

Keypad CT2000

Art. No.: 460001, 460005 (black) Art. No.: 460007, 460014 (white)

Master manual





EN 50151-3, Security grade 3, Environmental class 2, Skafor 3



CT2000_master_ENGnov18



Introduction

CT2000 is a flexible keypad, which can be used for many different purposes. One CT2000 can handle maximum 100 different user codes.

No matter what purpose the CT2000 is used for (e.g. access keypad to alrm systems On/Off switch, or control of electric lock), the method of operation is always the same

The keypad is operated / activated as follows:

Enter a user code e.g. < 4 5 6 7 > and confirm by pressing < # >.

If the entered code is correct and valid the CT2000 activates when you press < # >.

System Changes

Generally it is your system provider, who changes the systems settings for you. However, changes like adding, changing and deleting user codes can be made by the user himself, after entering the <u>Master Code</u>. This code does <u>not</u> activate the keypad.

Master Code

The Master Code is a restricted Service Code, which only enables you to change user codes (positions 00 - 99). The Master Code should be used by the person who is responsible for everyday operation of the system and therefore must be able to add, change and delete user codes.

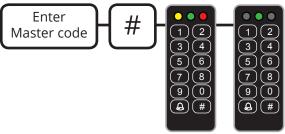
The Master Code is <u>not</u> programmed form the factory, it is therefore very important that you have it set by your system provider before taking over the system.

Each user shall be assigned a user number (positions 00 - 99) and a personal user code (1 - 8 digits). Example: User 08 has a user code < 3 8 5 6 7 >.

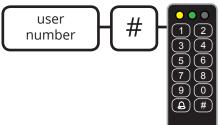


Adding user codes

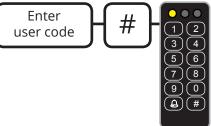
 Enter the Master code and confirm by pressing < # >. All 3 LEDs illuminates for a moment, after which only the green LED stays on.



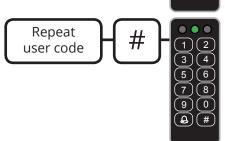
2. Enter a user number (00 - 99) and confirm by pressing < # >. The yellow and the green LEDs illuminates.



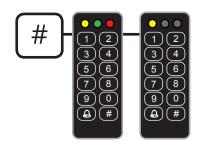
3. Enter a code and confirm by pressing < # >.
The yellow LED illuminates alone.



4. Repeat the code and confirm by pressing < # >. If something went wrong, the red LED illuminates shortly and you must go back to point 2. If the entered code was correct, it is confirmed by illumination of the green LED. The new user code is now set.



5. If you want to add more user codes, go back to point 2. Press < # > if you wish to quit the programming mode. All 3 LEDs illuminate for a moment, afterwards only the LED which indicates normal operation stays on. By default this is the yellow LED.



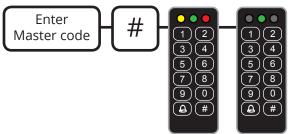
Changing user codes

Is the same as adding new user codes. You just have to overwrite the positions.

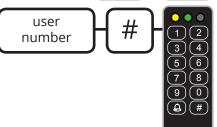


Deleting user codes

 Enter the Master code and confirm by pressing < # >. All 3 LEDs illuminates for a moment, after which only the green LED stays on.



2. Enter a user number (00 - 99) and confirm by pressing < # >. The yellow and the green LEDs illuminates.



3. Enter < # > (equals to entering nothing in place of user code). The yellow LED illuminates alone.



4. Press < # > again (equals to entering nothing in place of user code). Illumination of the green LED confirms that the code has been deleted.



5. If you want to add more user codes, go back to point 2. Press < # > if you wish to quit the programming mode. All 3 LEDs illuminate for a moment, afterwards only the LED which indicates normal operation stays on. By default this is the yellow LED.

