ADVANTAGE DKLP **QUICK START** GUIDE
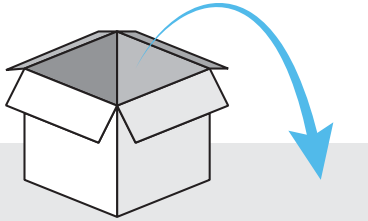
Model **19-100**

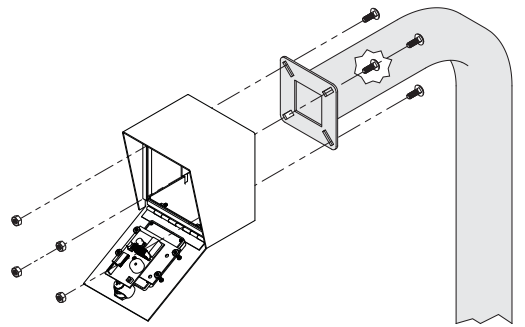
1 Carefully unpack box.

2 Make sure you have everything shown here.
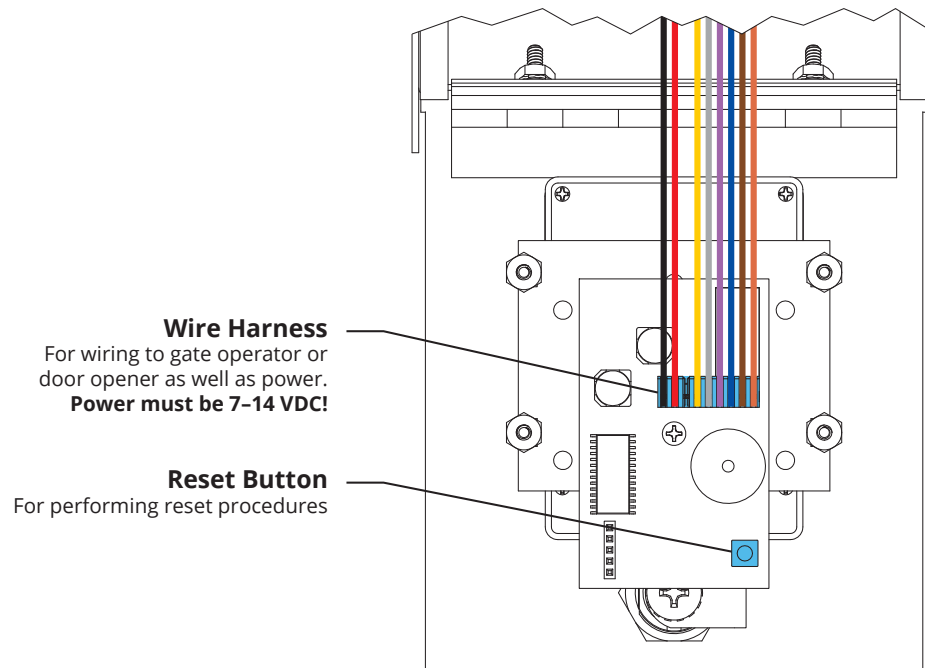

Keypad Unit   Key   Carriage Bolt (x4)   Hex Nut (x4)

3 Unlock and open front panel of keypad unit, then using carriage bolts and hex nuts, attach unit to pedestal as shown.

Continued on next page...

START HERE

What's what?

Important components labeled

Unit shown with front panel fully open.

Wire Harness
For wiring to gate operator or door opener as well as power.
Power must be 7–14 VDC!

Reset Button
For performing reset procedures

Keypad Unit Front Panel

Wire Harness Guide

Color		Function
Orange		N/O (Relay A, Main)
Brown		COM (Relay A, Main)
Blue		N/C (Relay A, Main)
Purple		N/O (Relay A, Aux)
Gray		COM (Relay A, Aux)
Yellow		N/C (Relay A, Aux)
Red		Power (+)
Black		Power (–)

⚠ **CAUTION!**

Double check your wires! You must wire from positive on keypad unit to positive on your power source and negative on keypad unit to negative on your power source.

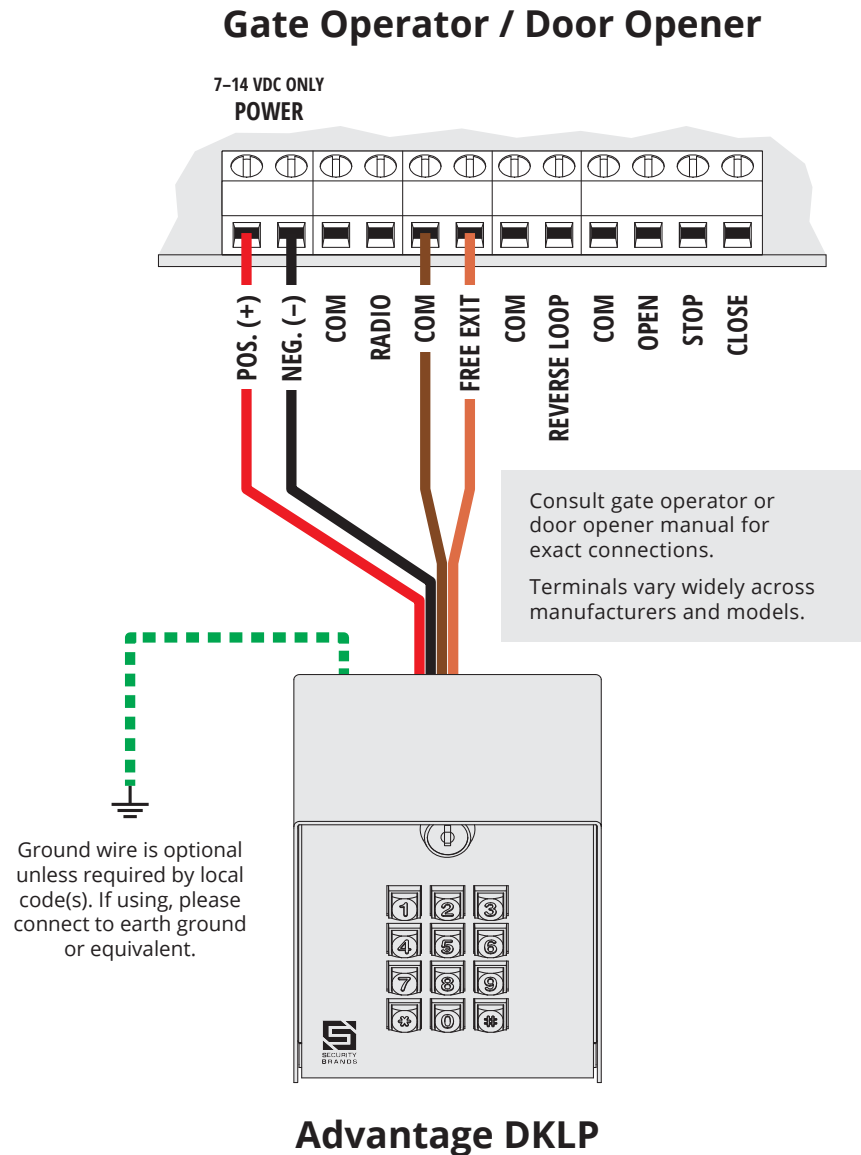**Reverse polarity can damage keypad unit!**

❗ **WARNING!**

AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH!

ALWAYS CHECK that the **GATE PATH IS CLEAR BEFORE OPERATING**!
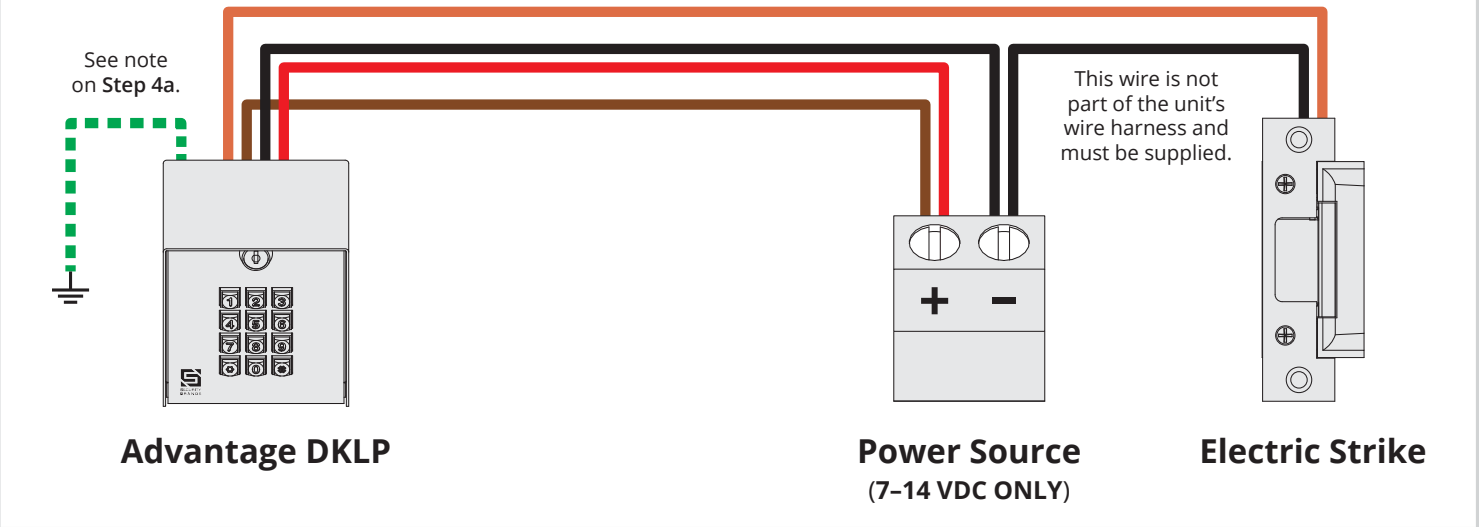
Reversing or other safety devices should **ALWAYS BE USED**!

4a Make the connections.
Wiring for Gate Operator or Door Opener

Gate Operator / Door Opener

7–14 VDC ONLY
POWER

POS. (+) | NEG. (–) | COM | RADIO | COM | FREE EXIT | COM | REVERSE LOOP | COM | OPEN | STOP | CLOSE

Consult gate operator or door opener manual for exact connections.

Terminals vary widely across manufacturers and models.

Ground wire is optional unless required by local code(s). If using, please connect to earth ground or equivalent.

Advantage DKLP

4b Make the Connections.
Wiring for Door Strike and Exit Device

See note on **Step 4a**.

This wire is not part of the unit's wire harness and must be supplied.

Advantage DKLP

Power Source
(7–14 VDC ONLY)

Electric Strike

4c Make the Connections.
Wiring for Mag Lock and Exit Device

See note on **Step 4a**.

This wire is not part of the unit's wire harness and must be supplied.

Advantage DKLP

Power Source
(7–14 VDC ONLY)

Mag Lock
(**S-1200MAG** is shown)
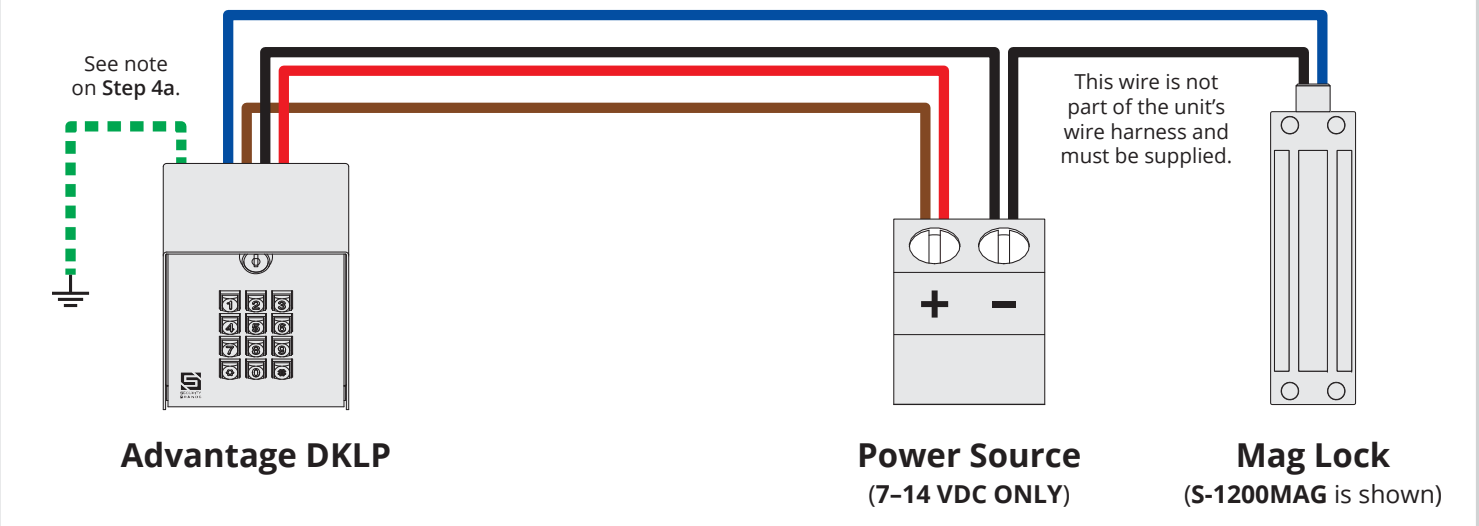
5 **Add Access Code(s).**
(To add multiple codes, enter each of them before pressing pound key)

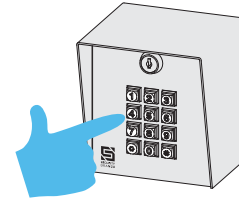| 1 | 2 | 5 | 1 | → | 1 | → | ? | ? | ? | ? | → | # |

Master Code
(can be changed)

Sub Mode

Access Code(s)
(4 digits; numbers only)

NOTE: The Master Code is for programming only and will not trigger the relay. The green arrow indicates a "good" tone on the keypad. An incorrect entry will sound a "bad" tone.

6 **Make sure gate path is clear, then enter access code on keypad and confirm gate opens.**

INSTALLATION COMPLETE!

Your system is ready to use.

A1 **Additional Programming**

Delete Code(s)
(To delete multiple codes, enter each of them before pressing pound key)

| 1 | 2 | 5 | 1 | → | 2 | → | ? | ? | ? | ? | → | # |

Master Code
(can be changed)

Sub Mode

Code(s) to Be Deleted
(4 digits)

Change Master Code

| 1 | 2 | 5 | 1 | → | 3 | → | ? | ? | ? | ? | → |

Current Master Code
(**1251** is default)

Sub Mode

New Master Code
(4 digits; numbers only)

Set Latch Code

| 1 | 2 | 5 | 1 | → | 5 | → | ? | ? | ? | ? | → |

Master Code
(can be changed)

Sub Mode

Latch Code
(4 digits; numbers only)

Things to Know

The Star Key (*)

The star key deletes your current entry. If you happen to make a mistake keying in a code, simply press the star key to delete the entire entry and start over.

The Pound Key (#)

The pound key is good for one thing and one thing only: exiting Programming Mode. Whenever you're in Programming Mode, simply press the pound key to get out.

Master Reset Procedure

If for some reason the Master Code and/or Latch Code is forgotten, a reset procedure is available to remedy the situation.

This procedure can be found on **Page 4** of this guide.
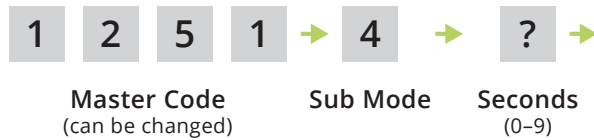
NOTE: Green arrow indicates "good" tone on keypad. Always wait for good tone before moving on.
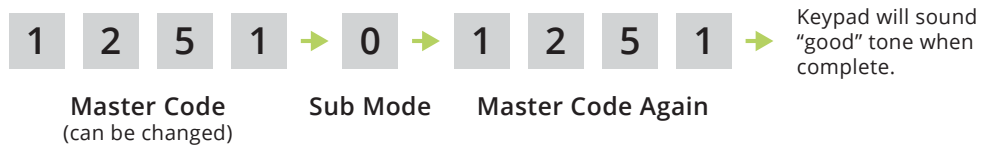
Programming Sub Modes

1	Add Access Code(s)
2	Delete Code(s)
3	Change Master Code
4	Set Relay Output Time
5	Set Latch Code
0	Delete All Codes

A2 Additional Programming (continued)

Set Relay Output Time

1	2	5	1	→	4	→	?	→

Master Code
(can be changed)   **Sub Mode**   **Seconds**
(0–9)

Delete All Codes (Cannot Be Undone)

1	2	5	1	→	0	→	1	2	5	1	→

Keypad will sound "good" tone when complete.

Master Code
(can be changed)   **Sub Mode**   **Master Code Again**

**NOTE: Green arrow indicates "good" tone on keypad.
Always wait for good tone before moving on.**

B Master Reset Procedure

This procedure is used if the Master Code is unknown, or if the Latch Code is unknown and the unit is in Latch Mode. All other codes will be retained after completing this procedure.

NOTE: If an error is made during these procedures, an "error" tone will sound and you must start again from the beginning.

Step 1 - Open faceplate on unit.

Step 2 - Disconnect power.
Gently unhook Wire Harness connector from circuit board. Note orientation of connector.

Step 3 - Press and hold Reset Button, reconnect power, then release Reset Button.
Gently reattach Wire Harness connector to circuit board. Unit will sound one (1) tone. Release Reset Button after you hear tone.

Step 4 - Close faceplate on unit.

The Master Code is now reset to default (**1251**).

NEED HELP

Call us at **(800) 541-5677**
or email **techsupport@securitybrandsinc.com**

We are available **Mon–Fri / 8am–4:30pm Mountain**

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