

# MINIKEY

# PROGRAMMING GUIDE

# IMPORTANT NOTES

The system contains static sensitive components that can be damaged if it is subjected to static discharge without being properly grounded. It is important that any electronic based system is grounded properly as well as yourself when handling the board(s).

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# SECTION 1

## PROGRAMMING OVERVIEW

1. All programming is done through the system's main keypad including sites that utilize the remote (second) keypad.
2. Once in the programming mode, the system will remain in this mode until told to exit to the "run" mode, or until 60 seconds pass without an entry on the keypad. If the system does not emit any beeps or tones, the keypad may be blocked by the "strikes-and-out" feature. Wait 3 minutes and then try again.

### Enter Programming Mode

- Press the pound key three times (###).
- Enter the six-digit password. The default is six zeroes (000000)
- The unit will emit two short beeps is now ready to accept programming instructions.

### Exit Programming Mode

- Press the zero two times and the pound key once. (00#).

3. The MINIKEY system provides audio feedback to aid programming and operation. The following is a list of responses and their meanings:
  - 1 short beep: key was pressed
  - 2 short beeps: programming step was valid
  - 1 long beep: input was not valid
  - 2 long beeps: duplicate entry code was entered or code not available to erase. Also used in normal operation to indicate invalid entry due to timezone restrictions.
  - 3 long beeps: memory is full
  - 4 long beeps: unit has reset or is powering up
  - 5 short beeps: exited the programming mode
  - 10 short beeps: entry code is accepted and access is granted.
4. If a mistake was made in the middle of an entry, press "\*" to cancel current programming step.

# SECTION 2

## INITIAL SYSTEM SETUP

### A. RELAY ACTIVATION TIMES

Set the amount of time the gate/relay will remain activated. The default setting is 10 seconds and the valid time range for activation is 2-255 seconds.

**Format:** 1 + no. of seconds + # **Main Relay**  
2 + no. of seconds + # **Auxiliary Relay**

**Note:** If this relay activates a gate operator with a momentary contact closure, set the relay activation time for a short period (for example, 2 seconds). A longer activation time might cause the gate to repeatedly open and close until the activation period has expired.

### B. NUMBER OF DIGITS IN ENTRY CODES

If you decide to change the number of digits in the entry codes after the initial programming, you will need to delete all of the entry codes before changing the code length (see section 7.C). Once the change in code length has been made, the old codes will no longer be valid and cannot be erased. Default setting is for 4-digit entry codes and the valid range is 4 or 5 digits

**Format** 8 + number of digits (1 digit) + #

**Example** 8 + 5 + # (sets the number of digits in entry codes to 5)

### C. STRIKES-AND-OUT

Set how many incorrect entry codes may be entered within a 3 minute period before the system deactivates for a period of 3 minutes. The "strike count" will be cleared when either a valid entry code is entered or if the keypad has not had any input for 60 seconds since the last keystroke. When the "strike count" has been reached, all keypad input will be ignored, including access to the programming mode.

**Format** 3 + number of incorrect codes (up to 2 digits) + #

**Example** 3 + 3 + # (sets strikes-and-out to 3).

**Notes** Valid range is 0 to 10.

- Default setting is 5.
- To disable the strikes-and-out enter zero (0).

### D. CHANGE THE PASSWORD

Ensure that the password required to enter the programming mode is known only by authorized personnel. Make sure to write down the new password so you can re-enter programming at a later date.

**Format** 9 + password (6 digits) + #

**Example** 9 + 123456 + #  
(If the unit responds with two short beeps, the number that you entered was accepted)

### E. VERIFY THE PASSWORD

Verify the password entry to ensure proper setting. If the password entered is correct, two short beeps will be emitted from the system. If it is the incorrect code, the system will emit one long beep.

If the unit responds with an error tone, **do not exit programming**. The number that you entered does not match the password. Repeat steps D and E for proper password setting

**Format** 4 + password (6 digits) + #

# SECTION 3

## ENTRY CODES

The programming sequences described in this section define which entry codes can gain access. Keep track of what entry codes you have entered into the system and to whom they have been assigned. This will allow you to void a code to prevent future access to the building or complex. The MINIKEY has a capacity for 500 entry codes.

The MINIKEY system supports an input from an external time clock. This feature provides the ability to restrict certain entry codes from gaining access during a specified time. If you want an entry code to be restricted during the specified time, you will enter a "1" for the time clock code. If you do not want an entry code to be restricted, you will enter a "0" for the time clock code. Consult the installing dealer for information if this an option required but not implemented.

Entry codes are defaulted to 4 digits long and a range from 0000-9999. Valid 5 digit code range is 00000 to 99999.

### A. ENTER AN ENTRY CODE

**Format** 5 + entry code (4 or 5 digits) + relay code (1 digit) + time clock code (1 digit) + #

**Example** 5 + 6666 + 1 + 0 + #  
(sets code 6666 to activate relay 1 for the activation time regardless of clock input.)

5 + 2543 + 3 + 1 + #  
(sets code 2543 to activate both relays for the activation time and only when the time clock is activated).

Relay codes: 1 - Cycle relay 1  
2 - Cycle relay 2  
3 - Cycles both relays  
4 - Release both relays  
5 - Toggle relay 1  
6 - Toggle relay 2  
7 - Toggle both relays

### B. ERASE A SINGLE ENTRY CODE

Utilizing this step will remove individual codes from the MINIKEY system memory.

**Format** 6 + entry code (4 or 5 digits) + #

**Example** 6 + 1234 + # (deletes entry code 1234)

### C. ERASE ALL ENTRY CODES

Utilizing this step will remove all entry codes from the MINIKEY system. Only perform this step to reset the system memory to zero entry codes.

**Format** 7 + 101010 + #