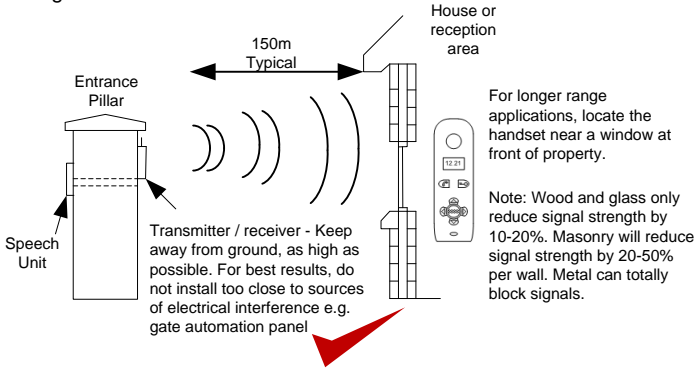


Installation Manual

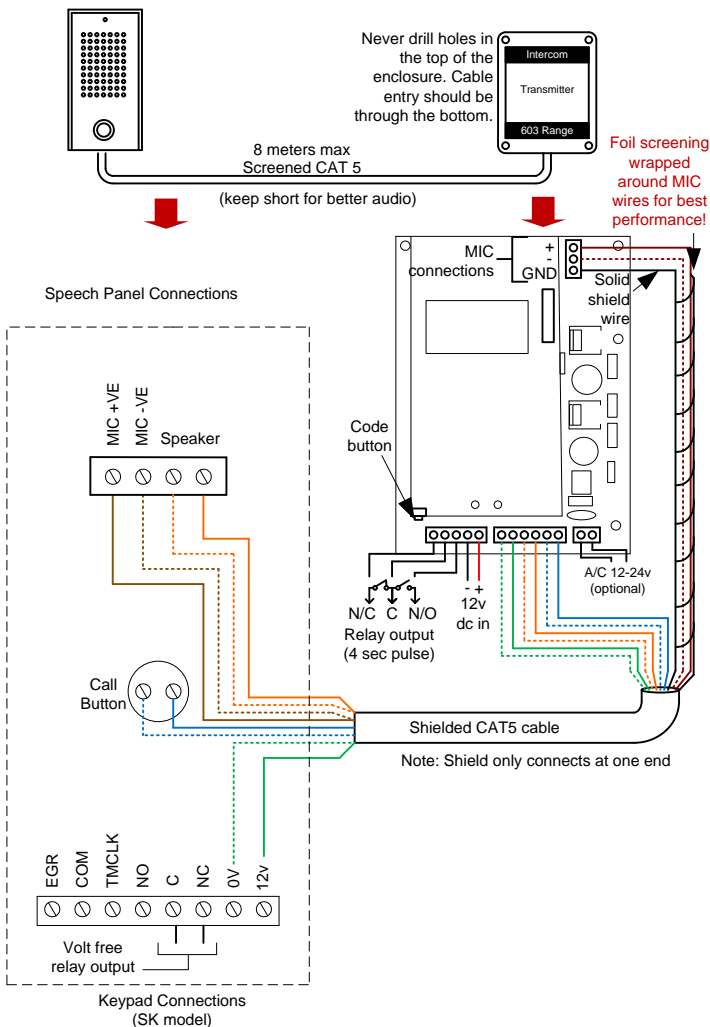
for
603S & SK Wireless Intercom System

Installation

- 1) Before installing fully, test the range of the system. Wire the unit as per wiring diagram, place the equipment in the desired location and test operation.
- 2) Ensure that the gate transmitter / receiver unit is installed to facilitate line of sight with the property or reception area. To achieve best results, mount the unit as high as possible from the ground. Should you need to extend range, you can mount it on a small pole to elevate it a few meters from the ground.



- 3) It is recommended to charge the handset for 7-8 hours before use.
- 4) Power up the handset after inserting the batteries.
- 5) Wire the door station and transmitter / receiver according to the diagram below..



Testing

- 1) Check all connections are correct before switching on the power.
- 2) Press the call button on the speech panel.
- 3) The handset should ring.
- 4) Press the button to answer the call and check two way speech.
- 5) Press to check the door / gate release function works.

Handset & Operation

ADJUST VOLUME

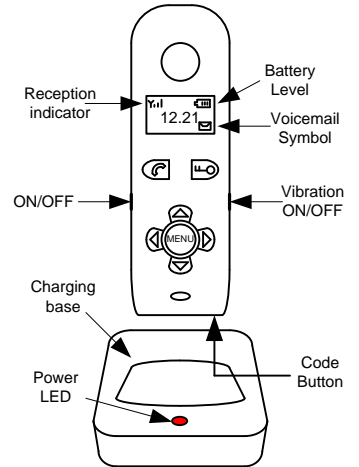
Press or to adjust volume level, and press MENU to select and save.

CHANGE RING TONE

Press and the unit will ring under the currently select tone. Press and to cycle through available ring tones. Press MENU to select and save.

CHANGE LANGUAGE

Press and the unit will display the currently selected language. 1=English. Press and to cycle. Press MENU to select and save.



VOICEMAIL

When the door station is pressed, and not answered within 40 seconds, the visitor can leave a message. Once complete, the handset will display the symbol. Up to 16 messages can be saved.

To listen to voicemail, press MENU to play. If there are more than 1 message, press and to select the message required and press MENU to play.

= Pause / Exit = Continue = Delete, long press = delete all.

SET TIME ON DISPLAY

Press MENU for 2 seconds. The hour digits will begin flashing. Press or to adjust. Press MENU to cycle from hour setting to minutes and repeat. Press MENU a third time to exit and save changes.

Coding another handset to the System

- To add an extra handset to the system, follow the sequence below..
- 1) Press and HOLD the code button on the door station for 3 seconds, until the LED's on the bottom of the board start to flash.
 - 2) Press and hold the Code button on the new handset ignoring the first short tone, until you hear a confirmation tone ("Di-Do-Do"). This may take up to 10 seconds.
 - 3) Once the door station lights stop flashing, then you can test the system by pressing the call button on the door station. The new handset should ring. If not, repeat the process from the top.

Note: For earlier models, the existing master handset lights will flash after step 1. You will need to press the MENU button on the existing handset first, before proceeding to step 2 above.

Keypad Programming (only SK models)

The amber LED indicates standby mode (flashing), or programming mode (ON).

Green LED indicates output 1 active.

Red LED indicates output 2 active.

Enter Programming mode

0 0 0 0 *

The unit is now in programming mode. Amber LED will remain ON. 0000 is default programmers code. Note: Pressing * again will exit programming mode.

Choosing single user mode or multi user

For most installations, it is sufficient to add a single keypad code for all users. However, you can program up to 99 codes for relay 1 and 10 codes for relay 2. To do this, you need to first put the unit into multi mode.

8 9 0 0 # Set to SINGLE USER mode and refresh system.

8 9 0 1 # Set to MULTI USER mode and refresh system.

Programming User codes for SINGLE USER mode

0 ? ? ? ? # Enter NEW MASTER programming code.

1 ? ? ? ? # Enter user code for relay 1.

2 ? ? ? ? # Enter user code for relay 2.

Programming User codes for MULTI USER mode

0 ? ? ? ? # Enter NEW MASTER programming code. (4-8 digits for all multi codes!)

1 ? ? ? ? ? ? # Enter up to 100 user codes for relay output 1
User number 00-99 Code 4-8 digits

2 ? ? ? ? ? # Enter up to 10 user codes for relay output 2
User number 0-9 Code 4-8 digits

Programming Relay output modes

4 0 ? ? ? # Output 1 in momentary mode. ??? Can be 1-3 digits, 1-999 seconds

4 1 # Output 1 in latching or toggle mode.

5 0 ? ? ? # Output 2 in momentary mode. ??? Can be 1-3 digits, 1-999 seconds

5 1 # Output 2 in latching or toggle mode.

Restore Defaults

- 1) Disconnect the power supply.
- 2) Put the DAP jumper in the ON position.
- 3) Re-connect the power supply. The buzzer will be activated.
- 4) Put the DAP jumper back in the OFF position.
- 5) The keypad is now in programming mode, ready to receive data.

Additional keypad information

EG IN (EGRESS INPUT)

A Normally Open (N.O.) input terminal refers to (-) ground, with the help of a normally open button to activate the Output 1 for the same time period as the user code. Egress button is usually put inside the house near the door. More than one egress buttons can be connected in parallel to the terminal. Leave this terminal open if it is not used.

KEY ACT.(KEYPAD ACTIVE OUTPUT)

An NPN transistor open collector output. It switches to (-) ground for 10 seconds on each key touching. This can be used to turn on lights, CCTV camera, or buzzer to notify a guard. The rating of this output is: Ic max: 100mA sink, Vc max: 24VDC

DU OUT (DURESS OUTPUT)

An NPN transistor open collector output. It switches to (-) ground after the Duress Code is entered. Use it to trigger an alarm zone, or turn on a buzzer to notify a guard. Ic max: 100mA sink. Vc max: 24VDC