PAC1

"Series 3"

USER CODE
PROGRAMMING MANUAL
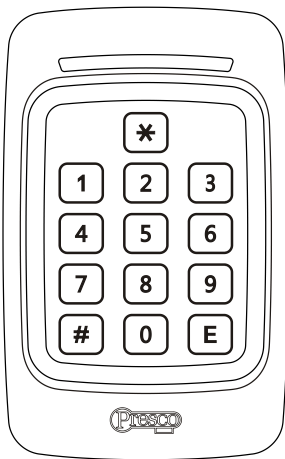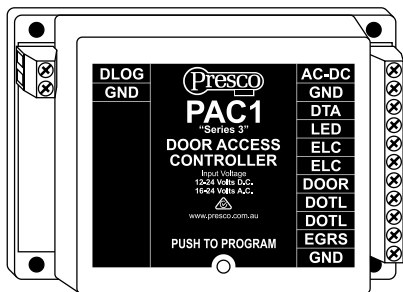
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ENTERING PROGRAMMING MODE

Before any programming of user codes can be done the PAC1 needs to be in programming mode.

This is accomplished by one of two methods:

1. Press the program button on the PAC1, located in the bottom centre below the words "PUSH TO PROGRAM". The red LED above the program button in the PAC1 will light up to indicate it is in programming mode. Press the program button again to exit programming mode.

   The PAC1 will remain in program mode for a period of 5 minutes. The 5 minute period will restart after each successful programming step.

2. Enter the Management Code (refer to page 3 for more information). Note that the LED on the PAC1 will not light up when the Management Code is used.

   The PAC1 will automatically exit program mode once a successful or unsuccessful programming operation has occurred or after 5 mins if no programming is attempted.

When the PAC1 is in programming mode the green or blue LED on an attached PSK16, PSC16, PTKR, VR43 or VR62 keypad will flash at a rate of once per second (provided the keypad has been wired as shown in the Installation Manual). The PSE has no indication of program mode.

A Presco keypad connected to DTA is required for programming the PAC1.

The PAC1 can be forced to exit program mode from the keypad by simply entering $\boxed{\#}\,\boxed{9}\,\boxed{9}\,\boxed{E}$.

Programming can also be done via a PIM using the PIMPAC software or with a Presco Event Logger. Neither of these methods are described in this manual.

USING A PRESCO KEYPAD WITHOUT $\boxed{E}$ KEY

When using a keypad that does not have an $\boxed{E}$ key (VR43, VR62, PTKR or PSE), simply use the $\boxed{\#}$ key instead of $\boxed{E}$ at the end of the sequence, all other steps remain the same.

KEYPAD RESPONSES

During Programming

- warble (ringing) = successful programming operation completed.
- 3 x 2 beeps = waiting for code to be entered.
- 2 x 2 beeps = waiting for bulk add code to be entered.
- long beep = unsuccessful operation.

During Operation

- 1 short beep = valid Momentary or Toggle user code entered to operate ELC relay (unlock door).
- 2 short beeps = valid Toggle user code entered to deactivate ELC relay (lock door).
- 5 short beeps = valid Management code entered.
- long beep = invalid code entered.

The expected response from the keypad at the end of each programming step is shown in square brackets e.g. *[warble]*.

NOTE there is a timeout of 10 seconds between key presses. If incorrect keys are pressed wait 10 seconds and then enter the correct sequence.

THE MANAGEMENT CODE   **Memory 9**
(Factory Default: No Management Code Programmed)

A management code will allow the programming of user codes without having to press the program button on the PAC1. This feature makes for greater convenience when changing codes frequently or if the decoder is difficult to access. To add, change or delete the management code the PAC1 must be put into program mode using the program button.

The Management code can only be used to add, change or delete user codes. The management code cannot be used to set programmable options described in the installation manual or to change the management code. The system will only allow for one management code. If a new management code is entered the old one will be overwritten. The management code must be different from any user codes.

The Management code must be entered before each programming operation to be perform. At the end of each successful or unsuccessful programming attempt the PAC1 will automatically revert to the Operate mode.

To add or overwrite the management code…

  [*] [9] [E]   *[3 x 2 beeps]*
  "new management code" [E]   *[warble]*

To delete the management code…

  [#] [9] [E]   *[warble]*

To enter programming mode with the management code…
  "management code" [E]   *[5 beeps]*

DEFAULT CODE TYPE   Memory 90
(Factory Default: Momentary)

When a new user code is programmed into the PAC1 it can be set to operate the door as either momentary (timed) or toggle (latching). When a new user code is being programmed and the code type is not specified the setting of this memory is used.

$\boxed{1}$ = Momentary – The user code operates the ELC relay (the door unlocks) for the time programmed (refer to memory 83 in the Installation Manual, default = 10s).

$\boxed{2}$ = Toggle – The user code operates the ELC relay and keeps it operating (door is unlocked) until a toggle code is entered again.

Note most installations will require momentary codes and as such this memory should be left as its default value.

To set the default code type as momentary…
$\boxed{*}$ $\boxed{9}$ $\boxed{0}$ $\boxed{1}$ $\boxed{E}$ *[warble]*

To set the default code type as toggle…
$\boxed{*}$ $\boxed{9}$ $\boxed{0}$ $\boxed{2}$ $\boxed{E}$ *[warble]*

Changing the value of the default code type will not change the code type of any user codes already programmed, it will only set the type of new code programmed in when the code type is not specified.

USER CODES   Memories 000 to 599
(Factory Default: No User Codes Programmed)

User codes are the codes used to operate the ELC relay. These codes can be programmed codes.

When a momentary user code is used the ELC relay operates (the door opens) for the time programmed, refer to memory 83 in the Installation Manual.

When a toggle code is used the ELC relay will operate and remain operating (door remains open) until a toggle code is again entered.

Remember that if the PAC1 is set up to operate using any of the High Security Modes (refer to memory 88 in the Installation Manual) then all user codes become momentary even if programmed as toggle.

Notes about User Codes:

1/ User codes to be used from a keypad can be 3 to 7 digits in length.

2/ User codes to be used from other encoder devices (e.g. proximity readers) can be from 3 to 9 digits in length and the length will depend upon the device connected.

3/ Codes can include but not start with the $\boxed{*}$ or $\boxed{\#}$ digits.

4/ User code memory locations cannot be overwritten. They must first be deleted and then reprogrammed.

5/ The same code cannot be programmed into more than one memory location.

ADDING A NEW USER CODE IN NEXT FREE LOCATION

Programming of a user code is done in two steps.

1. Tell the PAC1 you are adding a code to the next free location.

   $[*][*]$ **<code type>** $[E]$ *[3 x 2 beeps]*

   <code type> = the optional setting of $[1]$ for momentary or $[2]$ for toggle.

   If <code type> is not entered the default code type will be used.

2. Enter the new user code…
   "user code" $[E]$ *[warble]*
   - OR -
   present a prox card/tag to a connected prox reader
   [warble]

*** *IMPORTANT NOTE* ***

When opening the next free memory location, the PAC1 will respond with a Long Beep if there are no empty memory locations.

DELETING A USER CODE (FROM ANY LOCATION)

Deleting of a user code is done in two steps.

1. Tell the PAC1 to look for a code to delete…
   $[\#][*][E]$ *[3 x 2 beeps]*

2. Enter the existing user code…
   "user code" $[E]$ *[warble]*

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BULK ADDING NEW USER CODES IN FREE LOCATIONS

Bulk adding user codes is very similar to adding a single user code except that you don't need to tell the PAC1 you are adding a code each time before entering the new code.

1. Tell the PAC1 you are bulk adding codes into free memory locations…

   [*] [*] <code type> [*] [*] [E]   *[2 x 2 beeps]*

   At this point the green or blue LED on an attached PSK16, PSC16, PTKR, VR43 or VR62 keypad will change its flashing sequence to 2 short flashes then a pause.

2. Enter a new user code…
   "user code" [E]   *[2 x 2 beeps]*
   - OR -
   present a prox card/tag to the connected prox reader
                                                    [2 x 2 beeps]

3. Repeat step 2 above until all codes have been added.

4. Exit the bulk add mode…
   [#] [E]   *[warble]*

*** *IMPORTANT NOTES* ***

1/ The PAC1 will locate the next free memory each time a code is added. If there are no empty memories a Warble will sound instead of 2 x 2 beeps and Bulk Add mode will exit.

2/ If you try to add an existing code whilst in Bulk Add mode, a Long Beep will sound and the PAC1 will remain in Bulk Add mode waiting for a valid code.

ADDING A NEW USER CODE IN A SPECIFIC LOCATION

Programming of a user code is done in two steps.

1. Open a memory location…

   $\boxed{*}$ **"memory location" <code type>** $\boxed{E}$ *[3 x 2 beeps]*

   "memory location" = three digit location from 000 to 599.
   <code type> = the optional setting of $\boxed{1}$ for momentary,
   $\boxed{2}$ for toggle or $\boxed{0}$ for code disabled.
   If <code type> is not entered the default code type will
   be used.

2. Enter the new user code…
   "user code" $\boxed{E}$ *[warble]*
   - OR -

   present a prox card/tag to a connected prox reader
   [warble]

*** IMPORTANT NOTE ***

If a code already exists in the memory location the PAC1 will
respond with a Warble, please refer to the Changing The
User Code Type section on page 10 for more information on
this.

DELETING A USER CODE FROM A SPECIFIC LOCATION

To delete a user code from a specific location…
   $\boxed{\#}$ **"memory location"** $\boxed{E}$ *[warble]*

Note that you do not enter the code type, nor do you need to
know the actual code when deleting a user code this way.

BULK ADDING NEW USER CODES STARTING AT A SPECIFIC LOCATION

Bulk adding user codes is very similar to adding a single user code except that you don't need to open a new memory location each time before entering the new code.

Simply add $\boxed{*}$ $\boxed{*}$ to the end of the memory open command (before the $\boxed{E}$).

1. Open a starting memory location…
   $\boxed{*}$ **"memory location" <code type>** $\boxed{*}$ $\boxed{*}$ $\boxed{E}$
   [2 x 2 beeps]

   At this point the green or blue LED on an attached PSK16, PSC16, PTKR, VR43 or VR62 keypad will change its flashing sequence to 2 short flashes then a pause.

2. Enter the new user code…
   "user code" $\boxed{E}$ *[2 x 2 beeps]*
   - OR -
   present a prox card/tag to the connected prox reader
   [2 x 2 beeps]

3. Repeat step 2 above until all codes have been added.

4. Exit the bulk add mode…
   $\boxed{\#}$ $\boxed{E}$ *[warble]*

*** *IMPORTANT NOTES* ***

1/ All existing codes from the starting memory location onwards will be overwritten by the new codes. E.g. if you start at location 100 and add 20 codes then any existing codes in locations 100 to 119 will be overwritten.

2/ If you try to add an existing code whilst in Bulk Add mode, a Long Beep will sound and the PAC1 will remain in Bulk Add mode waiting for a valid code.

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DELETING ALL USER CODES.

All the user codes memories (000 to 599) can be cleared by the use of the following sequence.

[#] [8] [7] [6] [5] [E]

CHANGING THE USER CODE TYPE

To change an already programmed code to operate as a different type, i.e. code is programmed as Momentary and you now require it to Toggle, you simply reopen the memory location with the new code type.

NOTE that you must know the memory location of the code to change its type. To change the code type of a user code where its location is unknown, the code will first have to be deleted and then programmed in again specifying the new code type.

This procedure is useful if you want to temporarily disable a user code, simply set the new code type to [0] (code disabled). This saves having to delete the code then reprogram it later.

To change the code type…

[*] **"memory location" "new code type"** [E]

[warble]

Notice that the keypad responds with a **warble** instead of the **3 x 2 beeps** when the code type is being changed.

USER CODE PROGRAMMING EXAMPLES

Add the code 1234 to the PAC1 using the default code type (factory default of momentary)…

| ✱ ✱ E | *[3 x 2 beeps]* |
| 1 2 3 4 E | *[warble]* |

Add the code 2345 to the PAC1 as momentary…

| ✱ ✱ 1 E | *[3 x 2 beeps]* |
| 2 3 4 5 E | *[warble]* |

Add the code 3456 to the PAC1 as toggle…

| ✱ ✱ 2 E | *[3 x 2 beeps]* |
| 3 4 5 6 E | *[warble]* |

Add the codes 1001, 1002, 1003 & 1004 to the PAC1 using the default code type…

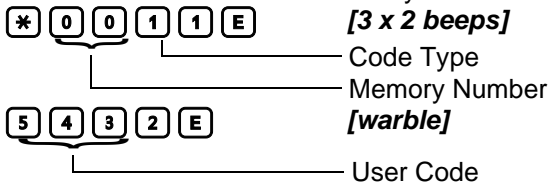| ✱ ✱ ✱ ✱ E | *[2 x 2 beeps]* |
1 0 0 1 E	*[2 x 2 beeps]*
1 0 0 2 E	*[2 x 2 beeps]*
1 0 0 3 E	*[2 x 2 beeps]*
1 0 0 4 E	*[2 x 2 beeps]*
# E	*[warble]*

Delete the code 1234 from the PAC1…

| # ✱ E | *[3 x 2 beeps]* |
| 1 2 3 4 E | *[warble]* |

To add a user code of 4321 in memory 000 using the
default code type (factory default of momentary)…

$\boxed{*}$ $\boxed{0}$ $\boxed{0}$ $\boxed{0}$ $\boxed{E}$ *[3 x 2 beeps]*

    ⌐———————— Memory Number

$\boxed{4}$ $\boxed{3}$ $\boxed{2}$ $\boxed{1}$ $\boxed{E}$ *[warble]*
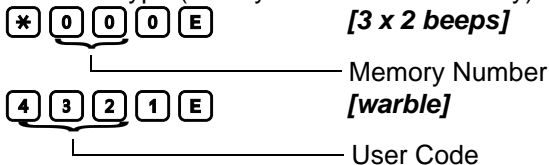
    ⌐———————— User Code

To add a user code of 5432 in memory 001 as momentary…

$\boxed{*}$ $\boxed{0}$ $\boxed{0}$ $\boxed{1}$ $\boxed{1}$ $\boxed{E}$ *[3 x 2 beeps]*

        ⌐——— Code Type

    ⌐——————— Memory Number

$\boxed{5}$ $\boxed{4}$ $\boxed{3}$ $\boxed{2}$ $\boxed{E}$ *[warble]*

    ⌐———————— User Code

To add a user code of 6543 in memory 074 as toggle…

$\boxed{*}$ $\boxed{0}$ $\boxed{7}$ $\boxed{4}$ $\boxed{2}$ $\boxed{E}$ *[3 x 2 beeps]*

        ⌐——— Code Type

    ⌐——————— Memory Number

$\boxed{6}$ $\boxed{5}$ $\boxed{4}$ $\boxed{3}$ $\boxed{E}$ *[warble]*

    ⌐———————— User Code
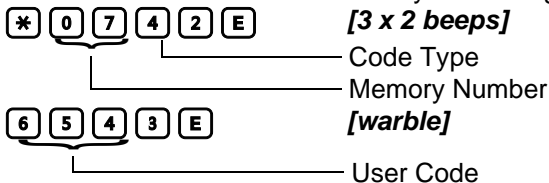
To change the code (6543) stored in memory location 074 to
momentary…

$\boxed{*}$ $\boxed{0}$ $\boxed{7}$ $\boxed{4}$ $\boxed{1}$ $\boxed{E}$ *[warble]*

To disable the code (6543) stored in memory location 074…

$\boxed{*}$ $\boxed{0}$ $\boxed{7}$ $\boxed{4}$ $\boxed{0}$ $\boxed{E}$ *[warble]*

To delete the code (6543) stored in memory location 074…

$\boxed{\#}$ $\boxed{0}$ $\boxed{7}$ $\boxed{4}$ $\boxed{E}$ *[warble]*

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