

**BASIC  
PROGRAMMING AND USE  
INSTRUCTIONS  
FOR THE  
AutoKey SYSTEM**

**Sentex**systems



# IMPORTANT NOTICE

This manual describes the basic system functions that need to be programmed for the AutoKey system to function properly. If you wish to program the system's more advanced features (i.e. time zones, automatic lock/unlock schedules, baud rate speed, etc.), please refer to the enclosed manual titled "USING THE MORE ADVANCED FEATURES OF THE AutoKey SYSTEM".

The AutoKey system is very reliable and easy to use. However, if programmed incorrectly, the system may function improperly and is likely to cause you and others a great deal of inconvenience. Similarly, there are certain key things you must know about using this system. Thus, you should take the time to read these instructions completely before attempting to program or use your system. If you have any questions, your installing dealer will be happy to assist you.

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**IMPORTANT NOTE:** The Sentex Systems, Inc. warranty on this system is conditional upon Sentex Systems being paid in full for this equipment. This warranty will not be honored until such payment has been received by Sentex Systems.

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Sentex Systems  
Chatsworth, CA

Visit us at [www.sentexsystems.com](http://www.sentexsystems.com)



# 1 - BASIC HINTS AND PROGRAMMING RULES

The sections that follow provide detailed explanations of how to program the system's basic functions. However, there are a number of basic hints and programming rules that apply to the programming of any step. These are listed below:

1. All programming is done through the system's keypad which is located inside the AutoKey enclosure.
2. The first step in programming is to enter the program mode (see Page 3). Once you are in this mode, the system will remain in this mode until you tell it to exit to the "run" mode, or until 60 seconds pass without an entry on the keypad (so you do not accidentally leave it in the program mode).
3. The AutoKey system provides visual feedback as you program. If you make an "error", the system will display the following:

<u>CODE</u>	<u>MEANING OF CODE</u>
E1	The entry you are trying to erase or verify does not exist in the system. For example, there is no transmitter code that matches the one you are trying to erase.
E2	You have tried to enter a transmitter that already exists in the system's memory. For example, you are trying to enter transmitter number 253 and that code has already been entered into the system.
E3	The system's memory is already full. You must either erase a single transmitter or the entire system's memory.
E4	You have made a format error in your entry. For example, you have tried to enter a "★" as part of a transmitter number.

Once the feedback is completed, you may continue with your next entry or correct the entry you have just attempted.

4. Always keep track of what transmitter numbers you have entered into the system and to whom they have been assigned. This will allow you to void a transmitter as soon as somebody is no longer allowed access to your building or complex, or if a transmitter is lost.
5. If you realize in the middle of an entry that you are making a mistake, you can abort the transaction by entering a "★".
6. If you are in the programming mode, the system will display a "P" on the seven-segment display.

## 2 - ENTERING AND EXITING PROGRAM MODE

The sequences described in this section allow you to enter and exit the program mode, as well as to change the code that must be used to gain access to this mode.

### ENTERING PROGRAM MODE

**Format**      “\*\*\*” + programming access code (6 digits)

**Example**     “\*\*\*” + 000000

**Important Notes**    Factory setting is 000000. We suggest you change this code to maintain the security of your system.

### CHANGING THE PROGRAMMING ACCESS CODE

**Purpose**        To make sure that the code required to enter the program mode is known only by authorized personnel.

**Format**        09 + new programming access code (6 digits) + “#”

**Example**       09 + 123456 + #

**Important Note**    Once you have changed the programming access code, it is imperative that you verify the new code before you exit the programming mode. This is to ensure that an error was not made when the code was changed.

### VERIFYING THE PROGRAMMING ACCESS CODE

**Purpose**        To verify that the programming access code is correct. You must perform this step after changing the programming access code, but before you exit the programming mode.

**Format**        10 + programming access code (6 digits) + “#”

**Example**       10 + 123456 + #

**Important Notes**    If a “0” is displayed on the 7-segment display, then the programming access code is correct. If you receive an “E1” response, the programming access code is incorrect, in which case you should either re-verify the code (in case an error was made the first time) or change the code before exiting the programming mode.

### EXITING PROGRAM MODE

**Format**        00 + “#”

**Important Notes**    Once you press the “#” key, the system will return you to the “run” mode and the display will go blank.

## **3 - ENTERING AND ERASING TRANSMITTERS**

The sequences described in this section allow you to tell the system which transmitters should grant entry. These programming steps will be repeated frequently as people move in and out of your building/complex.

### **ENTERING A SINGLE TRANSMITTER**

**Purpose** Allows you to validate a single transmitter number to open relay 1 only.

**Format** 14 + transmitter number (up to 7 digits) + “#”.

**Example** 14 + 1234567 + # (sets up transmitter number 1234567 to activate relay 1).

**Important Notes** The transmitter number is the code that will be emitted from the transmitter when a button is pressed. This number is always seven digits in length, but if the preceding numbers are zero's (for example, 0000007), you do not have to enter the leading zeros. For example, if your transmitter number is 0000007, you may enter either “0000007” or “7” as the transmitter number. But, if your transmitter number is 1234567, you must enter “1234567” as the transmitter number.

If you want a transmitter to activate relays 2 and 3 or if you want to restrict the access of a specific transmitter to specific times or days, please refer to section 5 of the enclosed manual titled “USING THE MORE ADVANCED FEATURES OF THE AutoKey SYSTEM.”

### **ENTERING A GROUP OF TRANSMITTERS**

**Purpose** Allows you to load a group of transmitter numbers to open relay 1 only in one easy step rather than loading each transmitter individually.

**Format** 15 + beginning transmitter number (7 digits) + ending transmitter number (7 digits) + “#”.

**Example** 15+0000007+0000052 + # (sets up transmitter numbers 0000007 through 0000052 to activate relay 1).

**Important Notes** For this step, the number that you enter as the beginning and ending transmitter numbers must be entered as 7 digits.

Transmitters that are validated as part of a group may be deleted individually.

If you want the transmitters to activate relays 2 and 3 or if you want to restrict the access of the transmitters to specific times or days, please refer to page 9 of the enclosed manual titled “USING THE MORE ADVANCED FEATURES OF THE AutoKey SYSTEM.”

### **ERASING A SINGLE TRANSMITTER**

**Purpose** Allows you to remove a single transmitter from the system's memory.

**Format** 16 + transmitter number (up to 7 digits) + “#”.

**Example** 16 + 1234567 + # (removed transmitter number 1234567 from the system's memory).

## **4 - VERIFYING ENTRIES**

The steps in this section will allow you to verify the transmitters that are currently programmed in your system.

### **VERIFYING A TRANSMITTER NUMBER**

**Purpose** Allows you to verify if a transmitter has been programmed into the system.

**Format** 18 + transmitter number (up to 7 digits) + “#”

**Example** 18 + 1234567 + #

**Important Notes** If a transmitter number is valid in the system, the system will display “1000”. If a transmitter number is not valid in the system, the system will display the error message “E1”.