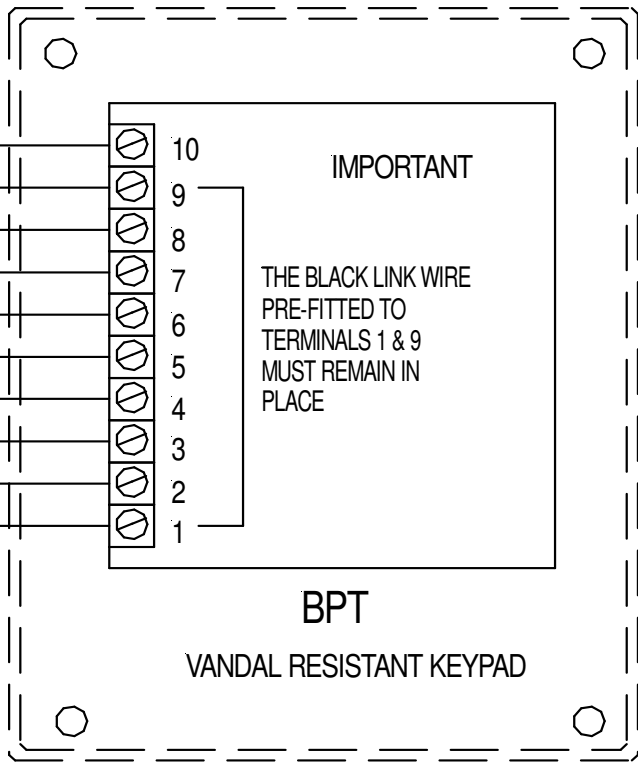
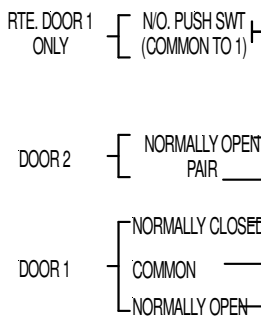


IF TELEPHONE TWISTED PAIR TYPE CABLE IS USED, LINES 1 & 2 TO THE KEYPAD SHOULD CONSIST OF A PAIR FOR BOTH 1 & 2.



ELECTRICAL SPECIFICATION

SUPPLY VOLTAGE - 11-20 volts. AC or DC
 CONSUMPTION - Quiescent 50mA
 Relays On 100mA

RELAY CONTACTS RATED AT:
 1-Amp. max. at 24 volts AC/DC

FEATURES

- * UP TO 50 USER DOOR OPEN CODES
 - * USER CODES MAY BE 4-5 OR 6 DIGITS
 - * PROGRAMMABLE 6 DIGIT MASTER CODE
 - * SPECIAL CODE IN THE EVENT OF LOSS OF MASTER
 - * PENALTY LOCK OUT AFTER REPEATED CODE ATTEMPTS
 - * HIDDEN AUTHORISED CODE FEATURE
 - * TIMED OR LATCHED OUTPUTS TO DOOR 1 & 2 RELAYS
 - * VISITOR DOOR BELL FEATURE
 - * REQUEST TO EXIT INPUT (DOOR 1 ONLY)
 - * 1 OR 2 DOOR CONTROL
 - * DURESS ALARM
 - * FORCED DOOR ALARM
-] SEE NOTE BELOW

NOTE: THE DURESS AND DOOR FORCED ALARM FUNCTIONS CANNOT BE USED IF THE KEYPAD IS PROGRAMMED FOR 2 DOOR CONTROL. CONSULT THE FULL INSTRUCTION DETAILS FOR ALARM FUNCTION PROGRAMMING.

SPECIAL NOTES:

WHEN USING THE KEYPAD IN A STANDLAONE MODE ie. NOT CONNECTED TO A BPT AUDIO OR VIDEO SYSTEM POWER SUPPLY. THE ELECTRICAL SPECIFICATION MUST BE ADHERED TO.

WHERE DOOR RELEASES ARE BEING SWITCHED DIRECTLY VIA THE KEYPAD RELAY CONTACTS, THE DOOR RELEASE MUST HAVE A SUPPRESSION DEVICE FITTED ACROSS THE SUPPLY LINES CLOSE TO THE RELEASE ITSELF. THIS PARTICULARLY RELATES TO MAGLOCKS AND IDEALLY THE SUPPRESSOR SHOULD BE A 'MOV' (metal oxide varistor) OR DIODE IF 'MOV' IS NOT AVAILABLE.

DAMAGE MAY OCCUR TO THE ON-BOARD RELAY CONTACTS IN THE EVENT THAT SUCH SUPPRESSION IS NOT FITTED.

BPT (UK) LTD. HERTS. ENGLAND	PREPARED FOR INSTALLATION ENGINEERS	DATE: 16/06/97	DRAWN: KR
		REVISED:	
DRAWING TITLE: VR. KEYPAD SPECIFICATION		DRAWING No: VRAC.101	

QUICK START INSTRUCTIONS

INSTALLERS & USERS

Important first note:- If you proceed to the Quick Steps to Programming without reading on, note that the Default Master Code (111111), which should be changed in any event to a User preferred code, must always be preceded by the # Key to enter Program mode.

Under the Quick Steps below, the Door 1/2 & Add codes are only listed as 4 digit. The 50 possible User codes may actually be 4-5 digits. Where the instructions show "Enter - 4" and "Enter - xxxx" vary this data entry to 5 or 6. This does not apply to the Master code, this must be 6 digits and you must enter "4" to change it.

The Keypad required all User Codes to be allocated an Index number 00-49 for the purpose of storage and retrieval from the memory. The 2 present User codes for Door 1 & 2 (see Defaults below) are stored at Index 01 & 02.

Follow the Quick Step instruction and change these 2 pre-set codes to user preferred codes. Ignore **Alter Door 2** if only 1 door is connected. If you require to program more than 1 or 2 user codes, see the **Add Codes** instruction.

If at any time the Master code does not appear to enter you into the Program mode correctly (see increasing/decreasing pitch bleep tone below), use the following method:- POWER DOWN FOR 5 SECONDS - POWER UP AGAIN - ENTER 725 WITHIN 2 MINUTES. (short increasing pitch tone should sound) - YOU ARE NOW IN THE PROGRAM MODE. SET A NEW MASTER CODE.

2 varying pitch tones are used to indicate Correct or Incorrect data entry. Listen for the increasing pitch tone when you first enter the Program mode - this tone will sound after each correct data entry line below (shown as *), it will also sound when you exit the Program mode. Should you enter a digit in the wrong order, a decreasing pitch tone will sound. Whenever this tone sounds you will be returned to the beginning of the function you were trying to alter and you must enter the whole data string again. Note that you will still be in Program mode. IF YOU ARE IN ANY DOUBT ON HEARING THIS TONE, ENTER "0" TO EXIT THE PROGRAM MODE AND START FULLY AGAIN BY RE-ENTERING THE PROGRAM MODE.

PRE-SET DEFAULTS

Master Code	111111
Door 1 Code	2580
Door 2 Code	3690
Door Open time	5 seconds
Incorrect code Penalty Time	15 seconds

ALTERED TO

New Master Code
New Door 1 Code
New Door 2 Code
New Door Open Time
New Penalty Time

QUICK STEPS: Enter Program Mode "#111111" or "#xxxxxx" (where 111111 has already been altered).

(Note the increasing pitch tone sounds after each entry and example codes for door 1 or 2 are 4 digit. See above for 5 or 6 digit codes).

Change Master Code

Enter - 4
Enter - 00
Enter - xxxxxx
(must be 6 digits)
Enter - 0
(to exit Program Mode)

Change Door 1 Code

Enter - 2
Enter - 01
Enter - 1
Enter - 01
Enter - 1
Enter - 4
Enter - xxxx
(must be 4 digits)
Enter - 0
(to exit Program Mode)

Change Door 2 Code

Enter - 2
Enter - 02
Enter - 1
Enter - 02
Enter - 3
Enter - 4
Enter - xxxx
(must be 4 digits)
Enter - 0
(to exit Program Mode)

To Add a Code for Door 1

Enter - 1
>Enter - 03-49
Enter - 1
Enter - 4
Enter - xxxx (must be 4 digits)
Enter - 0
(to exit Program Mode or go to next command)
Do not enter 01 or 02 at > above

To Delete a Code

Enter - 2
Enter - Index 00-49
Enter - 0
(to exit Program Mode)

To Delete all Codes

Enter - 3
Enter - 00
Enter - 0
(to exit Program Mode)

To change Door 1 (or 2) Release Times

Enter - 5 (6 for 2 doors)
Enter 01-99 seconds
Enter - 0
(to exit Program Mode)

FINAL QUICK START NOTE: When choosing a new User Door Open Code (index 00 - 49), try to avoid starting any code with 9 or 1, as these numbers at the start of a code may conflict with a Duress input - if used. Read the full notes under **Duress Input**. Particularly note that you cannot use the Door 2 function if Duress facility is used.

'VERY QUICK' START INSTRUCTIONS

The Keypad enables up to 50 user codes to be assigned to open Door 1 or 2.

At time of first installation, 2 codes are already pre-assigned for this purpose, additionally a Master/Engineer code is assigned.

If you simply wish to change these pre-assigned codes to your users preferred codes, follow strictly as set out below. See over for other programming instructions.

You must change the Master Code last

Door 1 Code is
currently 2580

Door 2 Code is
currently 3690

Master code is
Currently #111111

To change this:

Enter - #111111
Enter - 2
Enter - 01
Enter - 1
Enter - 01
Enter - 1
Enter - 4
Enter - xxxx (new code)
Enter - 0

To change this:

Enter - #111111
Enter - 2
Enter - 02
Enter - 1
Enter - 02
Enter - 3
Enter - 4
Enter - xxxx (new code)
Enter - 0

To change this:

Enter - #111111
Enter - 4
Enter - 00
Enter - xxxxxx (new code)
(must be 6 digits)
Enter - 0

Always use this new Master
code to enter the Engineer
programming mode.

If you input a digit in the wrong place or get lost in the programming, we suggest you enter 0 three times. This should exit you from the program mode. Start again from Enter Master code #111111 or new Master Code if already altered.

Important Note: As shown on the attached drawings, the link wire between 1 & 9 must be in place.