6000 Series Programmable Keypad

QUICK-START

- A) Connect 12VDC to the Red (+) and Black (-) wires.
- B) Touch * 382436 # You should hear three (3) beeps. (You are improgram mode) If you did not get 3 beeps, see below.
- C) Touch * 11 11111 ##(3 beeps)
- D) Touch * 11 22222 # 2 #(3 beeps)
- E) Touch * 11 33333 # 3 #(3 beeps)
- F) Touch * 99 #(3 beeps)

You have now exited the program mode. Now we'll see if the unit works...

- 1) Touch # 11111 You should hear a key beep for each number (5 beeps total). After the 5th digit you should hear the Main Relay activate for 2 s econds.
- 2) Touch # 22222 You should hear the Auxiliary Relay activate for 2 seconds.
- 3) Touch # 33333 you should receive a voltage output on Output Line 3 for 2 seconds. This is on the orange wire on the 7 position wire harness.

If you noticed, each code was preceded by a # i.e. # 11111. Most times the # is unnecessary, but its usage will always "clear" any previous digits entered.

Finished? Touch * 382436 # you are now in program mode. Touch * 25 # to erase memory.

If the decoder did not work...

Place the small black j umper on the 2 pins marked J1. The pins are next to the 7 position wire harness.

Try the above sequence again.

STATIC PROTECTION

For keypads with metal plates the static grounding strap must be used. This strap consists of a ring terminal, disc capacitor, and black wire, and is includes with all 6000 series keypads. Connect the wire end of the strap to the negative (-) power supply connection of the keypad (the black wire). Connect the ring terminal end of the strap under one of the plate screws between the pla te and the wall.

WIRE CONNECTIONS

7 POSITION HARNESS:

Grey wire is an output for Door-Ajar, Forced Entry, and Time Cancel. Connect a magnetic contact which is closed when the door is closed to this wire, and connect the other wire to the negative supply voltage input.

Brown wire is the Request To Exit (RTE) input trigger. When this wire is momentarily connected to the common or negative supply voltage input, the outputs programmed to operate from RTE will activate.

Yellow wire is for Output Line 4 which is used as a voltage output line or print er data line. This voltage output line is capable of switching up to 50ma. The output will activate when an input condition programmed for Output Line 4 is activated.

Orange wire is for Output Line 3 which is used as a voltage output line. This voltage output line is capable of switching up to 50ma. The output will activate when an input condition programmed for Output Line 3 is activated.

White Gwinenis the common, the wire is the normally open (N.O.) and the Blue wire is the normally closed (N.C.) contact of the Auxiliary Relay which is rated for 1 amp at 30 VDC

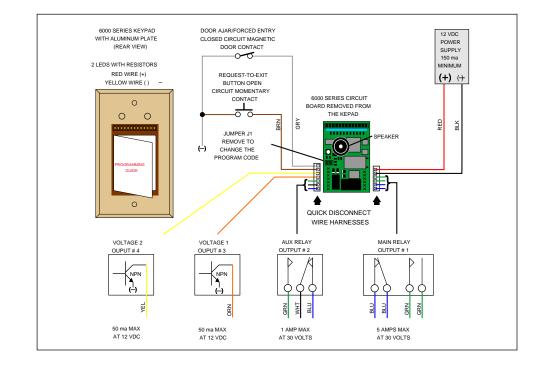
6 POSITION HARNESS:

Red (+) positive 12-14 VDC supply voltage input. This voltage should be uninterrupted and able to supply a minimum of 120ma for the keypad, and 20ma for each LED or nite-lite. (-Black negative VDC supply voltage input.

Blue wires are normally closed (N.C.) and Green wires are the normally open (N.O.) set of Main Relay contacts. The Main Relay is rated for 5 amps at 30 VDC.

CAUTION!!!

If you use this product to operate a DC door strike, magnetic lock, relay, or an y device that has a coil (inductive load) that is powered from a DC source; you MUST install a diode, in parallel, across the coil terminals. Use a 1N4001, 1N4002 or equivalent. Connect the stripe side of the diode to the coil terminal that becomes positive (+). Connect the other side to the other end of the coil. Proper installation of this diode will prevent the high voltage spike that occurs whenever a coil is deenergized. If you do not use this diode, you will have erratic operation and will eventually damage the keypad and any other electronic device in the system. Corby supplies the necessary diodes within the screw pack of this product, please use



PROGRAMMING

Touch * 382436 # to enter program mode. Three (3) beeps indicate a valid program code was entered. Select the options to program from the following:

ASSIGN USER CODES 11*

The number of code digits entered depends on the code length selected in option # 19.

Program codes with these outputs:

- 1 Main Relay3 Output Line 3
- 2 Aux Relay4 Output Line 4

EXAMPLES: Program a code of 54321 to activate the Main Relay, and trip Output Line 3 by touching * 11 54321 # 13 # Program a code of 43682 to activate the Main Relay, Aux Relay, and Output Line 4 by touching * 11 43682 # 124 #

An output does not need to be assigned to activate the Main Relay ONLY.

EXAMPLE: To program a user code of 98765 to activate the Main Relay (ONLY) touch * 11 98765 # #

36 USER CODE SLOTS

User 15432113 User 243682124 User 3698765 1

DELETE A CODE 12

The code to be deleted must be entered twice. Any outputs assigned to this code do not need to be entered.

EXAMPLE: To delete the code 54321 touch * 12 54321 # 54321 #

CHANGE PROGRAM CODE 13*
Changes the program code of 382436.
Jumper J1 must be removed to perform this option. The new program code to be entered must be entered twice.

Sequence:

- A) Place the jumper on J1
- B) Touch * 382436 #
- C) Remove Jumper J1
- D) Touch * 13 (new code) # (new code) #
- E) Finish programming the unit
- F) Exit program mode by touching 99 #

EXAMPLE: To program a NEW program code of 123456 touch * 13 123456 # 123456 #

The Outputs listed below are available in any combination for activation from any of the four assigned inputs (options 14-17).

- 1 Main Relay3 Output Line 3
- 2 Aux Relay4 Output Line 4

DOOR AJAR INPUT 14*

Door ajar occurs when a door is left open after a valid entry or exit. Door ajar has a 30 second delay past the Main Relay time before it activates. If the Main Relay is programmed for an output time of 10 seconds, a Door ajar alarm will sound in 40 seconds.

EXAMPLE: To assign the door ajar input to the Auxiliary Relay touch * 14 2 #

FORCED ENTRY INPUT 15*
Forced Entry occurs when the door is opened without a preceding code or RTE.

EXAMPLE: To assign the forced entry input to the Aux Relay and Output Line 4 touch * 15 24 #

PANIC INPUT 18

A panic condition occurs when the * and # are touched together. The * and # have no key beep for a silent activation.

EXAMPLE: To assign the panic input to the Main Relay and Output Line 3 touch * 16 13 #

REQUEST-TO-EXIT INPUT 17*
A RTE condition occurs when the RTE input line is shorted to common or ground.

EXAMPLE: To assign the RTE input to the Main Relay touch * 17 1 #

DISABLE/ENABLE KEY BEEP 18* The beep sounds each time a key is depressed unless toggled off. This will not disable the programming beeps.

This option toggles the key beep on/off. EXAMPLE: To disable the key beep touch * 18 # to enable the beep touch * 18 #

SET CODE LENGTH 19*

Set the code length for 3, 4, 5, or 6 digits. Factory default is 5 digits. The code length selected applies for all codes.

EXAMPLE: For 6 digits touch * 19 6 #

ACTIVATE PRINTER OUTPUT 20*
If the printer output line is switched ON, user codes cannot be directed to Output Line 4. If you wish to use a printer touch * 20 #

SET THE MAIN RELAY TIME 21*
Programs the Main Relay for latching (00) or momentary (01 - 99 seconds) operation.
EXAMPLE: To program the Main Relay for 9 seconds touch * 21 09 #, to latch it on/off touch * 21 00 #

SET THE AUX RELAY TIME 22*
Programs the Aux Relay for latching (00) or momentary (01 - 99 seconds) operation.
EXAMPLE: To program the Aux Relay for 9 seconds touch * 22 09 #, to latch it on/off touch * 22 00 #

SET OUTPUT LINE 3 TIME 23*
Programs Output Line 3 for latching (00)
or momentary (01-99 seconds) operation.
EXAMPLE: To program Output Line 3 for
10 seconds touch * 23 10 #, to latch it
on/off touch * 23 00 #

SET OUTPUT LINE 4 TIME 2 * 4 Programs Output Line 4 for latching (00) or momentary (01-99 seconds) operation. EXAMPLE: To program output line 4 for 7 seconds touch * 24 07 #, to 1 atch it on/off for touch * 24 00 #

ERASE ALL MEMORY 25*
Erases any previously programmed options and returns to default settings.
EXAMPLE: To erase memory touch *25#

ERASE CODES ONLY 26° Erases all codes programmed into memory. EXAMPLE: To clear all codes touch *26#

EXIT PROGRAM MODE 99*
Allows the keypad to return "on-line".
EXAMPLE: To exit program mode and return "on-line" touch * 99 #

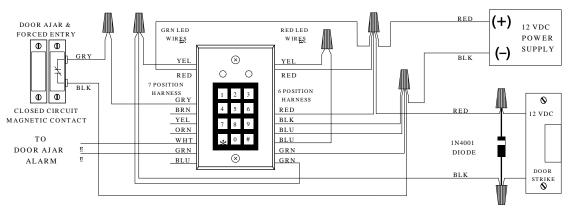
SPECIFICATIONS

Input Voltage: 12 Volt DC Only
Power Consumption: 120ma with all
outputs; 20ma idle
Outputs:
Main Relay: Form C/A, 5amp 30 volt
Aux Relay: Form C, 1amp 30 volt
Aux Voltage: Switches to (-) 50ma
Operating Temp: -18C - 55C (0F - 13 1F)
Dimensions:
Single gang plate:
2.75" X 4.5" (53mm X 40mm)
Double gang plate:
4.56" X 4.5" (115mm X 114mm)
Heavy Duty plate:
3.23" X 5.0" (84mm X 127mm)

4.75" X 5.3" (120mm X 133mm)

Lock Box:

FIG. 1 OPERATE A 12VDC DOOR STRIKE WITH DOOR AJAR AND GREEN & RED LED INDICATORS

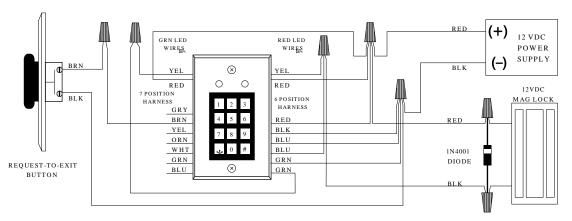


PROGRAMMING STEPS

- 1) SQ:2sl 005#in Relay time for
- SQ-2sl DQ#or Ajar Output to the Auxiliary Relay
- 3) SQ-220A4xiliary Relay time for 2 seconds from Door Ajar
- 4) SQetst 5148 20 4# 54321 to operate the Main Relay

When the code 54321 is entered,

FIG. 2 OPERATE A 12VDC MAGNETIC LOCK WITH REQUEST-TO-EXIT AND GREEN & RED LED INDICATORS

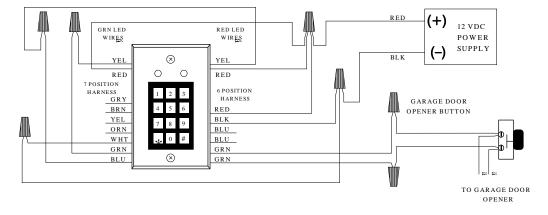


PROGRAMMING STEPS

- 1) SQ-2sl 045#in Relay time for 5 seconds
- SQ:15/R#equest-To-Exit to operate the Main Relay
- 3) SQ1sl 54826## 54321 to operate the Main Relay

When the code 54321 is entered, or Request-To-Exit is activated, the Main Relay will open the door and change the LED status from red to

FIG. 3 OPERATE AN ELECTRIC GARAGE DOOR OPENER WITH GREEN & RED LED INDICATORS

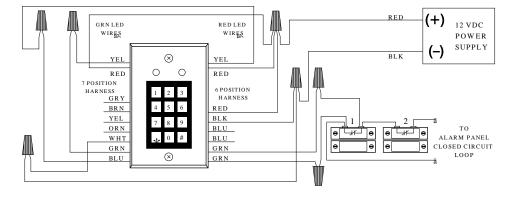


PROGRAMMING STEPS

- 1) SQ-2sl 05#in Relay time for 5 seconds
- Qe2205#xiliary Relay time for 5 seconds
- SQ4sl 988/65# £2#
 98765 to operate the Main Relay and the Auxiliary Relay

When the code 98765 is entered the Main Relay will open the door and the Auxiliary Relay will change the

FIG. 4 SHUNT CONTACT #1 IN A CLOSED CIRCUIT ALARM LOOP WITH GREEN & RED LED INDICATORS

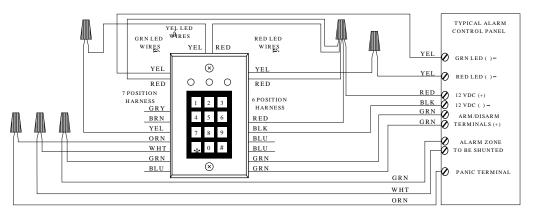


PROGRAMMING STEPS

- 1) SQ:24 MO#in Relay time for latching (on/off)
- SQ:22.00#xiliary Relay time for latching (on/off)
- 3) Seas 4887654424 98765 to operate the Main Relay and the Auxiliary Relay

When the code 98765 is entered the Main Relay will shunt zone 1 until the code is entered again. A red

FIG. 5 ARM & DISARM AN ALARM PANEL WITH ZONE SHUNTING AND PANIC



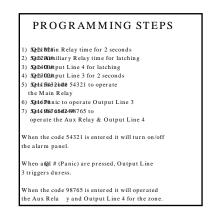
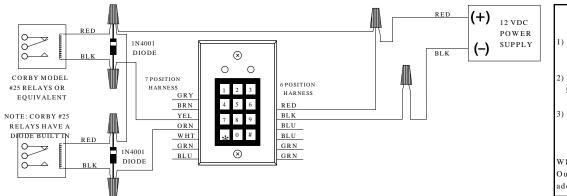


FIG. 6 FOR ADDITIONAL DRY CIRCUIT OUTPUTS, ADD TWO RELAYS TO OUTPUT LINES 3 & 4



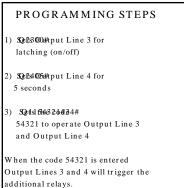
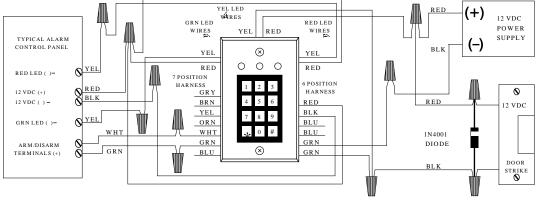
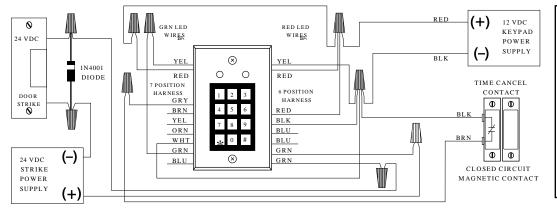


FIG. 7 OPERATE A DOOR STRIKE AND ARM/DISARM AN ALARM PANEL. THE GREEN AND RED LED INDICATORS MONITOR THE ALARM PANEL. THE YELLOW LED INDICATES DOOR STRIKE OPERATION.



PROGRAMMING STEPS 1) SQLEAMS ## in Relay time for 5 seconds 2) SQLEAMS ## iliary Relay time for 2 seconds 3) SQLEAMS ## 54321 to operate the Main Relay 4) SQLEAMS ## 6542# 575 to operate the Aux Relay for arm/disarm When the code 54321 is entered it will open the door and triggers the yellow LED. When the code 98765 is entered it will arm/disarm the alarm panel.

FIG. 8 OPERATE A 24VDC DOOR STRIKE & POWER THE KEYPAD FROM A SEPARATE 12VDC SOURCE. THE GREEN LED INDICATES DOOR STRIKE OPERATION. THE RED LED MONITORS THE 12VDC SUPPLY.



PROGRAMMING STEPS 1) SQEEMO#in Relay time for 30 seconds 2) SQEEMO#kiliary Relay time for 30 seconds 3) SQEEMO#SGE#E2# 98765 to operate the Main and Aux Relays When the code 98765 is entered the door strike will activate for 30 seconds, switching the LED from red to green.