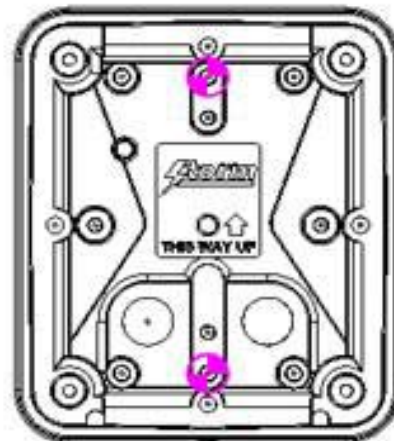
Ensure the earth is connected to the rear of the keypad.

Write down the wire colours and test the system. .

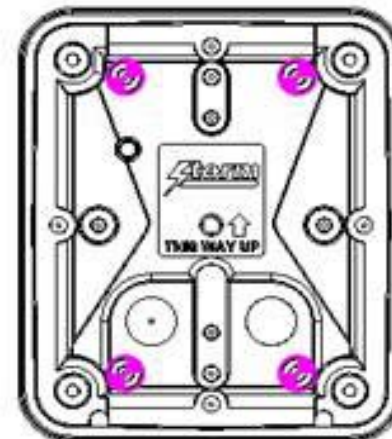
Fix the keypad to the back box with the security screws.



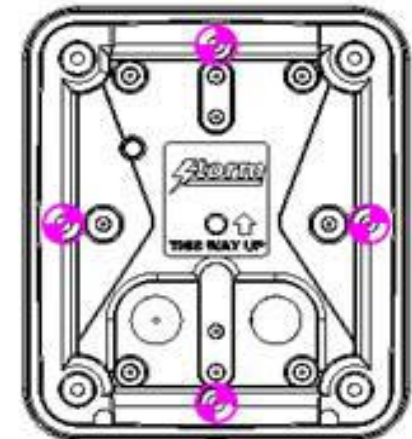
UK SINGLE GANG BACK BOX



US SINGLE GANG BACK BOX



US DOUBLE GANG BACK BOX



WALL FIXING CENTRES

Controller Connections - Pictorial View

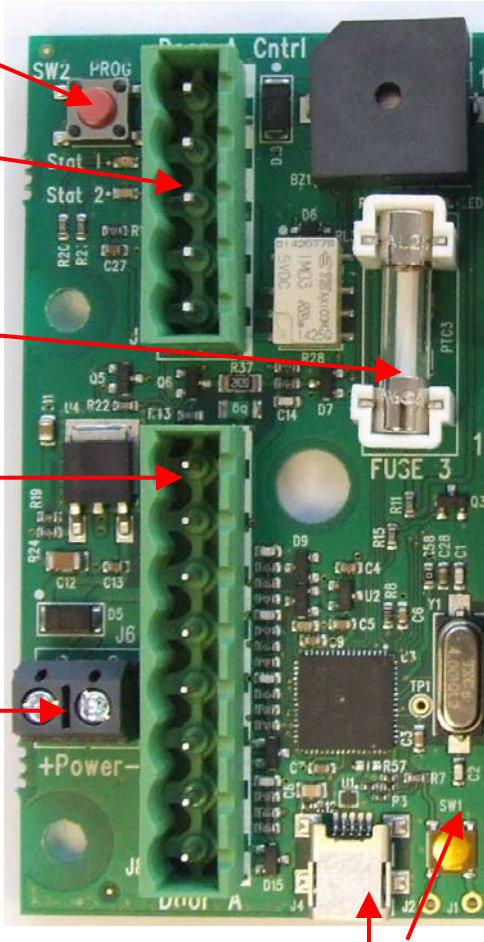
Programming Switch with LED

Door A Lock Connector

Door A Lock Fuse with LED

Door A Keypad Connector

12V from PSU

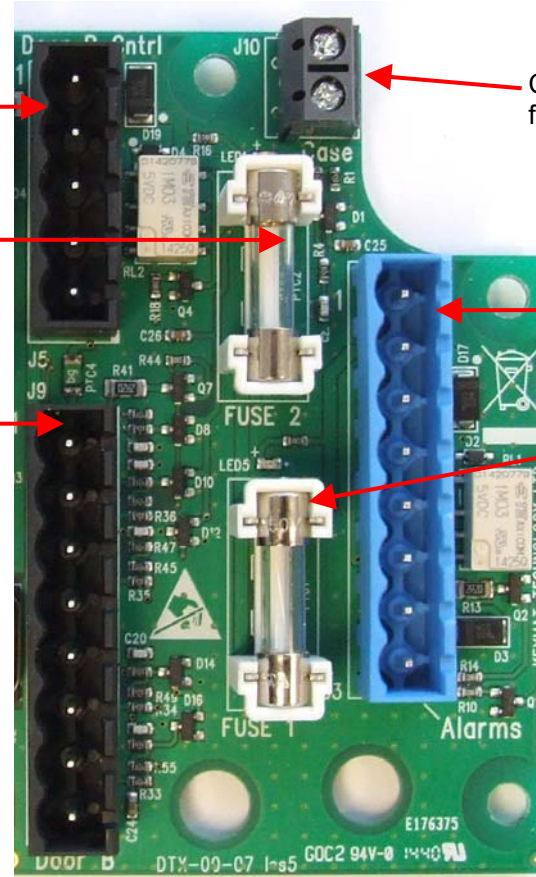


USB Connector and Boot Switch

Door B Lock Connector

Door B Lock Fuse with LED

Door B Keypad Connector



Case Tamper Connection from PSU

Alarms Connector

Alarms Fuse

Fuses : Use F1A Quickblow, 5mm x 20mm. Recommend Cooper Bussmann S500-1A Keepalive LED next to fuseholder

Record Card

There is a record card inside the cabinet door on the EU Version
 This can be used to record Engineer Code and Connections
 See Example below



Strikemaster ES

		NOTES	
DOOR 'A'			
LINK	A	+12V (1A FUSED)	NO. 10 WINE CELLAR
	B	RELAY NC	RED - MAGLOCK
	C	RELAY COM - LINK TO 12v IF POWERED	BLUE
	D	RELAY NO	GREEN
	E	GROUND	BLACK
	1	+12V TO KEYPAD	BLUE/WHITE
	2	KEYPAD LED/BUZZER	RED/WHITE
	3	KEYPAD D0	GREEN/WHITE
4	KEYPAD D1	ORANGE/WHITE	
5	GROUND	YELLOW/WHITE	
6	DOOR SENSOR	PURPLE	
7	EXIT SWITCH	RED	
8	GROUND	BLACK	
DOOR 'B'			
A	+12V (1A FUSED)		
B	RELAY NC		
C	RELAY COM - LINK TO 12v IF POWERED		
D	RELAY NO		
E	GROUND		
1	+12V TO KEYPAD		
2	KEYPAD LED/BUZZER		
3	KEYPAD D0		
4	KEYPAD D1		
5	GROUND		
6	DOOR SENSOR		
7	EXIT SWITCH		
8	GROUND		
ALARMS <i>NOISY SIREN</i> <i>IN CABINET OFFICE</i>			
1	+12V (1A FUSED)		
2	+12V (1A FUSED)	RED	
3	RELAY NC ALARM	YELLOW	
4	RELAY COM ALARM - 12v IF POWERED		
5	RELAY NO ALARM	BLACK	
6	BELL	BLUE	
7	GROUND		
8	GROUND		

SYSTEM INSTALLED BY

ANTHONY BLAIR

1 May 2014

ON

CONTACT

07904 910656

TONY@ADT.CO.UK

ENTRY CODES SET TO

4

DIGITS

MASTER ENGINEER CODE

251280 5 Nov 2008

569358 1 Jan 2012

ENTRY CODES LIST
HELD BY

CHERIE

Firmware Rev 2.0



Record of Entry Codes

Keep a record of which Index Positions have been used so that a entry code can be changed/removed.

Name

00.	34.	68.
01.	35.	69.
02.	36.	70.
03.	37.	71.
04.	38.	72.
05.	39.	73.
06.	40.	74.
07.	41.	75.
08.	42.	76.
09.	43.	77.
10.	44.	78.
11.	45.	79.
12.	46.	80.
13.	47.	81.
14.	48.	82.
15.	49.	83.
16.	50.	84.
17.	51.	85.
18.	52.	86.
19.	53.	87.
20.	54.	88.
21.	55.	89.
22.	56.	90.
23.	57.	91.
24.	58.	92.
25.	59.	93.
26.	60.	94.
27.	61.	95.
28.	62.	96.
29.	63.	97.
30.	64.	98.
31.	65.	
32.	66.	
33.	67.	



Specifications

The Strikemaster ES provides comprehensive access control for all outdoor and indoor locations.

It comprises of a keypad on the door side with data output, and a Secure Controller Unit (SCU) on the inside of the building. A second keypad can be purchased to make up a 2 door system.

Keypad

- Colour coded wiring connections
- Back box with fitting options for UK, EU and USA wall boxes.
- Screws and Plugs for Wall Fixing.
- Entry Code indexing system provides a directory of authorised code holders and permits secure allocation and re-allocation of entry codes
- 4,5 or 6 digit entry code length (set as an option when setting Engineer Code)
- One or two door control
- Anti-tamper alarm
- Forced door alarm
- Timed strike or latching door operation
- Timed lock out for repeated invalid code input
- Remote exit switch facility
- Fail (open) Fail (closed) option

Controller

- Plugin connections for easy wiring identification
- Option for 12V or volts free operation of alarms / door locks.
- Option to connect a door sensor and an exit switch for each door
- Tamper for lid open.
- Battery wires to allow connection of a backup battery
- Ferrite for mains input cable

The Secure Controller unit offers the following functions to the user

- Option to enter programming mode via a switch inside the controller.
- Option to allow the same or different sets of codes to be allocated to each door entry keypad
- Self Test
- Reset to factory defaults
- Retains data if powered off
- Visual indication of fuse status on door lock circuits.



Keypad Setup

The keypad is factory configured. The slide switch must be left in the RUN position.

Power Supply

Power supply + - 12V DC only

Ground - 0V

Data Connection (8 bit burst wiegand)

Data D0 &

Data D1

Keypad Tamper Alarm

The keypad will transmit a PING packet (0x3C) every few seconds to the SCU. If the SCU does not receive a ping packet for 30 seconds then the SCU will output alarm signal.

'Operator Under Duress' Alarm

The Operator Under Duress Alarm can be activated at any time by prefixing a valid entry code with the numbers 9 1. The door will open and the alarm will be activated.

Note: if there is any possibility that this feature will be used, any visible or audible alarm indicators must be located out of audible and visual range of any attacker or intruder.

The alarm can be cancelled by entering a valid entry code twice.

Indicator Input

The indicator input will control the keypad buzzer and green led depending on the length of pulse on the indicator input. The following functions are provided:

10ms Pulse - Valid pin code was received. (green led + confirm tone on buzzer for 1s)

20ms Pulse - Invalid pin code was received. (red led + error tone on buzzer for 1s)



Controller Setup

The Secure Controller Unit (SCU) is responsible for:

- Storing the entry codes (100 entries per door)
- The control of one or two doors.
- Opening / closing door relays.
- Monitoring various sensors.
- Managing alarms.
- Managing door bells.
- Exit switch functionality.

The SCU can only be programmed from door A keypad

Once the SCU is installed and all the other components are connected, the controller must be setup as follows:-

Enter Programming Mode

Press the red programming button on the controller. This will cause the green LED on the controller to flash and the buzzer will beep.

Then, input the default engineer's code which is #111111 into keypad A.

The LED on keypad A will then flash red to indicate that the system is in programming mode.

Set Engineer Code

Create a new engineer's code and if required, enable the case tamper mechanism (programming mode options 4 and 3 respectively).

Enter Entry Codes

Set up entry codes and set the door strike times (programming mode options 1 and 5 respectively). If door sensors are fitted, make sure that they are programmed to operate as desired (option 6).

Please note: when programming mode is accessed by using the default engineer's code, all programming mode functions are available. However, if programming mode is accessed by inputting the programmed engineer's code, options 4 and 9 will not be available.

For ongoing maintenance purposes, like for example to add more entry codes or to change door strike times etc. programming mode should be accessed by inputting a valid engineer's code into keypad A.

Programming Mode Functions

- 1 Add entry codes
- 2 Remove entry code
- 3 Enable / disable SCU case door tamper
- 4 Change the engineer's code and PIN length
- 5 Adjust door strike timeout
- 6 Enable / disable door sensor
- 7 Set penalty time
- 8 This option is not currently in use
- 9 Reset to factory default
- 0 Exit programming mode

Set up and use of these functions is described in detail on the following pages. For an overview, please refer to the programming chart.



1 Add Entry Codes

Each **entry code** recognised by the keypad(s) is stored under a two digit reference known as the **code index number**. The code index number allows an authorised holder of the engineer's code to remove entry codes by keying in the code index number without requiring knowledge of the actual entry code. It also means that a written record of valid code holders can be kept without recording the actual entry codes.

Once a entry code is stored against a code index number, it cannot be overwritten. To change a entry code, the code index number must first be cleared and then a new entry code added. For more information on clearing index codes, see 2 Remove Entry Codes.

1. To add a new entry code, first log on to programming mode. The LED on keypad A will flash red to indicate that the system is in programming mode and the buzzer on the controller will beep.
2. Press '1'.
3. Input the code index number that the entry code is to be stored under (up to '98').
4. Select the door(s) and mode of entry required for the entry code by pressing 1, 2, 3, 4, 5, or 6 as detailed below:
 - 1 = door A, timed
 - 2 = door A, latched
 - 3 = door B, timed
 - 4 = door B, latched
 - 5 = doors A & B, timed
 - 6 = doors A & B, latched
5. Input the entry code (a 4, 5 or 6 digit numeric code as set up in option 4).
6. To log out of programming mode press '0' or to continue programming, press the required programming option number.

2 Remove Entry Codes

Entry codes are removed from the system by removing the code index number.

This option is used to remove individual code index numbers from a particular door or doors or for clearing all codes from a particular door or doors.

1. To remove a code index number(s), first log on to programming mode. The LED on keypad A will flash red to indicate that the system is in programming mode and the buzzer on the controller will beep.
2. Press '2'.
3. To remove a single code index number from a particular door, select 1 or 3 as detailed below:
 - 1 = Remove a single code index number from door A
 - 3 = Remove a single code index number from door BThen input the code index number that is to be removed.

Or

To remove all code index numbers from a particular door, select 2 or 4 as detailed below:
 - 2 = Remove all codes from door A
 - 4 = Remove all codes from door BThen input '00'.

Or

To remove all code index numbers from both doors, select '5'. Then input '00'.
4. To log out of programming mode press '0' or to continue programming, press the required programming option number.



3 Enable / Disable Tamper Mechanism on SCU Case Door

The Secure Controller Unit (SCU) is fitted with a case alarm which can be set to sound if the unit is opened.

If case tamper is disabled, opening the SCU will not trigger the case alarm.

If case tamper is enabled, opening the SCU will trigger the case alarm.

To open the SCU if the case tamper is enabled, enter a valid engineer's code into the keypad at door A. This will allow the SCU to be opened without triggering the case alarm.

If the case alarm is triggered by the SCU being opened when the case tamper is enabled, press the red programming button on the controller board and enter a valid engineer's code into the keypad at door A. After 2 seconds the case alarm will stop.

1. To set up (i.e. enable or disable) the tamper mechanism, first log on to programming mode. The LED on keypad A will flash red to indicate that the system is in programming mode and the buzzer on the controller will beep.
2. Press '3'.
3. To enable the case tamper mechanism, press '1'.
To disable the case tamper mechanism, press '0'.
4. To log out of programming mode press '0' or to continue programming, press the required programming option number.

4 Change Engineer's Code

The SCU can store two engineer's codes. One is the default engineer's code of 111111. Units are shipped with this code and it can never be erased. For security purposes, another engineer's code should be created during initial set up.

The engineer's code must contain 6 digits. When inputting an engineer's code in to the keypad, for example to access programming mode or to turn off an alarm, it must always be preceded by '#'.

1. To create the engineer's code during initial set up (or to change it thereafter), log on to programming mode by pressing the red programming switch on the controller and then inputting the default engineer's code into keypad A. The LED on keypad A will flash red to indicate that the system is in programming mode and the buzzer on the controller will beep.
2. Press '4'.
3. Input the 6 digit engineer's code.
4. Then input 4, 5 or 6 to indicate how many digits each entry code must contain (the system default is 4).
5. To log out of programming mode press '0' or to continue programming, press the required programming option number.

5 Set / Change Door Strike Time

The strike time for each door can be set from zero to 39 seconds.

1. To set or change a door's strike time, first log into programming mode. The LED on keypad A will flash red to indicate that they system is in programming mode and the buzzer on the controller will beep.
2. Press '5'.
3. To set the strike time for door A, press '1' or to set the strike time for door B, press '2'.
4. Input the desired strike time (as a 2 digit number).
5. To set the strike time for the other door, press either '1' (for door A) or '2' (for door B). Then input the desired strike time as a 2 digit number. Or log out of programming mode by pressing '0'.



6 Enable Door Sensor

The SCU is designed to support door sensors and for each door sensor, there are 3 possible configurations:

Option 1. Door sensor and open alarm are enabled

This means the alarm will be sounded if:

- The door is opened **without** a valid entry code being input (i.e. forced entry).
- Door entry is governed by a strike timeout and the door is left open for more than the strike timeout time (even if the door was opened by using a valid entry code). The alarm will stay on even if the door is subsequently closed.

If the alarm is triggered because of either of these two events, it can be cancelled by either inputting a valid engineer's code, or by entering a valid entry code twice.

Option 2. Door sensor is enabled and open alarm is disabled

This means the alarm will be sounded if:

- The door is opened **without** a valid entry code being input (i.e. forced entry).
- Door entry is governed by a strike timeout and the door is left open for more than the strike timeout time (even if the door was opened by using a valid entry code). The alarm will stop when the door closes.

If the alarm is triggered because of forced entry, it can be cancelled by either inputting a valid engineer's code, or by entering a valid PIN code twice.

Option 0.

Door sensor and open alarm are both disabled

This means that no alarm will be sounded, regardless of how the door was opened or its status.

Please note: if the door sensor is enabled, then the door will relock whenever the door sensor is closed, irrespective of the strike time set. This is to prevent 'tailgating'.

1. To set up door sensors or to change their function, first log into programming mode. The LED on keypad A will flash red to indicate that the system is in programming mode and the buzzer on the controller will beep.
2. Press '6'.
3. Select which door sensor by pressing '1' for door A or '2' for door B.
4. Then select which configuration setting is required :- '0', '1' or '2'.
6. To log out of programming mode press '0' or to continue programming, press the required programming option number.



7 Set Penalty Time

The SCU can be set up so that if 3 invalid entry codes are entered in succession, a valid code cannot be entered until the penalty time has elapsed. The penalty time can be from zero to 39 seconds.

1. To set up or change the penalty time, first log into programming mode. The LED on keypad A will flash red to indicate that they system is in programming mode and the buzzer on the controller will beep.
2. Press '7'.
3. Input the penalty time as a 2 digit number (00 – 39).
4. To log out of programming mode press '0' or to continue programming, press the required programming option number.

9 Reset to Factory Defaults

Selecting this option will result in the following:

- The programmed engineer's code will be erased
- All entry codes will be erased
- Entry code length will be reset to 4 digits
- Door strike timeout for door A and B will be reset to 5 seconds
- Penalty time will be reset to 15 seconds

1. To reset the SCU to its factory defaults, first log into programming mode. For this particular option this must be done by pressing the red button on the controller and then inputting the default engineer's code into keypad A. Once in programming mode, the LED on keypad A will flash red and the buzzer on the controller will beep.
2. Press '9'.
3. Press '1'.
4. Then confirm the reset by pressing '1' again. This will reset the system to its factory defaults. To cancel the reset and leave the system as is, press '0'.
5. To log out of programming mode press '0' or to continue programming, press the required programming option number.



Example System Configurations

- 1 Single Door Control with Mag Lock and Exit Switch**
- 2 Two Door Control with Door Strike ,Exit Switch and Bell**
- 3 Single Door Control with Mag Lock, Door Sensor Connected, Powered Siren for Door Open, Exit Switch**
- 4 Adding an additional keypad to an existing single door system**



CHANGE HISTORY – MOST RECENT FIRST

Date	Details	Version	Updated by
9 Jun 2015	Added operator duress alarm (was omitted inadvertently)	2.1	JS
1 Apr 2015	Correct Bell Supply Diagram on page 7, Pin 1 is 12V Supply for Bell on Blue Conn Pin 7 is incorrect	No Change	JS

