

RADIO KEY® 600e

QUICK-START USER GUIDE

This guide contains programming card sequences for programming your Radio Key® 600e, using the RK-HHP Hand-Held Programmer or the RK-PD1 Programming Deck (both sold separately).

Radio Key® Transponders (Key Tags) are pre-encoded and engraved at the factory with unique Transponder ID numbers. Because these numbers are unique, Facility Codes (Site Codes) are not required. Transponder ID Numbers are not pre-programmed into the Radio Key® 600e; you must add them to the system as described below. Radio Key® 600e allows you to assign a Transponder to each **User Number** (1 - 600) for programming purposes. The User Number is associated with the individual person using the transponder. **Be sure to record the User Number, the Transponder ID Number and the user's name, and keep this information in a secure place.** A blank User Log Form has been included for this purpose. Do not write on this form; use it as a photocopy master.

A red light and three beeps at the end of a keypad sequence means that you have made an error. Refer to the appropriate section, and carefully re-enter the command in the proper sequence.

If you select a User Number for which a Transponder ID Number is already stored in memory, a red light and three beeps will occur. Select another User Number or void the User Number, which removes the previously stored Transponder ID Number from memory.

NOTE: User Number and ID Number Values in the following examples are for demonstration purposes only; enter the appropriate values for your system.

First, enter Program Mode:

Present Program cards to the unit in the sequence that represents the password and then present the "ENTER" card. (All new units are pre-programmed with the password 12345.) The LED will flash amber to show that the unit is in Program Mode. The unit will "time out" and return to Active (Normal) Mode in 15 seconds if no Program card is presented.



Add a Transponder (Key Tag) to the System:

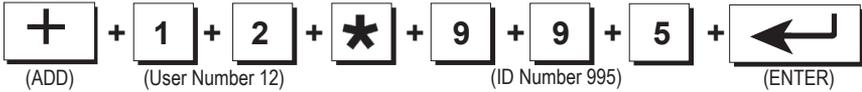
Put the unit into the Program mode, if necessary (see above). Present the **ADD** card to the unit and then present the sequence of program cards representing the desired User Number (1 - 600) to the unit. Then present the **ENTER** Card to the unit.-Hold the Transponder near the RK600e Unit. A green light and beep means that the Transponder was accepted. A red light and three beeps means a Transponder has already been stored for the selected User Number. Delete the previously stored Transponder or select a new User Number.



Add a Transponder by Entering Transponder ID:

(RKCM-01 cards or RKKT-01 Tags Only)

Put the unit into the Program mode, if necessary (see above). Present the **ADD** card to the unit and then present the sequence of program cards representing the desired User Number (1 - 600) to the unit. Present the **THRU** Card. Present the sequence of program cards representing the ID number printed on the Transponder. Then present the **ENTER** card.



In either case, be sure to record the User Number and Name and Transponder ID Number in the User Log Form.

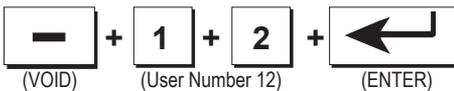
Add a Series of Transponders to the System:

Put the unit into the Program mode, if necessary (see above). Present the **ADD** card to the unit and then present the sequence of program cards representing the desired starting User Number to the unit. Present the **THRU** Card. Then present the sequence of program cards representing the desired ending User Number. Present the **THRU** Card. Then present the **ENTER** Card. Present the Transponders to the reader in the desired order (making a careful record of which transponders are assigned to which User Numbers). If one or more Transponders are already entered into the User Number range you have selected, a red light and three beeps will occur, in which case, you must delete the entire range (see below) before proceeding.



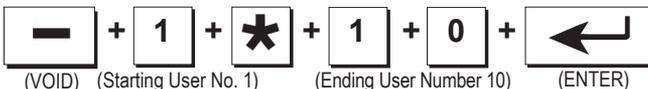
Delete a Transponder from the System:

Put the unit into the Program mode, if necessary (see above). Present the **VOID** card to the unit and then present the sequence of program cards representing the desired User Number (1 - 600) to the unit. Then present the **ENTER** Card to the unit.- A green light and beep means that the Transponder was deleted.



Delete a Range of Transponders from System:

Put the unit into the Program mode, if necessary (see above). Present the **VOID** card to the unit and then present the sequence of program cards representing the desired starting User Number to the unit. Present the **THRU** Card. Then present the sequence of program cards representing the desired ending User Number. Then present the **ENTER** Card. A green light and beep means that the range of Transponders-was deleted.



Delete a Transponder by Presenting to Reader:

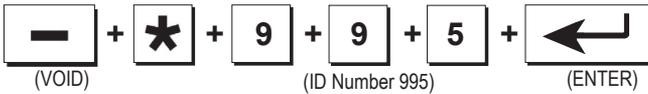
Put the unit into the Program mode, if necessary (see above). Present the **VOID** card to the unit. Then present the **ENTER** Card to the unit. Hold the Transponder near the RK600e Unit. A green light and beep means that the Transponder was deleted.



Delete a Transponder by Entering Transponder ID:

(RKCM-01 cards or RKKT-01 Tags Only)

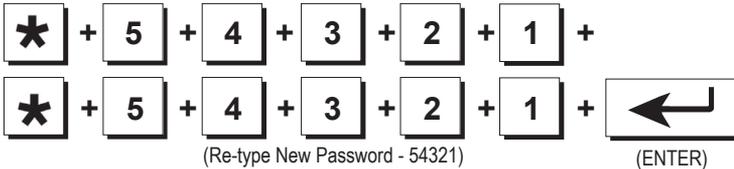
Put the unit into the Program mode, if necessary (see above). Present the **VOID** card to the unit. Present the **THRU** Card. Then present the sequence of program cards representing the ID number printed on the Transponder. Then present the **ENTER** card. A green light and beep means that the transponder was deleted.



Change your Password:

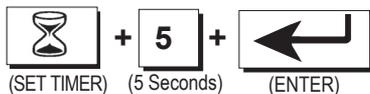
Put the unit into the Program mode, if necessary (see above). Present the **THRU** Card. Then present the sequence of program cards representing the desired new password (exactly 5 digits) to the unit. Then present the **THRU** Card. Again present the sequence of program cards representing the desired new password to the unit. Present the **ENTER** Card to the unit. A green light and beep means that the Password was changed. Note that 12345 is the default (factory) password; use another number sequence for best security.

(New Password - 54321)



Set the Latch Timer:

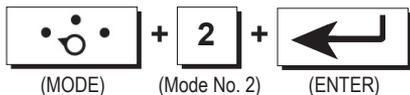
Put the unit into the Program mode, if necessary (see above). Present the **SET TIMER** Card to the unit. Then present the sequence of program cards representing the desired Latch Time (0 - 30 seconds) to the unit. Present the **ENTER** card. A green light and beep means that the Latch Timer setting was changed. If you set the Latch Timer for "0" seconds, the actual latch time will be approximately 0.25 seconds.



Set the Operating Mode:

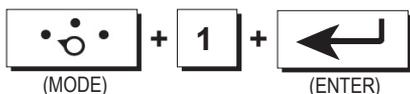
Put the unit into the Program mode, if necessary (see above). Present the **MODE** Card to the unit. Then present either the “1”, “2”, or “3” card to the unit. Present the **ENTER** card. The Access Control Unit will exit Programming Mode and enter the selected Mode. Selections are:

1. Active (Normal) — LED is Off
2. Inactive (Locked) — LED blinks Red
3. Door Unlocked — LED blinks Green



To Exit Programming Mode Immediately:

Present the **MODE** Card to the unit. Then present the “1” card to the unit. Present the **ENTER** card. This returns the unit to normal mode immediately, bypassing the 15 second time-out.



PROGRAMMING HINTS

Password: If the password is lost or forgotten it can be restored to the factory default. Remove the RK600e unit from the mounting plate, disconnect power (unplug the connector from J1 or disconnect the DC power supply) Press and HOLD the reset switch (SW1, on the reader circuit board) restore power, then release the switch. Note that this will also reset the latch timer and reader mode to the factory default.

Latch Timer: The latch timer controls the latch/alarm shunt relay. The latch time can be changed to any value from 0.25-30 seconds. If the latch timer is set to 0 seconds, this pulses the latch relay for 0.25 second, sufficient for most electric turnstiles. The beeper and green LED are always fixed at one second.

Operating Mode: Three operating modes are possible. For normal operation select Mode 1; to temporarily lock all transponders out select Mode 2; to hold the door open continuously select Mode 3.

BASIC OPERATION

USING RADIO KEY® TRANSPONDERS

To use Radio Key® 600e, simply hold your Radio Key® Transponder near the RK600e Unit or optional Auxiliary Reader. If the Transponder ID Number is stored in memory, the latch relay is activated, unlocking the controlled door or gate and shunting any external alarms. A green light and a beep indicates that access is granted. If the Transponder ID Number is not stored in memory, the door or gate remains locked and a red light and three rapid beeps indicate that access is denied. Otherwise the LED is normally off.



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