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**AMERICAN ACCESS SYSTEMS, INC.**



**PROXPAD**

**INSTALLATION & PROGRAMMING  
INSTRUCTIONS**

**MODELS:**

**23-206/kp**





**BEFORE PROCEEDING**

To take full advantage of the 24 month limited warranty, you must be registered with American Access Systems, Inc. Please read the enclosed warranty statement, (pg 2), fill out the warranty registration card provided and send it to:

American Access Systems, Inc.  
Warranty Registration  
7079 South Jordan Rd. #6  
Centennial, Co. 80112

**INTRODUCTION**

The PROXPAD is a **combination of two separate units**, the 23-206 proximity reader and the 26-100 keypad in one housing. The outputs can be wired together allowing the units to work as one or they can be left separate providing two units in one enclosure.

Your new PROXPAD proximity card reader unit is a high quality, programmable, commercial, digital key, control station. The unit incorporates an interface for one remote wiegand card readers as well as an interface for a serial printer. The PROXPAD's card reader unit also employs a history buffer which stores up to 1000 card reader transactions. A true Anti-passback feature is also provided for the end user. The unit incorporates 2 relays on the circuit board. The relay outputs can be programmed in 1 of 2 ways:

- \* All proximity cards entered into the system will operate relay A (Default setting).
- \* All proximity cards entered on PROX 1 will operate relay A, and all cards entered on PROX 2 will operate relay B (**SPLIT RELAY FEATURE**).

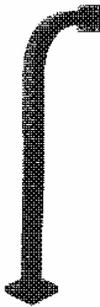
The relay output times are user selectable from 1/2 to 9 seconds and provide a normally open (N/O) and normally closed (N/C) output. Make sure to read and understand all instructions before proceeding with each step.

Your new PROXPAD keypad unit is a 100 code, fully programmable, commercial, digital key station.

**STEP 1-MOUNTING THE PROXPAD**

**Mounting the unit to an AAS gooseneck (18-001) or double height (18-003)pedestal**  
Locate the four carriage bolts and four hex nuts found inside the unit box. Place the unit up to the pedestal flange and insert the four carriage bolts from the backside. Secure the unit to the pedestal using the four hex nuts and a 7/16" socket. The extra square mounting flange may be discarded.

18-001



18-003



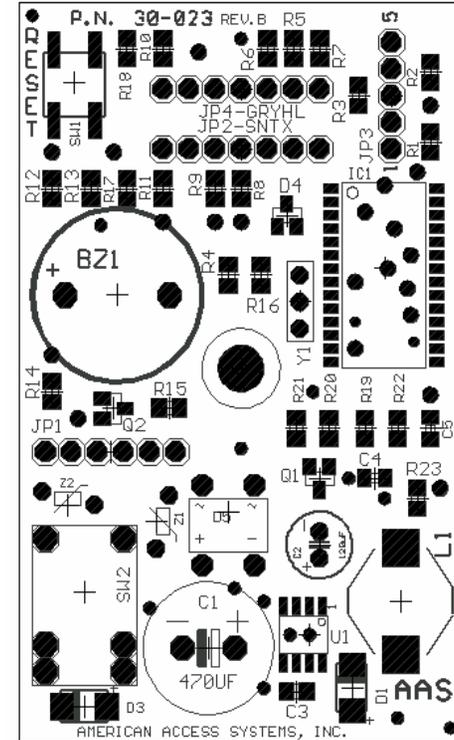
# 30-023 Board Layout

Reset Button

Power  
Harness

Relay

Processor



“5”

**Sub-Mode 5 (Set Latch Code)**

EXPLANATION: The Latch Code toggles the state of the main relay (A) of the circuit board. The red LED will light if the relay is in the latched position. The latch code is useful in applications where the gate is desired to hold open. If the operator's close circuit is controlled by loops, timers, etc., they will be overridden by the latched state of the relay and the gate will hold open. An "OPEN-OVERRIDE" circuit must exist in the operator in order to utilize this function. If your gate cycles when this code is entered, your operator is not set up to utilize this function. Your local dealer or distributor should be able to assist you if you have any specific questions.

To program or change your latch code enter the following;

(MASTER CODE) + 5 + (LATCH CODE)

Should you make a code entry error, simply press the \* key and enter the correct code. You may select any 4 digit latch code you wish. If you receive an ERROR, you must select another code as it is already in use. The unit will respond with a GOOD BEEP with the acceptance of the new Latch Code and you will be exited from the program mode. If the unit is in **Latch Open** and you do not know the 4 digit **Latch Code**, follow the instructions for resetting the **Master Code** on page 22. This will release the Latch Code and return to normal operation. **NOTE: On gates with a timer to close the "TIMED DURATION" starts when the latch code is released.**

“0”

**Sub-mode 0 (Clear memory) !!!! WARNING ALL ACCESS CODES WILL BE DELETED !!!!**

To delete all access codes from memory enter the MASTER CODE, followed by 0, and the re-enter the MASTER CODE.

(MASTER CODE) + 0 + (MASTER CODE)

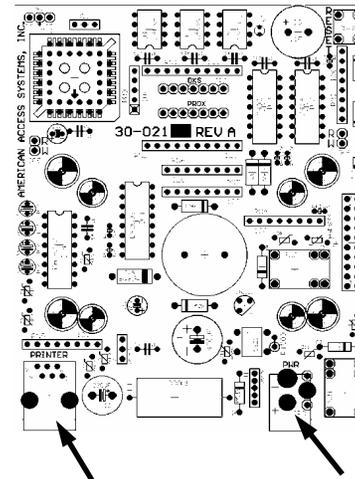
Should you make an entry error, simply press the \* key and re-enter the correct data. If the second entry of the master code is correct there will be a short pause before a GOODBEEP is heard and then the unit will automatically be exited from the program mode. If the second entry of the master code is incorrect, the unit will still respond with a GOODBEEP indicating that it is exiting the program mode however, there will be no pause on the GOODBEEP and the memory will not be erased.

**NOTE: It should not generally be necessary to erase all access codes from memory unless codes are forgotten and are occupying necessary memory space. A good log and maintenance of access codes should prevent this from ever needing to be done.**

# CARD READER SECTION

## STEP 2 - SYSTEM CONNECTIONS - CARD READER

Card reader and keypad hook up independently.



PN. 30-020	RELAY B	SLAVE 2	COMMUNICATION
N/C	N/O	CMN	+5V
J1	1	2	3
	LED	HOLD	HR 1
	1	2	3
	4	5	6
	LED	HOLD	HR 0
	1	2	3
	4	5	6
	LED	HOLD	HR 1
	1	2	3
	4	5	6
	LED	HOLD	HR 0
	1	2	3
	4	5	6
	LED	HOLD	HR 1
	1	2	3
	4	5	6
	LED	HOLD	HR 0
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	4	5	6
	LED	HOLD	HR 1
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	4	5	6
	LED	HOLD	HR 0
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	4	5	6
	LED	HOLD	HR 1
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	LED	HOLD	HR 0
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	4	5	6
	LED	HOLD	HR 1
	1	2	3
	4	5	6
	LED	HOLD	HR 0
	1	2	3
	4	5	6
	LED	HOLD	HR 1
	1	2	3
	4		

### USING A SLAVE WITH THE PROXPAD

The PROXPAD communicates with one additional slave proximity reader utilizing wiegand technology. . Please see instruction manual included with the 23-006. **Note: Connect additional Proximity Reader to Slave 2 Communications only.**

NOTE: Do not run your gate control wires in the same shielded cable as your slave communication wires.

Try to unwrap the foil shield as little as possible to keep as much EMI away from the board as possible. Be careful that the foil shield does not short out the circuit board. Also be careful that when you close the unit that pressure is not put on the circuit board, and that none of your wires are hitting the reset button.

NUMBER	WIRE NAME	WIRE COLOR CODE
1	LED	BROWN
2	HOLD	BLUE
3	DATA 1	WHITE
4	DATA 0	GREEN
5	GROUND	BLACK

Slave connections are to be made on the Communications and Relays board. For slave 1 and slave 2 there are numbers labeled 1 thru 6. These numbers correspond to standard weigand color codes in this way. USE THESE COLORS FROM THE WIEGAND DEVICE AND ATTACH THEM TO THEIR NUMBER ON THE COMMUNICATION AND RELAY BOARD.

### USING A PRINTER WITH THE PROXPAD

The PAROPAD incorporates an RS-232 serial interface on board for connection to a AAS 21-047 or 21-045 printer in order to print out recorded transactions. The transactions may be printed as they occur or the contents of the history buffer may be dumped out to the printer.

**Note: A standard serial printer WILL NOT work with the PROXPAD.**

#### Connecting the printer

CABLE TYPE: 22 gauge, 6 conductor, shielded (BELDEN #9931 or equivalent)

MAX DISTANCE: 50 feet (\*) SEE BELOW

Keep the cable run at least 1 foot away from high voltage, transformers, florescence lights, etc. An interface cable, (63-034), is required to link the PROX 2000 II to the printer. Plug one end into the printer receptacle located on the backside of the printer. Plug the other end into the RJ45 jack on the back of the PROXPAD Unit.

#### Printer Setup

The PROXPAD unit default configuration communicates with a printer at 9600 bps, 8 bits, no parity, CR valid. The baud rate settings on the PROXPAD can be changed through software (see programming Series 400). The baud rate choices are 9600(default), 4800, 2400, and 1200. To test the printer, load the printer with paper, plug the printer in, make sure the printer is on line and simply place a card to the reader.

### ACCESS & FUNCTION CODES

NOTE: SINCE THE PROXPAD SYSTEM IS BASED ON WEIGAND TECHNOLOGY, ALL CARDS USED BY THE SYSTEM MUST RESIDE BETWEEN 0 AND 2000. AN ENTRY OF A CARD NUMBER OF 0 OR A NUMBER HIGHER THAN 2000 WILL RESULT IN AN ERROR.

## SUB-MODES

### “1”

#### Sub-Mode 1 (Enter New Access Codes)

To enter new access codes enter the MASTER CODE, followed by 1, then enter each new ACCESS CODE you wish to program into the unit.

(MASTER CODE) + 1 + (ACCESS CODE) + (ACCESS CODE) etc... (# to exit)

Should you make an entry error, simply press the \* key and re-enter the correct data. You may continue entering access codes until the memory is full or the # is pressed. You may select any 4 digit access code that is not already in use by the system. The unit will respond with a GOODBEEP with the acceptance of each new access code. If you do not receive a GOODBEEP after the entry of an access code, you must select a new access code as it is already in use by the system. When the memory becomes filled, you will receive a GOODBEEP indicating the acceptance of the last access code entered and then the unit will sound an ERRORBEEP and automatically exit you from the program mode. **NOTE: You will not be able to enter this mode if memory is full and will receive an ERRORBEEP.**

### “2”

#### Sub-Mode 2 (Delete Access Codes)

To delete any access code from memory enter the MASTER CODE, followed by 2, and then each access code to be deleted

(MASTER CODE) + 2 + (CODE TO BE DELETED) + (NEXT CODE TO BE DELETED) etc... (# to Exit)

Should you make an entry error, simply press the \* key and re-enter the correct data. You may continue deleting access codes in a successive manner. The unit will respond with a GOODBEEP with the successful deletion of each access code. If you do not receive a GOODBEEP the access code entered could not be found in memory and the unit will wait for you to enter another code to be deleted.

### “3”

#### Sub-Mode 3 (Change Master Code)

To change the master code enter the PRESENT MASTER CODE, followed by 3, and then the NEW MASTER CODE.

(PRESENT MASTER CODE) + 3 + (NEW MASTER CODE)

Should you make an entry error, simply press the \* key and re-enter the correct data. You may select any 4 digit code as your new master code that is not already in use by the system. The unit will respond with a GOODBEEP upon acceptance of the new master code and automatically exit from the program mode. If the unit does not respond with a GOODBEEP, you must select a different code as it is already in use by the system.

### “4”

#### Sub-Mode 4 (Set Relay Output Time from 1/2 to 9 seconds)

To set the relay output time in seconds enter the PRESENT MASTER CODE, followed by 4, and then the relay output time in seconds. NOTE: “0” = 1/2 seconds.

(PRESENT MASTER CODE) + 4 + (RELAY OUTPUT TIME)

Should you make an entry error, simply press the \* key and re-enter the correct data. You may enter any single digit value corresponding from 1/2 to 9 seconds of total length output time. Please note that when you enter “0”, the output time is set to 1/2 seconds.

The maximum number of access cards that can be programmed into the unit is 2000. There are two different types of cards; ACCESS CARDS & FUNCTION CARDS. Access cards are standard user cards for gaining access onto or into a restricted area. Function cards are assigned a specific function.

### SETTING OR RESETTING THE MASTER CODE

To set or reset the master code back to the **factory default of 1 2 5 1** should you ever loose or forget you master code. To do this follow these steps: (SEE PAGE 25 FOR LOCATION DIAGRAM)

- (1). Disconnect power from the unit by disconnecting power from circuit board.
- (2). Reconnect power while holding down the PROGRAM/RESET button.
- (3). A single keybeep will be heard from the unit indicating that the master has been reset

This procedure can also be used to release a Latch Open if you forget your 4 digit **Latch Code**.

### GOODBEEPS AND ERRORBEEPS

A standard beep will be heard each time a key is pressed. A "GOODBEEP" is represented by a series of quick beeps in succession. An "ERRORBEEP" is represented by a single long beep.

### THE IDLE MODE

The idle mode is the normal mode of operation. When in this mode the unit sits and waits for data from the keypad. If a key is pressed from the keypad, you will have approximately 3 seconds between each keypress before the unit resets.

### THE PROGRAM MODE

The program mode is the mode of operation in which you will enter/change your access code. Upon entry, a GOODBEEP will heard. A GOODBEEP will also be heard when you exit the program mode unless a keypress timeout occurs in which case you will receive an ERRORBEEP. The program mode is accessed by entering the "MASTER CODE" from the keypad. If the master code is valid, you will receive a GOODBEEP from the unit. In this mode you will have approximately 15 seconds between keypresses. If this time is exceeded, you will receive an ERRORBEEP and the unit will exit the program mode and return to the idle mode. To exit the program mode at any time, press #.

### THE \* AND # KEYS

The \* and # keys serve specific functions while in the idle or program mode. The \* key is always the clear key. You should use this key if you make an entry error. The # key also serves as the clear key in the idle mode. In the program mode however, it serves as the exit key and will at any time when depressed, exit you from the program mode.

### PROGRAMMING

A person desiring a access to the program mode will enter the present MASTER CODE. If the master code is valid a GOODBEEP will be heard prompting the person to enter a number corresponding to the SUB-MODE, **eg. (MASTER CODE) + (Number corresponding to Sub-Mode)**. Once in the program mode the individual will have approximately 15 seconds between keypresses or the unit will sound an ERRORBEEP and exit the program mode. **NOTE: An access code log sheet is provided on page 26 & 27 which can be photo-copied. A good source for access codes is the phone book or the last 4 digits of social security numbers. Note: The Master Code will not activate the relay!**

The function cards and their descriptions are as follows:

## FUNCTION CODES

### FUNCTION CODE

### DESCRIPTION

#### *"Master Code"*

This is a 4 digit programmable code between 0000 and 9999 used for gaining access to the program mode. The factory default is " 1 2 5 1".

#### *"Relay A Latch Card"*

This is a user programmable card(s) used to lock down (or unlock) relay A. This code will be used to hold open a gate or door connected to relay A.

#### *"Relay B Latch Card"*

This is a user programmable card(s) used to lock down (or unlock) relay B. This code will be used to hold open a gate or door connected to relay B.

#### *"Sleep Card"*

This is a programmable card(s) that is used to toggle the unit in and out of the sleep mode. In the sleep mode all codes are disabled with the exception of the MANAGERS CARDS. When the "SLEEP CARD" is placed up to the reader again, the unit will wake up.

#### *"APB Master Code"*

This is a programmable code used to clear the anti-passback status of cards in memory.

#### *"Second Relay Card"*

This is a programmable card(s) used to momentarily activate relay B.

#### *"Managers Cards"*

This is a programmable card(s) used to gain access onto the property. This card(s) will activate the appropriate relay regardless of the sleep state of the unit.

### GOODBEEPS, ERRORBEEPS, & QUICKBEEPS

Your unit will beep each time a key is pressed. The "\*" key serves as the clear key and a double beep will be heard when this key is pressed. A "GOODBEEP" is represented by an oscillating high tone. An "ERRORBEEP" is represented by a single low tone. A "QUICKBEEP" is a series of 5 quick high beeps in succession.

### THE RED & YELLOW LED'S

Two different colored LED's are mounted in the face of the unit. The RED LED will light during the duration of the relay(s) activation period. The YELLOW LED will light while the unit is in the program mode. During memory clear or setup both LED's will flash. The RED LED will also be lit when you enter a submode and the feature is already enabled.

# KEYPAD SECTION

## RESETTING THE UNIT

Your PROXPAD unit provides two different types of resets, a UNIT RESET, and a MASTER RESET. A MASTER RESET should be utilized in the event that you lose or forget your master code or if the unit is locked in the sleep, lockA, or lockB mode. When a MASTER RESET is performed, only the master code will be changed. A UNIT RESET is provided should it ever become necessary to reset the unit back to the initial factory state. After a UNIT RESET has been performed the unit will erase all ACCESS & FUNCTION codes from memory and the master code will be set back to the factory default of 1 2 5 1.

## MASTER RESET

Follow these steps precisely. If you make an entry error, the unit will ERROR and you will have to start over.

- (1). Disconnect power from the master board
- (2). Reconnect power to the board while holding down the **RESET BUTTON**
- (3). Release the reset button and enter \* \* \* from the keypad.

The unit will issue a GOODBEEP and the master code will be set back to 1 2 5 1. If the unit was locked in the sleep, lockA, or lockB mode, the unit will be released and returned to the idle state.

## UNIT RESET

**(!!! WARNING: ALL ACCESS & FUNCTION CODES WILL BE DELETED FROM MEMORY !!!)**

Follow these steps precisely. If you make an entry error, the unit will ERROR and you will have to start over.

- (1). Disconnect power from the master board
- (2). Reconnect power to the board while holding down the **RESET BUTTON**.
- (3). Release the reset button and enter # \* # from the keypad.
- (4). Enter the MASTER CODE from the keypad. (The unit will go into an endless cycle of beeps).
- (5). Disconnect & Reconnect power to the unit. (The unit will go through the "FIRST TIME POWER UP" sequence (See "HOOKUP STEPS", page 5, step C).

## THE IDLE MODE

The idle mode is the normal mode of operation. When in this mode the unit sits and waits for data from the keypad. In this mode you will have approximately 3 seconds between key presses. If this time is exceeded you will receive an ERROR.

## THE PROGRAM MODE

The program mode is the mode of operation in which you will enter, delete, or change your codes or set specific features of the unit. The program mode is accessed by entering the "MASTER CODE" from the MASTER unit. You will receive a QUICKBEEP and the yellow LED will come on indicating that you are in the program mode. In this mode you will have approximately 30 seconds between key presses. If this time is exceeded, you will receive an ERROR and be exited from the program mode.

## THE \* AND # KEYS

The \* and # keys serve specific functions while in the idle or program mode. The \* key is always the clear key and a double beep will be heard when depressed. You should use this key if you make an entry error. The # key also serves as a clear key in the idle mode. In the program mode however, it serves as the exit key and will at any time, when depressed, exit you from the program mode.

## SYSTEM CONNECTIONS-KEYPAD

Study the WIRING COLOR CODE chart below and then proceed to the hookup steps.

**(TABLE 1)  
WIRING COLOR CODES**

WHITE(AC Hot)(DC +)	12 - 24 VOLTS
WHITE(AC Neutral)(DC -)	AC or DC

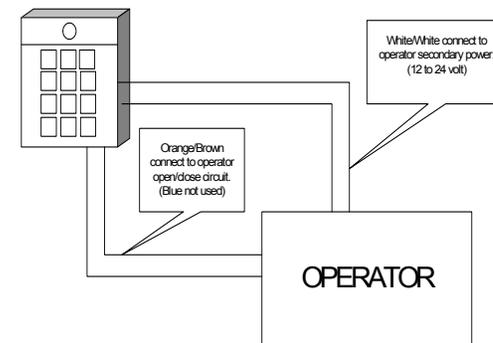
### **LATCH CONTACTS**

BROWN	RELAY COMMON
ORANGE	NORMALLY OPEN
BLUE	NORMALLY CLOSED

## HOOKUP STEPS

**(A).** Your keypad control unit operates on 12 to 24 volts AC or DC. Measure the voltage from the power source to make sure it falls within these tolerances. Locate the two white wires on the circuit board and with the power off connect them to a constant power supply.

### **OPERATOR WIRING DIAGRAM**



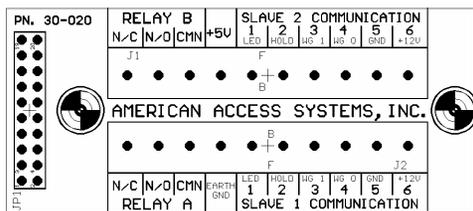
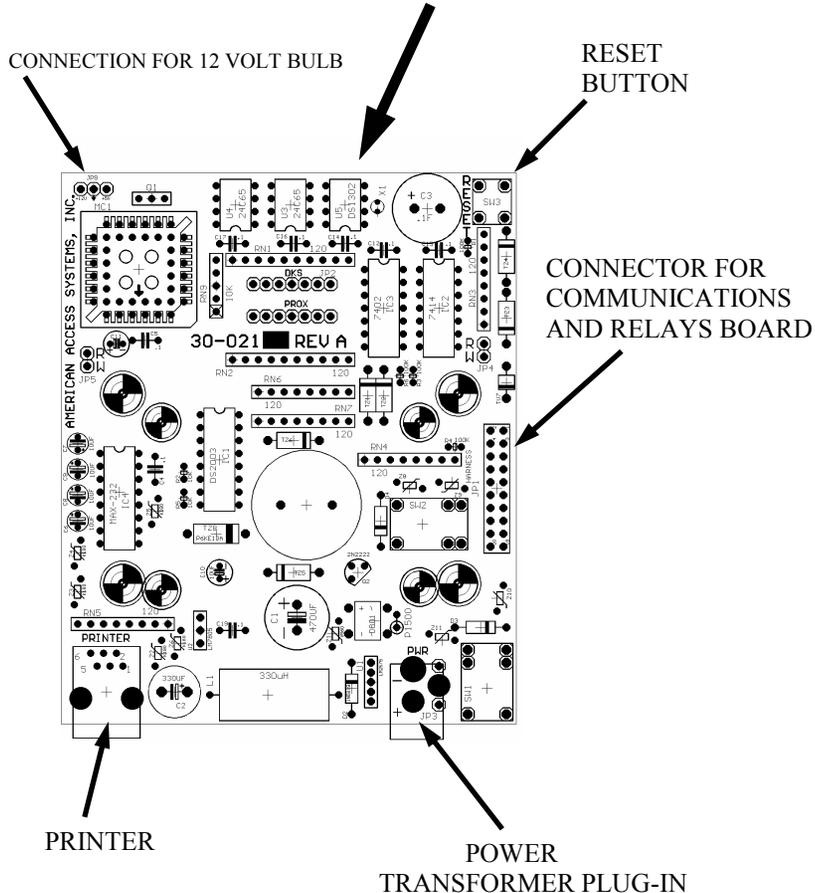
**(B).** Connect the device to be controlled to the appropriate control leads of the keypad (See above diagram).

**(C).** Double Check your connections. When you are sure that everything is hooked up correctly, apply power to the unit. A BEEP should be heard when you press a key on the keypad.

## THE MASTER CODE AND ACCESS CODES

Your unit may be programmed with 100 multiple (4 digit) **ACCESS CODES**. The **MASTER CODE** is a 4 digit programmable code used for accessing the program mode. **Note: The model number of the unit is located on the inside face of the unit. Note: The Master Code will not activate the relay!**

# CARD READER MASTER BOARD



CARD READER COMMUNICATIONS AND RELAYS BOARD

SEE PAGE 6 WIEGAND COLOR CODES FOR SLAVE INTERFACE

## PROGRAMMING

A person desiring access to the program mode will enter the present MASTER CODE. If the master code is valid the yellow LED will come on and the individual will be prompted with a QUICKBEEP to enter a 3 digit number corresponding to a SUB-MODE. There are 4 groups of SUB-MODES. Group 100 is for PROGRAMMING CODES, group 200 is for DELETING CODES, group 300 is MISCELLANEOUS SETTINGS and GROUP 400 is PRINT FUNCTIONS. There are a total of 26 different sub-modes to choose from. They are as follows:

### GROUP 100 SUBMODES (PROGRAMMING CARDS)

SUB-MODE	DESCRIPTION
100	Program Access Cards (Block Format)
101	Program Managers Card(s) (Block Format)
102	Program Sleep Card(s) (Block Format)
103	Program Relay A Latch Card(s) (Block Format)
104	Program Relay B Latch Card(s) (Block Format)
105	Program Relay B Card(s) (Block Format)
106	Set System Facility Code (3 max.)
108	Change System Master Code
109	Change Quick Entry Master Code
110	Change Quick Delete Master Code

### GROUP 200 SUBMODES (DELETING CARDS)

200	Delete Card(s) (Block Format)
299	Clear APB status

### GROUP 300 SUBMODES (MISCELLANEOUS)

300	Set Relay A Output Time (1/2 to 99 seconds)
301	Set Relay B Output Time (1/2 to 99 seconds)
302	Set Clock Time (Military Format)

### GROUP 400 SUBMODES (PRINT FUNCTIONS)

400	Print Audit Trail (Entire Contents of History Buffer)
401	Print Out All Current Access Cards
402	Print Audit Trail on Specific Card
403	Set Printer Baud Rate
404	Red Printing on Invalid Cards (For AAS idp562 Citizen Printer Only)
405	Print Out Current Unit Configuration (Prints out Status of Split Relay, APB, Current Baud Rate, All Manager's and Second Relay Cards)
499	Clear Entire History Buffer
303	Set Clock Date
307	Toggle Split Relay On/Off





**"104"****SUB-MODE 104 (PROGRAM LATCH B CARD(S)) (BLOCK FORMAT)**

DESCRIPTION: *The LATCH B CARD is used to toggle the output state of relay B. In most cases this card will be used to hold a gate or door open. This card is accepted into the system from either of the 2 readers. Each time the LATCH B card is entered the latch B card, date, and time are logged into the history buffer and the unit toggles the output state of relay B. This card is not accessible while the unit is in the SLEEP MODE (see sub-mode 102).*

NOTE: IN ORDER TO UTILIZE THIS FUNCTION IN A GATE OPERATOR, THE OPERATOR MUST INCORPORATE AN "OPEN OVERRIDE CIRCUIT".

To program in a new latch B card(S) enter the 4 digit "MASTER CODE" followed by sub-mode "104" then enter the "STARTING CARD NUMBER" and then the "ENDING CARD NUMBER" you wish to program into the unit.

(MASTER CODE) + 104 + (STARTING CARD NUMBER) + (ENDING CARD NUMBER)

EXAMPLE: TO VALIDATE A SINGLE CARD, CARD NUMBER 14.  
1251 + 104 + 0014 + 0014

**"105"****SUB-MODE 105 (PROGRAM RELAY B CARD(S)) (BLOCK FORMAT)**

DESCRIPTION: *Relay B cards are used to activate relay B. Each time a relay B card is entered into the system, the relay B card number, date, and time are logged into the history buffer. These cards are not accessible if the unit is in the SLEEP MODE (see sub-mode 102).*

To program in relay B cards enter the 4 digit "MASTER CODE" followed by sub-mode "105" followed by the "STARTING CARD NUMBER" and then the "ENDING CARD NUMBER" you wish to program into the unit.

(MASTER CODE) + 105 + (STARTING CARD NUMBER) + (ENDING CARD NUMBER)

EXAMPLE: TO VALIDATE CARD NUMBERS 1157 THRU 1170 PRESS:  
1251 + 105 + 1157 + 1170

**"106"****SUB-MODE 106 (SET SYSTEM FACILITY CODE(S))**

DESCRIPTION: *The facility code must be set, for any of your cards to work with the system. The facility code can usually be found on the back of your cards. The PROXPAD can handle a maximum of 3 facility codes.*

Note: The facility codes for the unit must reside between 0 and 255.

To program in your facility code(s) simply press in your 4 digit "MASTER CODE" followed by sub-mode "106" followed by your 3 digit facility code, you can continue to enter facility codes until you have entered the maximum of 3. If you have less than 3, then when you are done press # to exit.

(MASTER CODE) + 106 + ( 3 DIGIT FACILITY CODE) + ( 3 DIGIT FACILITY CODE)..... # TO EXIT

EXAMPLE: PUT IN FACILITY CODES 115 AND 4.  
1251 + 106 + 115 + 004 + # TO EXIT

NOTE: ANOTHER WAY TO PROGRAM IN YOUR FACILITY CODE IS TO PUT IN YOUR MASTER CODE FOLLOWED BY 106 THEN TOUCH ONE OF YOUR ACCESS CARDS TO THE READER THREE TIMES(BEFORE THE UNIT TIMES OUT, THIS IS PROBABLY A TWO PERSON JOB)

**"108"****SUB-MODE 108 (PROGRAM MASTER CODE)**

DESCRIPTION: *The master code is used to gain access to the program mode. The factory default master code is 1251. The master code is only accepted into the system from the master unit. The master code cannot be deleted from memory, only changed. The master code is not accessible while in the sleep mode (see sub-mode 102).*

**"403"****Sub-Mode 403 (SET PRINTER BAUD RATE)**

The default baud rate is 9600. To program in a different baud rate choose from these 4 choices and put in the number 1 thru 4.

1 - 9600 baud	
2 - 4800 baud	
3 - 2400 baud	r a t e
4 - 1200 baud	

(MASTER CODE) + 403 + (1,2,3 OR 4)

e.g. To change to 2400 baud: "MASTER CODE" + 403 + 3

**"404"****Sub-Mode 404 (RED PRINTING ON INVALID CODES)**

This option is only available if you are using an AAS idp562 citizen printer. The option will print out every invalid code in red. This feature is disabled by default. To toggle this feature on or off press:

(MASTER CODE) + 404(\*) + (MASTER CODE)  
(\*) 1 BEEP AND RED LED ON = FEATURE ENABLED  
(\*) 2 BEEP AND RED LED OFF = FEATURE DISABLED

**"405"****Sub-Mode 405 (PRINT OUT CURRENT UNIT CONFIGURATION)**

This is a very convenient way to see what is the PROX 2000 II current configuration. This will print out the status of Split Relay, APB, Quiet Mode, and red printing. To print out the configuration press:

(MASTER CODE) + 405

**"499"****Sub-Mode 499 (CLEAR HISTORY BUFFER)**

To clear the entire contents of the history buffer enter the 4 digit "MASTER CODE" followed by sub-mode "499" and then re-enter the 4 digit "MASTER CODE".

(MASTER CODE) + 499 + (MASTER CODE)

The LED's will flash on and off and respond with a GOODBEEP when finished. Should you make an entry error, simply press the \* key and re-enter the correct data.

To disable Anti-passback press:

(MASTER CODE) + 308 + (MASTER CODE)

**APB MASTER CODE DESCRIPTION:** *The APB master code is used to erase the APB status of a certain code in the system. In some instances it may become necessary to perform this operation if a mistake was made by an end user and the APB status needs to be reset. When this code is entered, the APB status of a code will be erased from memory. This code is not accessible while in the sleep mode (see sub-mode 103).*

To clear APB status of a specific code:

(APB MASTER CODE) + (SPECIFIC ACCESS CODE)

Example: To clear the status of code 1234 press: (APB MASTER CODE) + 1234

To clear APB status of all codes: see sub-mode 299.

## “309”

### Sub-Mode 309 (QUIET MODE)

**NOTE: From the factory, QUIET MODE is enabled.**

**DESCRIPTION:** If you want to hear the good or bad beeps at your desk when an access code is entered at the slave keypad you can disable the quiet mode. This sub-mode can be toggled on or off by pressing:

(MASTER CODE) + 309(\*) + (MASTER CODE)

(\*) 1 BEEP AND RED LED ON = FEATURE ENABLED

(\*) 2 BEEP AND RED LED OFF = FEATURE DISABLED

## “400”

### Sub-Mode 400 (PRINT AUDIT TRAIL)

**NOTE: THE UNIT MUST BE INTERFACED TO A PRINTER TO INVOKE THIS SUB-MODE.**

**DESCRIPTION:** *The PROX 2000 II is capable of storing up to 1000 transactions in its history buffer. Once the unit reaches 1000 transactions the unit will roll over and overwrite the first transaction unless the buffer is cleared (see sub-mode 499).*

To print out the history buffer enter the 4 digit "MASTER CODE" followed by sub-mode "400".

(MASTER CODE) + 400

The unit will continually print out all transactions from first transaction to last. Should you make an entry error, simply press the \* key and re-enter the correct data. Once the unit has finished it will respond with a GOODBEEP and exit from the program mode. To halt printing simply turn the printer off.

## “401”

### Sub-Mode 401 (PRINT OUT ALL CURRENT ACCESS CARDS)

**NOTE: THE UNIT MUST BE INTERFACED TO A PRINTER TO USE THIS SUB-MODE.**

**DESCRIPTION:** *This sub-mode is used to print out all access cards in the system.*

To print out all access cards enter the 4 digit "MASTER CODE" followed by sub-mode "401".

(MASTER CODE) + 401

## “402”

### Sub-Mode 402 (PRINT AUDIT TRAIL ON SPECIFIC CARD)

**NOTE: THE UNIT MUST BE INTERFACED TO A PRINTER TO INVOKE THIS SUB-MODE.**

**DESCRIPTION:** *This sub-mode is used to print out the audit trail (history) of a specific card. The unit goes through the 1000 code history buffer and finds when the specific card has been used and prints the times and dates.*

To print out the history of a specific card enter the 4 digit "MASTER CODE" followed by sub-mode "402" followed by the "SPECIFIC CARD".

(MASTER CODE) + 402 + (SPECIFIC CODE)

To program in a new master code enter the 4 digit "MASTER CODE" followed by sub-mode "108" then the "NEW MASTER CODE" you wish to program into the unit.

( MASTER CODE) + 108 + (NEW MASTER CODE)

The unit will respond with a GOODBEEP after acceptance of the new master code and you will automatically be exited from the program mode. Should you make an entry error, simply press the \* key and re-enter the correct data. Should you receive an ERROR after you enter a new master code, you must select a different one as it is already in use by the system.

**NOTE: IF YOU FORGET OR LOSE YOUR MASTER CODE SEE THE “MASTER RESET” SECTION ON PAGE 8.**

## “109”

### SUB-MODE 109 (CHANGE QUICK ENTRY MASTER CODE)

**DESCRIPTION:** *The quick entry master code is used to enter the program mode and program individual access cards. The factory default quick entry master code is 1252. The quick entry master code is only accepted into the system from the master unit. The quick entry master code cannot be deleted from memory, only changed. The quick entry master code is not accessible while in the sleep mode (see sub-mode 102).*

To program in a new quick entry master code enter the 4 digit "MASTER CODE" followed by sub-mode "109" then the "NEW QUICK ENTRY MASTER CODE" you wish to program into the unit.

( MASTER CODE) + 109 + (NEW QUICK ENTRY MASTER CODE)

The unit will respond with a GOODBEEP after acceptance of the new quick entry master code and you will automatically be exited from the program mode. Should you make an entry error, simply press the \* key.

## “110”

### SUB-MODE 110 (CHANGE QUICK DELETE MASTER CODE)

**DESCRIPTION:** *The quick delete master code is used to enter the program mode and delete individual access cards. The factory default quick delete master code is 1253. The quick delete master code is only accepted into the system from the master unit. The quick delete master code cannot be deleted from memory, only changed. The quick delete master code is not accessible while in the sleep mode (see sub-mode 102).*

To program in a new quick delete master code enter the 4 digit "MASTER CODE" followed by sub-mode "110" then the "NEW QUICK DELETE MASTER CODE" you wish to program into the unit.

( MASTER CODE) + 110 + (NEW QUICK DELETE MASTER CODE)

The unit will respond with a GOODBEEP after acceptance of the new quick delete master code and you will automatically be exited from the program mode. Should you make an entry error, simply press the \* key.

## --GROUP 200 (DELETING CARDS)--

## “200”

### Sub-Mode 200 (DELETE CARDS) (BLOCK FORMAT)

To delete a card(s) from memory, enter the 4 digit "MASTER CODE" followed by sub-mode "200" followed by the "BEGINNING CARD NUMBER" and the "ENDING CARD NUMBER" to be deleted.

(MASTER CODE) + 200 + (BEGINNING CARD NUMBER) + (ENDING CARD NUMBER)

EXAMPLE: TO DELETE CARDS 120 THRU 155  
1251 + 200 + 0120 +0155

EXAMPLE: TO DELETE A SINGLE CARD, SAY CARD NUMBER 38.  
1251 + 200 + 0038 +0038

## “QUICK DELETE MODE”

DESCRIPTION: *Quick delete mode is another way to delete individual access cards from the system. The factory default QUICK DELETE MASTER CODE is 1 2 5 3. (To change the quick delete master code see sub-mode 110.*

To delete access cards enter the 4 digit “ QUICK DELETE MASTER CODE” followed by the “CARD NUMBER” you wish to delete followed by the next “CARD NUMBER” and so on until you are finished and then press the # key to exit.

(QUICK DELETE MASTER CODE) + (CARD NUMBER) + (CARD NUMBER)... # TO EXIT

EXAMPLE: DELETE ACCESS CARD NUMBER 95  
1253 + 0095 + #

## “299”

### Sub-Mode 299 (CLEAR APB STATUS)

DESCRIPTION: *This sub-mode is useful if a mistake is made and the Anti-PassBack status of all cards needs to be reset.*

To erase the APB status of all cards in memory, enter the 4 digit "MASTER CODE" followed by sub-mode "299" and then re-enter the 4 digit "MASTER CODE".

(MASTER CODE) + 299 + (MASTER CODE)

The LED's will flash on and off while the memory is being cleared and the unit will respond with a GOODBEEP when finished. An ERROR will occur and the unit will exit the program mode if the second master code is incorrect.

## --GROUP 300 (MISCELLANEOUS)--

## “300”

### Sub-Mode 300 (SET RELAY A OUTPUT TIME)

DESCRIPTION: *The output time of relay A can be set anywhere from 1/2 to 99 seconds. The factory default is 1/2 second. In most cases this is adequate for gate operators. However, with door strikes and maglocks a longer output time may be desired.*

To set the output time of relay A in seconds enter the 4 digit "MASTER CODE" followed by sub-mode "300" and then a 2 digit number corresponding to the number of seconds.

(MASTER CODE) + 300 + (SECONDS)

The unit will respond with a GOODBEEP and exit from the program mode once the seconds for relay B has been accepted. If you enter 00 for seconds the output time is set to 1/2 second. Should you make an entry error, simply press the \* key and re-enter the correct data.

## “301”

### Sub-Mode 301 (SET RELAY B OUTPUT TIME)

DESCRIPTION: *The output time of relay B can be set anywhere from 1/2 to 99 seconds. The factory default is 1/2 second. In most cases this is adequate for gate operators. However, with door strikes and maglocks a longer output time may be desired.*

To set the output time of relay B in seconds enter the 4 digit "MASTER CODE" followed by sub-mode "301" and then a 2 digit number corresponding to the number of seconds.

(MASTER CODE) + 301 + (SECONDS)

The unit will respond with a GOODBEEP and exit from the program mode once the seconds for relay B has been accepted. If you enter 00 for seconds the output time is set 1/2 second. Should you make an entry error, simply press the \* key and re-enter the correct data.

## “302”

### Sub-Mode 302 (SET CLOCK TIME)

To set the clock time enter the 4 digit "MASTER CODE" followed by sub-mode "302" then the "HOURS" and "MINUTES" of the day in military format.

(MASTER CODE) + 302 + (HOURS) + (MINUTES)  
eg. 8:23 a.m. = "08" + "23"  
5:00 p.m. = "17" + "00"

The unit will respond with a GOODBEEP and exit from the program mode after the TIME has been accepted into the unit. Should you make an entry error, simply press the \* key and re-enter the correct data.

## “303”

### Sub-Mode 303 (SET CLOCK DATE)

DESCRIPTION: *The PROXPAD unit incorporates an on board 365 day a year calendar and also adjusts for LEAP YEAR. Years can be entered up to 2025.*

To set the clock date enter the 4 digit "MASTER CODE" followed by sub-mode "303" then the "MONTH" and "DAY" and "YEAR".

(MASTER CODE) + 303 + (MONTH) + (DAY) + (YEAR)  
eg. 06/20/95 = "06" + "20" + "95"  
04/08/2003 = "04" + "08" + "03"

The unit will respond with a GOODBEEP and exit from the program mode after the DATE has been accepted into the unit. Should you make an entry error, simply press the \* key and re-enter the correct data.

## “307”

### Sub-Mode 307 (TOGGLE SPLIT RELAY ON/OFF)

NOTE: From the factory, SPLIT RELAY is disabled.

DESCRIPTION: *The split relay feature is desirable when an entry and exit gate exist with a master/slave operating on two different outputs. When this feature is enabled all access cards entered from slave 1 will activate relay A and all access cards entered from slave 2 will activate relay B.*

To toggle the SPLIT RELAY feature on and off enter the 4 digit "MASTER CODE" followed by sub-mode "307". At this time the unit will respond with 2 beeps if the split relay feature is disabled. If you wish to toggle the state, re-enter the 4 digit "MASTER CODE" other wise press # to exit.

(MASTER CODE) + 307(\*) + (MASTER CODE)  
(\* ) 1 BEEP AND RED LED ON = FEATURE ENABLED  
(\* ) 2 BEEPS AND RED LED OFF = FEATURE DISABLED

Should you make an entry error, simply press the \* key and re-enter the correct data. An ERROR will occur and the unit will exit the program mode if the second master code is incorrect.

## “308”

### Sub-Mode 308 (TOGGLE ANTI-PASSBACK ON/OFF)

NOTE: From the factory, APB is disabled.

ABOUT APB: Anti-passback is used to keep end users from passing their cards back allowing other users to gain access onto the property. The PROX 2000 II unit incorporates a true Anti-PassBack feature in which an end user enters his entry card from slave 1 and then MUST enter it from slave 2 to exit. If the card is re-entered again from slave 1, it will be logged as an error and access will be denied. From the initial entry of the code, the APB status of that code is logged into the system and each time the code must be entered from the opposite keypad.

To toggle the ANTI-PASSBACK feature on, enter the 4 digit "MASTER CODE" followed by sub-mode "308". At this time the unit will respond with 2 BEEPS and the red LED will be off if the anti-passback feature is disabled. If you wish to toggle the state, enter a 4 digit “APB MASTER CODE”.

(MASTER CODE) + 308(\*) + (APB MASTER CODE)  
(\* ) 1 BEEP AND RED LED ON = FEATURE ENABLED  
(\* ) 2 BEEPS AND RED LED OFF = FEATURE DISABLED  
e.g. 1251 + 308 + ?????

Should you make an entry error, simply press the \* key and re-enter the correct data, or press the # and start over.

An easy way to check if the APB feature is enabled or not is to press (MASTER CODE) +308 and check if the red LED is on or off. If it's on, the submode is enabled. Then press the # key to exit.