D I G I K E E - 06

Anti-vandalism stand alone keypad made in aluminium anodised, 1 relay, 12 V, IP 67

MAIN FEATURES:
- Power supply: **12V ac/dc**
- **1 x relay:** 2 A - 30 V resistive load.
- **30 codes** from 1 to 6 digits, front programming.
- Single code erasing.
- Relays with **permanent or impulsive** contact.
- 1 red LED for programme mode + 1 green LED free for the user.
- Electronic circuit fully potted IP 67
- Protection for the fixing screws.
- Microswitch anti-tamper, on request.
- Size: 42 x 22 x 120 mm

It is not allowed to apply to the relay's contacts voltages over 30V dc or ac. If required, link an external relay.

PROGRAMMING AND STORING THE CODES
DIGIKEE leaves the factory with Master code: 1 2 3 4 5 6 and the relay'timing in "present man".
We suggest to make a total erasing and to set the new codes.
Total erasing of the memory via Master code:
- Enter Master code 123456
- The red LED flashes as the unit goes into programme mode.
- Enter the total erasing code 0000 99 : the LED flashes to indicate all the codes have been erased.
- Enter new Master code, from 1 to 6 digits. Wait for 5 sec. After that time the LED will flash for a while.
- Enter the other codes: each code must have the same number of digits of Master code.
- It is not allowed to store codes with 4 or more initial zeros: they will be refused.
- To exit programme mode, enter a code already stored.
- Attention: Master code does not operate the relay. It is used only for programme mode.

Master code erasing:
- Enter the actual Master code.
- The red LED flashes as the unit goes into programme mode.
- Enter the erasing code 0000 01 to erase Master code : the LED flashes to indicate Master code erased.
- Enter new Master code that must have the same number of digits of the previous one.
- To exit programme mode, enter a code already stored.

Addressed code erasing:
- Enter Master code.
- The red LED flashes as the unit goes into programme mode.
- Enter the erasing code: 4 zeros followed by the location number of the code to erase. Example: to erase the 3rd stored code, enter 0000 03; to erase the 29th stored code, enter 0000 29.
- Attention: the erasing code must always be of 6 digits.
- Then, the red LED stays illuminated.
- To exit programme mode, enter a code already stored.

Whenever Master code is lost
- Remove the keypad from the wall.
- Cut the bridge coming out from the resin on the back of the keypad.
- Switch off the power supply and wait at least 10 sec.; then give power supply again to the keypad.
- The red LED flashes as the unit goes into programme mode.
- Restore the connections of the bridge and isolate them.
- If requested, operate a **total erasing (code 0000 99)** or a **Master code erasing (code 0000 01)**.

Settings of the relay's timings
- Enter Master code.
- The red LED flashes as the unit goes into programme mode.
- Enter the code 0000 00 followed by other 2 digits (from 01 to 34) according the following table:

code (always 8 digits)	relay'timing	code (always 8 digits)		relay'timing
000 000 01	permanent (bistable)	000 000	07	3 sec. pulse
000 000 02	present man	000 000	08	4 sec. pulse
000 000 03	0.25 sec. pulse			
000 000 04	0.50 sec. pulse	000 000	34	30 sec. pulse
000 000 05	1 sec. pulse	000 000	35	LED @ push-buttons
000 000 06	2 sec. pulse	000 000	36	LED @ relay

- The red LED will flash when the new relay'timing is set.
- To exit programme mode, enter a code already stored.

Present man timing: the relay will be activated as long as the last digit of the code is keeped pressed.

<u>Red LED functions</u>
The red LED, besides the programme mode, can indicates whenever a push-button is pressed or the relay's activation. To choose between these two functions, send the keypad in programme mode and then enter the code 000 000 35 to show the activity of the push-buttons or enter 000 000 36 to show the activation of the relay.

<u>Attention</u>
When you enter a valid code, digit the numbers without breaks longer than 4 sec. between a number and the following one. If not, the whole operation will be canceled.
When the relay's timing is impulsive, during the pulse no entered code is accepted. Wait until the relay ends its pulse to enter a code.