

user manual

QK-INTKEY

AUDIO INTERCOM WITH BUILT IN KEYPAD 5 WIRES



qui lö[®]
opening solutions

General:

The 5 wires encoder unit is an intercom system, serves as door panel and encoder. With this unit you can speak with the visitor who is waiting at the door and open the electric lock from the intercom handset or from the phone using 5 wires adapter. Authorized personnel can open the door by pressing an access code. By programming appropriately, each user can get an individual access code. The device includes an environment resistant and anti vandal metal keyboard. An optional bypass pushbutton enables easy internal opening (the opening time is programmable)

Features:

Easy installation, programming and operating.	Power failure resistance, keeps the access codes in nonvolatile memory
up to 98 different access codes	Environmental and anti vandal resistance.
Different and programmable opening time from keyboard and bypass pushbutton	Up to 1 million possible combination codes

Specifications:

Operating voltage: AC 12/24V 1000mA	Code length: 2-6 keys
Operating electric or magnetic lock. (normally open or normally close)	Opening time: 1-9 seconds
Size: 154X100X35mm (H*W*D)	

Installation:

Setting J5 Jumper according to the lock type

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

After installing the lock in the door frame. Route the following wires to the Intercom Encoder:

1. 2 wires from power supply.
2. 2 wires from the lock.
3. 5 wires from Intercom handset.
4. 2 wires from bypass pushbutton (optional).

Using a screwdriver open the top cover, carefully pull up the panel. Expose the 4 covered insulations bores and the round wirings bore. Attach the base of the Intercom Encoder to the wall, using a pencil mark the 4 fixing points. Drill the 4 fixing points on the wall. Route the wires through the round bore in the base of the Intercom Encoder. Using 4 screws install the base to the wall. Verify the power supply is not connected to power source. Connect the wires to the circuit board terminal blocks according to the circuit's labels, the attached electrical diagram and the following instructions. Connect: Power supply to the two **12/24VAC** terminals. One wire from the lock to the **RLY** terminal. The second wire from the lock to one of the **12/24VAC** terminal. Short wire from the second **12/24VAC** terminal to the second **RLY** terminal. (The **RLY** functions as a switch)

Handset wiring

Several common handsets could be assembled. Electric buzzer handset can not be assembled. If you intend to install a bypass pushbutton, connect one wire to **RX** terminal and the other wire to the **12/24VAC** terminal which the handset **com** wire is connected to. Reassemble the panel over the base. Attach the top cover to the base using the 4 screws. Connect the power supply to the power inlet, the red led will illuminate, indicating power supply to the Intercom Encoder. The green led will blink for 2 seconds indicating correctly initiation.

Programming

100 memory cells 8 digits long each one, available. Cell 00 is used for door opening times values storage. Cell 99 is used for programming code value storage. The rest of the 98 cells from 01 to cell 98 are used for different access codes values storage. The 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 the Intercom Encoder from this mode to a regular mode.

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 9, 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 Intercom Encoder 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 37: press the following sequence: ⇒123456 *, **37** **37**, *. 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: .

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)
Cancelling access code stored in cell number 37	Enter programming code, * ⇒ 37- 37- *	
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

Microphone and speaker volume adjustments

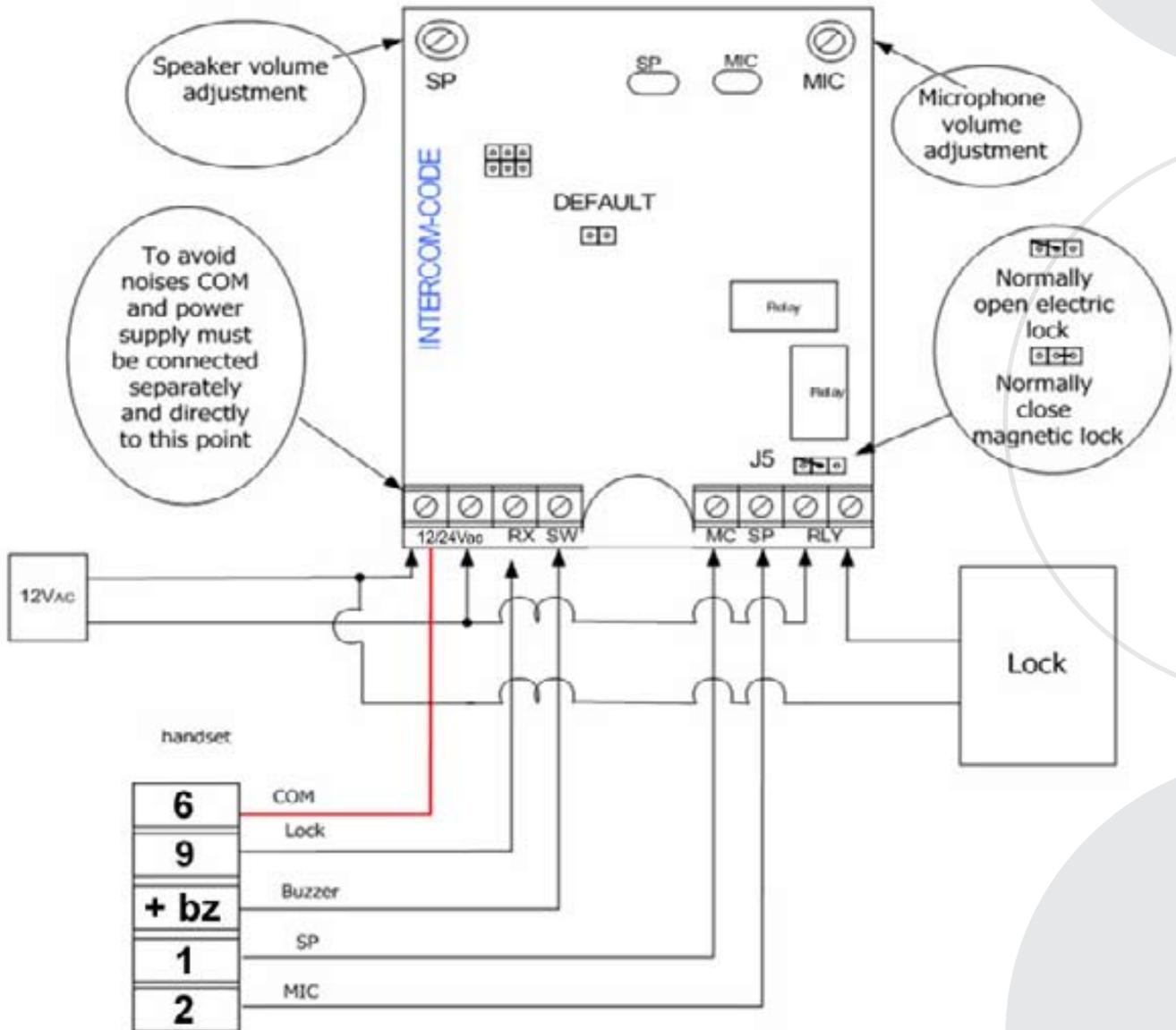
The Intercom Encoder unit leaves the manufacturer site adjusted. Sometimes because of the location (opened or closed space), acoustical problems occur. If the Encoder’s speaker sound level is too high or low, gently rotate the internal SP potentiometer.(clockwise to lower volume). If the sound level of the Encoder in the handset is too high or low, gently rotate the internal MIC potentiometer. (clockwise to lower volume)

Operation

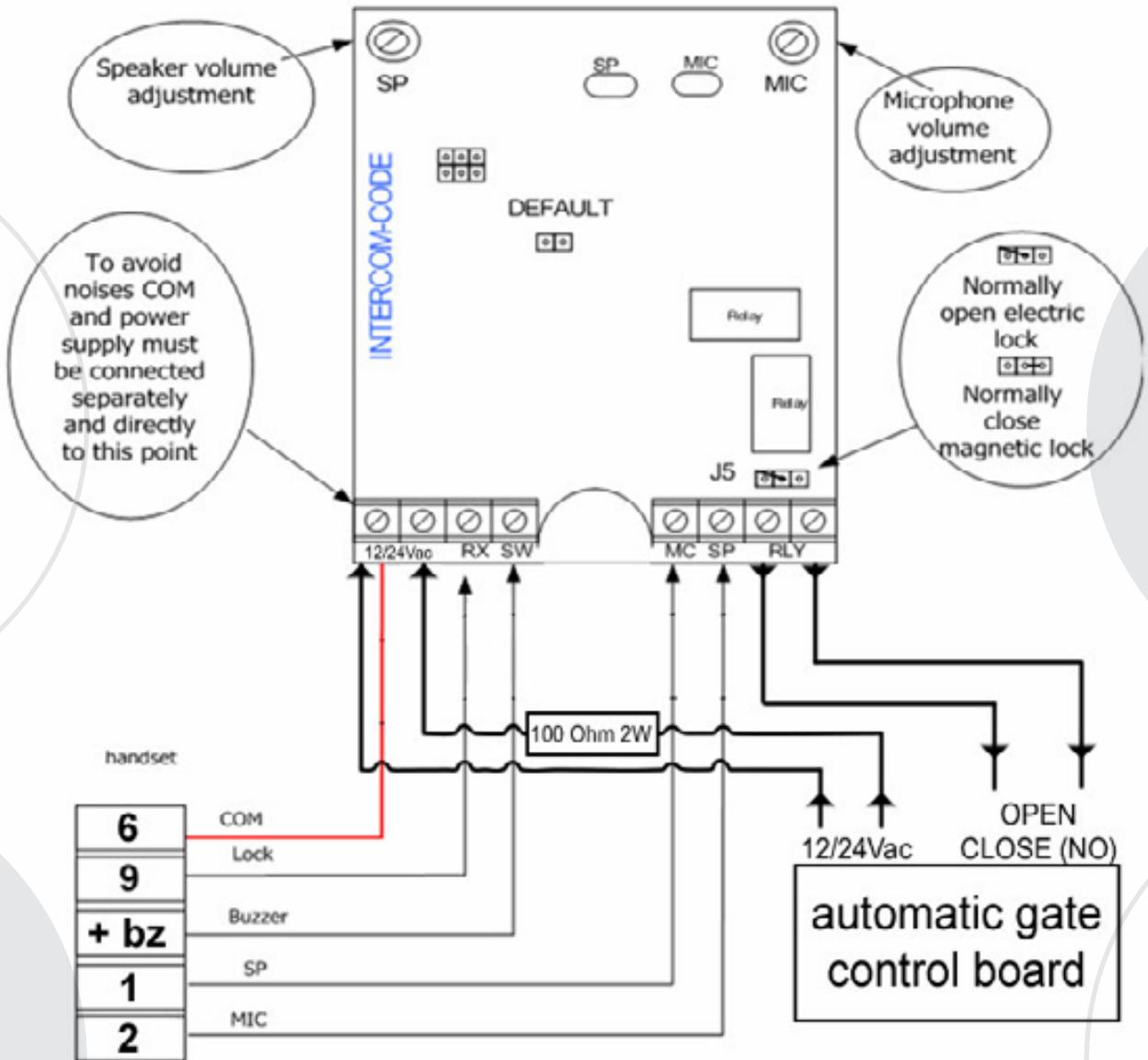
Calling at the door: Press shortly on the Bell . Wait for vocal answer. If authorized, the lock will buzz and you may enter.

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).

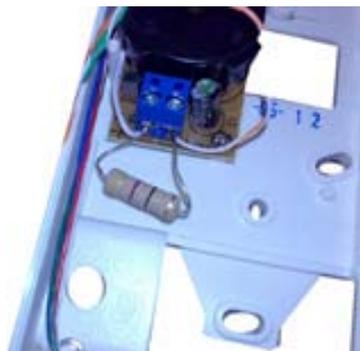
Connection to electric/magnetic lock



Connection to control board for automatic gates



When using 24Vac from the automatic gate control board, please connect the supplied resistance to the handset as shown within the image below:





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