

MODEL DK-12 DIGITAL KEYPAD SYSTEM QUICK REFERENCE GUIDE

LIGHT INDICATORS

Single RED Light Flash = Program error or a 5 second timeout occurred at any time during a programming step.

Double RED Light Flash = Valid program entry confirmation or the DK-12 was put into or taken out of lockout mode.

Continuous RED Light Flashing = Relay is energized while the DK-12 is in relay timer mode; flashes once per second.

Solid RED Light = The DK-12 is in passage mode, the DK-12 is in toggle mode and the relay is energized, or the REX input is being held active.

Continuous YELLOW Light Flashing = System in program mode; flashes once every second.

Solid YELLOW Light = When not in program mode indicates that there are no codes in memory.

Single GREEN Light Flash = Key press.

Solid GREEN Light = 30-Second lockout occurred; light turns off after lockout time expires.

Double Backlight Flash = A valid user code was entered while the DK-12 was in lockout mode.

ENTER INTO PROGRAM MODE

1. Enter program code on the keypad.
2. Press either the '#' or '*' keys.
3. Yellow light will flash indicating you are in programming mode.

Once in programming mode, the yellow light will continue to flash until you exit programming mode by pressing either the '#' or '*' keys or after a 30 second timeout period.

SETTING A CODE

The DK-12 uses a slot method to store codes. The program code is stored in slot '00', the user codes are stored in slots '01' to '97', the lockout mode code is stored in slot '98', and the passage mode code is stored in slot '99'.

1. Enter into program mode (see above).
2. Press two digit prefix for slot.
3. Enter desired code.
Note: Code length for program code must be 5 to 7 digits long.
Code length for all other codes must be 2 to 7 digits long.
4. When desired code is entered into appropriate slot you may press either the '#' or '*' keys or wait five seconds.
5. Wait for red light to flash twice (this confirms valid entry).

CHANGING A PROGRAM OR USER CODE

Changing a code is identical to creating a new code. The changed code is just written over any existing code.

DELETE A CODE

1. Enter into program mode (see above).
2. Press two digit prefix number of code you wish to delete.
3. You must press the '#' key twice to complete the deletion.
4. Wait for red light to flash twice.

PROGRAM SPECIAL FUNCTIONS

There are a variety of customized functions the DK-12 may perform. These just require the user to enter a two or single digit command number.

1. Enter into program mode (see above).
2. Enter the two or single digit command followed by the '*' key; see list for the commands.
3. Red light will flash twice to confirm once the command is completed.

COMMAND LIST AND FORMAT

- 70* Turns on the double beeper chirp that sounds when the relay is energized by user code or REX (not used in toggle or passage modes).
- 71* Turns off the double beeper chirp.
- 72* Turns on the key press single beeper chirp.
- 73* Turns off the key press single beeper chirp.
- 74* Reverses light logic (red to echo key presses and green to show relay is energized).
- 75* Returns light logic to normal (green to echo key presses and red to show relay is energized).
- 79* Alternate code deletion. Any valid code entered will be deleted. You must press the '#' key twice to complete the deletion.
- 88* Erases all user codes. You must press the '#' key twice to complete the erasure. The program code will not be deleted.
- 89* Returns all functions (including timer) to factory setting; all codes are unchanged. You must press the '#' key twice to complete the factory reset.
- 9* Followed by '00' puts the relay in toggle mode.
- 9* Followed by '01' through '99' sets relay timeout in seconds.

PROGRAM CODE REPLACEMENT

During the initial installation of the DK-12, or if the program code is lost or unknown, the PCR (Program Code Replacement) jumper can be used to enter programming mode. Once in programming mode a new program code can be entered.

1. Disconnect the power supply.
2. Move the PCR jumper from the 'OFF' to the 'ON' position.
3. Apply power and both the yellow light will flash and the beeper will sound continuously.
4. Move the PCR jumper from the 'ON' to the 'OFF' position and the beeper will turn off; the yellow light will continue to flash.
5. The DK-12 is now in programming mode.

**FOR MORE DETAILS REGARDING YOUR SYSTEM
REFER TO THE INSTALLATION AND OPERATING INSTRUCTIONS.**