

30 SECOND PROGRAMMING GUIDE

1. Enter Programming Mode. (for typical system)

Press X button followed by the programming code (9999)

The yellow indicator should be flashing

Change User 1 code.

Press 0, then 1 followed by the new user 1 code

(four digits)

Change Programming Code.

Press 0, then 1 followed by the new programming code (four digits).

Set Desired Relay Active Time.

Press 2, then 0. Allow the buzzer to sound for the desired period. Press 0 to stop – this period is now programmed into the relay timer.

Exit Programming Mode.

Press the X button. The yellow LED should stop flashing.

The keypad is now ready for normal use.

Note: The keypad may be returned to its factory default condition at any time by entering the programming mode and pressing the 0 three times.

For information on programming the advanced features of the keypad, please refer to the complete programming guide on the other side of this sheet.

INSTALLATION NOTES

- Always remember to factory default the controller before you start programming.
- Always remember to place the supplied Varistor across the terminals of the door strike coil to protect the relay contacts.
- Never use the onboard relay to switch AC mains voltage. An external relay isolated electrically from the ACT10 should be used for this purpose.
- Don't forget to change the programming code to something known only to yourself.

IMPORTANT

As with any access control system, always ensure that there is an alternate means of escape in the event of the unit failing to operate due to power loss or in the event of fire.



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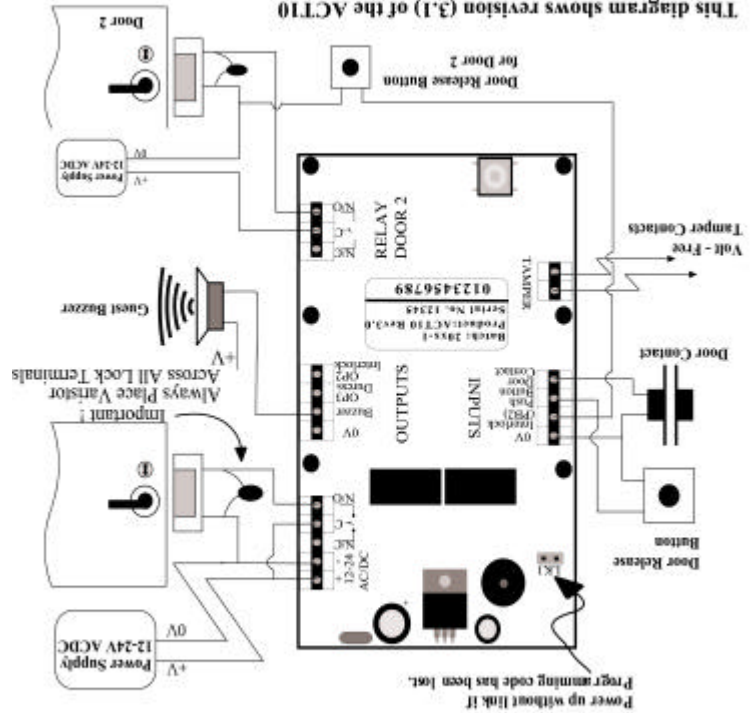
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ACT

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ACT10 DIGITAL KEYPAD



This diagram shows revision (3.1) of the ACT10. This unit may be used to control 2 doors as illustrated in the diagram above. Connections and programming for this unit are exactly the same as for previous versions, however the connector positions have changed as shown in the above diagram.

KEYPAD OPTIONS

30. **Door Chime**
When set, whenever the door contact is opened, the built-in buzzer makes a chime sound and the buzzer output activates for 2 seconds.
31. **Silent Operation**
When set, the keypad operates silently, that is no audible tones (key-presses or confirm tones) are produced from the built-in buzzer.
32. **Permanent Backlighting**
When set (default), the keypad illumination is always on. This option will override option 42 (Auto backlighting)
33. **Locksaver (Anti tailgating)**
When set, and when the relay is active (following a valid code or button release), the relay timer is truncated to 2 seconds when the door contact opens. This ensures that irrespective of programmed relay time, the door will be locked as soon as it closes, and any person following will have to enter a code.
34. **Alarm Keypad Operation**
When set, the keypad may be used as a remote keypad for an alarm system. The red and green indicators are controlled by the door contact and the release button inputs respectively, and the built in buzzer is controlled by the interlock input.
35. **Interlock**
When set, two or more keypads may be interlocked so that only one controlled door may be open at any one time. The interlock output is active whenever the relay is active or when the door contact is open. When the interlock input is active the release button and all codes are inactive, and the red indicator flashes. The interlock outputs and inputs of any number of keypads may be combined on a single wire.
36. **Six Digit Codes**
When set, all user codes and the programming codes are six digits long. The default user one code becomes 123456 and the default programmer code becomes 999999.
37. **Twin Codes**
When set, two different codes must be entered within 15 seconds in order to open the door. The outputs activated are those which have been programmed for the first code to be entered.
40. **Door Forced Alarm**
When set, the buzzer output is activated if the door contact opens when a valid code has not been entered. The output is deactivated when a valid code is next entered. This is useful for monitoring fire doors etc.
41. **Group Disable**
When set, the top five user codes (5-9) are inactive any time the interlock input is activated. This restricts access to certain codes under external control (i.e. an alarm system output or a time clock).
42. **Auto Backlighting**
When set, the keypad illumination is normally off, but will switch on in response to any key being pressed or while in programming mode. This option is overridden by option 32 (permanent backlighting). To prevent any illumination, unset options 32 and 42.
43. **Door Ajar Alarm**
When set, and the door contact has been open for longer than the time programmed into the door ajar timer, the built-in and external buzzers sound intermittently. The buzzers may be silenced by closing the door and entering a valid code.
44. **Guest Button**
When set, (default) and when the # key on the keypad is pressed, the buzzer output is activated for the duration programmed in the guest buzzer timer.
45. **Fire Alarm Override**
When set, the relay is held active whenever the interlock input is active, and the green indicator will flash. This is useful for following a fire alarm system to override controlled doors.
46. **Release Button for Second door**
When set, The keypad activates the door 2 relay which follows output 2's timer, this allows two doors to be controlled using one keypad.
47. **Duress Codes**
When set, and when a duress code is entered, the door is opened normally and output 2 is activated. A duress code is any valid user code with one added to the last digit. The output will be reset when a valid user code is entered. When the duress option is set, user codes which have 9 as the last digit should be avoided as there is no corresponding duress code.
- Incorrect Code Lockout**
When three invalid codes have been entered in a row. The keypad will enter lockout mode for 20 seconds. During this time, the red indicator will flash and all user coded will be inactive.

ACT10 Digital Keypad Programming

To enter programming mode:

Press the X button followed by the engineering code (initially all 9999) The Yellow LED will flash while in programming mode. If X is pressed at any time or no key is pressed within 30 seconds, programming mode is exited.

Changing Codes:

(from programming mode)

Enter 0 (Change codes)
0-9, Δ (user number 0-9, Δ = programming code)
000000-999999 (4 or 6 digit code – 000000 deletes user)
Default user codes : Programming = 9999(99), User 1 =1234(56),
All others inactive.

Setting switched output combinations:

(From programming mode)

Enter 1 (Set Outputs)
0-9 (User number 0-9)
0-7 (Output function code)

Function Code	Door Output	Output 2	Output 3
0	Toggled		
1	Timed		
2		Timed	
3	Timed	Timed	
4			Timed
5	Timed		Timed
6		Timed	Timed
7	Timed	Timed	Timed

Default function code is 1 (Relay Timed) for all users. When the door is toggled open, this will be indicated by the green indicator flashing.

Setting timers:

(From programming mode)

Enter 2 (Set Timers)
0-4 (Timer number) {Buzzer sounds indicating timing... wait required period}
 Δ (Stop timing) {Buzzer stops – timer set}

Timer No.	Function	Default
0	Relay time	5s
1	Output 2 time	5s
2	Output 3 time	5s
3	Door Ajar time	30s
4	Guest Buzzer time	2s

Timers may be set to any duration between 2 seconds and 4 minutes.

Setting Configuration:

(From programming mode)

Enter 30-37 or 40-47 (Option number)
0-1 (1= Set, 0 = Unset)

Option No.	Function	Default
30	Door Chime	Off
31	Silent Operation	Off
32	Permanent Backlighting	Off
33	Locksaver (Anti Tailgating)	Off
34	Alarm Keypad Operation	Off
35	Interlock	Off
36	Six Digit Codes	Off
37	Twin Codes	Off
40	Door Forced Alarm	Off
41	Group Disable	Off
42	Auto backlighting	Off
43	Door Ajar Alarm	Off
44	Guest Button	On
45	Fire Alarm Override	Off
46	Second Door Release	Off
47	Duress Codes	Off

Restoring Factory Defaults

(From Programming Mode)

$\Delta \Delta \Delta$ (Factory Defaults Restored & Keypad exits programming mode)

If the programming code has been forgotten.

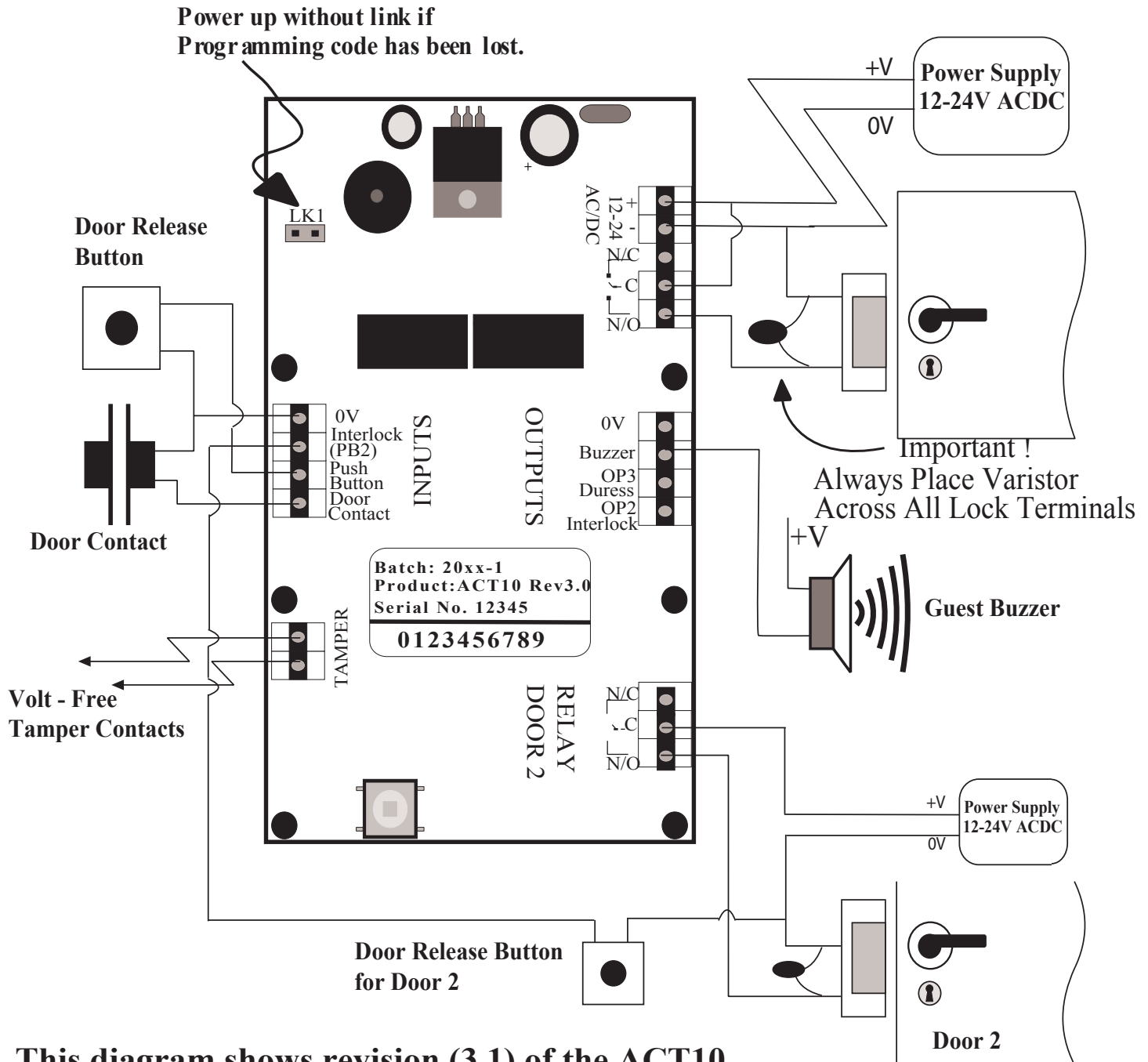
1. Remove link LK1.
2. Apply power to unit.
3. Replace link LK1.
4. Remove power.
5. Restore power and proceed with programming.

Note: The keypad will not operate correctly without LK1 in place.



Typical ACT10 Configuration

(Normally de-energised lock shown)



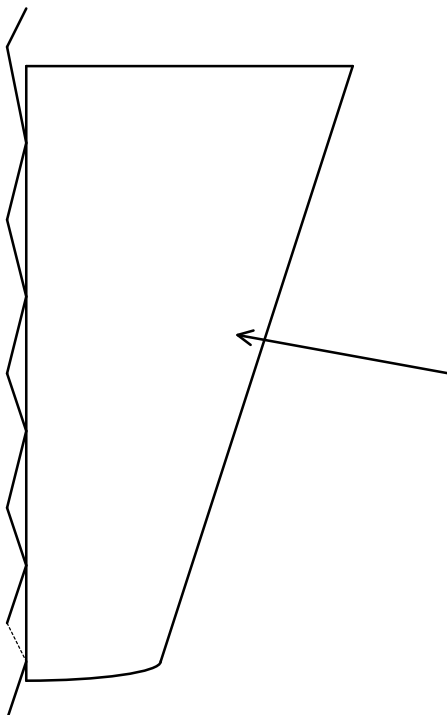
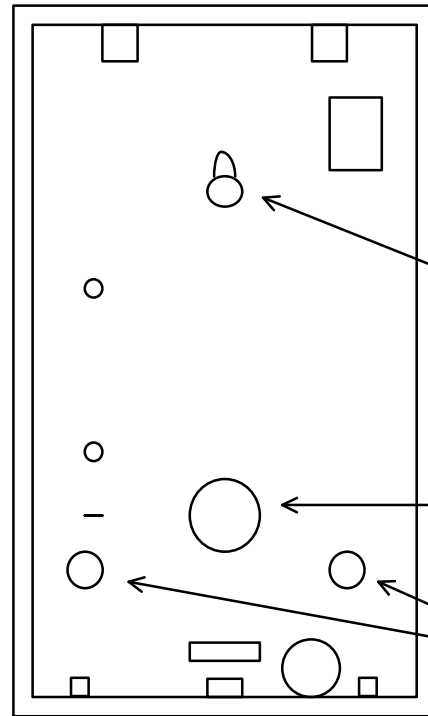
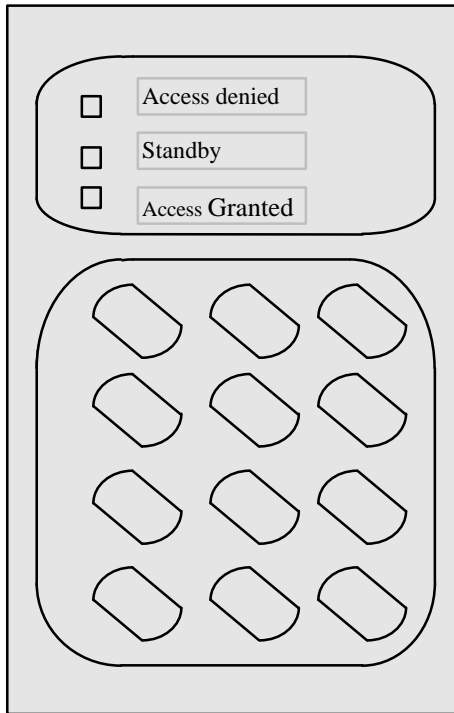
This diagram shows revision (3.1) of the ACT10

This unit may be used to control 2 doors as illustrated in the diagram above.

Connections and programming for this unit are exactly the same as for previous versions, however the connector positions have changed as shown in the above diagram.



ACT 10 Digital Keypad Guides to outdoor installation in exposed areas.



- ***Do not*** apply silicone to the bottom of the keypad as this will block the air vents and trap any water which may enter the keypad.
- If a ***weather cowl*** is fitted the same applies.
- ***Do*** install a weather cowl when the keypad is installed on an uneven surface or if in a very exposed area.
- ***Do*** apply silicone to the top and two sides of the keypad or cowl, when used.
- ***Do*** silicone all screw mounting positions and cable entry.