



LDA9616 KEYPAD INSTRUCTIONS

The keypad on the LDA9616 controls system bypass. When in bypass the door can be opened without an alarm occurring. For further clarification on bypass and for information pertaining to the adjustment of access delay and warning times, refer to the Kouba System Local Door Alarm Instructions.

The LDA9616 can operate on either 12 or 24VDC. When using 12VDC connect power to the six position terminal strip. This terminal strip has a red and black wire pre-wired at the factory. Connect your 12 VDC positive wire into the same terminal position as the pre-wired red wire. Connect your 12VDC common wire into the same terminal position as the pre-wired black wire. For 24VDC operation, connect your 24VDC positive into the two position terminal block pin 1. Connect your 24VDC negative into the two position terminal block pin two. Refer to the attached wiring diagram for further clarification. **(Note: Factory pre-wiring shall not be modified unless authorized by technical support).**

CAUTION!!!

If you use this product to operate a DC door strike, magnetic lock, relay, or any device that has a coil (inductive load) that is powered from a DC source; you **MUST** install a diode, in parallel, across the coil terminals. Use a 1N4001, 1N4002 or equivalent. Connect the stripe side of the diode to the coil terminal that becomes positive. (+) Connect the other side to the other end of the coil. Proper installation of this diode will prevent the high voltage spike that occurs whenever a coil is de-energized. **If you do not use this diode, you will have erratic operation and will eventually damage the keypad and any other electronic device in the system.**

PROGRAMMING

A. ENTER PROGRAM MODE

Enter * 382436 # to enter program mode. Three (3) beeps indicate that the unit is in program mode and is ready to accept user input. The first requirement that needs to be programmed is how many characters are required for the code length. The **Code** is the sequence of numbers that will activate and/or deactivate the LDA bypass mode.

B. *19 SET CODE LENGTH

Example: Set the code length for 3, 4, 5, or 6 digits. Factory default is 5 digits. The code length selected applies for all codes. For 6 digits enter * 19 6 # into the keypad. After the code length has been established the next step will be to assign the User Code.

C. *11 ASSIGN USER CODES

Example: Program a code of 54321 to activate the bypass mode by entering * 11 54321 # # into the keypad.

There are 165 User Code Slots, allowing you to program this many individual codes. Before the unit will operate, the keypad relay that activates the LDA bypass mode has to

be programmed for timed operation or latching operation. This is described in the next step.

D. *21 SET KEYPAD RELAY for BYPASS MODE:

Programs the relay that enables Bypass for latching (00) or momentary (01-99 seconds) operation.

Example: To program the LDA for a 9 second Bypass mode enter * 21 09 #. To program the LDA for latching Bypass enter * 21 00 # into the keypad. This will require the user to enter their code once to Bypass the LDA unit and once again to disable the Bypass input. When the unit is brought out of Bypass, an additional fixed time of 10 seconds is part of the programming included with the LDA unit. To test the unit, it has to be taken out of program mode.

E. *99 EXIT PROGRAM MODE

Allows the keypad to return "on-line"

Example: To exit program mode and return "on-line", enter * 99 #

F. TEST UNIT

Enter 54321 into the keypad. If you have made a mistake entering the code press the # key to clear the entry and re-enter the code correctly. The LDA units LED should illuminate green. If the relay is in the timed mode, the units LED will turn red after the time has expired. If in the latched mode, re-enter 54321, the units LED will turn to red in approximately 10 seconds. (**Note:** The pound key can precede any code entered but is only necessary to clear any previous entries).

The following instructions explain how to delete the user codes, change the program code, disable the keypad beeper, etc.

G. *12 DELETE A CODE

The code to be deleted must be entered twice.

Example: To delete the code 54321 enter *12 54321 # 54321 #

H. *13 CHANGE PROGRAM CODE

Allows changing of the default program code 382436. Jumper J1 must be removed to perform this option. The new program code to be entered must be entered twice.

Sequence:

- a. Place the jumper on J1 (On the keypad controller circuit board, next to the outside wiring harness- white and green wire)
- b. Enter * 382436
- c. Remove Jumper J1
- d. Enter *13 (new code) # (new code) #
- e. Finish programming the unit
- f. Exit program mode by entering *99#

Example: To program a NEW program code of 123456 enter *13 123456 # 123456 # into the keypad.

I. *18 DISABLE/ENABLE KEY BEEP

The beep sounds each time a key is depressed unless toggled off. This will not disable the programming beeps.

This option toggles the key beep on/off. Example: To disable the keypad beep enter * 18. To re-enable the keypad beep enter * 18

J. *20 SECURITY LOCKOUT

If programmed, this feature can lockout any keypad activity for a designated time after three consecutive incorrect code attempts. This feature is active for 01-99 seconds.
Example: Enter * 20 45 # to activate the security lockout for 45 seconds. To deactivate this feature enter * 20 00 #.

K. *25 ERASE ALL MEMORY

Erases any previously programmed options and returns the keypad to its default settings.
Example: To erase all memory enter * 25 #

L. *26 ERASE CODES ONLY

Erases all codes programmed into memory. Example: To clear all codes enter * 26 #

