

user manual

# QK-INTKEYD

AUDIO INTERCOM WITH BUILT IN KEYPAD 2 WIRES



**qui lö**<sup>®</sup>  
opening solutions

**General:**

The QK-INTKEYD system is an access control system for private houses. The system includes an entrance encoder and a telephone line adapter unit. The system enables speaking with visitor who is waiting at the door or the entrance gate, using any telephone in the house including wireless. The electric entrance locks can be released from remote. Authorized family member can release the lock by entering an access code. Two different entrance doors can be controlled by one adapter. It is possible to install 2 panels or 2 encoders or combination. No need to install intercom handset. Optional bypass pushbutton enables easy door opening from the inside. The device is environment resistant.

**Features:**

- Special ring on the telephones when the call coming from the panel on the entrance.
- Controlling two door panels (main and secondary) and two electric locks.
- Holding a call on hold with background music.
- Does not interfere telephone calls and telephone services as: call waiting, voice mail...
- Enables leaving messages on the answering machine if used.
- Programmable opening times.
- Can store up to 98 different access codes.
- The adapter can be fitted to most of the domestic telephone exchanges.

**Specifications:**

Operating voltage: 12/24VAC	Color: bronze
Code length: 2-6 digits	Opening time: 1-9 seconds
Controlling electric or magnetic lock (Normally open or normally closed)	

**Installation the adapter:**

**Setting the jumpers**

Before installing the adapter, the adapter's jumpers should be set according to the installation and the type of the lock. Jumpers JP4 and JP5 are located on the front of the adapter below the terminals' row. The adapter can be connected to telephone line or telephone exchange with special intercom line.

Jumper and use	open	closed
<b>JP4</b> – using of dialing line	using of dialing line	Operating without dialing line. For telephone exchanges with special intercom line

Jumper and use	Jumper on 1-2 and another on 3-4	Jumper on 2-3 (default)
<b>JP5</b> – lock control	12VAC voltage to the electric locks	Dry contacts to the electric locks. *Recommended state.

Choose the installation location according to the following conditions (the communication box is the most appropriate):

- a. Shaded place, water and high humidity resistant.
- b. Close to power socket.
- c. Close to the main telephone line coming to the house, not regular telephone socket.
- d. Installing near electric, cables, antenna tubing should be avoided.

Before the installation verify that the line is not ADSL.

In case of ADSL line, a splitter should be placed before the adapter. the splitter's telephone outlet should be connected to the LINE in the adapter. And the ADSL outlet should be routed to the computer.

Connect the following wires to the adapter's terminals. You can assist the attached diagram.

1,2. **12/24VAC** – verify the power supply is not connected to the power outlet. Pair of wires from the power supply can be connected to these terminals or using a plug can be connected to the socket near these terminals. The polarity is not significant.

Even if you use the socket, you can still draw voltage from the 12/24VAC terminals.

3. **PANEL1** – pair of wires from the **LINE** terminals of the encoder located near the main door.

4. **DOOR1** – control over the main door's lock. Pair of wires from **REX** terminals of the encoder located near the main door.

5. **PANEL2** - pair of wires from the entrance panel located near the secondary door (if installed).

6. **DOOR2** - control over the secondary door's lock (if installed) Pair of wires from **REX** terminals of the encoder located near the secondary door.

**Telephone line connection:**

Attention: the adapter is located between the main telephone line coming to the house and the telephone lines in the house. Verify jumper JP4 is not set. If there is not a communication box, the main telephone line coming to the house should be cut and connected as described:

- 7. **PHONE** – pair of wires to the telephones in the house.
- 8. **LINE** – pair of wires, telephone line coming to the house.

**Installing bypass pushbutton**

Connect the pushbutton's wires to the **REX** terminals, in addition to the wires already connected from the adapter. The opening time from pushbutton can be programmed and be different than the keyboard's time.

**Installing the external unit**

According to the door lock type, 3 pins Jumper J5 should be set

<b>Desirable RLY state when entering valid code</b>	<b>Jumper J5</b>
Close circuit (Normally open) for electric lock	Jumper on 2 right pins (default state)
Open circuit (Normally close) for magnetic lock	Jumper on 2 left pins

Using Phillips screw driver open the 4 top cover's screws, carefully pull up the panel. Using a screw driver, expose the 4 covered insulations bores and the round wires bore. Attach the base of the panel to the wall. Using a pencil mark the 4 fixing points and drill them. Route the wires through the round bore in the base of the panel. Using 4 screws install the base to the wall. Connect the wires coming from the adapter as follows:

- ❖ the polarity of the wires is non significant.
- 12/24VAC** – power supply to the unit. Pair of wires from the adapter's **12/24VAC** terminals.
- REX** – pair of wires for the first unit from **DOOR1** terminals. Or to the second unit from **DOOR2**.
- LINE** – pair of wires for the first unit from **PANEL1** terminals. Or to the second unit from **PANEL2**.
- RLY** – electric lock connection. First wire from the lock to one of **RLY** terminals. Second wire from the lock to one of **12/24VAC** terminals. A single wire from the second **12/24VAC** terminal to the second **RLY** terminal.

Reassemble the panel over the base. Attach the top cover to the base using the 4 screws.

**Indication lights in the adapter**

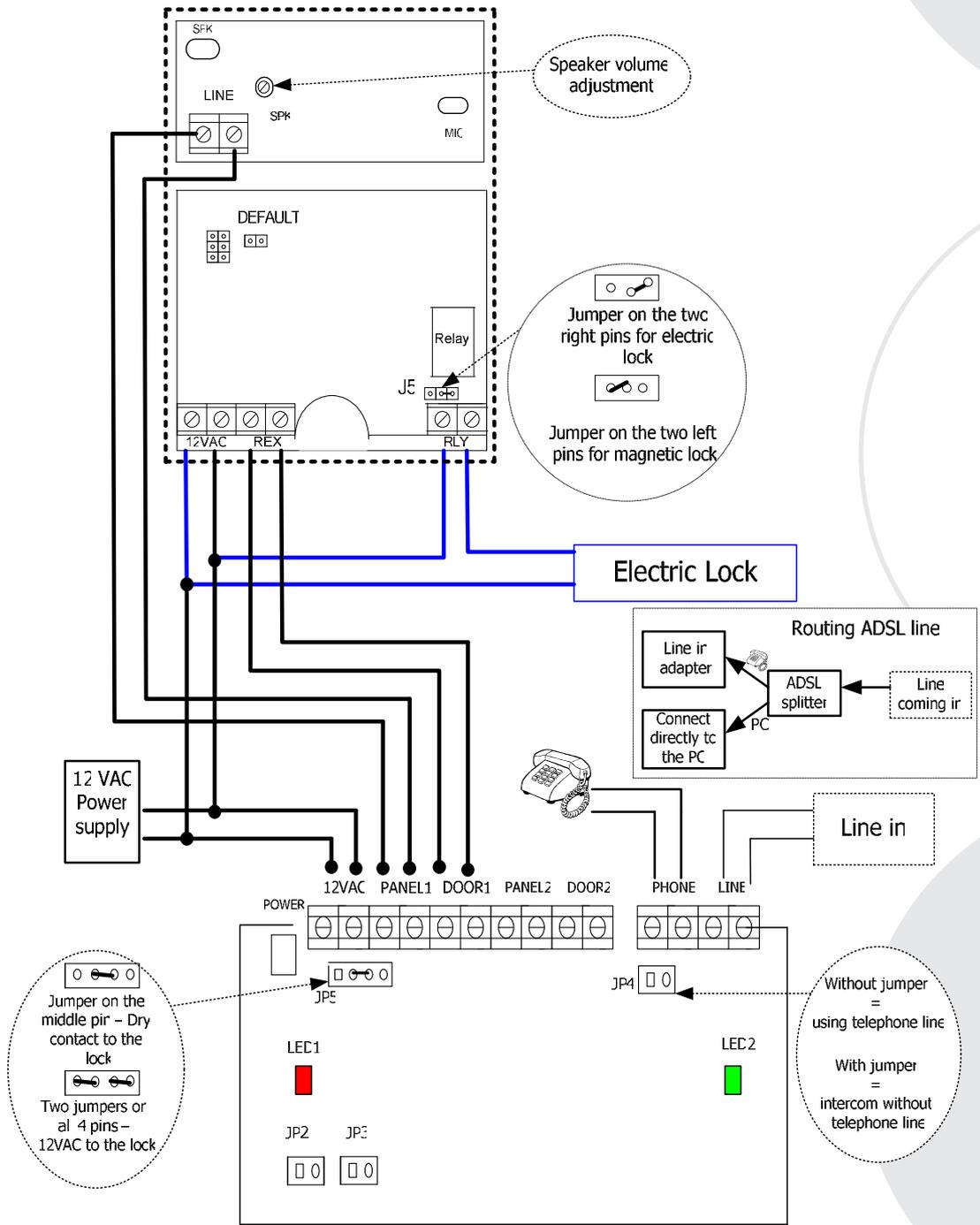
Red light – illuminates constantly, indicating there is power supply to the adapter.

- Green light:
- When turning on the unit – will blink for 2 seconds, indicates correctly initiate.
- When calling from one of the panels – flashes in the rhythm of the ringing.
- When speaking with the panel – illuminates constantly.
- When no conversation – turned off.

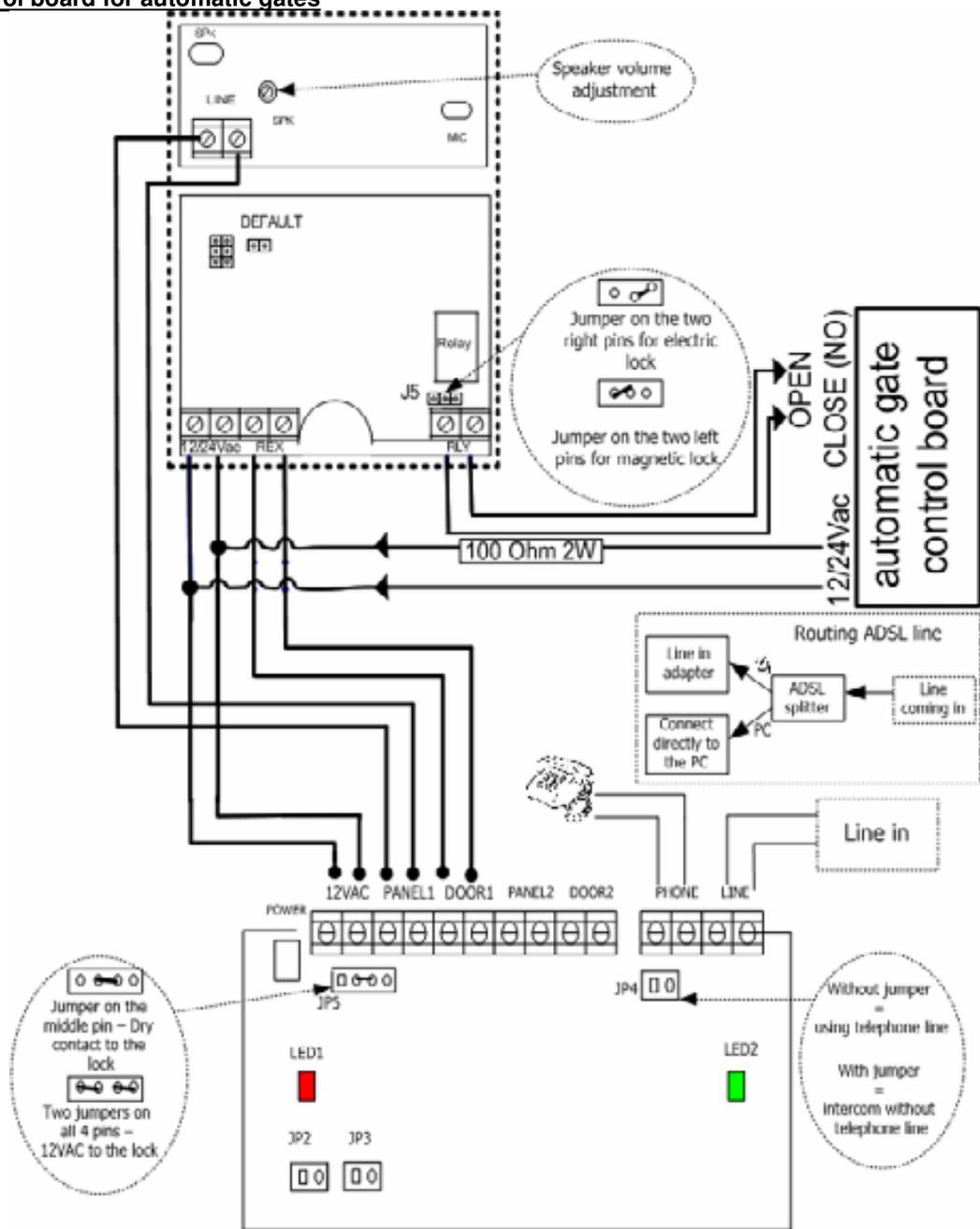
**Microphone and speaker volume adjustments**

The unit leaves the manufacturer site adjusted. Sometimes because of the location (opened or closed space), acoustical problems occur. If the panel's speaker sound level is too high or low, gently rotate the panel's internal SP potentiometer. If the sound level of the panel in the telephones is too high or low, gently rotate the panel's internal MIC potentiometer.

**Connection to electric/magnetic lock**



**Connection to control board for automatic gates**



### **Programming:**

100 memory cells 8 digits long each one, available.

Cell 00 is used for door opening times values storage.

Cell 99 is used programming code value storage.

The rest of the 98 cells from 01 to cell 98 are used for different access codes values storage.

Code length is minimum 2 digits and ,maximum 8 digits. (recommended 6 digits for programming code, and 4 digits for access code).

Programming code, access codes and opening times values are programmable via the keyboard.

Programming mode: in order to store new access code, set opening times or changing the programming code, you should enter to the Programming mode.

After clicking the valid programming code (manufacturer code if not changed is ⇒123456 confirm with\*) the green led is blinking, now you can do the required programming as described in the following examples. When finished you can enter more access codes or exit this mode to the regular state by pressing ↵.

Each key stroke is followed by a Beep sound, entering a false code or invalid pressing is followed by a “Beep-Beep-Beep” sound sequence. Entering a valid sequence to memory cell is followed by a long “Beep” sound.

If the programming mode is not exit. A timer exits QK-INTKEYD from this mode to a regular mode.

### **Examples:**

#### **Storing a new access code**

Enter the programming code: if not changed is: 123456 confirm with \*, the green led will blink.

now the following sequence should be entered: memory cell number (2 digits), access code (2-6 digits), and for verification again the same memory cell number, the same access code. Confirm with \*. To finish press: ↵.

You can add more access codes in cells 01-98 in the same way.

- to use the access code: press the access code followed by \*.

For example storing the code 9124 in cell number:01.

Press: 123456 \*, **01** then **9124** and again **01** and **9124** confirm with \*.

To finish press: ↵.

#### **Changing the programming code**

Enter the programming code: if not changed is: 123456 confirm with \*, the green led will blink.

now the following sequence should be entered: memory cell number 99 , new programming code ,and for verification again the memory cell number 99, the same new programming code. Confirm with \*.

Now you can add access codes in cells 01-98 as described or exit.

To finish press: ↵.

For example changing the programming code to: 649731.

Press: 123456 \*, **99** then **649731** and again **99** and **649731** confirm with \*.

To finish press: ↵.

**You should keep this code because this is the only way to enter the programming mode!**

#### **Back to Initiate status – default**

Using an internal jumper the initial programming code can be restored. The access codes will not be changed.

Turn the power off. Dismount the panel. Install a jumper on pins labeled: **DEFAULT** turn on the power, a long “Beep” will be sound for confirmation.

Turn off the power and take out the jumper. Reinstall the panel.

The QK-INTKEYD returns to normal condition. The Programming code now is: 123456 \*.

#### **Canceling an access code**

A particular access code could be cancel if its memory cell location is known.

Enter the programming code: if not changed is: 123456 \*, the green led will blink.

now the following sequence should be entered: memory cell number to cancel(2 digits), and ↵ ↵ .for verification again the same memory cell number, and ↵ ↵. Confirm with \*.

For example: canceling the code stored in cell number 01:

press the following sequence: ⇒123456 \*, **01** ↵ ↵ **01**, ↵ ↵ \*.

To finish press: ↵.

#### **Setting opening times values**

A different opening time value can be set to opening via the keyboard and via the optional bypass pushbutton.

The times values are from 1 second till 9 seconds.

Enter the programming code: if not changed is: 123456 \*, the green led will blink.

Now the following sequence should be entered: memory cell number 00, opening time via keyboard (1 digit) followed by opening time via bypass pushbutton (1 digit). for verification repeat the same sequence of memory cell number 00 opening times values. Confirm with \*.

To finish press: .

Remark: when setting the keyboard opening time, a value to the bypass pushbutton must be set also, even if not installed.

For example setting the keyboard opening time to 5 sec. And pushbutton to 7 sec.

Press: 123456 \*,00 then **5 then 7** and again **00** and **5 and 7** confirm with \*. To finish press: .

### Summery and examples

Programming option	execution	default
Entering programming code	⇒ 123456 *	
Changing programming code For example: new code 777456	Enter programming code, * ⇒ 99-777456 99-777456 * 	123456
Storing a new access code For example: cell number 01 access code: 2040	Enter programming code, * ⇒ 01-2040 01-2040 * 	All the cells are empty (not 0)
Canceling access code stored in cell number 01	Enter programming code, * ⇒ 01-   01-   * 	
Setting opening time from keyboard to 2 seconds and from bypass pushbutton to 5 seconds	Enter programming code, * ⇒ 00-25 00-25 * 	3 seconds from keyboard, 3 seconds from bypass pushbutton

### Operation

#### Calling at the door

Press the Bell . A short tune will be sound, wait for vocal answer. If authorized, the lock will buzz for 3 seconds, and you may enter.

#### Opening the lock using the keyboard

Enter the access code confirm with \*.

The lock will be open for the time value it was programmed.

Each key stroke is followed by a Beep sound, entering a false code or invalid pressing is followed by a “Beep-Beep-Beep” sound sequence.

When exit the secured area press the bypass pushbutton, the lock will be open for the programmed time value (could be set to different value than entering).

#### Answering a call from the gate using one of the telephones

When a ringing call is heard from the telephones (in a different rhythm than usual), pick up the handset.

If the ringing was : long Beep followed by a short one – the call is from the main door.

If the ringing was : short Beep followed by a long one – the call is from the secondary door.

Speak with the visitor. After one minute the call will be disconnected.

To open the door – press “1”. The lock will be released for 3 seconds.

To disconnect the call with out opening the door - press “0”.

#### Answering a call from the gate while speaking in the telephone

If a signal is heard in the handset while speaking in it, answer the call by pressing on “7” and then “\*”. The telephone call will be held on with background music.

Speak with the visitor, identify from which gate the call is coming from.

To open the door – press “1”. The telephone conversation will be back to you.

To return to the telephone call with out opening the door - press “0”.

#### Calling the panel from the house

Pick up the handset. Press on “7” and then “\*”. To switch between the doors press “\*”.

Speak with the visitor.

To open the door – press “1”. The lock will be released for 3 seconds. And the call will be disconnected.

To disconnect the call with out opening the door - press “0”.



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