

**USING THE  
MORE ADVANCED FEATURES  
OF THE  
AutoKey SYSTEM**

**Sentexsystems**



# **IMPORTANT NOTICE**

This manual describes the AutoKey system's more advanced features. If you wish to only program the system's basic features (i.e. entering and erasing transmitters without restrictions), please refer to the manual enclosed with your system titled "BASIC PROGRAMMING AND USE INSTRUCTIONS FOR THE AutoKey SYSTEM".

The AutoKey system is very reliable and easy to use. However, if programmed incorrectly, this 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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# 1 - SYSTEM OVERVIEW

The AutoKey system is a simple and user-friendly system. In order to better understand the system, an explanation of the system's components and features are explained below:

1. **The AutoKey Receiver and Transmitter:** There are two separate parts to the AutoKey system: the receiver and the transmitter. The receiver is a small box that is installed within the controlled area and contains the main processor board. The gates (or any other device you are controlling) are connected to the relays located on the main processor board. The transmitter is a small hand-held device that you keep in your car or residence and allows you to activate the gate upon pressing a button.

There are two types of transmitters: the single-button transmitter and the two-button transmitter. The single-button transmitter will only allow the user to activate the relay(s) that you program. On a two-button transmitter, you can program the relay(s) in which the left-hand button will activate (see section 5 for more information). The right-hand button on the two-button transmitter will always activate relay 2 and both buttons pressed simultaneously will always activate relay 3. You cannot program these buttons to activate any other relay(s).

In addition to being able to restrict the gate that the transmitter will activate, the AutoKey system also has the capability of carrying out the following functions:

1. **Time Zones:** Time Zones allow you to restrict the days and/or times that a transmitter is valid. For example, if you only want to allow access to the landscaper between the hours of 8 A.M. and 5 P.M. Monday through Friday, you can set up a time zone for those days and hours and assign that time zone to the Landscaper's transmitter.
2. **Automatic Relay Activation Schedules:** The AutoKey system can automatically open and close any gate (or any other device attached to the relays) at times that you specify. You may also have up to 10 holidays in which the Automatic Relay Activation Schedules will not operate). For example, if you have an Automatic Relay Activation Schedule set up to open the main gate Monday through Friday at 9 A.M. and close it at 5 P.M., but you want the gate to remain closed on holidays, you can set up a series of dates in which the AutoKey system will keep the gate closed on those days.
3. **Direct Operator Control of Relays:** The AutoKey system also has the ability to control the system's relays from the programming source. This feature allows you to activate the system's relays for a programmed period of time or until you manually deactivate the relays (see section 7 for more information on this feature).
4. **Printing the Event Record:** The AutoKey system has the ability to print the system's events. Every time an action has been performed by the AutoKey system (i.e., denying access to an invalid transmitter number), an event record is created. If a printer is attached to the system, the records will print as they occur. The printing feature is standard - you just need to have a printer connected to the system (ask your installing dealer for more information regarding this feature).

## 2 - BASIC HINTS AND PROGRAMMING RULES

The sections that follow provide detailed explanations of how to program specific functions that the system can handle. 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 receiver's enclosure.
2. The first step in programming is to enter the program mode. 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 pressing the "\*" key.
6. If you are in the programming mode, the system will display a "P" on the seven-segment display.

## 3 - 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 seven-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.

## 4 - SETTING SYSTEM GUIDELINES

The programming sequences described in this section allow you to set the guidelines by which your system will operate. Under most circumstances, you will perform each of these steps only at initial installation of the system (if at all).

### SETTING CLOCK

**Purpose** To set the system's internal clock. An accurate clock is critical for proper use of time zones and the automatic relay activation schedules, as well as accurate reporting of events to the printer (if one is used).

**Format** 06 + year(2 digits) + month(2 digits) + day(2 digits) + time(4 digits) + day of week(1 digit) + "#"

**Example** 06 + 94080915305 + # (sets clock to 3:30 p.m. on Thursday, August 9, 1994).

**Important Notes** The clock is set by the factory in Pacific Time.

Time must be 4 digits long and in 24-hour format. Thus, you enter 5:00 a.m. as "0500" while 5:00 p.m. is entered as "1700".

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, and 7=Saturday.

### SETTING RELAY 1 ACTIVATION TIME

**Purpose** Sets the period of time that relay 1 will remain activated.

**Format** 01 + number of seconds (up to 3 digits) + "#".

**Example** 01 + 25 + "#" (sets the activation time for relay 1 to 25 seconds).

**Important Notes** Factory setting is 2 seconds.

Your entry must be between 2 and 250 seconds.

### SETTING RELAY 2 ACTIVATION TIME

**Purpose** Sets the period of time that relay 2 will remain activated.

**Format** 02 + number of seconds (up to 3 digits) + "#".

**Example** 02 + 50 + # (sets the activation time for relay 2 for 50 seconds).

**Important Notes** Factory setting is 2 seconds.

Your entry must be between 2 and 250 seconds.

## **SETTING RELAY 3 ACTIVATION TIME**

**Purpose** Sets the period of time that relay 3 will remain activated.

**Format** 03 + number of seconds (up to 3 digits) + “#”.

**Example** 03 + 90 + # (sets activation time for relay 3 for 90 seconds).

**Important** Factory setting is 2 seconds.

**Notes**

Your entry must be between 2 and 250 seconds.

## **SETTING UP TIME ZONES**

**Purpose** Time zones allow you to restrict the access of transmitters to certain times during certain days (e.g., the gardener’s transmitter is good only during the times he is supposed to be in your complex). You can create up to 7 restricted time zones (numbered 1-7), each of which can contain up to 2 separate time “segments”. These zones can then be assigned to transmitters as they are entered into the system. Holidays may be included or excluded from a time zone. If excluded, any date you designate as a holiday will not be included as part of the time zone, even if it falls on a day that would otherwise be included.

**Format** 07 + zone number (1 digit) + segment number (1 digit) + start time (4 digits) + end time (4 digits) + day of the week (1 to 8 digits) + “#”.

**Example** 07 + 1 + 1 + 0800 + 1700 + 2 + 3 + 4 + 5 + 6 + 8 + # (This sets segment 1 of time zone 1 for the hours of 8:00 a.m. to 5:00 p.m. on Monday through Friday and Holidays).

**Important** You do not need to create any restricted time zones if you do not need to restrict access by time or day. Time zone 0 is an “anytime” zone that allows access 24 hours per day, 7 days per week, including holidays.

Days are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday, and 8=Holiday.

The starting and ending time must be 4 digits in length and in 24-hour format. Also, these times must be within the same day. To set up a time zone that extends past midnight and into the next day, create one segment that runs until midnight (for example, on Monday through Friday from 8 p.m. until 12 a.m.) and a second segment that starts at midnight on the following day (for example, on Tuesday through Saturday 12 a.m. until 4 a.m.).

If you are setting a time zone to be valid on holidays, you must also program that time zone to be valid for a day of the week. For example, if you have programmed January 1st as a holiday and this holiday lands on a Friday, in order for a transmitter to be considered valid, the time zone for that transmitter must be valid on Holidays, as well as for Fridays. If the time zone is programmed to be valid only on holidays and not for the day of the week on which the holiday falls, the transmitter will be considered invalid and will not grant access.

To erase a time zone segment, enter “99” for the starting time and then the “#” key. For example, if you wanted to erase time zone 2 segment 1, the entry would be “07+2+1+99+ #”.

## **SETTING UP HOLIDAYS SCHEDULES.**

**Purpose** Establishes the dates that the unit will treat as holidays in assessing time zones and automatic relay activation schedules. This ensures that the gates remain closed all day on holidays or other days when normal conditions do not apply.

**Format** 08 + holiday number (1 digit) + month (2 digits) + day (2 digits) + "#".

**Example** 08 + 1 + 01 + 01 + # (sets up holiday number 1 for January 1st).

**Important Notes** You may use up to 10 holidays (numbered 0-9).

The month and day entries must each be 2 digits in length.

To erase a holiday that has already been entered into the system, simply type "99" for the month and day. For example, if you wish to erase holiday 1, you would enter "08 + 1 + 99 + #".

## **SETTING THE BAUD RATE**

**Purpose** Sets the baud rate for the serial port. The baud rate is the rate of communication between the AutoKey and your computer or printer. If you do not have a computer or printer connected to your system, there is no need to make an entry in this area.

**Format** 05 + baud rate number (1 digit) + "#".

**Example** 05 + 3 + # (sets the baud rate to 4800).

**Important Notes** The baud rates are numbered as follows: 0=300 baud, 1=1200 baud, 2=2400 baud, 3=4800 baud, and 4=9600 baud.

Factory default setting is 2400 baud.

## **SETTING THE AUTOMATIC ACTIVATION SCHEDULE FOR RELAY 1**

**Purpose** Allows the system to automatically open and close an electric gate or control almost any other function at times that you specify. You can program up to three schedules for this relay. For example, the front gate can be programmed to automatically open at 8 AM and close at 5 PM on weekdays, but only be open from 8 AM to 12 noon on Saturdays.

**Format** 11+ segment number (1 digit) + activation time (4 digits) + deactivation time (4 digits) + days of the week (up to 8 digits) + "#".

**Example** 11 + 2 + 0800 + 1700 + 23456 + # (sets segment 2 for relay 1 to open at 8:00 AM and close at 5:00 PM Monday through Friday).

**Important Notes** Each relay activation schedule is called a "segment" and you may have up to three segments per relay. Therefore, the number you enter as the segment number will be between 1 and 3.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday, and 8=Holiday.

If you have a day programmed as a holiday, then the relay activation schedule will not operate unless you have the day of the week the holiday lands on and the holiday option programmed. For example, if today is Monday and a programmed holiday and you want the relay activation schedule to operate normally, then you would need to program "Monday" and "Holiday" in the days of the week area.

The activation and deactivation times must be entered as 4 digits and in 24-hour format. For example, 5:00 am would be entered as "0500" and 5:00 PM would be entered as "1700".

If relay 1 is active in a relay activation schedule and you want to cancel today's schedule, then go into the programming mode and enter "91 + #" at the programming prompt to cycle the relay (see section 7 for more information).

To erase an automatic relay activation schedule for relay 1, enter "99" for the opening and closing times. For example, if you wished to erase the automatic relay activation schedule for segment 2 on relay 1, you would enter "11 + 2 + 99 + #".

## **SETTING THE AUTOMATIC ACTIVATION SCHEDULE FOR RELAY 2**

**Purpose** Allows the system to automatically open and close an electric gate or control almost any other function at times you specify. You can program up to three schedules for this relay. For example, the front gate can be programmed to automatically open at 8 AM and close at 5 PM on weekdays, but only be open from 8 AM to 12 noon on Saturdays.

**Format** 12 + segment number (1 digit) + activation time (4 digits) + deactivation time (4 digits) + day of the week (up to 8) + "#".

**Example** 12 + 3 + 0900 + 1530 + 71 + # (sets segment 3 for relay 2 to open at 9:00 AM and close at 3:30 P.M. on Saturdays and Sundays).

**Important Notes** Each relay activation schedule is called a "segment" and you may have up to three segments per relay. Therefore, the number that you enter as the segment number will be between 1 and 3.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday, and 8=Holiday.

If you have a day programmed as a holiday, then the relay activation schedule will not operate unless you have the day of the week the holiday lands on and the holiday option selected. For example, if today is Monday and a programmed holiday and you want the relay activation schedule to operate normally, then you would need to program "Monday" and "Holiday" in the days of the week area.

The activation and deactivation times must be entered as 4 digits and in 24-hour format. For example, 5:00 AM would be entered as "0500" and 5:00 PM would be entered as "1700".

If relay 2 is active in a relay activation schedule and you want to cancel today's schedule, then go into the programming mode and enter "92 + #" at the programming prompt to cycle the relay (see section 7 for more information).

To erase an automatic relay activation schedule for relay 2, enter "99" for the opening and closing times. For example, if you wished to erase the automatic relay activation schedule for segment 3 on relay 2, you would enter "12 + 3 + 99 + #".

## **SETTING THE AUTOMATIC ACTIVATION SCHEDULE FOR RELAY 3**

**Purpose** Allows the system to automatically open and close an electric gate or control almost any other function at times you specify. You can program one schedule per day for this relay. For example, the front gate can be programmed to automatically open at 8 AM and close at 5 PM on weekdays, but only be open from 8 AM to 12 noon on Saturdays.

**Format** 13 + segment number (1 digit) + activation time (4 digits) + deactivation time (4 digits) + days of the week (up to 8 digits) + "#".

**Example** 13 + 1 + 1000 + 1900 + 7 + # (sets segment 1 for relay 3 to open at 10:00 AM and close at 7:00 PM on Sundays).

**Important Notes** Each relay activation schedule is called a "segment" and you may have up to three segments per relay. Therefore, the number that you enter as the segment number will be between 1 and 3.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday, and 8=Holiday.

If you have a day programmed as a holiday, then the relay activation schedule will not operate unless you have the day of the week the holiday lands on and the holiday option selected. For example, if today is Monday and a programmed holiday and you want the relay activation schedule to operate normally, then you would need to program "Monday" and "Holiday" in the days of the week area.

The activation and deactivation times must be entered as 4 digits and in 24-hour format. For example, 5:00 AM would be entered as "0500" and 5:00 PM would be entered as "1700".

If relay 3 is active in a relay activation schedule and you want to cancel today's schedule, then go into the programming mode and enter "93 + #" at the programming prompt to cycle the relay (see section 7 for more information).

To erase an automatic relay activation schedule for relay 3, enter "99" for the opening and closing times. For example, if you wished to erase the automatic relay activation schedule for segment 1 for relay 3, you would enter "13 + 1 + 99 + #".

## 5 - 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 WITH ADVANCED RESTRICTIVE CAPABILITIES

**Purpose** Allows you to enter a single transmitter number in which you can restrict the days, times, and gates it will operate.

**Format** 21 + relay code (1 digit) + time zone (1 digit) + transmitter number (up to 7 digits) + "#".

**Example** 21 + 4 + 0 + 567 + # (sets up transmitter number 567 to activate relays 1 and 2 at anytime).

**Important Notes** The relay code tells the system which relay to activate when a valid single-button transmitter or the left-button of a two-button transmitter is presented to the system. There are seven different relay codes. These codes are as follows:

1=relay 1 only	4=relays 1 and 2	7=all 3 relays
2=relay 2 only	5=relays 1 and 3	
3=relay 3 only	6=relays 2 and 3	

You must always enter a time zone, even if no restricted zones have been created. Time zone "0" will allow access at anytime.

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.

### ENTERING A GROUP OF TRANSMITTERS WITH ADVANCED RESTRICTIVE CAPABILITIES

**Purpose** Allows you to load a group of transmitters that all have the same time zone and gate access rights in one easy step rather than loading each transmitter individually.

**Format** 22 + relay code (1 digit) + time zone (1 digit) + beginning transmitter number (7 digits) + ending transmitter number (7 digits) + "#".

**Example** 22 + 7 + 0 + 0000008 + 0000057 + # (sets up transmitters between the numbers 0000008 and 0000057 to be valid at anytime and at all 3 relays).

**Important Notes** The relay code tells the system which relay to activate when a valid single-button transmitter or the left button of a two-button transmitter is presented to the system. There are seven different relay codes. These codes are as follows:

1=relay 1 only	4=relays 1 and 2	7=all 3 relays
2=relay 2 only	5=relays 1 and 3	
3=relay 3 only	6=relays 2 and 3	

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

You must always enter a time zone, even if no restricted zones have been created. Time zone "0" will allow access at anytime.

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

Be sure that the group of transmitters you are entering does not include any numbers that are already in the system. If you accidentally re-enter a transmitter that was already programmed into the system, the system will over-write the previously entered information with the new information entered for the group of transmitters.

## **DELETING A SINGLE TRANSMITTER**

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

**Format** 23 + transmitter number (up to 7 digits) + "#".

**Example** 23 + 1234567 + # (removed transmitter number 1234567 from the entire system).

## **DELETING ALL TRANSMITTERS**

**Purpose** Allows you to clear the entire transmitter memory.

**Format** 24 + 101010 + "#".

## 6 - VERIFYING ENTRIES

The sequences in this section will allow you to verify the entries that are currently in your system.

### VERIFYING CURRENT CLOCK SETTING

**Format** 06 + “#”

**Important Notes** Once you press the “#” key, the system will display it’s current date and time in the same manner that it was entered (2 digits for the year, 2 digits for the month, 2 digits for the day, 4 digits for the time, 1 digit for the day of the week).

### VERIFYING RELAY 1 ACTIVATION TIME

**Format** 01 + “#”

**Important Notes** Once you press the “#” key, the system will display relay 1 activation time as a 3 digit number.

### VERIFYING RELAY 2 ACTIVATION TIME

**Format** 02 + “#”

**Important Notes** Once you press the “#” key, the system will display relay 2 activation time as a 3 digit number.

### VERIFYING RELAY 3 ACTIVATION TIME

**Format** 03 + “#”.

**Important Notes** Once you press the “#” key, the system will display relay 3 activation time as a 3 digit number.

### VERIFYING A TIME ZONE SEGMENT

**Format** 07 + time zone number (1 digit) + segment number (1 digit) + “#”.

**Important Notes** Once you press the “#” key, the system will display the information entered for this time zone in the following manner: 4 digits for the starting time, 4 digit for the ending time, 8 digits for the days of the week. For example, if time zone 2 was to start at 8:00 AM and end at 5:00 PM Monday through Friday including holidays, the system would display “08001700234568”.

The time zone number can range from 1 to 7. The segment number can be either a 1 or a 2.

Time zone 0 will always allow entry at any time. This time zone segment cannot be changed.

## **VERIFYING A HOLIDAY SCHEDULE**

**Format** 08 + holiday number (1 digit) + “#”

**Important Notes** The holiday number can range from 0 to 9.

When the “#” key is pressed, the system will display 2 digits for the month and 2 digits for the day for which this holiday is set.

## **VERIFYING THE BAUD RATE**

**Format** 05 + “#”

**Important Notes** When the “#” key is pressed, the system will display the baud rate that is currently programmed into the system, not the baud rate number you used to program the system. For example, if you entered “05 + 1 + #” when you programmed the system, the system will display “1200” (not “1”) as the system’s current baud rate setting.

## **VERIFYING THE AUTOMATIC RELAY ACTIVATION SCHEDULE FOR RELAY 1**

**Format** 11 + segment number (1 digit) + “#”.

**Important Notes** The segment number can be between 1 and 3.

Once the “#” key is pressed, the system will display the information entered for this automatic relay activation schedule as 4 digits for the starting hour, 4 digits for the ending hour and up to eight digits for the days of the week it is valid. For example, if segment 1 was programmed to open at 8:00 AM and close at 5:00 PM Monday through Friday, the display would read “0800170023456”.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday and 8=Holiday.

## **VERIFYING THE AUTOMATIC RELAY ACTIVATION SCHEDULE FOR RELAY 2**

**Format** 12 + segment number (1 digit) + “#”.

**Important Notes** The segment number can be between 1 and 3.

Once the “#” key is pressed, the system will display the information entered for this automatic relay activation schedule as 4 digits for the starting hour, 4 digits for the ending hour, and up to 8 digits for the days of the week it is valid. For example, if segment 2 was programmed to open at 4:00 AM and close at 1:00 PM on Thursdays and Fridays, the display would read “0400130056”.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday and 8=Holiday.

## **VERIFYING THE AUTOMATIC RELAY ACTIVATION SCHEDULE FOR RELAY 3**

**Format** 13 + segment number (1 digit) + “#”.

**Important Notes** The segment number can be between 1 and 3.

Once the “#” key is pressed, the system will display the information entered for this automatic relay activation schedule as 4 digits for the starting hour, 4 digits for the ending hour, and up to 8 digits for the days of the week it is valid. For example, if segment 1 was programmed to open at 12:00 PM and close at 4:00 PM on Saturdays, Sundays, and Holidays, the display would read “12001600178”.

The days of the week are numbered as follows: 1=Sunday, 2=Monday, 3=Tuesday, 4=Wednesday, 5=Thursday, 6=Friday, 7=Saturday, and 8=Holiday.

## **VERIFYING A TRANSMITTER NUMBER WITH ADVANCED RESTRICTIVE CAPABILITIES**

**Purpose** Allows you to verify if a transmitter is programmed into the system and what are the configurations programmed for that transmitter.

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

**Important Notes** After the “#” key is pressed, the system will display the relay status for each of the three relays followed by the time zone number. If a transmitter is programmed to open a relay, the system will display a “1”. If the transmitter is not programmed to activate a relay, the system will display a “0”. For example, if transmitter number 1234567 is programmed for time zone 4 and to open relays 1 and 2, but not relay 3, the display will show “1104” when the “#” key is pressed.

## 7- DIRECTLY CONTROLLING SYSTEM RELAYS

In addition to the programming areas discussed on the previous pages, you may also directly control the system's three relays once you have entered the programming mode. This control is accomplished by entering a code at the programming prompt.

The codes for controlling the system's relays are as follows:

### TIMED RELAY ACTIVATION

**Purpose** Allows you to activate the relays for the amount of time that was programmed in the relay activation time setup area.

**Format** TO ACTIVATE RELAY 1 - 91 + "#"  
TO ACTIVATE RELAY 2 - 92 + "#"  
TO ACTIVATE RELAY 3 - 93 + "#"

**Example** 92 + "#" (this will activate relay 2 for the programmed period of time).

### SUSTAINED RELAY ACTIVATION

**Purpose** Allows you to activate the relays until released by the operator/user.

**Format** TO LATCH RELAY 1 - 94 + "#"      TO RELEASE RELAY 1 - 91 + "#"  
TO LATCH RELAY 2 - 95 + "#"      TO RELEASE RELAY 2 - 92 + "#"  
TO LATCH RELAY 3 - 96 + "#"      TO RELEASE RELAY 3 - 93 + "#"

**Example** 95 + # ( to latch relay 2) and 92 + # (to release relay 2).

**Important Note** Once you enter either 91, 92, or 93 and the "#" sign to release the latched relay, the relay will deactivate after the programmed relay activation time (see section 4) has elapsed.

## **8- OTHER SPECIAL FUNCTIONS**

### **CONFIRMING A TRANSMITTER NUMBER**

**Purpose** Allows you to confirm the factory-assigned number that has been given to a transmitter. **You must not be in the programming mode in order to perform this function.**

- Format**
1. Open the cabinet to the AutoKey system.
  2. Look for the group of switches located in area S1 of the Main Processing Board. Move switch 1 to the "ON" position.
  3. Point the transmitter towards the Main Processing Board and press the button (on a two-button transmitter, press the left-hand button). The system will then display the seven-digit factory-assigned transmitter number on the seven segment display. Repeat this step for each of the transmitters you wish to verify.
  4. Once you have verified the transmitter's factory-assigned number, move switch 1 in area S1 back to the "OFF" position.
  5. Close and lock the cabinet door.

The following steps are to be performed while the system is in the programming mode:

### **RESETTING THE SYSTEM**

**Purpose** To have the ability of resetting the system without disconnecting the power to the system.

**Format** 19 + "#".

**Important Notes** The system will automatically reset itself once the "#" key is pressed.

When you initiate this step, the doors/relays that were latched (timed or untimed) before this step, will become unlatched. It is necessary for you to program the system to latch these relays again using steps 91 through 96.

### **RESTORING FACTORY SETTINGS**

**Purpose** To restore the settings that the factory has set for programming areas 1 through 13 (except steps 6 and 10).

**Format** 20 + 101010 + "#".

**Important Notes** The factory settings are listed on the chart located on the following page:

<b>STEP</b>	<b>PURPOSE</b>	<b>FACTORY SETTING</b>
01	Setting relay 1 activation time	2 seconds
02	Setting relay 2 activation time	2 seconds
03	Setting relay 3 activation time	2 seconds
05	Setting the baud rate	2400 baud
07	Setting up time zones	Disable all time zones
08	Setting up holiday schedules	Disable all holiday schedules
09	Setting the programming access code	000000
11	Setting the automatic relay activation schedules for relay 1	Disable all schedules
12	Setting the automatic relay activation schedules for relay 2	Disable all schedules
13	Setting the automatic relay activation schedules for relay 3	Disable all schedules

## **DISPLAYING THE USER CAPACITY**

**Purpose** Allows you to view how much space is still available for entering transmitter numbers.

**Format** 25 + "#".

**Important Notes** Once you press the "#" key, the system will display the number of openings that are available for new transmitter numbers.