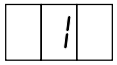
ENGLISH

CAPABILITIES

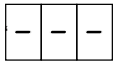
Permits timed opening (from 0 to 99 seconds) when:
- a user proximity key is placed close to the front panel
- the door-release key in the entrance to the building is pressed.

Each time the door is opened, the 3-digit display, if enabled, shows the type of activation and the number of the key that has caused this, according to the following conventions:

'nnn' number of the user key.



internal entrance button.



key not recognized

If enabled, the two-color led changes color (from red to green) to indicate recognition of a proximity key moved close to the front panel.

TECHNICAL DATA

K-Steel line 1-module mechanical
Power supply: 12 Vac ±20%
or 10.5-15 Vdc
Power requirement: 310 mA @ 12Vac ± 20%
or @ 10.5Vdc 15Vdc
Operating temperature: -10 +50 C
Door open contact:
Type of contact: C, NC, NO
Max. switchable voltage: 30V
Max. switchable current: 3.5A
Max. load: 40VA/25W
Timing: 0 99 s
Standard number of user keys that can be stored: 500
Max. number of user keys that can be stored, after replacement of the key memory: 2000

INSTALLATION

Install the device as explained in the attached diagrams connecting the power supply, the door opening button in the entrance and the electric lock.

During installation, always follow the instructions given below:

- for all connections, use cables of suitable cross-section according to the indications provided in the system diagrams;

- to power the door open module, use SEPARATE cables from those used to activate the electric lock according to the instructions given in the system diagrams.
  A SEPARATE conduit should, preferably, be used maintaining a distance of at least 10 cm from other conduits.

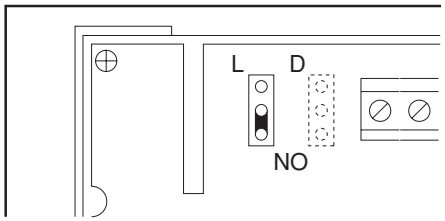
- after power-on, check that the voltage across the two power terminals of the Ref. 1103/3 modules is within the prescribed limits:

- 12Vac ± 20% or
- 10.5Vdc 15Vdc

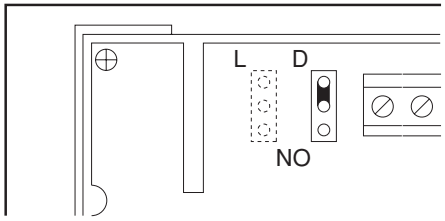
CONFIGURATION

The device is factory-set to display the user key number in the door opening phase and for readout using the two-color led.

- To disable two-color led readout, move the outermost jumper from position 'L' (LED) to position 'NO'.

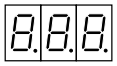


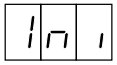
- To disable user key number display in the door opening phase, move the other jumper from position 'D' (Display) to position 'NO'.



Proceed as follows:

1) Power on the device and check that the following are displayed in sequence:

- the indication  (display test);

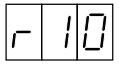
- the caption  (Initialization)

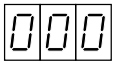
for a few seconds;
- the two-color led changes from red to green and back to red again in sequence

- the flashing dot, which indicates that the device is operating correctly, (only if the display is enabled, with the jumper in position 'D')

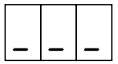
2) Press the rear red button **briefly**: the following will appear on the display in sequence:

- the SW version of the device

(e.g. );

- the indication  ;

3) Press the rear red button again **briefly** to access the MASTER key storage procedure; the display will show:



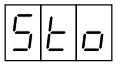
4) Close the device in the embedding box: all subsequent operations can be carried out accessing the front panel only.

5) From minimum 1 to maximum three MASTER keys can be defined. The MASTER keys will be used subsequently to program the device, its parameters and user keys. Once they have been numbered, the MASTER keys must be carefully preserved possibly by the installation technician or administrator of the building: they can be used for subsequent modifications (addition of new user keys, deletion of lost keys, etc.).

   Present any key to be transformed into a MASTER key close to the front panel: one of the three bars will move up to indicate that the key has been stored as MASTER and the buzzer will emit a continuous beep.
   To assure maximum reading efficiency, the keys must be presented to the reader with the side with the Urmet Domus logo or the numeric code parallel to the front panel.

   To check whether a certain key has been stored as MASTER, move it towards the front panel: the matching bar (already in the top position) will flash and the buzzer will emit three beeps.

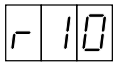
   To return to normal functioning, move a MASTER key to the front panel for approximately 7 seconds. After this time, the display will show

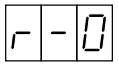


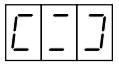
   for a few seconds, to indicate that all the MASTER keys have been stored; the flashing dot will then be displayed (only if the display is enabled with the jumper in position 'D')

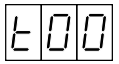
PROGRAMMING

To access programming, move a MASTER key close to the front panel.
The display will show several screen pages in sequence. Remove the key from the front panel when the screen page you wish to access is shown on the display:


Current software version (display only)


User key storage/checking

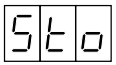

User key deletion/replacement


Set door release time

If, by mistake, you remove the MASTER key at the wrong time and you enter a sub-menu different from that set, simply present the MASTER key to the front panel **briefly** to restore normal functioning.

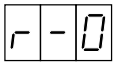
In any case, if no operation is performed for 3 minutes after accessing programming, the device automatically returns to normal functioning.

When returning to normal functioning from the programming phase, the following caption may appear on the display for few seconds



(abbreviation of 'Store'): this can be considered normal and indicates that the device is permanently storing the information received. Wait for few seconds: the caption will disappear and the device will return to normal functioning.
The individual sub-menus are illustrated below.

STORE USER KEY



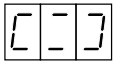
Move the key to be stored towards the front panel. The buzzer will emit a continuous beep and the display will show the 'number of the key' (i.e. the position of the key in the memory). To facilitate management, it is advisable to apply an adhesive label to the key and to write the 'key number' on this.

To check that the key has been effectively stored, move the key towards the front panel: the buzzer will emit 3 beeps (instead of one) and the display will show the 'number of the key'.

Repeat as explained above for all user keys to be stored.

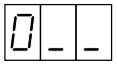
To return to normal functioning, rest a MASTER key on the front panel.

USER KEY DELETION/REPLACEMENT



To delete a user key that has been lost, you MUST know the 'number of the key' lost .

Present the MASTER key and hold it in place for at least 2 seconds. The following will appear on the display:



and the '0' digit will increase by one unit once a second, cyclically (i.e. passing from 9 to 0).

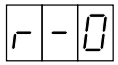
Remove the MASTER key when the digit you want to set is displayed (the first digit of the number of the lost key).
Repeat the above operations with the MASTER key twice so as to set the other two digits. At this point, the display will show:

'NMK'

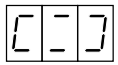
where 'NMK' is the number of the lost key that is to be deleted or replaced.

– If the number entered 'NMK' is not correct (i.e. it does not correspond to the number of the key to be deleted), do not perform other operations: after 7 seconds, the device will return to normal functioning WITHOUT deleting anything.

– If the number set 'NMK' is correct, approach (within 7 seconds) the MASTER key: the buzzer will emit a beep and the key will be deleted from the memory. The flashing key symbol will be shown on the display for 7 seconds:



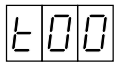
If you want to store a new key and to assign the SAME 'key number' to this as that you have just canceled, move the new key towards the front panel. At this point (or after 7 seconds), the device will redisplay the key delete/replace invitation symbol:



Repeat the same operations for all the keys to be deleted or replaced.

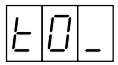
To return to normal functioning, place a MASTER key close to the front panel.

SETTING OF RELEASE OPEN TIME



When you access this menu, the display indicates the currently set door release time (factory setting: 't00').
The door release time can be set between 0 and 99 seconds.

Move the MASTER key close to the panel and hold it in position for at least 2 seconds. The following will appear on the display:



and the '0' digit will increase by one unit, approximately once a second, cyclically (i.e. moving from 9 to 0).

Remove the MASTER key when the digit to be set is displayed.

Approach and remove the MASTER key so as to also set the second digit. At this point, the display will show:

'tXY'

where 'XY' is the new door release time set.
After 3 seconds, the display will return to normal functioning.

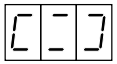
ADVANCED PROGRAMMING FUNCTIONS

A number of particular functions, not generally used, are described below.

DELETION OF AVAILABLE KEYS

To delete an available user key from the memory, you can use a simpler procedure than that described above for lost keys.

– using a MASTER key, access the deletion menu with the following shown on the display:



– present the key to be deleted.
– if the key presented is effectively present in the memory, the buzzer will emit three beeps and the display will show the 'key number' for approx. 7 seconds.
– when the key number is shown on the display, present the MASTER key to confirm deletion.

To restore normal functioning, present a MASTER key to the front panel.

ACCESS IN THE CASE OF LOSS OF MASTER KEY/STORAGE OF NEW MASTER KEYS

It is always possible to access a device, even without the MASTER keys, provided you have a blank key, i.e. a key that has never been stored as user key on that device.
Proceed as follows:
– open the K-Steel frame, so as to access the rear red button.
– press the rear red button **briefly**;

- wait until the following is displayed

– press the rear red button again **briefly** ;
– present the blank key which will be stored as MASTER key in addition to or in replacement of (if 3 have already been stored) of the MASTER keys present.
– present this new MASTER key for at least 7 seconds so as to restore normal functioning.
– use this new MASTER key to access the device.

ACCESS PASSWORD

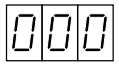
Access from the rear red button can be protected using a 3-digit password.
When a password is entered in the device, the rear red button can be accessed subsequently only re-entering the password.

> WARNING:
> If all the MASTER keys of a device equipped with password are lost and you have forgotten the password, IT IS IMPOSSIBLE TO ACCESS DEVICE PROGRAMMING. In this case, get in touch with the URMET DOMUS technical assistance service directly which will eliminate the password without deleting any of the user keys.

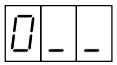
The password can be set on any device without password (therefore on any device that leaves the factory).
Once the password has been entered, it cannot be modified.
It can be deleted only using the complete memory reset procedure (see below): IT IS ADVISABLE THEREFORE TO ENTER THE PASSWORD **BEFORE** STARTING TO STORE THE USER KEYS SO THAT THIS CAN BE DELETED IN THE CASE OF ERRORS DURING THE ENTRY PHASE.

Proceed as follows:

– **press the rear red key** briefly**;**
– wait until the following is displayed



– press the rear red key and hold it down. The following is displayed :



and the '0' digit increases by one unit, approximately once a second, cyclically (i.e. moving from 9 to 0). Release the key when the digit you want to set is displayed (the first digit of the number of the lost key).
Press and release the rear red key again twice so as to set the other two digits. At this point, the following will appear on the display:

'JKL'

where 'JKL' is the password set. Press the rear red key briefly to confirm the password. In this way, you will access the MASTER key programming menu from which you can exit using a MASTER key as described in the 'Installation and Configuration' paragraph.

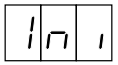
COMPLETE RESET OF THE MEMORY

The entire contents of the memory can be deleted, for example to re-use the device in a new installation. In the case of a complete memory reset, the password and all the user keys held in the memory are deleted.

Proceed as follows:

– switch off the device.
– press the rear red button and, holding it down, switch on the device again.
– hold the button down until the following caption is cleared

.

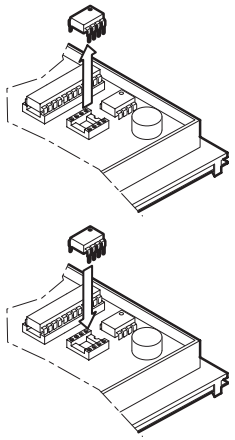


At this point, the display will start a count-down, clearing the user key memory.
– release the button.
– wait for the end of the count and return to normal functioning.

HOW TO REPLACE A FAULTY DEVICE

To replace a faulty device, the key memory must be moved from one module to another to avoid having to reprogram the user keys.
Proceed as follows:

– switch off the faulty module.
– open the rear cover and carefully extract the memory device exerting leverage on both sides with a small screwdriver.
– insert the memory device in the new module, powered off, paying particular attention to the direction of insertion as shown in the figure.



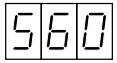
HOW TO STORE MORE THAN 500 USER KEYS

In particular applications, it may be necessary to store more than 500 user keys.
In this case, use the 1102/51 (1000 keys) or 1102/52 (2000 keys) memory.
Replace the standard key memory with the new memory, proceeding as follows:

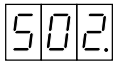
– switch off the door opener module;
– open the rear cover and **carefully** extract the standard memory device, exerting leverage on both sides with a small screwdriver.
– insert the new memory device, paying particular attention to the direction of insertion, as shown in the figure.
– switch on the module again.

At power-up, the door release module automatically recognizes the higher capacity memory without requiring any further operations.

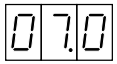
NOTE: in this case, the decimal points are used to distinguish the keys with number above 999; the right-hand decimal point will indicate keys between 1000 and 1999; the central decimal point will indicate keys between 2000 and 2999.
For example:



key No. 560



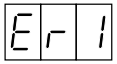
key No. 1502



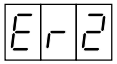
key No. 2070

ERROR CODES

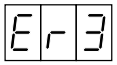
The meanings of the error codes that may be displayed during programming are given below:



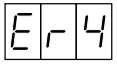
a key not produced by URMET DOMUS has been presented to the front panel.



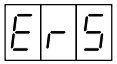
key memory full.



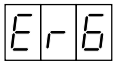
an attempt is being made to delete a key not present in the memory.



key memory absent or faulty.



key memory data consistency error.



write to memory error.