

D.K.P. II

version 3 system ii digital keypad series

1998 User/ Installer Guide



Select Entry Systems



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1.0 DKP SYSTEM II

The DKP SYSTEM II is a microprocessor based stand alone CODE NUMBER ENTRY CONTROL SYSTEM. It provides time zones, access levels, antipass-back, and supports an optional logging printer.

The DKP SYSTEM II comprises a master that can communicate with and control up to 31 remote keypads. Each DKPII in the system can be designated as either an entrance or exit device. This simplifies antipass-back and permits printing of the words "ENTER" or "EXIT" along with the UNIT NUMBERS and the TIME for detailed report generation.

The system includes many diagnostic features. It monitors system performance and power supply voltages. Any discrepancies detected in the system can be logged on the printer. (See printer messages pg. 12).

1.1 MODEL TYPES

The DKPII has five memory size capabilities:

50 All models have field selected PIN (**P**ersonal **I**dentification **N**umber) length.

100

500 The total number of 3, 4, 5, or 6 digit code numbers the DKPII will store is set 1000at the factory **ONLY** and may not be changed in the field.

2000

1.2 DESCRIPTION OF PROGRAMMABLE FUNCTIONS

- | | | |
|-----|------------------------------|-------------------------|
| 1. | CURRENT TIME | 24 HOUR FORMAT |
| 2. | CURRENT DATE | MONTH, DAY & YEAR |
| 3. | DOOR UNLOCK TIME | 1 - 99 SECONDS |
| 4. | DOOR AJAR TIME | 1 - 99 SECONDS |
| 5. | ALARM RELAY "ON" TIME | 1 - 99 SECONDS |
| 6. | NUMBER OF INCORRECT ATTEMPTS | 1 - 99 |
| 7. | LOCK OUT TIME | 1 OR 3 MINUTES |
| 8. | LENGTH OF DIGITAL CODE | 3, 4, 5, OR 6 DIGITS |
| 9. | PASSWORD COMBINATION | 6 DIGITS IN LENGTH |
| 10. | NUMBER OF TIME ZONES | 8 TIME ZONES |
| 11. | ANTI-PASSBACK MODE | 3: NONE, TRUE OR TIMED |
| 12. | ANTI-PASSBACK TIME | 1 - 98 MINUTES |
| 13. | DEVICE TYPE | ENTRANCE OR EXIT DEVICE |
| 14. | NUMBER OF REMOTE KEYPADS | 1 - 31 |
| 15. | NUMBER OF ACCESS GROUPS | 8 ACCESS GROUPS |
| 16. | NUMBER OF ACCESS LEVELS | 16 ACCESS LEVELS |
| 17. | NUMBER OF HOLIDAYS | 16 HOLIDAYS |
| 18. | PROGRAMMING NEW NUMBERS | LIMITED BY MEMORY SIZE |
| 19. | DELETING NUMBERS | OF DKPII |
| 20. | VERIFYING NUMBERS IN MEMORY | |
| 21. | CLEARING MEMORY | |

1.3 TYPES OF OUTPUTS

MAIN OUTPUT RELAY:

The main output relay is a form "C" (SPDT or N/C, N/O) contact rated for 48 volts AC or DC at 10 amps. This relay "ON TIME" is programmable from 1 to 99 seconds.

ALARM SHUNT RELAY:

The alarm shunt relay is a form "A" (SPST or N/O) contact rated for 48 volts AC or DC at 1 amp. This relay is "ON TIME" for the "MAIN OUTPUT RELAY" time, plus the "AJAR TIME," plus 10 seconds.

ALARM RELAY:

The alarm relay is a form "A" (SPST or N/O) contact rated for 48 volts AC or DC at 1 amp. This relay "ON TIME" is programmable from 1 to 99 seconds.

1.4 TYPES OF EXTERNAL INPUTS

DOOR SENSE INPUT:

The door sense input controls and terminates the door open timer length. For example, if the DKPII is programmed to open the door for 30 seconds and the door sense input activates after 10 seconds, the timer will immediately stop and re-lock the door.

If the door open relay timer times out normally and the door is still open, the DKPII will start the DOOR AJAR timer sequence (programmable from 1 to 99 seconds). If the door is still open at the end of the door ajar time sequence, a "DOOR AJAR" message will be sent to the printer. The alarm relay contacts will be closed for a programmed length of time.

When the door sense input contacts close and NO valid code was entered, the door ajar timer sequence will start. If the door is still open at the end of the time the "DOOR AJAR" message will be sent and the alarm relay contacts will close. Any time the sequence of open door or door ajar starts, the alarm shunt relay activates and will stay activated until 10 seconds after the door ajar timeout expires.

REX INPUT:

Any activation of the REX (REquest to eXit) input will actuate the main output relay just as if a valid code was entered. The message "SPECIAL ENTRY" will be sent to the printer. The REX input starts the door open sequence upon receiving a contact closure. This input is a normally open dry contact that closes for activation.

TAMPER SENSE INPUT:

When this input is activated, it will send a "TAMPER" message to the remote printer and close the contacts on the "ALARM RELAY" for the programmed time. This input is a normally open dry contact closure for activation.

1.5 REMOTE KEYPAD DATA COMMUNICATIONS

The master uses this data communication link to communicate with up to 31 remote keypads. It consists of Belden # 8770 3 conductor 18 gauge stranded, twisted, shielded, jacketed cable. (Not provided by SES).

1.6 REMOTE POWER

The 12 volt AC transformer provided with the master DKPII will power the master and two remote keypads. See pg. 8 for a table of required wire gauge for a given distance.

1.7 PRINTER COMMUNICATIONS

The printer communications link is, 8 bit ASCII, no parity, 1200 baud current loop. The "printer busy" signal from the printer will signal the master DKPII when it is NOT ready to accept information. The master DKPII provides current to power the printer interface adapter and the printer busy input.

1.8 KEYPAD INPUTS

A valid 3, 4, 5, or 6 digit (depending on length selected) number on the keypad will open the door. If a "*" is pressed before or during the input of a valid access code, the output relay activates. In addition, a "HOSTAGE ALARM" will be sent to the printer and the alarm relay contacts of the master (only) activates. If a mistake is made at any point, pressing the "#" key will clear the entry much like a pocket calculator.

A "*" + "0" (pressed simultaneously) will allow the user to enter the password for programming.

A "0" + "#" (pressed simultaneously) will exit the programming mode.

1.9 BEEPER TONE DEFINITIONS

ONE SHORT TONE:

Any SINGLE key entry will produce a single short beep.

TWO SHORT TONES:

Any TWO key entry will produce 2 short beeps. (Entering ("0" + "*") or exiting ("0" + "#") programming mode).

There will be 2 short beeps at the completion of any valid sequence while in the programming mode.

ONE LONG TONE: (error tone)

Any MIS-KEY or wrong entry will produce a 1 second tone.

TWO LONG TONES:

When programming in code numbers, if the memory is full, two long beeps will be heard.

ONE THREE SECOND TONE:

Any valid code entry (open door) will produce a 3 second tone.

2.0 SWITCH DEFINITIONS

SWITCH NUMBER: (Switch in OFF position)

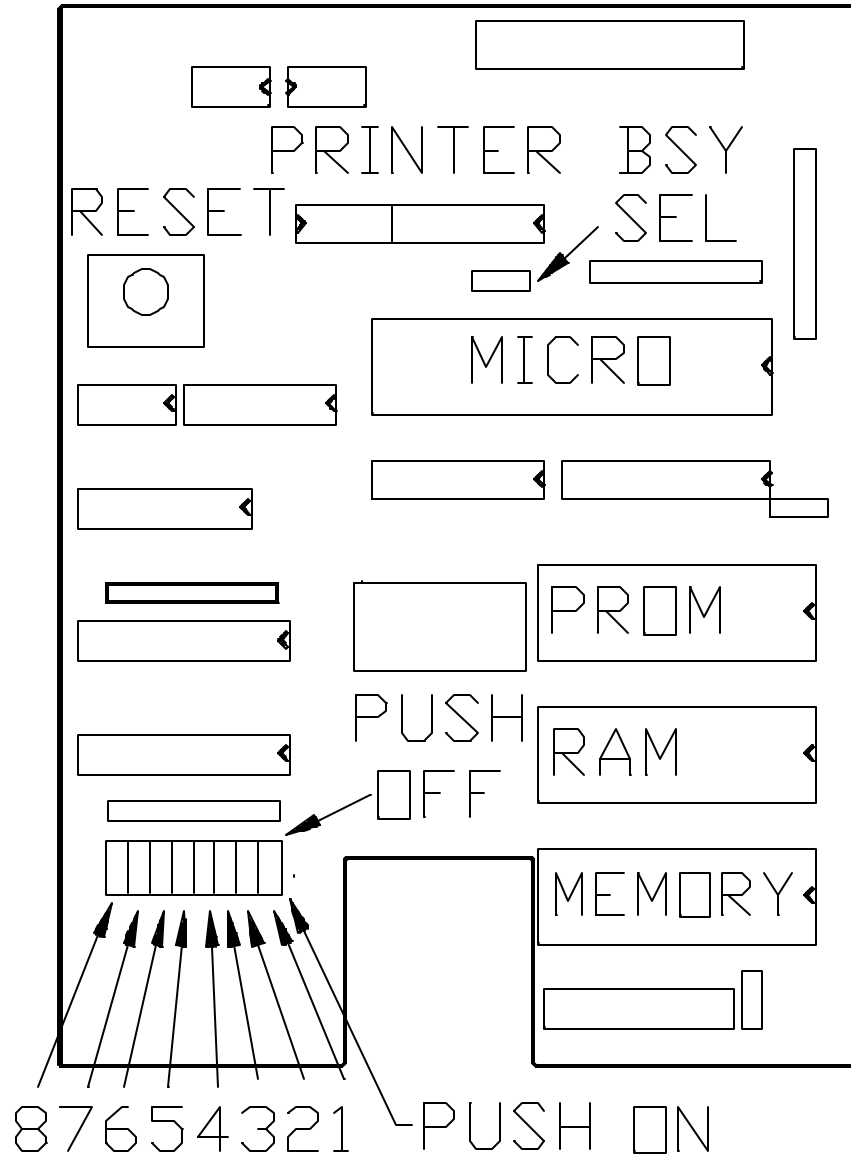
- 1 NORMAL OPERATION
- 2 CODE DIGIT LENGTH (SEE TABLE)
- 3 CODE DIGIT LENGTH (SEE TABLE)
- 4 1 MINUTE LOCKOUT TIME
- 5 RESERVED (MUST BE ON)
- 6 ENTRANCE DEVICE
- 7 LINE TERMINATION OFF
- 8 LINE TERMINATION OFF

3 DIGIT	SW 2 ON	SW 3 ON
4 DIGIT	SW 2 OFF	SW 3 ON
5 DIGIT	SW 2 ON	SW 3 OFF
6 DIGIT	SW 2 OFF	SW 3 OFF

SWITCH NUMBER: (Switch in ON position)

- 1 PROGRAM SYSTEM PARAMETERS
- 2 CODE DIGIT LENGTH (SEE TABLE)
- 3 CODE DIGIT LENGTH (SEE TABLE)
- 4 3 MINUTE LOCKOUT TIME
- 5 RESERVED (MUST BE ON)
- 6 EXIT DEVICE
- 7 LINE TERMINATION ON (WITH REMOTE DKPII's ONLY)
- 8 LINE TERMINATION ON (WITH REMOTE DKPII's ONLY)

SWITCH SELECTIONS



2.1 SWITCH DESCRIPTIONS

SWITCH 1 = OFF

After entering program mode with proper password:

- Programming a code number and its' time zone into memory.
- Deleting a code number from memory.
- Verifying a code number in memory.

SWITCH 1 = ON

Allows programming system functions as follows:

1. Programming a code number and its' access group into memory.
2. Deleting a code number from memory.
3. Verifying a code number in memory.
4. Changing the system password.
5. Setting clock time and date.
6. Setting door open time.
7. Setting alarm relay on time.
8. Setting door ajar time.
9. Setting number of incorrect entries before system lock out.
10. Setting Anti passback time and type of pass-back mode.
11. Setting time and day zones.
12. Printing a report of all codes, time zones, holidays, access levels, and access groups.
13. Clearing all code numbers from memory.
14. Setting the number of remote DKPII's on the system.
15. Programming the access groups.
16. Programming the access levels.
17. Programming the holidays.

This allows a person with ONLY the password to program, delete or verify a number in memory from the front panel. This person cannot (without the KEY to the DKPII) change system parameters. This offers two levels of security to the system. If the person programming the system HAS THE KEY and opens the door to the DKPII, access to all system parameters will be available.

SWITCH 2 = OFF See Table —>

SWITCH 2 = ON

SWITCH 3 = OFF

SWITCH 3 = ON

3 DIGIT	SW 2 ON	SW 3 ON
4 DIGIT	SW 2 OFF	SW 3 ON
5 DIGIT	SW 2 ON	SW 3 OFF
6 DIGIT	SW 2 OFF	SW 3 OFF

If a different size code number was previously programmed into the system, leading "0's" must precede code number.

EXAMPLE:

OLD NUMBER - 4 DIGIT = 1234

NEW NUMBER - 5 DIGIT = 01234

NEW NUMBER - 6 DIGIT = 001234

If the switch is changed from more digits to less digits, all the codes will NOT be available. Only codes that previously had enough leading "0's" will be valid. Numbers without a leading "0" will be converted to some other number.

For this reason, it is recommended that the memory be cleared when changing switches. (See page 31, "Clearing Memory.")

EXAMPLE:

OLD NUMBER - 5 DIGIT = 01234

Switches 2 and 3 changed from 5 digit to 4 digit code.

NEW NUMBER - 4 DIGIT = 1234

For this reason, it is recommended that the memory be cleared when changing switches 2 or 3. (See page 31, "Clearing Memory.")

SWITCH 4 = OFF

1 minute lockout time.

SWITCH 4 = ON

3 minute lockout time.

SWITCH 5 is reserved and must be ON.

SWITCH 6 = OFF

This DKPII is considered an ENTRANCE device and will print "ENTER" as part of its' message. This designation is needed for anti-passback (if selected) to work correctly.

SWITCH 6 = ON

This DKPII is considered an EXIT device and will print "EXIT" as part of its' message. This designation is needed for anti-passback (if selected) to work correctly.

SWITCHES 7 & 8 = ON

These are end-of-line terminators used for multiple DKPII systems that consist of one DKPII master and from 1 up to 31 DKPII remotes. These switches **MUST** be on at both ends of the communications line when used with remote DKPII's.

AFTER ANY SWITCH CHANGE, PRESS RESET SWITCH TO UPDATE DKPII.

3.0 ENVIRONMENTAL CONSIDERATIONS

Indoor or Outdoor? The standard DKPII housing is suitable for outdoor installations. For indoor installations on dry-wall type surfaces, contact SES about the optional dry-wall ring mount (OPTDRM). An optional pedestal mount for curb, street, or slab mounting is also available (PST2).

Distance? The DKPII is designed to communicate with the printer up to 1000 feet using Belden # 8770 communications cable. It can communicate with up to 31 remote DKPII's at distances up to 4000 feet (total) also using Belden # 8770 communications cable.

Dimensions? DKPII housing is 6"W X 7.5"H X 5"D (top) 4"(bottom).

4.0 ELECTRICAL CONSIDERATIONS

Power? The DKPII uses 12 volt ac 50/60 Hz. @ 300 ma. A 12 vac transformer is supplied with each purchase in the U.S. only. The installer may elect to provide his own 12 volt 300 ma. DC supply. HOWEVER, AC TRANSFORMER AND DC SUPPLY CAN **NOT** BE USED AT THE SAME TIME. The table below shows recommended wire gauges and distances. The DKPII will not operate correctly at too low a voltage.

RECOMMENDED DISTANCES	1 DKPII	UP TO 3 DKPII
UP TO 50 FEET	18 ga	16 ga
UP TO 100 FEET	16 ga	14 ga
UP TO 250 FEET	14 ga	12 ga
UP TO 500 FEET	12 ga	10 ga

Ground? The DKPII must be connected to a good earth ground with at least # 16 ga. stranded wire. A **GOOD EARTH GROUND MUST** be connected to the DKPII's metal door enclosure (using the ground screw), along with any shields from the printer cables. This wire **MUST** be a minimum of 16 ga. connected to a ground rod or cold water pipe.

Cable? Printer cable is Belden 8770 or equivalent. Power is 2 conductor 18 ga. up to 500 feet. Ground is # 16 ga or larger gauge.

Relay capabilities? 48 volts AC or DC at 10 amp. Form "C" (SPDT) contacts are on the control output relay for controlling devices.

Door Ajar? This signal ends the remainder of the door open time left when this normally open signal is closed.

Alarm? Any time this normally open signal is closed, the alarm relay contacts will close.

Printer? A printer is available as an option (PRTDKPII).

More than 1 DKPII ? Up to 31 DKPII remote DKPII's can be connected to a DKPII Master.

Can I use my own printer? An optional RS-232 converter is available for some serial printers, although SES will only support Okidata Microline 172 or 182 printers.

Gate controllers? Some solid-state gate controllers react to the over-voltage protection devices used on all SES products. The symptom is an intermittent gate open condition. If this occurs, add an external relay, controlled by the DKPII output relay contacts to your gate system to help isolate the contacts going to your solid state controller.

Heavy weather considerations? While the DKPII front door is well gasketed, if driving rains or snow are a problem, a keypad cover (KCS, or KCR) is available from SES as an accessory.

5.0 UNPACKING THE DKPII

The DKPII requires 12 vac 50/60 Hz. used for power (To power the DKPII only). It comes with a back box, the PC board mounted to the door, a 12 volt 20 va transformer, (supplied in the U.S. only), and this manual.

5.1 INSTALLING THE DKPII

The DKPII backbox has mounting holes for pedestal mounting, or surface mounting for exterior and interior applications. An optional pipe flange is available for threading directly onto 1 1/4" pipe.

If used for interior applications, an optional dry-wall ring mount is available. This differs from the standard DKPII by wiring directly to the connector plugs, since there is no back box to mount a terminal barrier strip. This is very convenient for installation in office buildings, schools, hospitals etc.

If the optional printer is required, a Belden # 8770 cable will have to be wired from the master DKPII to the optional printer interface cable. Power for the printer will have to be provided at the printer location.

If remote DKPII's are required, a Belden # 8770 cable will have to be wired from the master DKPII to the remote DKPII's. It is preferred that all remotes be wired sequentially. Branching off in several directions will adversely affect the reliability of the remote to master communications.

12 volts AC or 12 volts DC power for each remote will be required. A DKPII transformer can power up to three DKPII devices (remote or master), but adequate wire size has to be considered because of distances between DKPII's (See table pg. 8).

Two conductors will be required for whatever the DKPII remotes are controlling. All signal and control conductors required should be twisted to minimize interference. This is especially important if power, remote DKPII communications, and control signals are all in the same pipe.

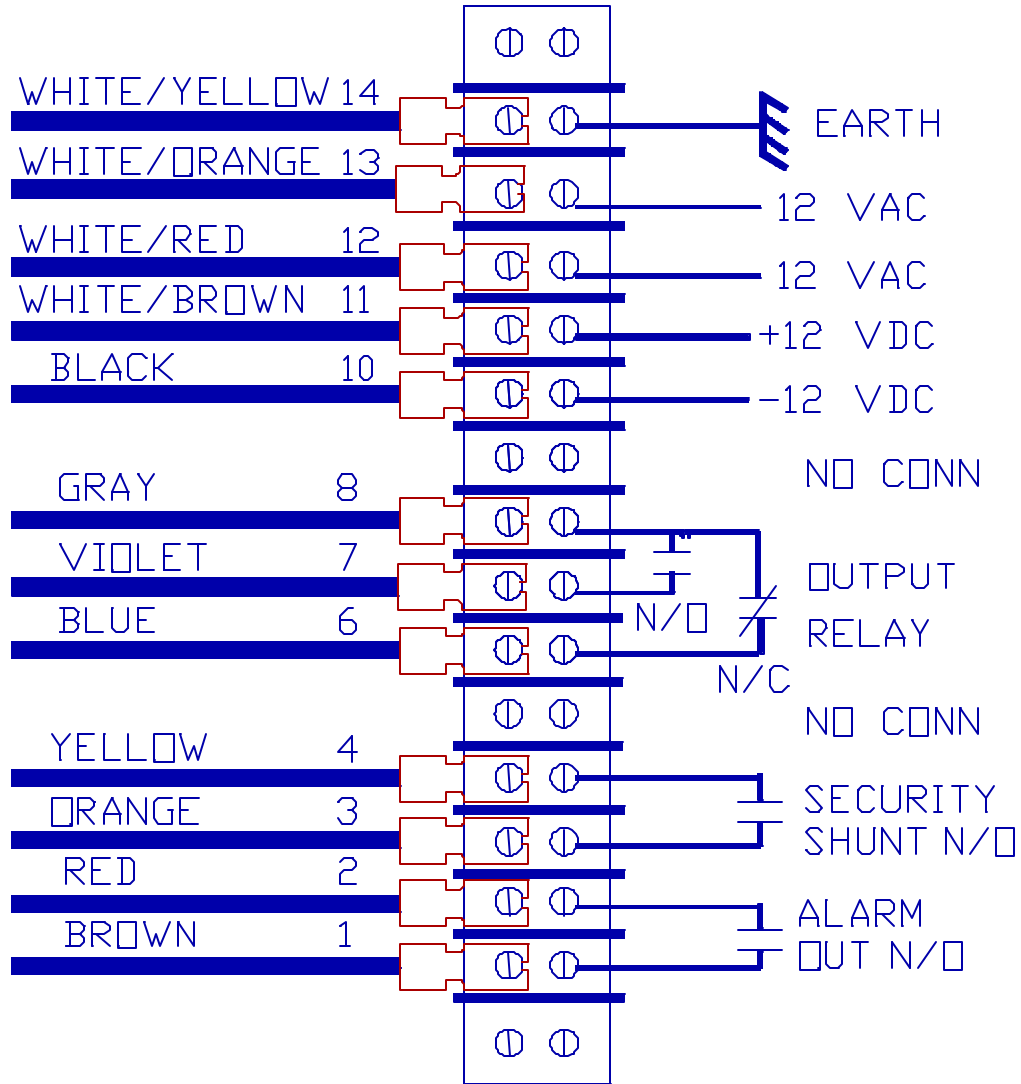
The master DKPII does not have to be at one end of the sequential string (it could be somewhere in the middle for example). For convenience, it should be located adjacent to whatever location is closest to the operator of the equipment (Managers' office etc.).

On the following page is a diagram of the power and relay connections. For simpler systems that do not have remote DKPII's or a printer, this diagram is all that is required.

Power for the master DKPII must be continuous 12 volts AC or 12 volts DC only. The unregulated 12 volts DC will **NOT** charge an external battery.

The DKPII **MUST** be connected to earth ground with a # 16 or larger wire.

If remote DKPII's are installed, there must be at least two DKPII units, (but no more than two) with switches 7 & 8, the end-of-line terminators, switched to the "ON" position.



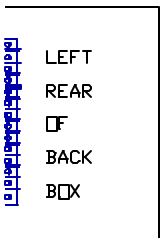
POWER AND RELAY CONNECTIONS: ALL DKP II UNITS

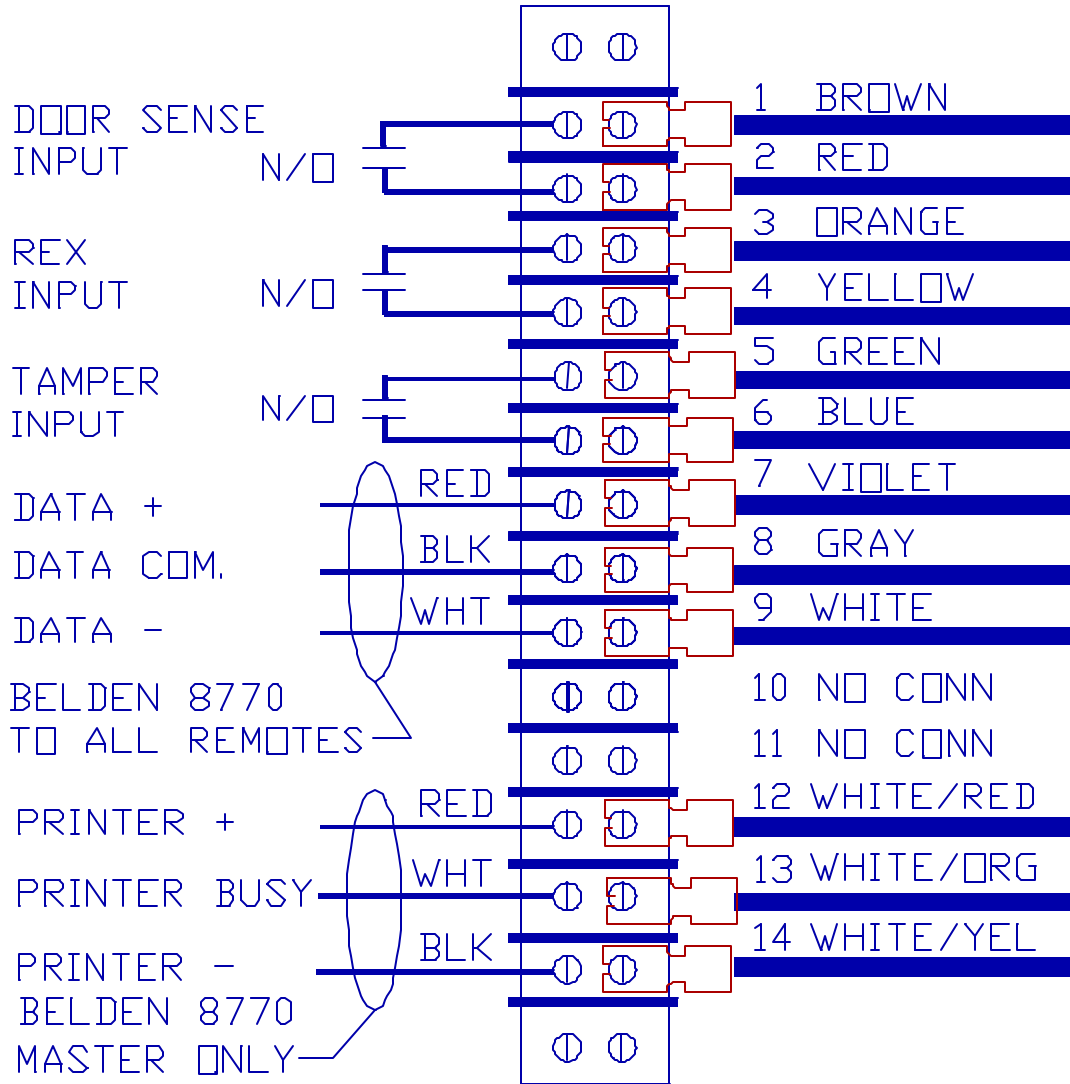
ALL POWER, GROUND, AND RELAY CONNECTIONS

ARE WIRED ON LEFT SIDE OF THE BACK BOX.

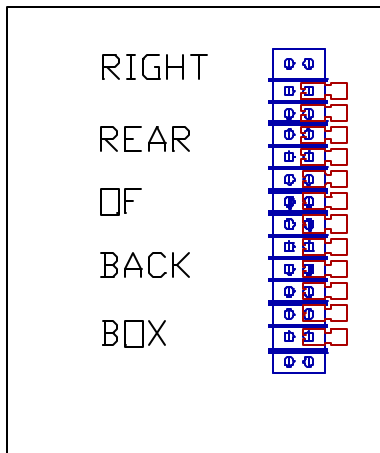
IF USING THE DRY WALL RING MOUNT, MATCH

THE WIRE COLORS TO THE SIGNAL DEFINITION.





INPUT AND COMMUNICATION SIGNALS DKP II MASTERS ONLY



ALL INPUT SIGNALS, REMOTE KEYPAD COMMUNICATIONS, AND PRINTER SIGNALS ARE WIRED FROM RIGHT SIDE OF THE BACK BOX.

IF USING THE DRY WALL RING MOUNT, MATCH THE WIRE COLORS TO THE SIGNAL DEFINITION.

6.0 PRINTER MESSAGES**6.1 POWER UP MESSAGE**

SELECT ENGINEERED SYSTEMS

DKP SYSTEM II Copyright 1990 V3.0 - R (revision of program)

MEMORY CAPACITY xxxx CODE NUMBERS (memory size)

MASTER configured as xxxxx device (enter or exit)

There are xx REMOTE units on line

REMOTE UNIT xx CONFIGURED AS xxxxx DEVICE (enter or exit)

TIME AND DATE

Voltage xxx (ok or low)

System set for a x digit code (3, 4, 5, or 6)

SYSTEM READY

6.2 SYSTEM REPORT MESSAGES

System programming report is available by turning switch 1 on and pressing:

"*" + "8" + "0". PRINT FULL REPORT.

"*" + "8" + "1". PRINT CODES ONLY.

"*" + "8" + "2". PRINT TIME ZONES.

"*" + "8" + "3". PRINT HOLIDAYS.

"*" + "8" + "4". PRINT ACCESS LEVELS.

"*" + "8" + "5". PRINT ACCESS GROUPS.

When a printer is connected to the DKPII, and the DKPII is powered up, it will print a message similar to this:

DKP SYSTEM II, Copyright 1990 xxxx CODE NUMBERS

password - xxxxxx

System set for x digit code (3, 4, 5, or 6 digits)

DATE AND TIME

DAY OF WEEK x

Door open time ss seconds

Alarm time ss seconds

Door ajar delay time ss seconds

Number of remotes programmed is xx

Strikeout count of xx (count of incorrect attempts for key pad entry)

Anti passback set for xxxx

VALID CODES and GROUP NUMBERS ARE:

xxxx xxxxx x
xxxx xxxxx x
xxxx xxxxx x
xxxx xxxxx x

TIME ZONES ARE:

1 xxxx xxxx xxxxxxxx
2 xxxx xxxx xxxxxxxx
3 xxxx xxxx xxxxxxxx
4 xxxx xxxx xxxxxxxx
5 xxxx xxxx xxxxxxxx
6 xxxx xxxx xxxxxxxx
7 xxxx xxxx xxxxxxxx

HOLIDAY NUMBER	MO	DAY
00	XX	XX
01	XX	XX
02	XX	XX
03	XX	XX
04	XX	XX
05	XX	XX
06	XX	XX
07	XX	XX
08	XX	XX
09	XX	XX
10	XX	XX
11	XX	XX
12	XX	XX
13	XX	XX
14	XX	XX
15	XX	XX

ACCESS LEVEL	UNIT NUMBER	TIME ZONE	START TIME	END TIME	DAYS
	00000000001111111111222222222233 01234567890123456789012345678901				
00	-----				
01	-----				
02	-----				
03	-----				
04	-----				
05	-----				
06	-----				
07	-----				
08	-----				
09	-----				
10	-----				
11	-----				
12	-----				
13	-----				
14	-----				
15	-----				

GROUP NUMBER	ACCESS LEVEL
	0000000000111111 0123456789012345
1	-----
2	-----
3	-----
4	-----
5	-----
6	-----
7	-----

ACCESS GROUP 0 IS VALID AT ANY DKPII AT ANY TIME.

WARNING

WHILE THE SYSTEM IS PRINTING THIS REPORT, THE ENTIRE SYSTEM IS OFF LINE AND NOT USABLE UNTIL THE REPORT HAS COMPLETED PRINTING.

6.3 RUN TIME MESSAGES (t = time and d = date)

- a. ENTERING PROGRAM MODE t
- b. CODE xxxxx NOW VALID t (when made valid in programming)
- c. CODE xxxxx DELETED t (when deleted in programming)
- d. CODE xxxxx VERIFIED t (when done in programming mode)
- e. EXIT PROGRAM MODE t (when done in programming mode)
- f. PROGRAM SPECIAL FUNCTIONS t (when switch 1 is put on)
- g. LOW VOLTAGE unit xx t (if input voltage is low) 0-31
- h. HOSTAGE ALARM (plus next line)
- i. CODE xxxxx xxxxx unit xx t (code number, enter or exit, and device number 0-31)
- j. TAMPER unit xx t (device number 0-31)
- k. OFF LINE - unit xx t (if the remote fails)
- l. ON LINE - unit xx t (when a unit comes on line)
- m. INVALID TIME ZONE - code
- n. INVALID ACCESS LEVEL - code

Every hour the DKPII will print the time and date.

7.0 DKP2 REMOTE

The REMOTE KEYPAD is a device that will allow the user to enter codes from a remote location for entering or exiting the restricted area. A maximum of 31 remote keypads is allowed on the system. At the remote location are output, alarm shunt and alarm relays. Each remote keypad has door sense, rex and tamper alarm inputs.

Each remote keypad has limited programming capability. By entering the proper password, programming in new numbers with access group, deleting and verifying numbers in memory is available. All delay times will be the same as the delay times that are programmed in the master DKPII. e.g., if the master is programmed for 30 second door time, all the remote keypads will have a door open time for 30 seconds.

Each remote gets all access codes, timer settings and operating parameters from the master DKPII. Remotes have no memory capabilities of their own.

7.1 REMOTE DKPII SWITCH DEFINITIONS

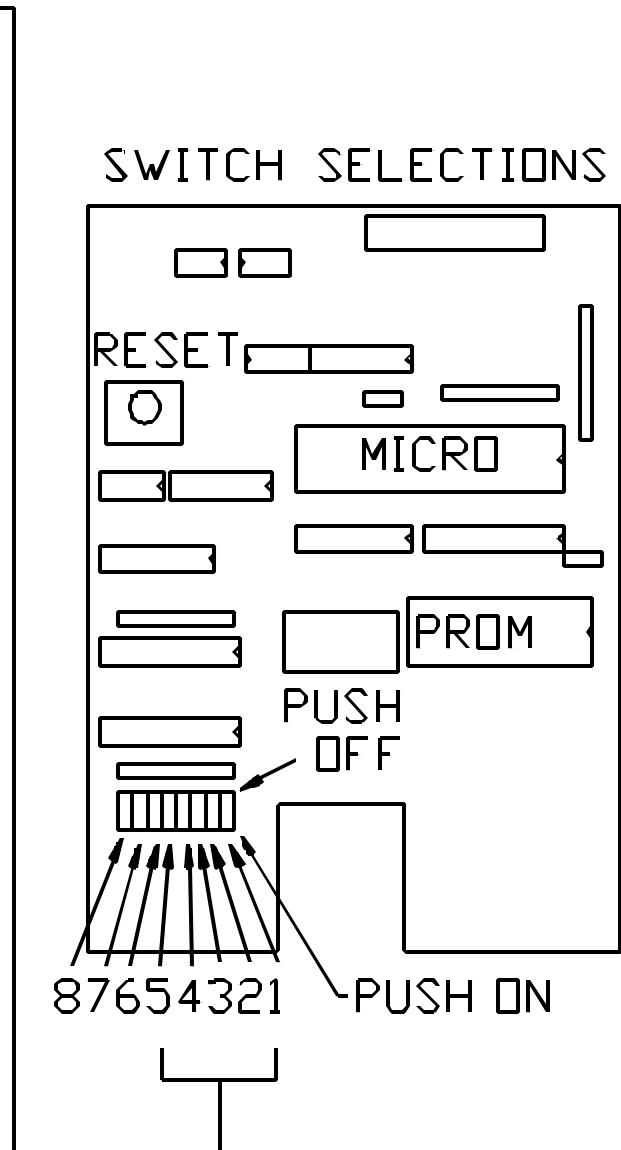
SWITCH NUMBERS 1-5

Switch numbers 1-5 are for assigning an address for a remote DKPII to communicate with the master DKPII. Address location 0 is reserved and may not be used. This allows 31 remote DKPII's per system to communicate with a master DKPII.

NOTE:

ADDRESS 0 IS ILLEGAL AND WILL NOT WORK. WHEN INSTALLING REMOTE KEYPADS ALL ADDRESSES MUST BE DIFFERENT. START WITH ADDRESS 1 AND CONTINUE TO THE LAST ADDRESS REQUIRED IN SEQUENTIAL ORDER.

ADDR SW.	5	4	3	2	1
BINARY #	16	8	4	2	1
NOT 0 USED					
1	ON	ON	ON	ON	OFF
2	ON	ON	ON	OFF	ON
3	ON	ON	ON	OFF	OFF
4	ON	ON	OFF	ON	ON
5	ON	ON	OFF	ON	OFF
6	ON	ON	OFF	OFF	ON
7	ON	ON	OFF	OFF	OFF
8	ON	OFF	ON	ON	ON
9	ON	OFF	ON	ON	OFF
10	ON	OFF	ON	OFF	ON
11	ON	OFF	ON	OFF	OFF
12	ON	OFF	OFF	ON	ON
13	ON	OFF	OFF	ON	OFF
14	ON	OFF	OFF	OFF	ON
15	ON	OFF	OFF	OFF	OFF
16	OFF	ON	ON	ON	ON
17	OFF	ON	ON	ON	OFF
18	OFF	ON	ON	OFF	ON
19	OFF	ON	ON	OFF	OFF
20	OFF	ON	OFF	ON	ON
21	OFF	ON	OFF	ON	OFF
22	OFF	ON	OFF	OFF	ON
23	OFF	ON	OFF	OFF	OFF
24	OFF	OFF	ON	ON	ON
25	OFF	OFF	ON	ON	OFF
26	OFF	OFF	ON	OFF	ON
27	OFF	OFF	ON	OFF	OFF
28	OFF	OFF	OFF	ON	ON
29	OFF	OFF	OFF	ON	OFF
30	OFF	OFF	OFF	OFF	ON



SWITCH NUMBER 6

Switch 6 is used to notify the master that this particular remote DKPII is an "ENTER" (Sw 6 OFF) or "EXIT" (SW 6 ON) device for printing on the printer and for "TRUE" anti-passback. In true anti-passback mode the user MUST exit before re-entering the premises.

SWITCH NUMBERS 7 & 8

These are end-of-line terminators used for multiple DKPII systems that consist of one DKPII master and from 1 up to 31 DKPII remotes. These switches **MUST** be on at both ends of the communications line when used with remote DKPII's. There can be a maximum of only two DKPII units with end-of-line terminators. This requires wiring from one DKPII to the next, rather than "branching" or "T-tapping".

BEEPER

The beeper is used for audio feedback during keypad entry and error tones during programming. The beeper will beep for 3 seconds when it receives a door open command from the master DKPII.

BUSY LED

The busy led will light when it receives a "strikes you're out" command from the master DKPII. This time is switch selectable at the master DKPII for 1 or 3 minutes. When the command is processed, it will be only for the DKPII that had the "strikes you're out" keypad entry. The remote DKPII will lock up for the selected time, **BUT** the other remote DKPII's and the master DKPII will remain in operation.

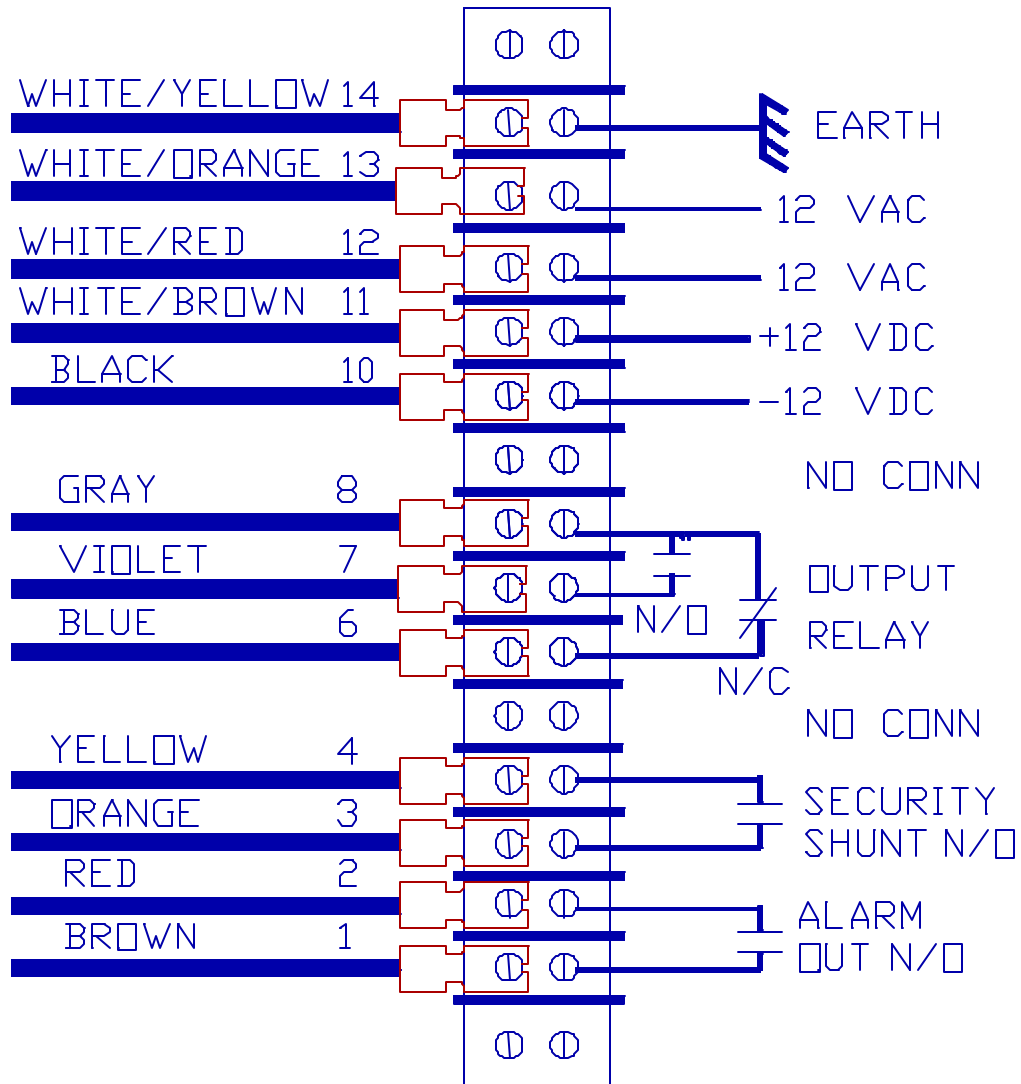
This way, an attempt to guess the code will **NOT** busy out the entire system, only the remote DKPII in question. While the remote DKPII is in the locked up state, it will still be interrogated by the master DKPII looking for tamper conditions.

7.2 REMOTE DKPII WIRING CONNECTIONS

In the four pages that follow, are the wiring connection diagrams for the remote DKPII. The wiring is very similar to the master DKPII, with the exception that the remote DKPII has no printer port.

It is important to wire the shield wires of the keypad data communications cables as shown. Because of the high speed communications used within the DKPII system, it is necessary to avoid any electrical noise. Noise can adversely affect efficient operation of the system. If any DKPII remote units continually go ON-LINE, OFF-LINE on the logging printer, it is advisable to check the shield connections, and that all DKPII's are correctly grounded.

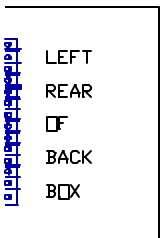
AFTER ANY SWITCH CHANGE, PRESS RESET SWITCH TO UPDATE DKPII.

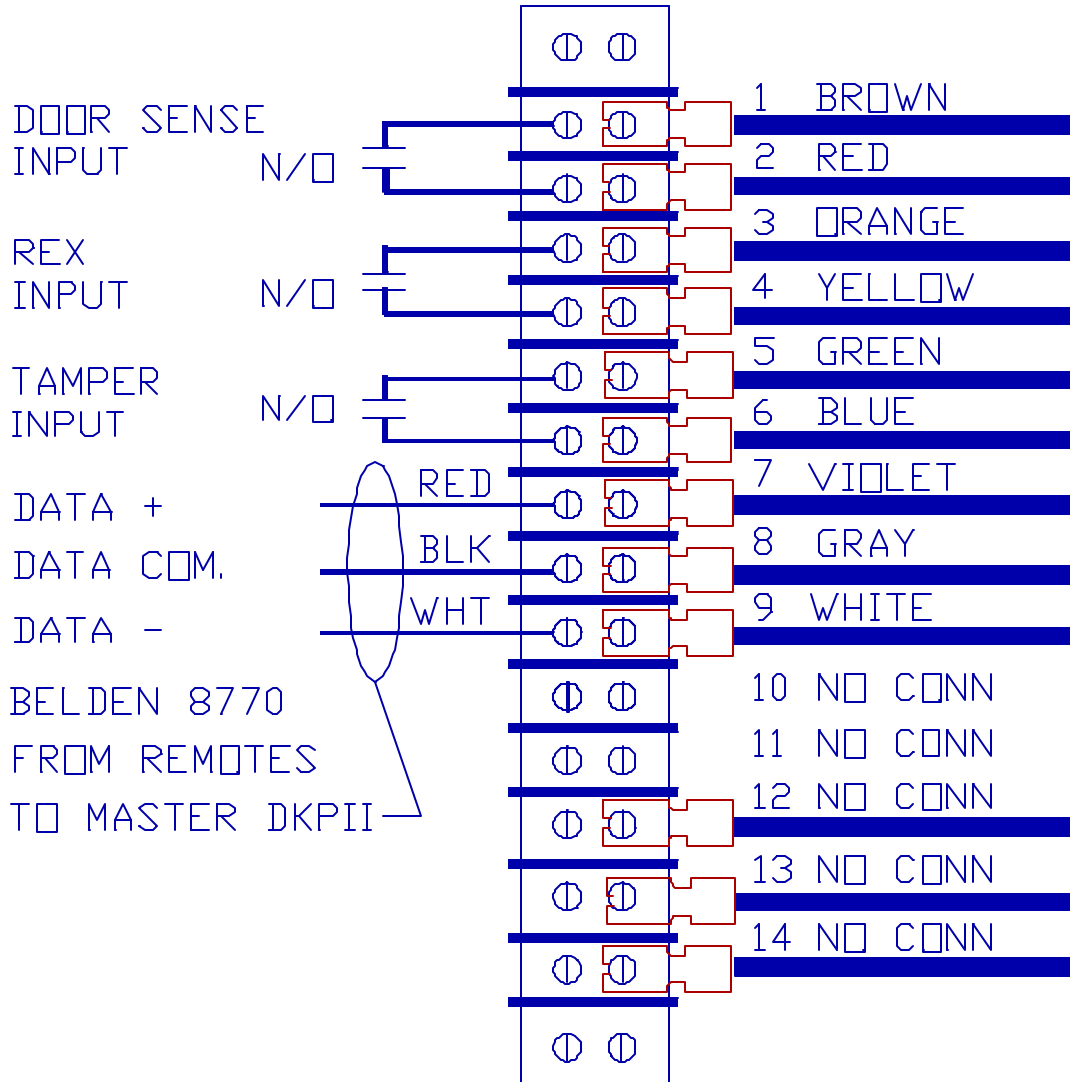


POWER AND RELAY CONNECTIONS: ALL DKP II REMOTES

ALL POWER, GROUND, AND RELAY CONNECTIONS ARE WIRED ON LEFT SIDE OF THE BACK BOX.

IF USING THE DRY WALL RING MOUNT, MATCH THE WIRE COLORS TO THE SIGNAL DEFINITION.



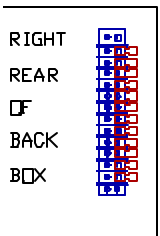


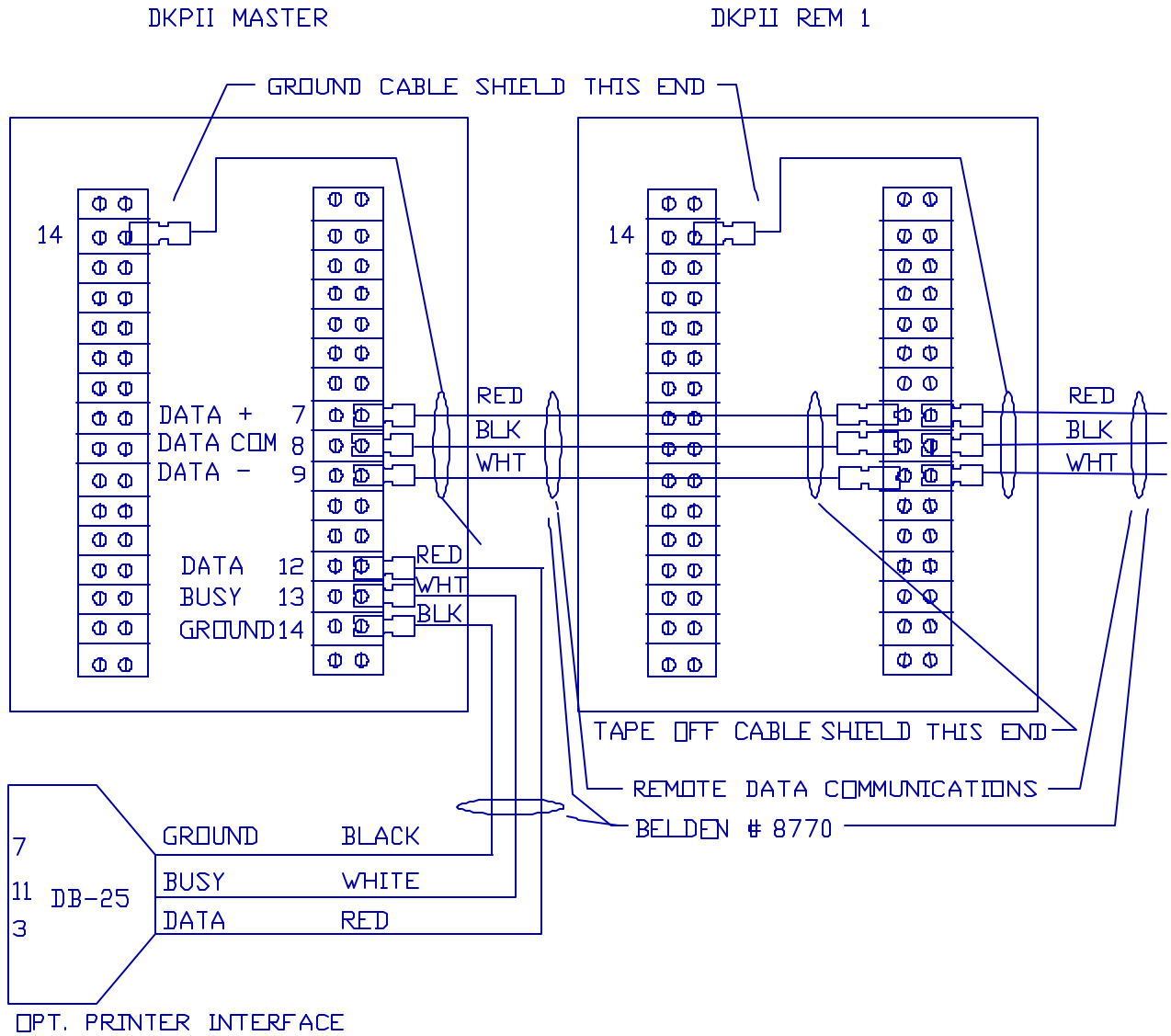
INPUT AND COMMUNICATION SIGNALS DKP II REMOTES ONLY

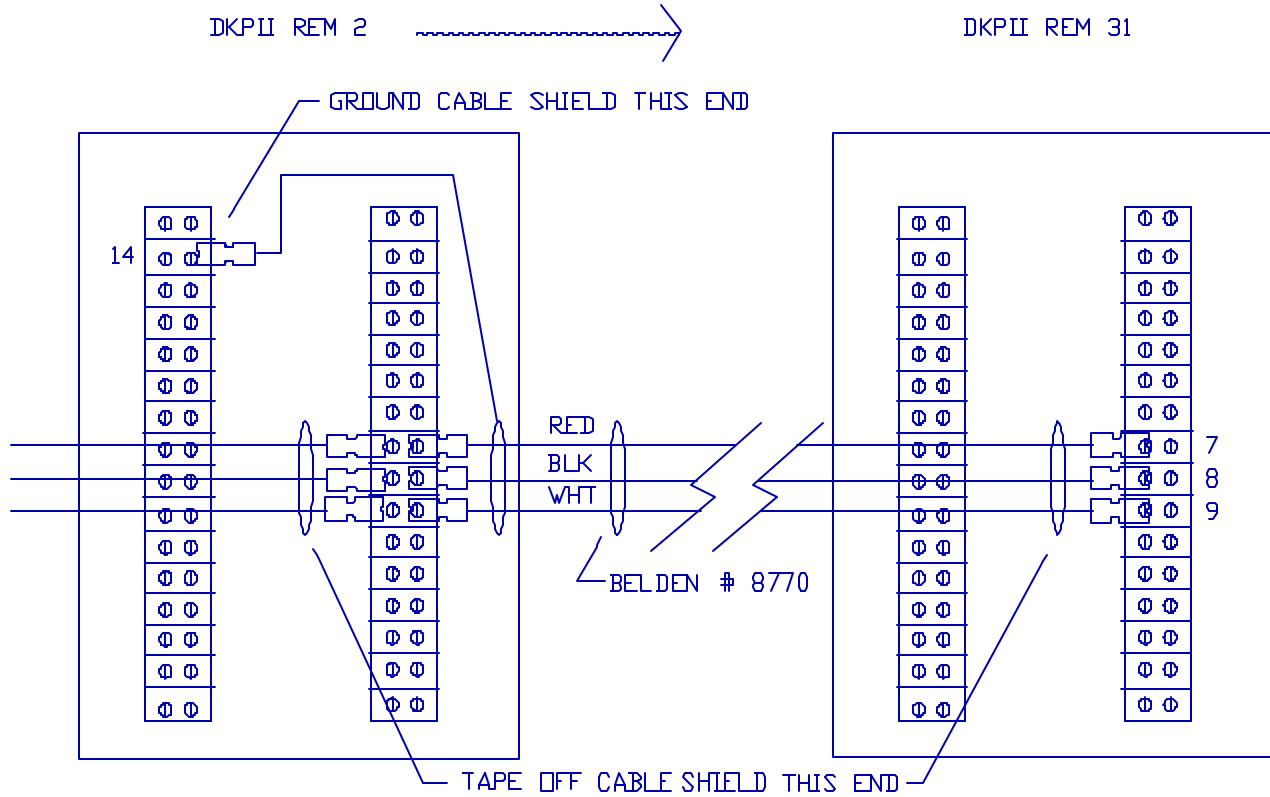
ALL INPUT SIGNALS, REMOTE KEYPAD

COMMUNICATIONS ARE WIRED FROM RIGHT SIDE OF THE BACK BOX.

IF USING THE DRY WALL RING MOUNT, MATCH THE WIRE COLORS TO THE SIGNAL DEFINITION.







DKP II data keypad communications go (preferably) from master to each remote in sequential order. Note that the shields are not connected through, but are taped off and insulated at one end only. Tying all the shields together may cause ground loops and adversely affect system performance.

For multiple unit systems it is recommended that the DKP II master be wired first, and stand-alone operation verified. Next, wire all remotes and plug in the last remote and verify it's operation. This will insure that wiring between the other remotes is correct. Then, plug in the remotes one at a time, until all remotes are on line and communicating with the DKP II master.

8.0 CONFIGURING THE DKPII

Because of its' versatility, the DKPII can be set up differently from one installation to the next. For this reason it is simpler to think of programming as two different groups of operations. The first type of programming is for the routine operation of the DKPII. This consists of four operations: entering a password, adding, deleting, or verifying access codes in memory.

The second set of operations configures a DKPII master and any remotes for a particular installation. Three of these operating parameters are controlled by switch definitions. The rest are controlled by programming number sequences through the keypad while switch number 1 is in the "ON" position.

The coding forms below are provided as a convenience to determine quickly what a particular system requires and as a record of how a system was programmed..

TIME AND DATE SET: _____ NUMBER OF REMOTES: _____

PASSWORD: _____ AS OF (DATE) _____

DOOR UNLOCK TIME: _____ DOOR AJAR TIME _____

ALARM RELAY TIME: _____ # OF INCORRECT TRIES _____

LOCK OUT TIME: _____ ACCESS CODE DIGITS (3, 4, 5, OR 6) _____

ENTER OR EXIT DEVICE (ONLY NEEDED FOR ANTI-PASSBACK): _____

Turn switch 1 ON. It must be ON for all the following system configuration operations. After ALL programming is completed, switch 1 is turned OFF to restore system to normal operation.

NOTE: IF SWITCH NUMBER 1 IS MISTAKENLY LEFT ON, THE DKPII WILL NOT ALLOW THE USER TO EXIT THE PROGRAM MODE UNTIL SWITCH 1 IS TURNED OFF AND THE "0" + "#" KEYS ARE PRESSED.

8.1 SETTING THE TIME AND DATE CLOCK (switch 1 ON)

Setting the clock MUST be in MILITARY (24 HOUR) format.

enter:

* + 1 + hhmm + MMDDYY + x

hhmm = hh = hours, mm = min.

MMDDYY = MM = month, DD = date, YY = year

x = day of the week

1 = SUNDAY

2 = MONDAY

3 = TUESDAY

4 = WEDNESDAY

5 = THURSDAY

6 = FRIDAY

7 = SATURDAY

EXAMPLE:

* + 1 + 1735 + 072186 + 2

Sets clock to 17:35 (5:35 P.M.)

Sets date to July 21 1986 (Note that 1st nine months need a 0 also).

Sets day of the week to Monday

If the entry is correct, 2 beeps will be heard.

If the entry is invalid (i.e., setting time to 34 hours) 1 long beep will be heard. Press "#" and start again.

8.2 HOLIDAYS

HOLIDAY NUMBER	MONTH	DAY	HOLIDAY NAME
* + 6 + 00			
* + 6 + 01			
* + 6 + 02			
* + 6 + 03			
* + 6 + 04			
* + 6 + 05			
* + 6 + 06			
* + 6 + 07			
* + 6 + 08			
* + 6 + 09			
* + 6 + 10			
* + 6 + 11			
* + 6 + 12			
* + 6 + 13			
* + 6 + 14			
* + 6 + 15			

Holidays:

If Holidays have been selected in Time Zones, then these are the Holidays that are valid.

Write the month number 01 - 12 and the day number 01-31 in the provided column.

The key sequence is as follows:

* + 6 + NN + MM + DD

Where: NN = Holiday number

MM = Month

DD = Day

If a printer is attached, press * + 8 + 3 to print Holiday listing for verification that everything has been programmed as desired.

8.3 SETTING TIME ZONES (switch 1 on)

The system is capable of creating up to 8 time zones. These time zones may be assigned to specific access codes. The time zones may be of any length and all may or may not be used. If a time period is not programmed, then NO user may use the system, except for access group "0".

ZONE NUMBER	STA HH	RT MM	EN HH	D MM	1	D 2	A 3	Y 4	S 5	6	7	8
* + 5 + 0												
* + 5 + 1												
* + 5 + 2												
* + 5 + 3												
* + 5 + 4												
* + 5 + 5												
* + 5 + 6												
* + 5 + 7												

enter:

* + 5+ z + hhmm + hhmm + dddddddd

z = zone number (0-7)

hhmm = time in which access begins

hhmm = time in which access stops

d = day of the week

Fill in unused days with a "0"

EXAMPLE:

* + 5+ 2 + 0800 + 1700 + 25600000

TIME ZONE 2

START TIME 08:00 AM

END TIME 5:00 PM

DAYS VALID: MONDAY, THURSDAY AND FRIDAY

(but not holidays)

1 = SUNDAY 5 = THURSDAY

2 = MONDAY 6 = FRIDAY

3 = TUESDAY 7 = SATURDAY

4 = WEDNESDAY 8 = HOLIDAY

Time zones are programmed in 1 minute increments and in 24 hour format (MILITARY TIME).

Start times and ending times **MUST** be in the same day. Midnight = 00:00 hrs.

If less than 7 digits are needed to describe the valid days, 0's must be used to complete the entry.

Seven entries **MUST** be entered for every time zone.

If all the days are not used, the rest **MUST** be filled in with 0's.

When the DKPII accepts ALL the keypad entries the DKPII will emit a 2 beep confirmation tone.

If an invalid entry is made, 1 long beep will be heard. "#" must be pressed to start over.

* + 5 + Z + HH + MM + HH + MM + DDDDDDDD

If a printer is attached, press * + 8 + 2 to print Time Zones for verification that everything has been programmed as desired.

8.4 ACCESS GROUPS

		A	C	C	E	S	S		L	E	V	E	L	S		
ACCESS	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
GROUP	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5
* + 3 + 1																
* + 3 + 2																
* + 3 + 3																
* + 3 + 4																
* + 3 + 5																

The key sequence is as follows: * + 3 + G + XX + XX + XX ++ *

Where: G = 1 - 7 (Access Group) and XX = 00 - 15 (Access Level)

Access Group 0 is valid anywhere at any time.

If less than 16 access levels are required, pressing "*" will terminate the key sequence.

If a printer is attached, press * + 8 + 5 to print Access Groups for verification that everything has been programmed as desired.

8.5 SETTING THE DOOR OPEN TIME (switch 1 on)

enter:

* + 2 + 1 + xx (xx is in seconds from 01 - 99)

EXAMPLE:

* + 2 + 1 + 35 (sets door open time to 35 seconds)

If the entry is correct 2 beeps will be heard.

If 00 is entered as a time, 1 long beep will be heard.

8.6 SETTING ALARM RELAY ON TIME (switch 1 on)

enter:

* + 2 + 2 + xx (xx is in seconds from 01 - 99)

EXAMPLE:

* + 2 + 2 + 60 (sets alarm relay time to 60 seconds)

If the entry is correct 2 beeps will be heard.

If 00 is entered as a time, 1 long beep will be heard.

8.7 SETTING THE DOOR AJAR TIME (switch 1 on)

enter:

* + 2 + 3 + xx (xx is in seconds from 01 - 99)

EXAMPLE:

* + 2 + 3 + 10 (sets door ajar time to 10 seconds)

If the entry is correct 2 beeps will be heard.

If 00 is entered as a time, 1 long beep will be heard.

8.8 ACCESS LEVELS

				R	E	M	O	T	E		D	O	O	R	S		
ACCESS LEVEL	TIME ZONE	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
		0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5
* + 4 + 00																	
* + 4 + 01																	
* + 4 + 02																	
* + 4 + 03																	
* + 4 + 04																	
* + 4 + 05																	
* + 4 + 06																	
* + 4 + 07																	
* + 4 + 08																	
* + 4 + 09																	
* + 4 + 10																	
* + 4 + 11																	
* + 4 + 12																	
* + 4 + 13																	
* + 4 + 14																	
* + 4 + 15																	

The DKPII can accommodate 31 remote units on any of 16 Access Levels. Each Access Level has a single Time Zone assigned to it. Any door location can be assigned to a given Access Level. Therefore, a door entrance can be valid for several different Time Zones if that door has been assigned to different Access Levels. This provides a lot of flexibility in configuring a system.

The above chart should simplify choices and make it easier to keep track of assignments. This covers the first 16 DKPII remotes. For larger systems, the next 16 units are provided for by the chart on the next page.

The key sequence is as follows: * + 4 + AL + Z + XX + XX + XX + *

If less than 31 units are required, pressing "*" will terminate the key sequence.

Fill in required Time Zone and Door Numbers as required.

If a printer is attached, press * + 8 + 4 to print Access Levels for verification that everything has been programmed as desired.

			R	E	M	O	T	E		D	O	O	R	S		
ACCESS LEVEL	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1
FROM PG 28																
FROM PG 28																
FROM PG 28																
FROM PG 28																
FROM PG 28																
FROM PG 28																
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FROM PG 28																
FROM PG 28																
FROM PG 28																
FROM PG 28																
FROM PG 28																

If this system is greater than 16 units, the above table is a continuation of the table on pg. 28.

Fill in required Time Zone and Door Numbers as required.

If a printer is attached, press * + 8 + 4 to print Access Levels for verification that everything has been programmed as desired.

8.9 PROGRAMMING NUMBER OF REMOTES ON THE SYSTEM (switch 1 on)

enter:
* + 2 + 0 + xx (xx is in units from 01 - 31)

EXAMPLE:

* + 2 + 0 + 10 (number of remotes is 10)
If the entry is correct 2 beeps will be heard.

If over 31 is entered, 1 long beep will be heard.

8.10 SETTING THE NUMBER OF WRONG ENTRIES BEFORE LOCKOUT (switch 1 on)

enter:

* + 2 + 5 + xx (xx = number of misses, 01 - 99)

EXAMPLE:

* + 2 + 5 + 03 (sets the number of wrong entries to 3)

NOTE: The more groups or access levels in a system the greater the possibility of a lockout occurring. The more complicated your system, the higher the lockout number should be.

8.11 SETTING ANTI-PASSBACK MODE OR TIME (switch 1 on)

Times 00 and 99 are special, see below.

enter:

* + 2 + 4 + xx (xx = minutes, 01 - 98)

EXAMPLE:

* + 2 + 4 + 75 (sets anti-passback to 75 minutes)

NO ANTI-PASSBACK:

If a 00 is entered then there is NO anti-passback.

TRUE ANTI-PASSBACK:

If a 99 is entered then the system is programmed for TRUE anti-passback and the user MUST use an exit DKPII before re-entering the premises.

8.12 CHANGING THE PASSWORD (switch 1 ON)

enter:

* + 0 + xxxxxx

EXAMPLE:

* + 0 + 987654 (new password is 987654)

If the code is accepted 2 beeps will be heard.

NOTE: ALL DKPII'S ARE SHIPPED WITH A PASSWORD OF 777777.

8.13 PRINTING A REPORT OF ALL PROGRAMMED FUNCTIONS (switch 1 on)

enter:

- * + 8 + 0. PRINT FULL REPORT.
- * + 8 + 1. PRINT CODES ONLY.
- * + 8 + 2. PRINT TIME ZONES.
- * + 8 + 3. PRINT HOLIDAYS.
- * + 8 + 4. PRINT ACCESS LEVELS.
- * + 8 + 5. PRINT ACCESS GROUPS.

If a printer is connected, a complete report of all programmed features will be printed. This takes some time, so the DKPII will sound 2 beeps when it is finished.

WARNING

WHILE THE SYSTEM IS PRINTING THIS REPORT, THE ENTIRE SYSTEM IS OFF LINE AND NOT USABLE UNTIL THE REPORT HAS COMPLETED PRINTING.

8.14 CLEARING ALL CODES FROM MEMORY (switch 1 on)

enter:

- * + 9 + * + * + * + 0 Clears ALL memory.
- * + 9 + * + * + * + 1 Clears CODES only.
- * + 9 + * + * + * + 2 Clears Time Zones only.
- * + 9 + * + * + * + 3 Clears Holidays only.
- * + 9 + * + * + * + 4 Clears Access Levels only.
- * + 9 + * + * + * + 5 Clears Access Groups only.

This feature will take a few minutes and the DKPII will beep 2 times when finished.

WARNING!! BE CAREFUL!!

THIS FUNCTION WILL CLEAR ALL CODES IN MEMORY.

IT WILL ALSO:

- SET THE PASSWORD TO 777777**
- SET THE STRIKE OUT COUNT TO 3**
- SET THE DOOR OPEN TIME TO 5 SECONDS**
- SET THE DOOR AJAR TIME TO 7 SECONDS**
- SET THE ALARM TIME TO 10 SECONDS**
- SET THE NUMBER OF REMOTES TO 1**

9.0 PROGRAMMING DKPII ACCESS CODES

NOTE: THE FOLLOWING PROGRAM FUNCTIONS ARE OPERATIVE FROM ANY KEYPAD, WHETHER DKPII MASTER OR DKPII REMOTE.

9.1 ENTERING THE PASSWORD

Push the "*" + "0" keys at the same time. Hear 2 beeps

Enter the 6 digit password

If valid hear 2 beeps

If invalid hear 1 long beep

(if a mistake is made at anytime, press the "#" key and start over)

ALL DKPII'S LEAVE THE FACTORY WITH A PASSWORD OF 777777.

After the password is correctly entered the following functions may be performed:

ENTER NEW CODE NUMBERS AND ACCESS GROUP

DELETE EXISTING CODE NUMBERS

VERIFY CODE NUMBERS

While any keypad is in the program sequence the system will allow other remote keypads to enter and exit.

To exit the programming mode the "0+#" keys must be pressed at the same time. If the keys were accepted, the DKPII will emit 2 short beeps. While in the programming mode, if there is no keypad activity for any 30 second interval, the DKPII will exit programming mode and revert to normal operation.

9.2 VALIDATING A NEW CODE

enter:

1 + xxxxx + n xxxxx = code number n = access group

EXAMPLE:

1 + 12345 + 0 (validates code 12345 in all access group 0)

1 + 98765 + 3 (validates code 98765 in access group 3)

If the code is 4 digits long, enter 4 digits.

An access group **MUST** be entered, even if no access groups have been set up.

When all digits have been entered 2 beeps will be heard.

If the number is already in memory the DKPII will sound 1 long beep.

A code number MUST be deleted before re-entering it.

If memory is FULL and can not accept any more codes, the DKPII will sound 2 long beeps.

9.3 DELETING A CODE IN MEMORY

enter: 2 + xxxxx

EXAMPLE:

2 + 12345 (deletes code 12345 from memory)

If the code WAS in the memory 2 beeps will be heard.

If the code is NOT in memory 1 long beep will be heard.

VERIFYING A CODE IN MEMORY

enter:

3 + xxxxx

EXAMPLE:

3 + 12345 (checks memory for that number)

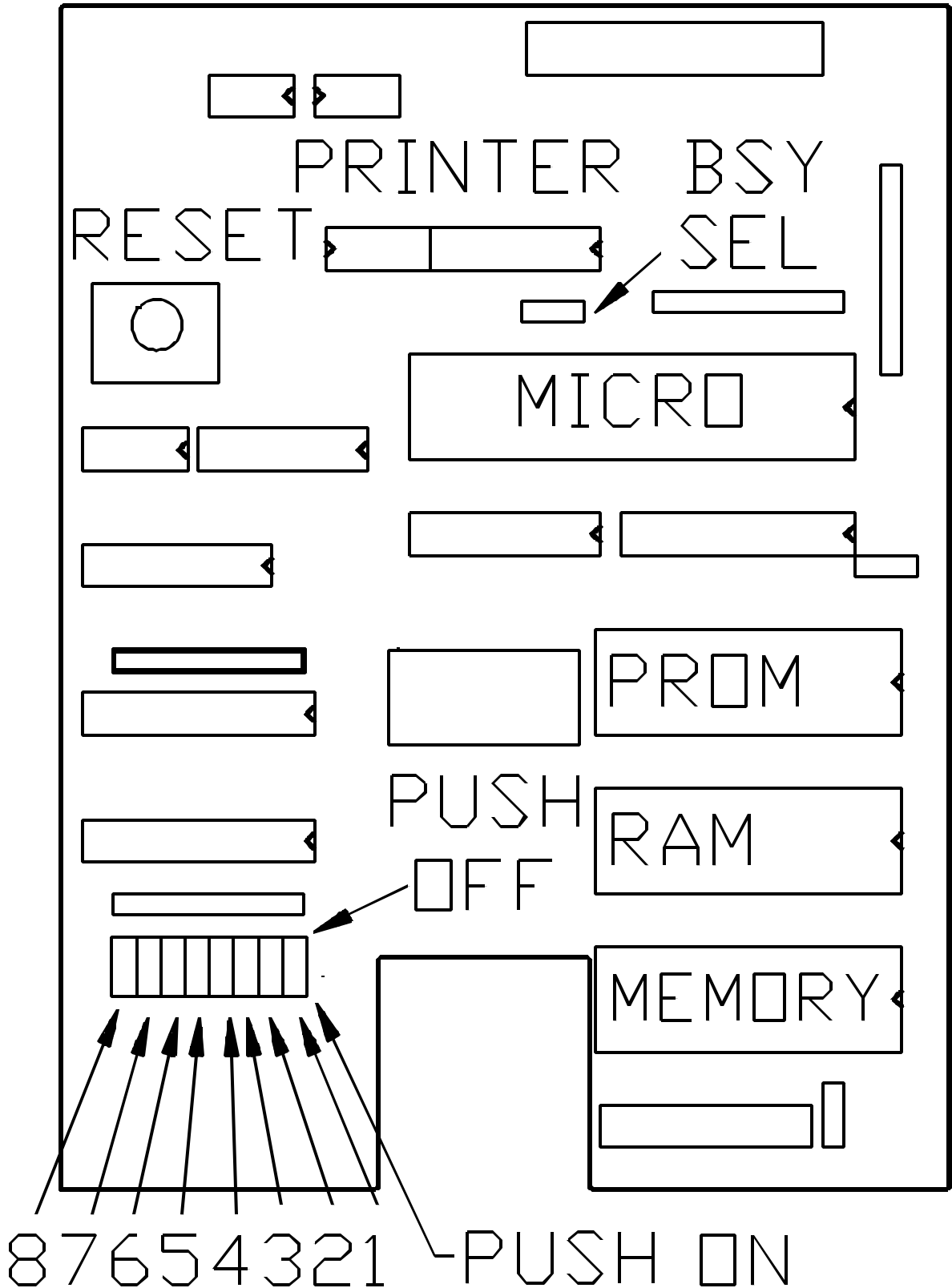
If the code is in memory 2 beeps will be heard.

If the code is NOT in memory 1 long beep will be heard.

10.0 IN CASE OF TROUBLE

1. CHECK ALL CONNECTIONS (RELAYS, VOLTAGE, DATA, PRINTER).
2. VERIFY POWER IS LIVE.
3. CHECK FOR CORRECT VOLTAGE AT TRANSFORMER AND DKPII (SHOULD BE 12 VOLTS AC).
4. CHECK UNIT IS CORRECTLY GROUNDED.
5. CHECK AC INPUT FUSE (SHOULD BE 1.5 AMP TYPE 3AG SLO-BLO FUSE).
(LOCATED OUTSIDE EDGE OF DKPII).
6. CHECK DC INPUT FUSE (SHOULD BE 1.5 AMP TYPE 3AG SLO-BLO FUSE).
(LOCATED INSIDE BETWEEN MOTHER AND DAUGHTER PC BOARDS NEXT TO MAIN OUTPUT RELAY).
7. CHECK DESIRED RELAY OUTPUT (THERE ARE 3) FOR CONTINUITY ON POWER STRIP.
8. CHECK SWITCH SELECTIONS FOR CORRECT CONFIGURATION FOR SYSTEM TYPE.
9. CHECK THAT ALL PLUG IN COMPONENTS ARE SECURELY SEATED.
10. IF REMOTE DKPII'S READ ON-LINE OFF-LINE ON-LINE CONTINUALLY, CHECK FOR CORRECT SWITCH ADDRESSING (See pg. 16).
11. CHECK FOR CORRECT END-OF-LINE TERMINATION (See pg.17).
12. IF UNIT SIGN-ON MESSAGE COMES ON AT RANDOM INTERVALS, THE POWER TO THE UNIT IS BEING INTERRUPTED. CONSIDER INSTALLING A BATTERY POWER SUPPLY TO PROVIDE NON-INTERRUPTIBLE POWER.
13. CHECK CODING FORMS. THE DKPII MAY NOT BE DOING WHAT IS DESIRED, BUT IT MAY BE DOING WHAT YOU TOLD IT DO.
14. IF YOU DID NOT PURCHASE YOUR PRINTER FROM SES, AND YOU ARE HAVING DIFFICULTY, CHECK THE PRINTER BUSY SELECT IT MAY HAVE TO BE CHANGED. IF YOU CHANGE THE JUMPER, PRESS RESET. THE PRINTER SHOULD PRINT THE START-UP MESSAGE. IF PROBLEM PERSISTS, CONTACT FACTORY.

SWITCH SELECTIONS



DKPII CODING FORM

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

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NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

FOR LARGER CAPACITY UNITS, PHOTOCOPY AS REQUIRED.

DKPII CODING FORM

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

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NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

NAME: _____ CODE # _____ AG # ____ DATE _____

FOR LARGER CAPACITY UNITS, PHOTOCOPY AS REQUIRED.

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