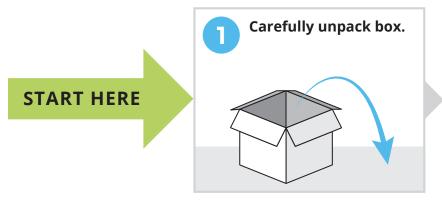
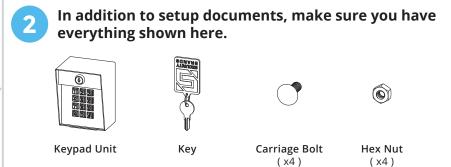
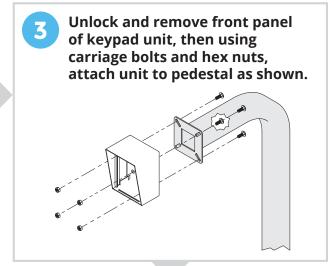
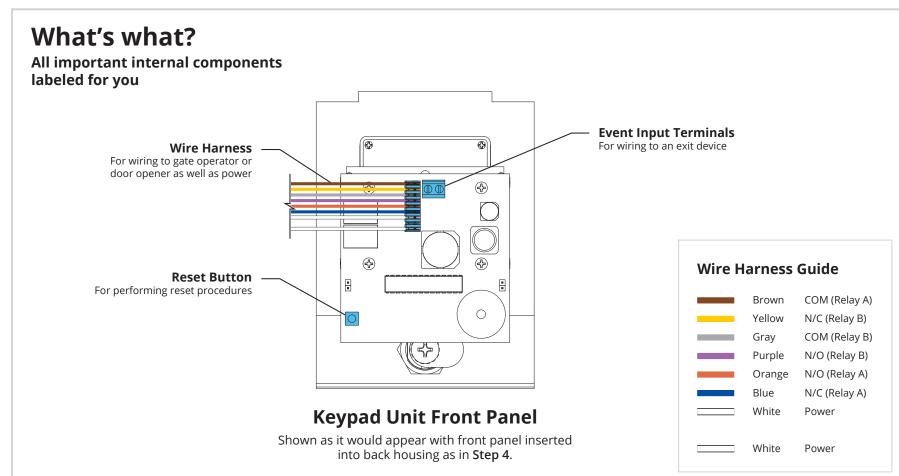


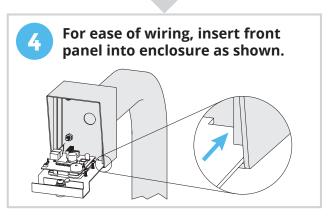
Model 26-500







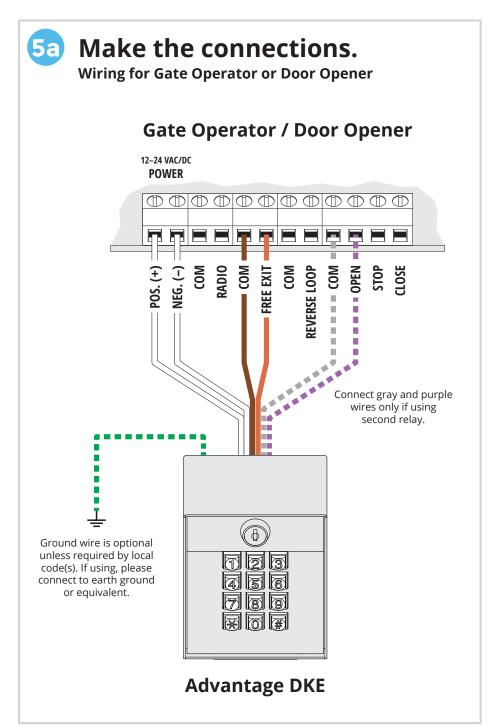


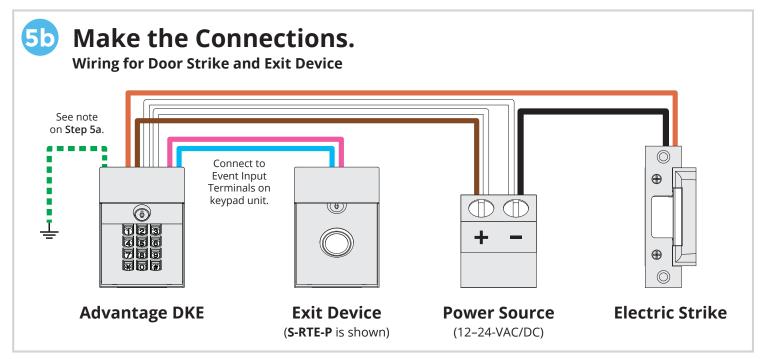


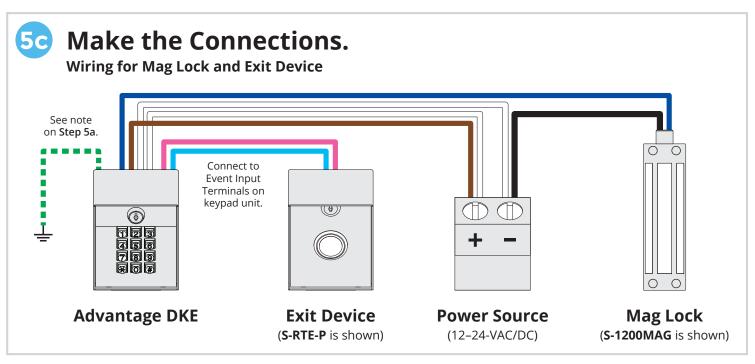
WARNING! AUTOMATIC GATES CAN CAUSE SERIOUS INJURY OR DEATH! ALWAYS CHECK that the **GATE PATH** IS CLEAR BEFORE OPERATING! Reversing or other safety devices

should **ALWAYS BE USED!**

Model **26-500**







Model **26-500**



(To add multiple codes, enter each of them before pressing pound key)

(can be changed)

Master Code

Sub Mode

Access Code (4 digits; numbers only)

NOTE: The Master Code is for programming only and will not trigger the relay. The green arrow indicates a "good" tone on the keypad. An incorrect entry will sound a "bad" tone.



Make sure gate path is clear, then enter access code on keypad and confirm gate opens.





INSTALLATION COMPLETE!

Your system is ready to use.



Additional Programming

Delete Code(s)

(To delete multiple codes, enter each of them before pressing pound key)

Master Code (can be changed) Sub Mode

Code to Be Deleted (4 digits)

Change Master Code

Current Master Code (1251 is default)

Sub Mode

New Master Code (4 digits; numbers only)

Set Latch Code

Master Code (can be changed) Sub Mode

Latch Code (4 digits; numbers only)

Things to Know

The Star Key (*)

The star key deletes your current entry. If you happen to make a mistake keying in a code, simply press the star key to delete the entire entry and start over.

The Pound Key (#)

The pound key is good for one thing and one thing only: exiting Programming Mode. Whenever you're in Programming Mode, simply press the pound key to get out.

Reset Procedures

If for some reason the Master Code is forgotten or the unit needs to be reset to factory defaults, two reset procedures are available: Master Reset and Unit Reset.

These procedures can be found in the Resources section of our website at:

securitybrandsinc.com/resources

NOTE: Green arrow indicates "good" tone on keypad.

Programming Sub Modes

- Add Access Code(s) to Relay A
- Delete Code(s)
- Change Master Code
- Set Latch Code (Relay A ONLY)
- Set Relay Output Time
- Add Access Code(s) to Relay B
- Configure Event Input
- Delete All Codes

(000 - 999)

Model **26-500**



Additional Programming (continued)

Change Relay Output Time

(can be changed)



(1 for A, 2 for B)

Add Access Code(s) to Relay B

(To add multiple codes, enter each of them before pressing pound key)



Delete All Codes (Cannot Be Undone)



NOTE: Green arrow indicates "good" tone on keypad.

Configure Event Input

(Allows an external device to affect keypad operation or trigger a relay)

Modes

Mode 1 - Remote Inactive Mode

Disables all Relay A codes when input is received from external device

Mode 2 - Arming Circuit Mode

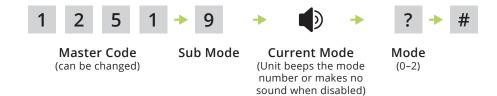
Turns on keypad unit when input is received from external device

Mode 3 - Remote Open Mode

Triggers either Relay A or Relay B when input is received from external device

Mode 0 - Event Input Disabled

Set Mode 1, Mode 2, or Disable



Set Mode 3



(can be changed) (Unit beeps the mode number or makes no sound when disabled)

(1 for A, 2 for B)



Call us at (800) 541-5677 or visit securitybrandsinc.com/contact

We are available Mon-Fri / 8am-4:30pm Mountain

