

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



## **IMPORTANT NOTICE**

This manual describes programming of the basic Narrow Band AutoKey system functions. If you wish to program the system's more advanced features (time zones, automatic lock/unlock schedules, baud rate speed, etc.), refer to the enclosed manual "USING THE MORE ADVANCED FEATURES OF THE NARROW BAND AutoKey SYSTEM" (Doc. No. 6001220).

The Narrow Band AutoKey system is very reliable and easy to use. However, the system may function improperly if programmed incorrectly, causing you and others a great deal of inconvenience. 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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## SECTION I BASIC HINTS AND PROGRAMMING RULES

In the sections that follow, detailed procedures are discussed for each step in programming the Narrow Band AutoKey system basic functions. In addition to these specific procedures, there are a number of general hints and rules which will help ensure that your programming is done correctly and efficiently. These are discussed below:

1. **SIMPLE KEYPAD PROGRAMMING.** All programming is done through the system's keypad, which is located inside the Narrow Band AutoKey enclosure.
2. **ENTER THE PROGRAM MODE.** The first step in programming the system is to enter the program mode (see Section II). 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 accident-ally leave it in the program mode).  
**NOTE:** When in the program mode, the system will display a "P" on the seven-segment display.
3. **WATCH THE DISPLAY CODES.** The Narrow Band AutoKey system provides visual feedback as you program. If you make an "error", the system will display the following:

**Table 1. Program Mode Error Codes.**

CODE	MEANING OF CODE
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.

When an error code is displayed, you may continue with your next entry or correct the current entry.

4. **RECORD TRANSMITTER NUMBER ASSIGNMENTS.** 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 someone is no longer allowed access to your building or complex, or if a transmitter is lost.
5. **ABORTING A TRANSACTION ERROR.** If you realize in the middle of an entry that you are making a mistake, you can abort the transaction by entering a "\*".

## SECTION II SYSTEM OVERVIEW

The Narrow Band AutoKey system is a simple and user-friendly system. This section contains a description of the AutoKey's components and features to help you better understand the system.

**THE NARROW BAND AUTOKEY RECEIVER AND TRANSMITTER:** The AutoKey system consists of two main components: the receiver and the transmitter. The receiver is a small box containing the main processor board, which is installed in the controlled area, and the gates (or other devices you are controlling) are connected to the main processor board relays. The transmitter is a small hand-held unit kept in your car or residence that allows you to activate the gate by 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) you program. A two-button transmitter can be programmed for the left-hand button to activate any relays desired, but the right-hand button 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 Narrow Band AutoKey system also has the capability of carrying out the following functions:

- 1. TIME ZONES:** The Narrow Band AutoKey system can be programmed 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 system can be programmed to automatically open and close any gate (or other device attached to the relays) at specified times, plus up to 10 "holidays" where the Automatic Relay Activation Schedule is superceded. For example, if your schedule is set 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 program the dates on which you wish the gate to remain closed.
- 3. DIRECT RELAY CONTROL:** The system's relays can also be controlled from the programming source. This feature allows you to activate the system's relays, either for a programmed period of time or until you manually deactivate the relays.
- 4. PRINTING THE EVENT RECORD:** The Narrow Band AutoKey system has the ability to print a log of the system's events. Every time an action has been performed by the 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).

## SECTION III ENTERING AND EXITING PROGRAM MODE

This section describes how to enter and exit the program mode, and how to change the program mode security access code.

### 1. ENTERING PROGRAM MODE

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

**Example**         “\* \* \*” + 000000

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

### 2. CHANGING THE PROGRAM MODE ACCESS CODE

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

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

**Example**         09 + 123456 + #

**Important Note**   After changing the access code, it is imperative that you verify the new code before exiting the program mode, *since a mistake will prevent you from entering the program mode again.*

### 3. VERIFYING THE PROGRAM MODE ACCESS CODE

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

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

**Example**         10 + 123456 + #

**Important Notes**   If a “0” is displayed on the 7-segment display, the access code is correct.  
If an “E1” error code is displayed, the access code is incorrect, and you should either re-verify the code or change the code before you exit the program mode.

### 4. EXITING PROGRAM MODE

**Format**           00 + “#”

**Important Notes**   When the “#” key is pressed, the system returns to the “run” mode and the display blanks.

## SECTION IV

### ENTERING, ERASING AND VERIFYING TRANSMITTERS

This section describes how to tell the system which transmitters should grant entry and where. These programming steps will be repeated frequently as people move in and out of your building/complex.

#### 1. ENTERING A SINGLE TRANSMITTER

- Purpose** To enter a single transmitter number for 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**
- A. The transmitter number is the code emitted by the transmitter when a button is pressed. The code is always seven digits in length, but if the digits preceding a number are zeroes (i.e. 0000007), it is not necessary to enter the leading zeros. For example, if your transmitter number is 0000007, you may enter either “0000007” or “7”, but if your transmitter number is 1234567, you must enter “1234567” as the transmitter number.
  - B. To program a transmitter for more than one relay, or to restrict access of a transmitter to specific times or days, refer to Section V of the enclosed manual “USING THE MORE ADVANCED FEATURES OF THE NARROW BAND AutoKey SYSTEM”, (Doc. No. 6001220).

#### 2. ENTERING A GROUP OF TRANSMITTERS

- Purpose** To enter a group of transmitter numbers for 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 + # (loads numbers 0000007 thru 0000052 to activate relay 1)
- Important Notes**
- A. The beginning and ending transmitter numbers must be entered as 7 digits.
  - B. Transmitters that are validated as part of a group may be deleted individually.
  - C. To program transmitters for more than one relay, or to restrict access of a transmitter to specific times or days, refer to Section V of the enclosed manual “USING THE MORE ADVANCED FEATURES OF THE NARROW BAND AutoKey SYSTEM”, (Doc. No. 6001220).

#### 3. ERASING A SINGLE TRANSMITTER

- Purpose** To remove a single transmitter from the system memory.
- Format** 16 + transmitter number (up to 7 digits) + “#”
- Example** 16 + 1234567 + # (transmitter number 1234567 is removed from system memory)

#### 4. VERIFYING A TRANSMITTER NUMBER

- Purpose** To verify that a transmitter has been programmed into the system.
- Format** 18 + transmitter number (up to 7 digits) + “#”
- Example** 18 + 1234567 + #
- Important Notes**
- If a "1000" is displayed, the transmitter number is valid in the system.  
If an "E1" error code is displayed, the transmitter number is not valid in the system.

## SECTION V DATA VALIDATION AND NOISE DETECTION

This section describes how to determine if the radio frequency environment is too noisy for a radio operated system.

### DATA VALIDATION AND NOISE DETECTION

The Data Validation and Noise Detection LEDs are located on the controller board to the left of the keypad. The yellow LED is labelled DATA, and the red LED is labelled NOISE.

- When a transmitter button is pressed the yellow DATA LED should light, and the red NOISE LED may also light. This is normal.
- If a transmitter button is pressed and the red NOISE LED lights but the yellow DATA LED does not light, there is too much interference for the transmitter to be detected by the receiver.