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Important Note

When you install this product you should always : -

Change the Engineer's Code   (do not leave it set as factory default)
Make a note of the new Engineer's Code   and also note the Engineer Reset Code

These should be stored in a secure location with access restricted to a limited number of authorising system managers.

Cabling : it is not permitted to connect cables greater than 98.5 ft (30 m) long

Features and Benefits

A range of access control keypads providing rapid and reliable access control in high-traffic applications.

Constructed to withstand hard use and abuse, the keypads can be fitted in exposed, unsupervised locations.

Up to 50 different 4, 5 or 6 digit pin codes can be programmed and each code can be set to trigger an electric lock or strike for a pre-set time.

One or two door control

Illuminated Version available

Weather resistant for outdoor use :   Ambient Temp   -35°C and +66°C

                                           Humidity   30 ± 2°C, 85 ± 5% RH

Access Control Attack   Level II

Operational life of >4 million cycles/key

Indexing permits secure allocation and re-allocation of pin codes

Forced door, anti-tamper and duress alarms
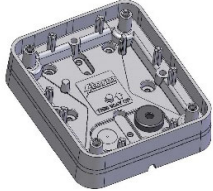
Timed lockout for repeated invalid code input

LED and audible tone status indicators

Rear Case for surface mount included

Optional Privacy Shield available to order

For more information www.storm-interface.com

Ordering Details

		Product Controls	Case Material	Keytop Material	Rating
DE1KT10	STORM AXS STRIKE MASTER ANTI-VANDAL KEYPAD	Two Relays	Metal Case	Metal Keytops	11 – 28V DC or 9-20V AC 300mA max (at 12V DC) Relay rating 1A continuous
DE2KT10	STORM AXS STRIKE MASTER ROBUST KEYPAD	Two Relays	Polymer Case	Polymer Keytops – White	11 – 28V DC or 9-20V AC 300mA max (at 12V DC) Relay rating 1A continuous
DEPLXT20	PLX STRIKEMASTER STORM 1000 SERIES	Two Relays	Polymer Case	Metal Keytops	11 – 28V DC or 9-20V AC 300mA max (at 12V DC) Relay rating 1A continuous
DR2KW0	AXS DR2i ILLUMINATED SINGLE DOOR KEYPAD	One Relay No Alarm Or Door Sensor	Polymer Case	Illuminated Keytops	12V DC only 300mA max (at 12V DC) Relay rating 2A continuous
DR2KT20	AXS DR2 ROBUST SINGLE DOOR KEYPAD	One Relay No Alarm Or Door Sensor	Polymer case	Polymer Keytops - White	11 – 28V DC or 9-20V AC 300mA max (at 12V DC) Relay rating 1A continuous
RC12020	REAR CASE (spare)		Polymer Case – includes seal and grommet		
1KFS020	PRIVACY SHIELD				

Dimensions

Twin diode (2 colour) LED indicator

Four tamper-resistant stainless steel security screws

31.0

19.00

19.00

82.5

93.0

118.5

2.5
8
10.5
11.1
14.6

63.5

74.0

99.5
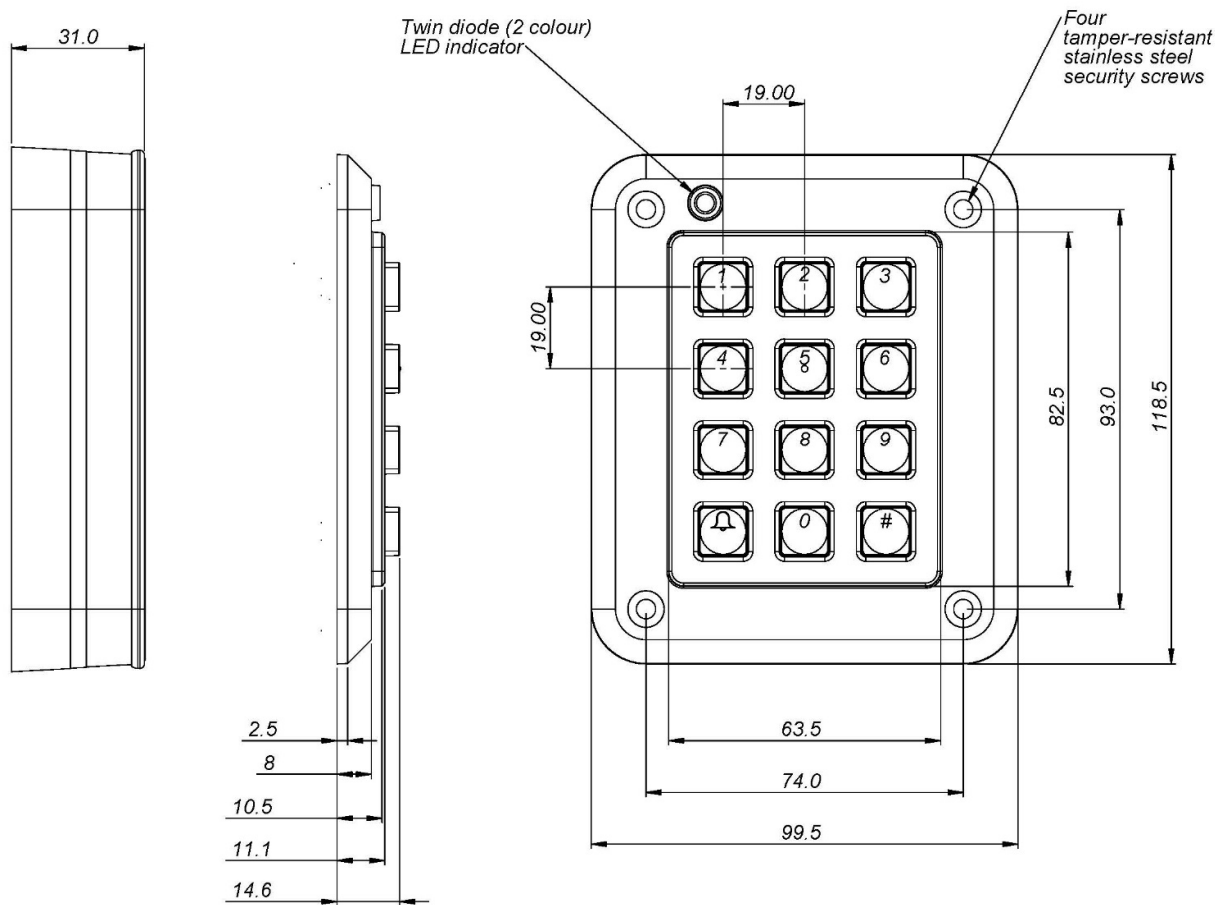
Installation

Fixing Instructions - DE1K, DE2K and DEPLX   (Please read carefully before attempting installation.)

Fit Rear Case to wall

1. Select a suitable location with a sound flat surface. Using the case as a template, mark the position of the four fixing holes (A) on the surface.
2. Drill and plug the fixing holes to suit fixing screws (B) as supplied.
3. Observe that the tamper switch is actuated by the post (E) on the rear case
4. Run the cable through the grommet.
5. Secure the case to the wall.

Fit Keypad

6. Fit the seal (C) to the case and make the electrical connections to the connector block,

7. Fix the keypad to the rear case using the security screws (D) as supplied

8. Check the installation to ensure the seal (C) is in place and compressed evenly around the perimeter of the case.
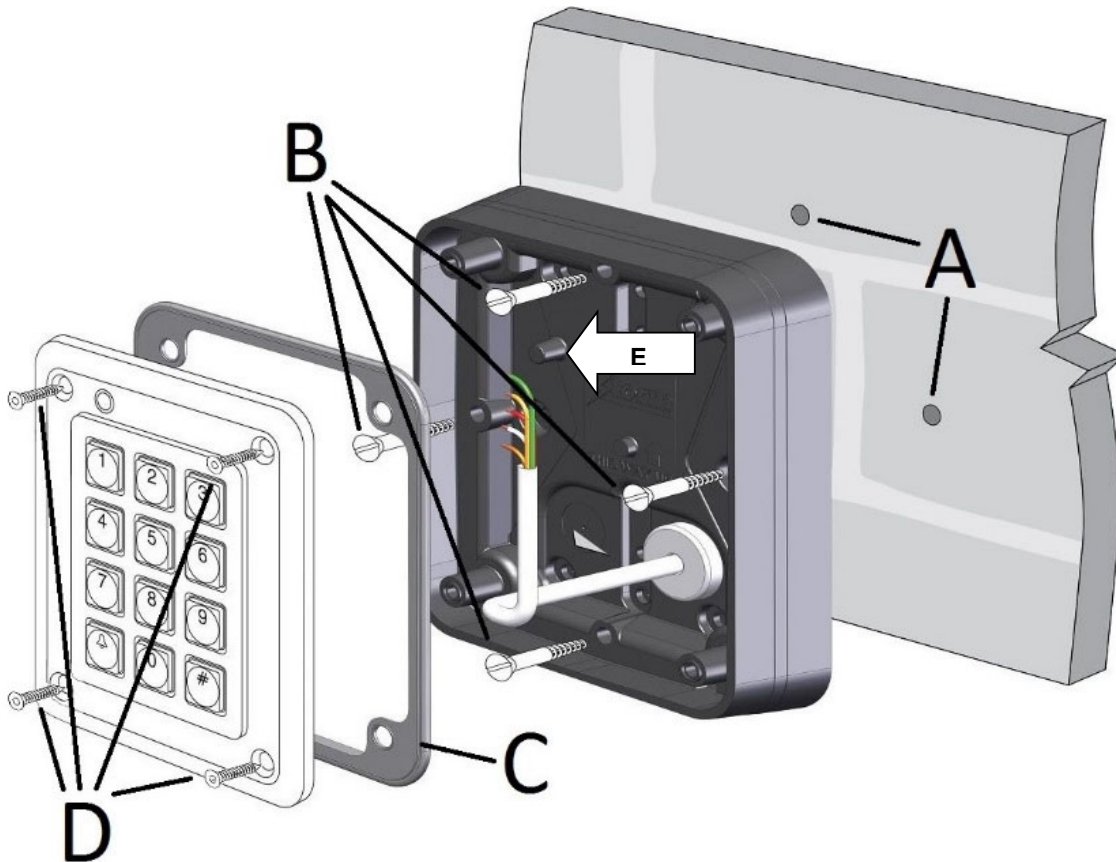
Installation

Fixing Instructions - DR2 and DR2i   (Please read carefully before attempting installation.)

Fit Rear Case to wall

1. Select a suitable location with a sound flat surface. Using the case as a template, mark the position of the four fixing holes (A) on the surface.
2. Drill and plug the fixing holes to suit fixing screws (B) as supplied.
3. Run the cable through the grommet.
4. Secure the case to the wall.

Fit Keypad

5. Fit the seal (C) to the case and make the electrical connections to the connector block,

6. Fix the keypad to the rear case using the security screws (D) as supplied

7. Check the installation to ensure the seal (C) is in place and compressed evenly around the perimeter of the case.
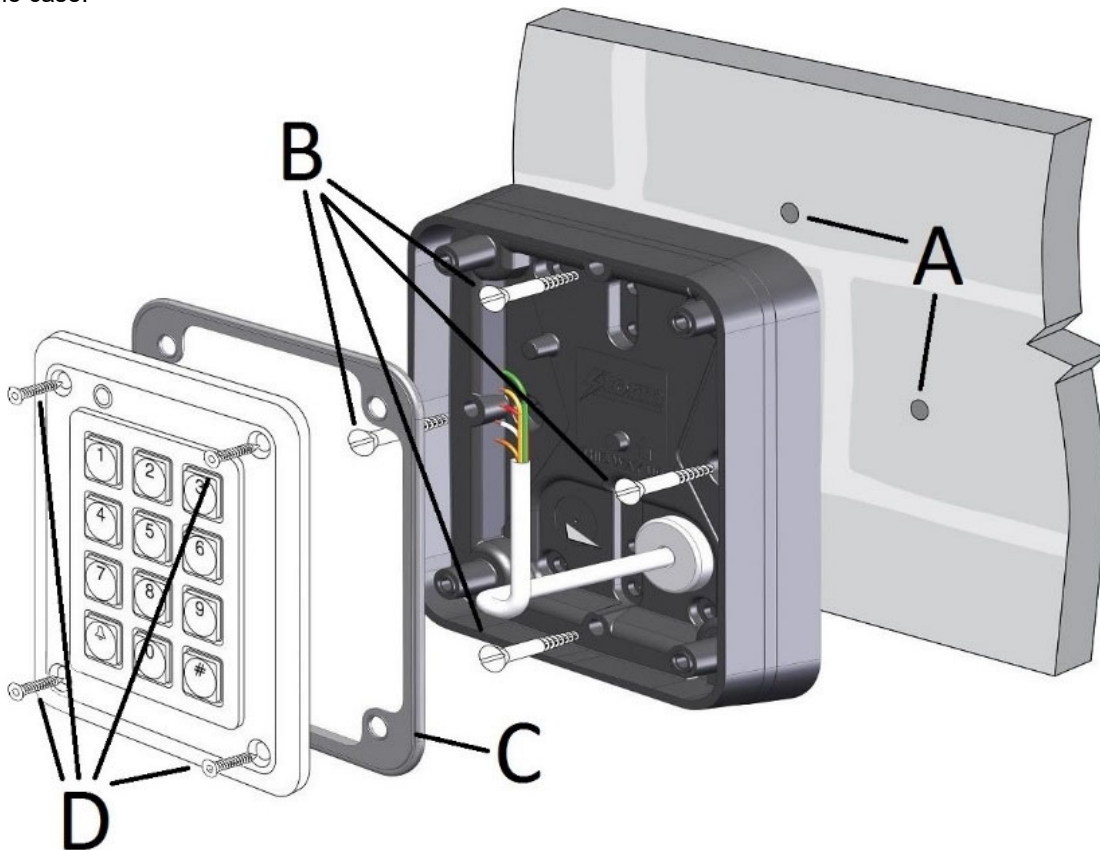
Wiring Connections – non illuminated versions
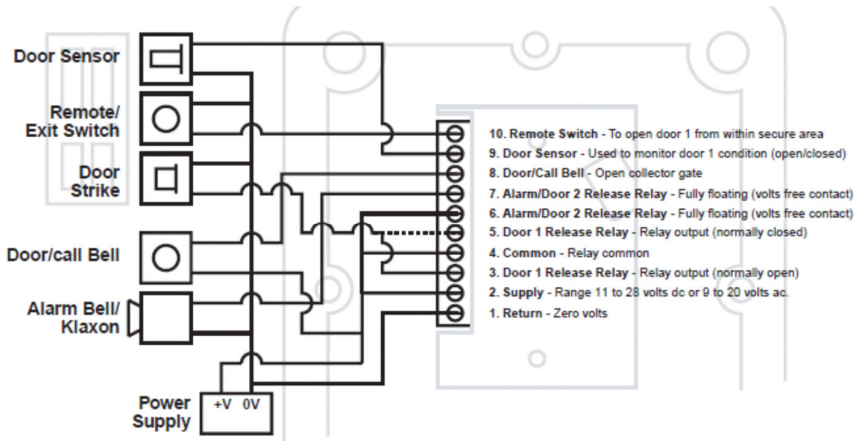
Note: When making connection to the door strike, select 'relay normally open' or 'relay normally closed' to suit the intended application and locking mechanism.

Note: To achieve maximum protection against EMC, RFI, or damage from Electro-static Discharge it is recommended that the keypad casing is earthed with a separate earth wire via the screw terminal attached to the metal shield on the rear face of the keypad. This terminal is identified by a ⏚ symbol. It is recommended that a regulated, fully isolated power supply is used to power the StrikeMaster keypad.

Wiring Connections – illuminated version
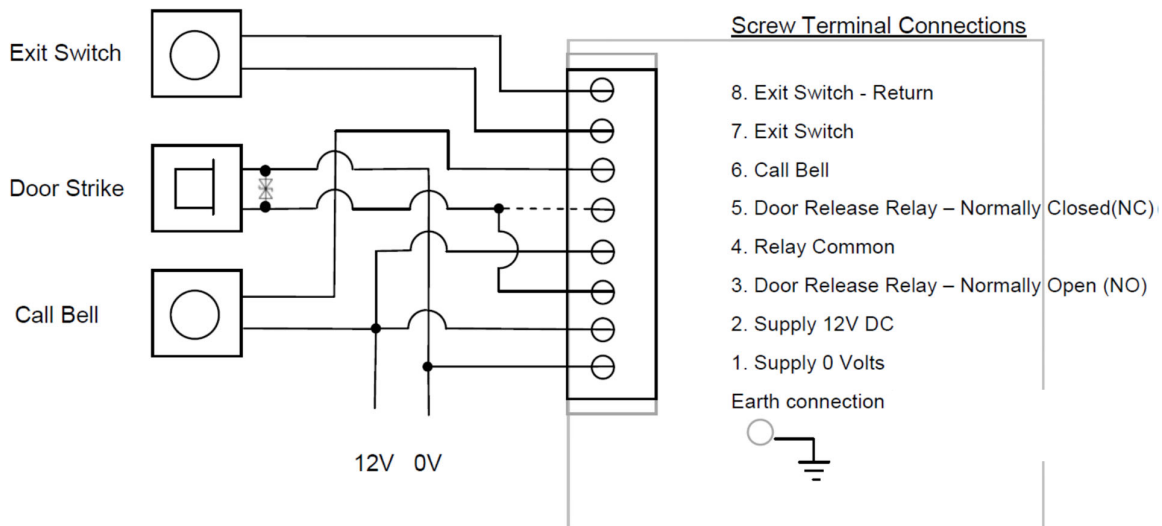
Operation and Basic Programming

Read this manual carefully before attempting to install, program or operate the STORM AXS Strike Master Keypad. After installation the Command Summary Chart at the back of this manual can be used as a quick reference to programming and operating command sequences.

Introduction and Factory Default Settings

Storm AXS Strike Master Keypads provide comprehensive access control for all outdoor and indoor locations. Door / system status is indicated by a high intensity LED light source and an audible sounder. Storm AXS Strike Master Keypads are specified to survive in different service environments, ranging from exposed unsupervised public locations to general service indoor applications. Keypads in the Storm AXS Strike Master range are dimensionally and electrically interchangeable. This allows users, entering codes at both outdoor or indoor access points, to establish and maintain familiarity with the keypad features.

Summary of Features

• Up to 50 user programmable entry codes
• Entry Code indexing system provides a directory of authorised code holders and permits secure allocation and re-allocation of entry codes
• 4, 5, or 6 digit entry codes
• One or two door control
• Anti-tamper alarm
• Entry code entered under duress alarm
• Hidden entry code feature
• Forced door alarm

• Timed strike or latching door operation
• Timed lock out for repeated invalid code input
• Remote exit switch facility
• Fail (open) Fail (closed) option
• All weather resistant
• Two protection levels
  – anti vandal keypad for unsupervised public, outdoor locations
  – robust keypad for regular outdoor / indoor locations

The STORM AXS Strike Master Keypad is supplied with the following factory configured defaults

FEATURE	FACTORY SET DEFAULT
'Engineer's' code	111111 (For security, change default engineer's code on installation)
Door 1 'Strike Time'	5 seconds (always resets to 5 sec on power up)
Door 2 'Strike Time'	5 seconds (always resets to 5 sec on power up)
Invalid code Penalty time	15 seconds
Relay 2 output	Set in 'Alarms Mode'
Relay 2 Configuration	Relay Output set 'normally open'
Door Sensor	Bridged. Remove wire bridge to enable this feature

Code Entry Mode

During everyday operation the keypad will be in code entry mode or 'logged off'. This is also the mode that the keypad is in when it is first powered up. When the keypad is in code entry mode the LED will light red to signify that the keypad is waiting for either an entry code or the engineer's code to be entered.

When entering a code, spurious digits may be entered before and after the valid code to help disguise it from onlookers or other surveilance (maximum 20 characters to be entered at any one time).

[Care should be taken not to activate the Operator Under Duress alarm by prefixing a valid entry code with the numbers 9 or 1. [see Activating the Operator Under Duress Alarm].

Entry codes should not begin with the numbers 9 or 1 as this can also lead to non intentional triggering of the Operator Under Duress Alarm. [see Adding and Removing Codes].

When a valid entry code has been entered the door strike will release for the period of the strike time [see Setting the Door Strike Time] or latch open, depending on what type of code was entered [see section Adding and Removing Codes].

The LED will light green to signify that the door lock is in a released (or open) condition.

Programming Mode

To enter programming mode it is required that the operator 'logs on' by entering the engineer's code.

When logging on, the engineer's code must be preceded by the # key. If the code is correct the LED will start flashing (red and green alternately) to signify that the operator has logged on and that the keypad is in programming mode ready to accept commands.

Once in programming mode the operator can set up the keypad. After each segment of a command sequence is entered the keypad will give a rising tone beep to indicate that it has accepted the data and is ready for the next segment of the command. If at any stage the keypad gives an error beep (decreasing pitch) then the data entered is invalid. The keypad will remain in programming mode but you must re-enter the whole of the command sequence within which the error beep occurred.

For security reasons it is essential that the default engineer's code is replaced with your own six digit code. Please ensure a record of the code is kept in a secure place.

The Strikemaster Keypad has a buzzer and LED to provide feedback to the user. On illuminated versions the LED is under the bottom right hand key on the keypad. These meanings are used throughout :-

Buzzer :	Single Beep	Occurs on each key press		
	Accept Beep	Input data has been accepted		rising tone
	Error Beep	Input data has not been accepted		decreasing tone
LED	Green	Unlocked		
	Red	Keypad is in Code Entry Mode, door is locked, active		
	Flashing	Keypad is in Programming Mode		
	Not illuminated	Keypad is powered down, inactive.		

Programming : Change or Reset the Engineers Code

If the Engineers Code is known then log on to enter Programming Mode, and enter 4 to select a new code.

Alternatively, if the engineer's code is not known, power down the keypad for a period of not less than three seconds. Power up the keypad and within a two minute period enter the Engineer reset code.
Do not enter any other digits before entering this code. The keypad's LED will then begin flashing to indicate that the keypad is in programming mode. Enter 4 to select a new engineer's code;

```
┌────────────────────────────────────────────────────────────────────┐
│                                                                      │
│  ┌──────────────────┐        ┌──────────────────────┐               │
│  │ If code is not    │        │       Enter          │               │
│  │     known         │◄───────│  Engineer's Code      │               │
│  │  'Power Down'     │        │  # ⊗⊗⊗⊗⊗⊗            │               │
│  │ then 'Power Up'   │        └──────────────────────┘               │
│  └──────────────────┘                                                │
│         │                                                            │
│         ▼                                                            │
│  ┌──────────────────┐                                                │
│  │     Enter         │                                                │
│  │      725          │                                                │
│  │   to log on       │                                                │
│  └──────────────────┘                                                │
│         │                                                            │
│         │                        ┌──────────────────────┐           │
│         └───────────────────────►│   To select new      │           │
│                                   │  Engineer's Code      │           │
│                                   │   Enter  ④           │           │
│                                   └──────────────────────┘           │
│                                          │                           │
│                                          ▼                           │
│                                   ┌──────────────────────┐           │
│                                   │   Enter  ⓪ ⓪        │           │
│                                   └──────────────────────┘           │
│                                          │                           │
│                                          ▼                           │
│                                   ┌──────────────────────┐           │
│                                   │  Enter new 6 digit   │           │
│                                   │  Engineers Code       │           │
│                                   │  ⊗⊗⊗⊗⊗⊗            │           │
│                                   └──────────────────────┘           │
│  ┌──────────────────┐                    │                           │
│  │   Start new       │      NO           ▼                           │
│  │ command sequence  │◄────────  ████████████████                    │
│  │ Enter ① to ⑧     │           █   LOG OFF?   █                    │
│  └──────────────────┘           ████████████████                    │
│                                          │                           │
│                                          │ YES                       │
│                                          ▼                           │
│                                   ┌──────────────────────┐           │
│                                   │   Enter  ⓪          │           │
│                                   └──────────────────────┘           │
│                                                                      │
└────────────────────────────────────────────────────────────────────┘
```
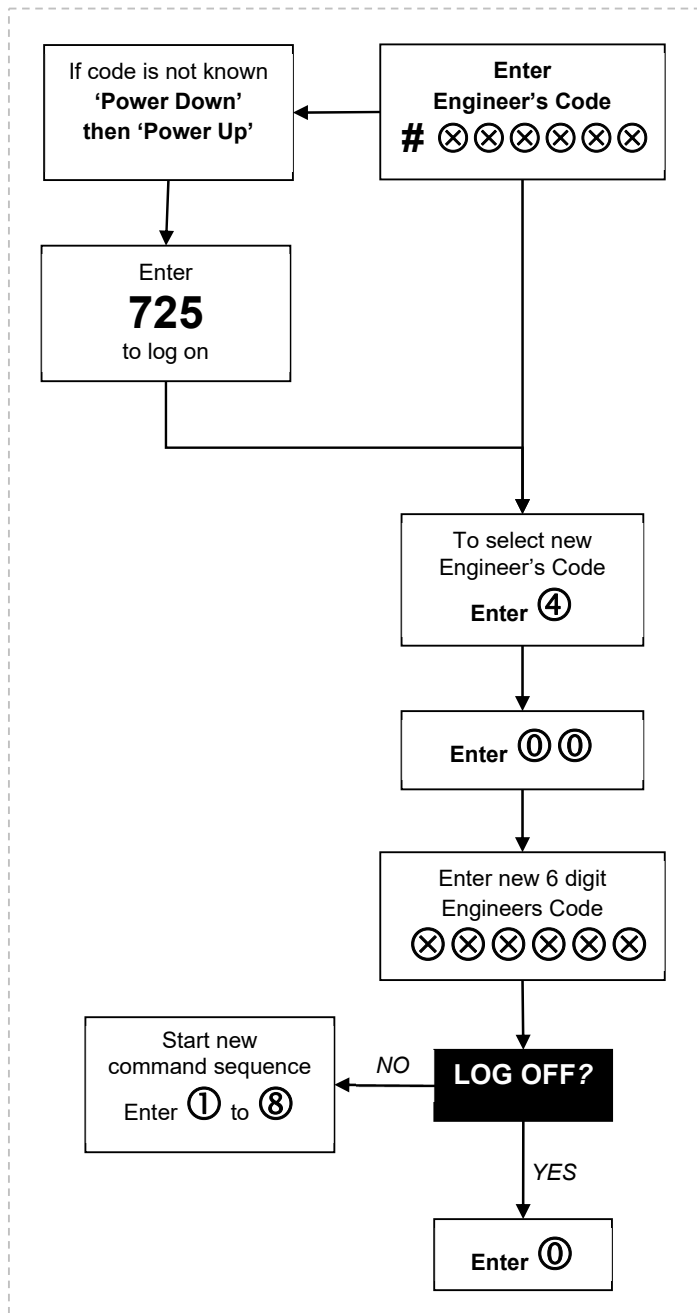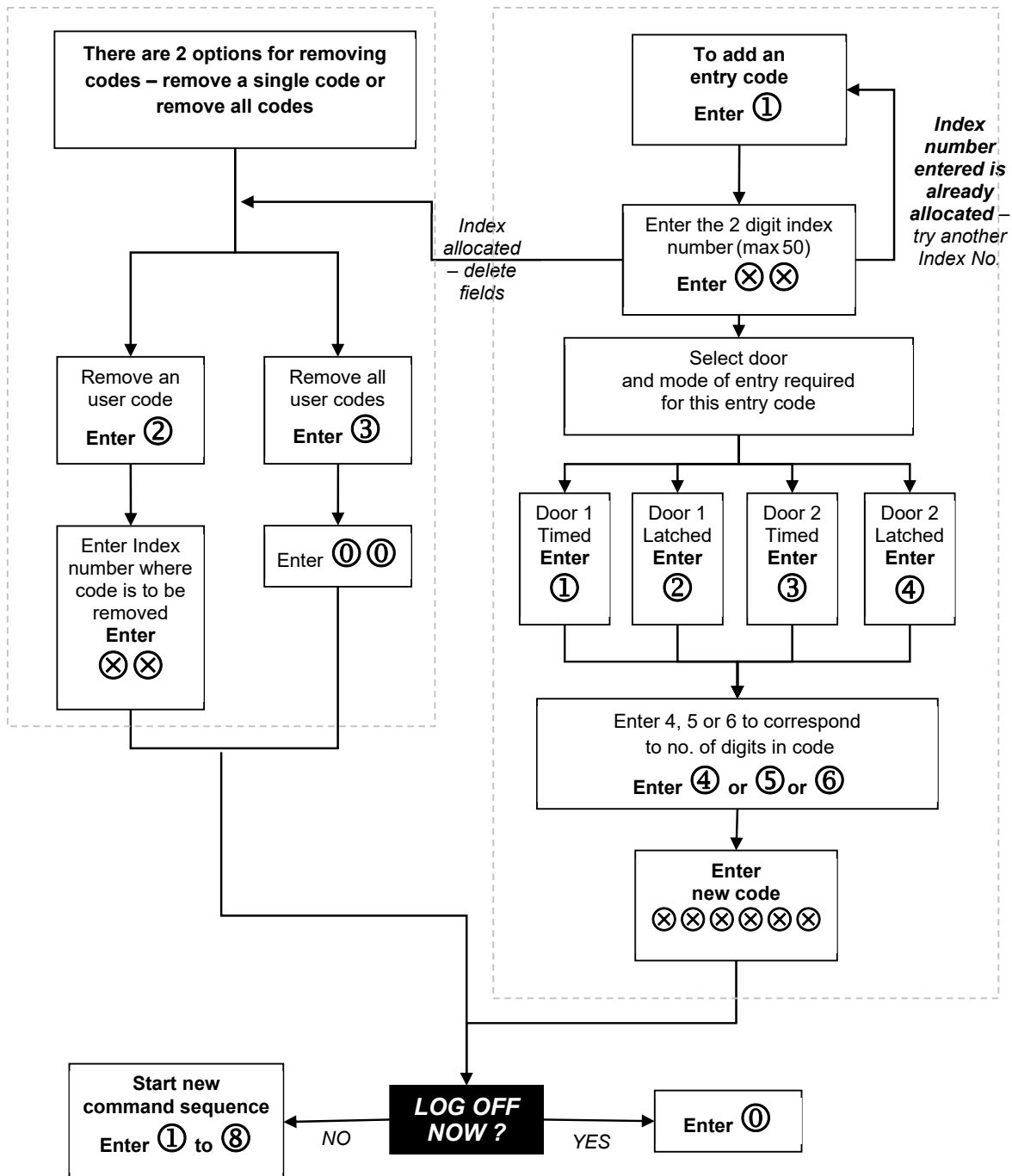
Programming : Adding and Removing User Codes

To add or remove entry codes : log on to enter Programming Mode, then follow the appropriate command sequence detailed on the following page.

a). Entry Codes should not start with numbers 9 or 1.

b). Each entry code recognised by the keypad is stored under a two digit reference known as the Code Index Number. The code index number allows an authorised holder of the engineer's code to remove entry codes by keying in the code index number without having knowledge of the actual entry code. It also means that a written record of valid code holders can be kept without recording the actual entry codes

c). Prior to operation of a second door, relay 2 must be set for door control see - Controlling a Second Door

Code Index Number	Users Name	Door 1 or 2	Latched or Timed	Code Index Number	Users Name	Door 1 or 2	Latched or Timed
00				25			
01				26			
02				27			
03				28			
04				29			
05				30			
06				31			
07				32			
08				33			
09				34			
10				35			
11				36			
12				37			
13				38			
14				39			
15				40			
16				41			
17				42			
18				43			
19				44			
20				45			
21				46			
22				47			
23				48			
24				49			

Programming : Adding and Removing Users Codes

There are 2 options for removing codes – remove a single code or remove all codes

To add an entry code
Enter ①

Index number entered is already allocated – try another Index No.

Enter the 2 digit index number (max 50)
Enter ⊗ ⊗

Index allocated – delete fields

Remove an user code **Enter** ②	Remove all user codes **Enter** ③

Enter Index number where code is to be removed **Enter** ⊗ ⊗

Enter ⓪ ⓪

Select door and mode of entry required for this entry code

Door 1 Timed **Enter** ①	Door 1 Latched **Enter** ②	Door 2 Timed **Enter** ③	Door 2 Latched **Enter** ④

Enter 4, 5 or 6 to correspond to no. of digits in code
Enter ④ **or** ⑤ **or** ⑥

Enter new code
⊗ ⊗ ⊗ ⊗ ⊗ ⊗

Start new command sequence Enter ① **to** ⑧

NO **LOG OFF NOW ?** *YES* **Enter** ⓪

Programming : Change the Door Strike Time

i) **Setting the Door 1 'Strike Time'**
The door strike time is the
number of seconds for which
the door lock remains released
(or open) when a valid entry
code is entered.

To set the Door 1
strike time, 'log on to Programming Mode',
then enter 5 to select the Door 1
Strike Time Set Up function.

Listen for the 'accept bleep'.

Then enter a two digit number
to set the duration of the strike
time in seconds (01-98).

Listen for the 'accept beep'.

NOTE: If the strike time is
required to be set to zero secs,
then you must enter '99'.
An entry of '00' will give you
a strike time of 1 second.

ii) **Setting the Door 2 'Strike Time'**

To set the Door 2
strike time, 'log on', then
enter 6 to select the Door 2
Strike Time Set Up function.
Listen for the 'accept bleep'.

Then enter a two digit number
to set the duration of the strike
time in seconds (01-98).

Listen for the 'accept beep'.

To re-allocate door strike times
when in Programming Mode.
(LED is ⊙ flashing)

Door 1

Enter ⑤

Door 2

Enter ⑥

Enter Strike Time in
seconds

Enter ⊗ ⊗

Start new
command sequence

Enter ① to ⑧

LOG OFF NOW ?

NO

YES

Enter ⓪

LED flashing ⊙ changes to ⊙ when you log off

Double click here   to hear the accept beep.

LED meaning

⊙   Red -   System locked

⊙   Green   User Code Accepted

⊙   Flashing   System in Programming Mode
       Green/Red
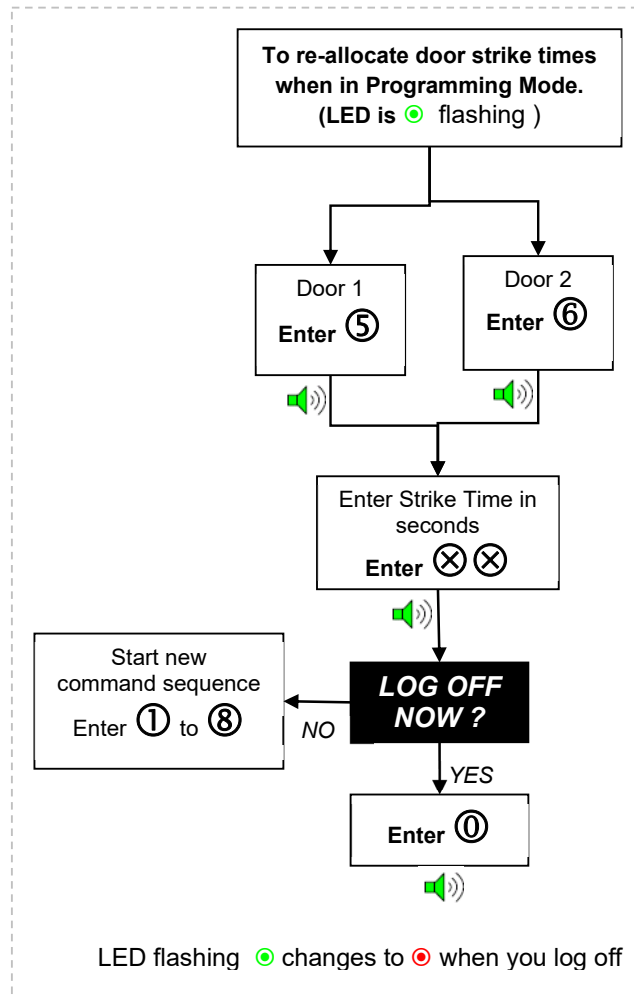
Programming : Set the Penalty Time for Invalid Code

When in Code Entry mode, if after twenty key presses a valid code has not been entered, the keypad will be disabled for a pre-set period of time. This feature is intended to deter any attempt to gain unauthorised access by guessing the format of a valid code.

To set the Invalid Code Penalty Time, 'log on to Programming Mode', then enter 7 to select the Invalid Code Penalty Time function.
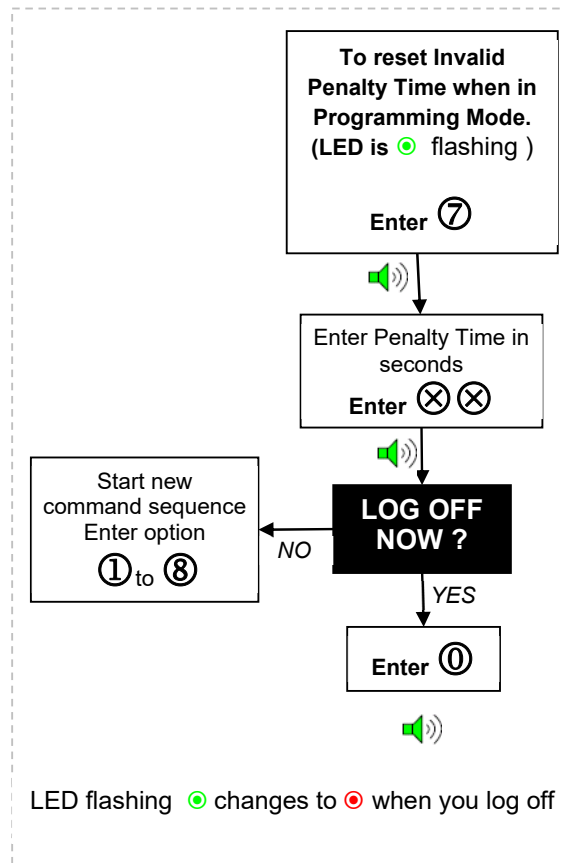
Listen for the 'accept bleep'. 🔊

Then enter a two-digit number to set the duration of the Penalty Time in seconds (01-99)

Listen for the 'accept bleep'. 🔊

Enter 0 to Log Off

Listen for the 'accept bleep' 🔊

To reset Invalid Penalty Time when in Programming Mode. (LED is ◉ flashing)

Enter ⑦

Enter Penalty Time in seconds
Enter ⊗ ⊗

Start new command sequence Enter option ① to ⑧

LOG OFF NOW ?

NO

YES

Enter ⓪

LED flashing ◉ changes to ◉ when you log off

Connecting a Exit Switch

Making a connection (via a suitable momentary contact switch) between connector terminals 10 and 1 (return) will release (or open) the door lock for a pre-set period of time (the door strike time). This feature can be used to provide a remote exit facility, allowing personnel to exit from a secure area by pressing a button located near or adjacent to the door (on the secure side only). [see sections vii) and viii) for information about setting the door strike time]. Please note the exit switch only controls relay 1. In 2 door operation the connection of an exit switch to control the second door is not possible.

Other Features (available only if 2 relays are fitted)

Connect an External Alarm

An alarm bell or klaxon can be activated via connector terminals 6 and 7. When the keypad enters an alarm state (door forced or operator under duress or anti-tamper), these two terminals will provide an alarm signal (2 Amps max. at 30 Volts DC). The alarm bell or klaxon should be connected as shown in Electrical & Data Connections. Please note that the alarm bell or klaxon is not powered from the keypad and so must have an independent power supply.

An alarm signal can be cancelled by keying in any valid entry code or the engineer's code. If the cause of the alarm can be rectified (i.e. The Anti-Tamper switch can be re-closed, or a 'forced door' can be closed), then keying in a valid 'Entry Code' will silence and reset the alarm.

If for any reason the cause of the alarm can not be rectified (e.g. The keypad has been forced away from the wall, or the door has been damaged and can not be closed), then the alarm can be silenced by keying in a valid 'Entry Code' twice (2 times). When the alarms have been silenced in this way, the keypad must be isolated from the power for a minimum of 3 seconds to reset the alarm feature.

Note if the alarm function is used to indicate operator under duress then the alarm should be discreet, i.e., situated in a remote location beyond the audible or visual range of an attacker or intruder. The alarm feature can be used to interface with a centralised alarm system or to trigger a synthesised or pre-recorded auto dial telephone message to a chosen monitoring station.

Alternatively, terminals (6 and 7) can be used to control a second door.

Control a Second Door

(one keypad controls access through two doors)

Connector terminals 6 and 7 can be used as a relay output to control a second door. When the keypad is used for second door control the Alarms feature will be disabled.

To configure the keypad for second door control, 'log on to Programming Mode', then enter 8 to select Relay 2 Set Function.

Listen for the 'accept bleep'.

Then enter 1 to configure the relay for second door control, or enter 0 to re-configure the relay as an alarm output.

Listen for the 'accept bleep'.
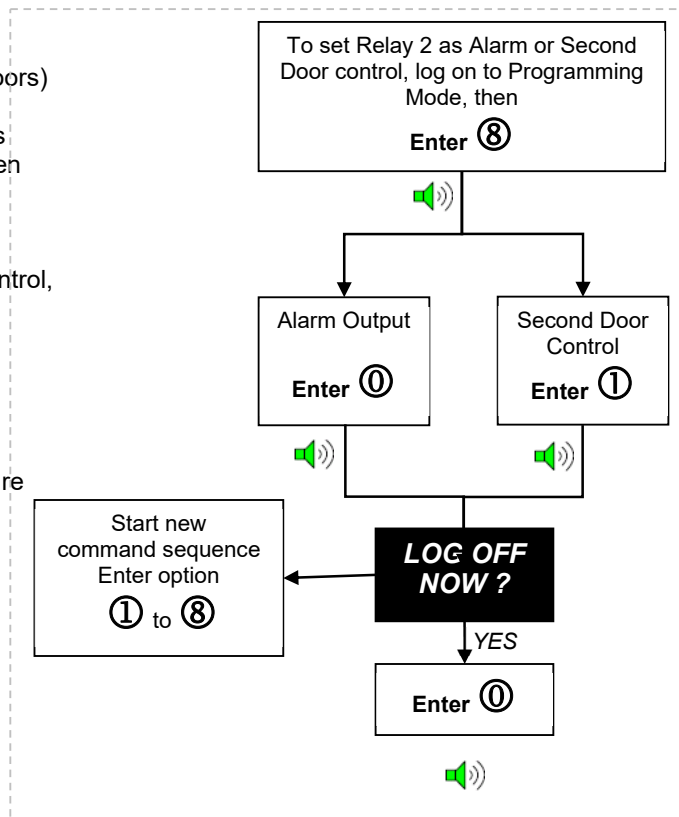
Other Features (available only if 2 relays are fitted)

Enable Door Monitoring (Door 1 only)

In its factory fitted format, the door sensor is disabled. This is because the hard wire bridge is connected between terminals 9 and 1 (0V Return and the Door Sensor).

This disables the door forced alarm feature. To utilise the door sensor, remove the hard wire bridge and connect the door sensor to terminals 1 and 9.

Activating the 'Operator Under Duress' Alarm

The Operator Under Duress Alarm can be activated at any time by prefixing a valid entry code with the numbers 9 1. Note: if there is any possibility that this feature will be used, any visible or audible alarm indicators must be located out of audible and visual range of any attacker or intruder.

F.A.Q's

1/ The door is locked when it should be open and open when it should be locked.
2/ The Keypad appears to have lost it's entry codes
3/ How do I add and delete codes ?
4/. What power supply do I need for a Strikemaster?
5/ I want to fit a separate door bell.
6/ I want to disable the alarm and open the door with a single code can I do this?
7/ There is a continuous clicking noise.
8/ The door opens for too long.
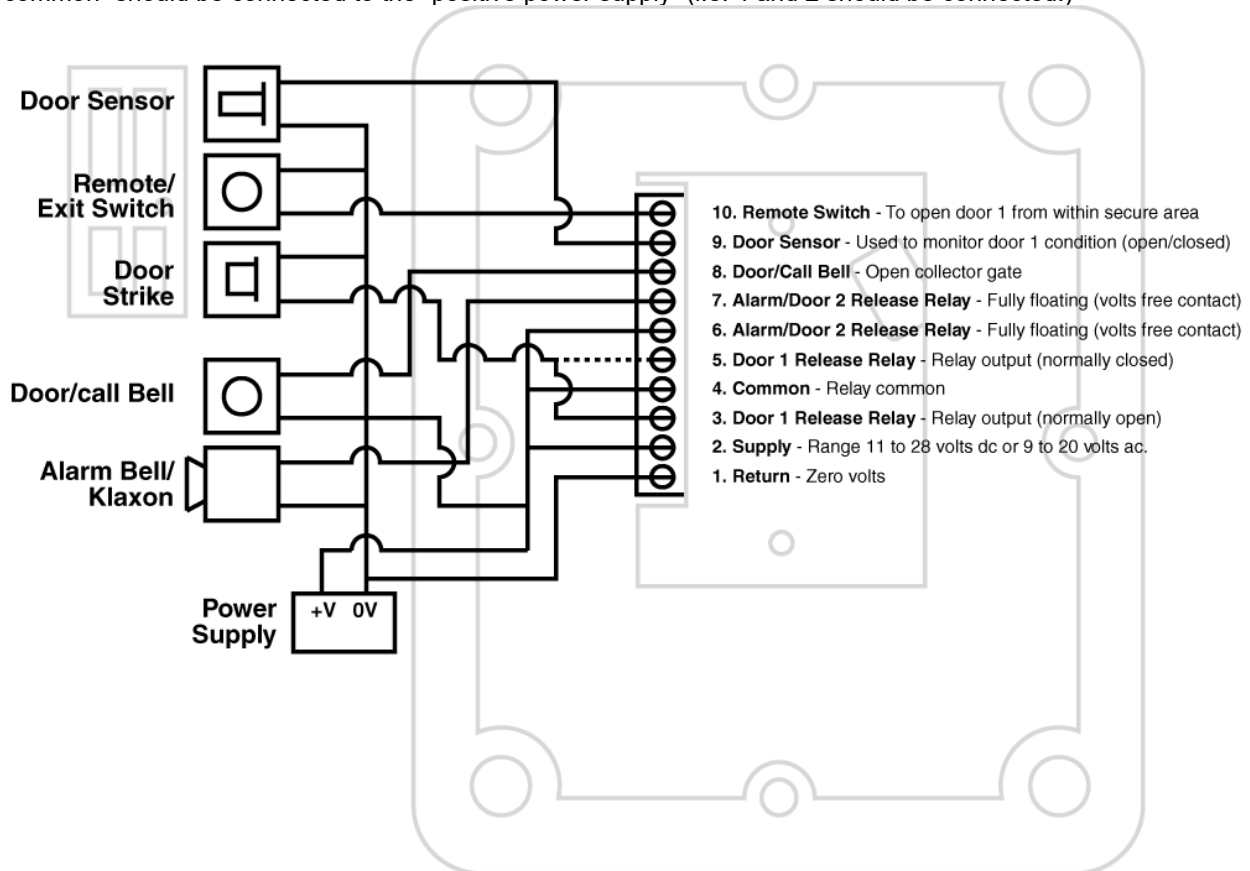9/ What are the door release relays rated at ?

1/ The door is locked when it should be open and open when it should be locked.

Check the type of lock that is installed. Does it require power to open it or power to lock it? This will determine which keypad terminals should be connected.

If the lock requires power to open it then the lock should be connected to "zero volts" and "relay 1 Normally open" (Terminals 1 and 3)

If the lock requires power to lock it, i.e. a Magnetic Lock, it should be connected to the "zero volts" and "relay 1 Normally closed" (Terminals 1 and 5).

In both the above cases it is assumed that power is being switched through the relay in which case the "relay common" should be connected to the "positive power supply" (i.e. 4 and 2 should be connected.)

10. **Remote Switch** - To open door 1 from within secure area
9. **Door Sensor** - Used to monitor door 1 condition (open/closed)
8. **Door/Call Bell** - Open collector gate
7. **Alarm/Door 2 Release Relay** - Fully floating (volts free contact)
6. **Alarm/Door 2 Release Relay** - Fully floating (volts free contact)
5. **Door 1 Release Relay** - Relay output (normally closed)
4. **Common** - Relay common
3. **Door 1 Release Relay** - Relay output (normally open)
2. **Supply** - Range 11 to 28 volts dc or 9 to 20 volts ac.
1. **Return** - Zero volts

2/ The Keypad appears to be have lost its entry codes

The STORM AXS StrikeMaster keypad stores all programmable options in a non-volatile memory location. This means that all codes and settings programmed into the keypad will be saved even if the power supply is switched off or there is a power cut.

In certain installations it may appear that the entry codes have been erased, however, it is not the case. This can occur as a result of electrical noise from a peripheral device (i.e. a noisy electric strike or magnetic lock). In a very few cases external interference, such as short term interruption to the power supply, could cause some electronic components to re-set whilst others are still active.

The result is a semi active keypad that does not perform correctly in that the strike time has re-set to zero seconds and you might assume that the entry code has been erased.

A time of 01 second to 99 seconds can be programmed.

If the above situation is suspected the following routine should be carried out:-

1. *Check that all connections to the keypad, power supply and locking device are still secure. Ensure that the suppresser (Metal Oxide Varistor "MOV") is connected across the lock terminals. Ideally this should be located as close to the lock as possible.*

2. *Reset a workable strike time as follows:*

Log in by entering the known Engineers Code		*#XXXXXX*
Select door 1 or door 2 by entering -		*5 Door 1*
		6 Door 2
Enter the required 2 digit Strike Time -	*eg*	*05 (5seconds)*
Log off by entering -		*0*

Note: If after this process the Strikemaster is powered down the Strike Time will automatically reset to 5 seconds.

3/. How do I add and delete codes?

To add use Option 1 (to add a code)

Log in by entering the known Engineers Code		*#XXXXXX*
Press 1 to add a code		*1*
Enter the index number where the code is to be	*e.g.*	*12*
Choose e.g Door 1 Timed		*1*
Select the number of digits that will be in the code	*e.g.*	*4*
Type in the new code	*e.g.*	*1234*
Log off by entering		*0*

To delete use Option 2 (to delete a code) in Programming Mode - *see Programming Flowchart on the last page*

4/. What power supply do I need for a Strikemaster?

StrikeMaster power supply (11v-28v DC or 9 – 20V AC) recommended minimum 12v dc 500mA, preferable 12v dc 640mA. Available from haredata.co.uk

The illuminated product requires 12V DC 250mA supply only. (Does not work from AC supply)

5/ Fitting a door bell

The STORM AXS Strikemaster Keypad will support a door / call bell. This can be activated by the bottom left key on the Strikemaster keypad, there is no need to supply and fit a separate bell push button.

The bell connection terminal (No 8) is an open collector gate. The bell should be connected to the Strikemaster keypad via a relay. The coil on the relay should be connected to the positive supply connection terminal (No 2) and the bell connection terminal (No 8). **Note on illuminated version the bell connection is No. 6**

When the bell key is pressed a transistor linked to terminal 8 will be driven low. This will allow current from the supply to be drawn across the relay's coil which in turn will close the relay in the same way as a conventional bell push will operate.
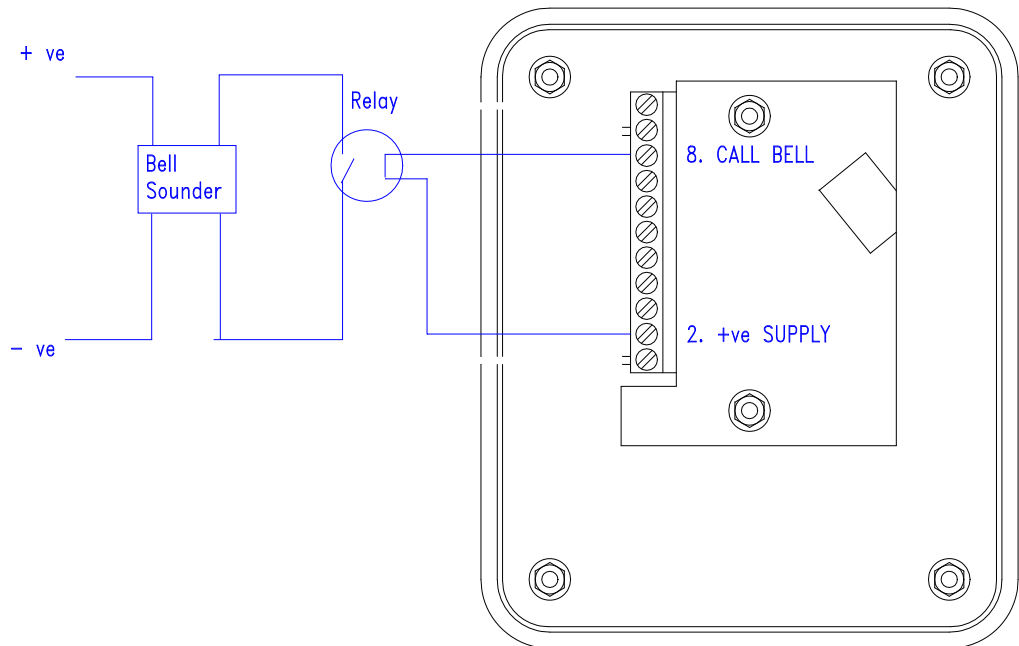
Use a latching relay rated to operate at 60mA, up to 12V dc.

6/ I want to both disable the alarm and open the door with a single code can I do this?

Some applications, such as overnight deliveries to retail establishments, may require the delivery driver to enter a code that not only allows access to the building but also disables the Alarms that are usually set during the hours that the shop is closed. The design of the StrikeMaster keypad does not allow the same entry code to be programmed into door 1 and door 2; (door 1 operation will take priority and door 2 operation will be ignored.) It is, however, still possible to achieve a solution using the StrikeMaster keypad.

Allocate the driver with an 8 digit number, made up of 2 individual 4 digit entry codes. The first four digits of the entry code should be programmed as a "Latched" code. The second four digits should be programmed as a "Timed" code. So when the 8 digit entry code is entered the first 4 digits can disable the alarms and the second four digits open the door. It will be necessary for the driver to re-enter the 8 digit code after the delivery is complete to re-set the alarms.

The exact configuration will differ between installations. A typical installation may be as follows:-

First 4 digits of entry code are programmed as "door 1" "latched" with relay 1 connected at the normally closed output. The second 4 digits of the entry code are programmed as "door 2" "timed".

So when the 8 digit entry code is entered the first 4 digits will cause relay 1 connections to change to open circuit, this could be used to switch off the alarms. The second 4 digits will then open the door.

Please note. This configuration may not be suited for applications where the driver may have to enter the door on more that one occasion. This is because the alarms will toggle on and off each time the 8 digit entry code is pressed, so there is a danger that either the driver inadvertently sets the alarm whilst in the building or leaves the building without the alarms set. In such a case it may be better to set the second 4 digits to latched.

In any configuration the driver should have clear instructions to enter the full 8 digit entry code on entering and leaving the building.

For additional security a longer entry code could be allocated i.e two individual 5 or 6 digit entry codes resulting in a 10 or 12 digit entry code for the driver.

7/ There is a continuous clicking noise.

Relay 2 can be configured for alarms output or for second door control. The factory setting for relay 2 is "Alarms".
The clicking noise comes from the relay activating the anti-tamper alarm, this is probably because the anti tamper plate has not been installed. The quickest way to stop this clicking is to re-set relay 2 to second door control.
Use Option 8 in Programming Mode.
If, however, the alarms feature of the keypad is required, the anti tamper plate should be fitted as shown in the installation manual.

8/ The door opens for too long.

If after entering your entry code, the door opens but stays open it is likely that the strike (opening) time has been set too long or the entry code has been programmed as a latching code. To change the strike time use Option 5 (Door 1) or Option 6 (Door 2) in Programming Mode

9/ What are the door release relays rated at ?

The relays are rated at 30V DC 1A .

Storm Interface

To Enter Programming Mode press # then the Engineer Code

⊗⊗⊗⊗⊗⊗

④ Change the Engineer Code

② Remove a code
③ Remove all codes

① Adding a code

⑤ Door 1 Strike Time
⑥ Door 2 Strike Time

⑦ Reset Penalty Time

⑧ Enable Alarm or Second Door

To select new Engineer's Code
Enter ④

Enter ⓪⓪

Enter new 6 digit Engineers Code
⊗⊗⊗⊗⊗⊗

There are 2 options for removing codes – remove a single code or remove all codes

Remove a user code
Enter ②

Remove all user codes
Enter ③

Enter Index number where code is to be removed
Enter ⊗⊗

Enter ⓪⓪

To add an entry code
Enter ①

Enter the 2 digit index number (max 50)
Enter ⊗⊗

Index allocated – try another Index No.

Index allocated – delete fields

Select door and mode of entry required for this entry code

Door 1 Timed **Enter** ①

Door 1 Latched **Enter** ②

Door 2 Timed **Enter** ③

Door 2 Latched **Enter** ④

Enter 4, 5 or 6 to correspond to no. of digits in code
Enter ④ or ⑤ or ⑥

Enter new code
⊗⊗⊗⊗⊗⊗

To set *door strike times*

Door 1 **Enter** ⑤

Door 2 **Enter** ⑥

Enter Strike Time in seconds
Enter ⊗⊗

To reset **Invalid Penalty Time**
Enter ⑦

Enter Penalty Time in seconds
Enter ⊗⊗

To select Alarm or Second Door option
Enter ⑧

Alarm **Enter** ⓪

Second Door Control **Enter** ①

Start new command sequence
Choose Option ① to ⑧

System remains in Programming Mode

NO

LOG OFF NOW ?

YES

Enter ⓪

System is now in Normal Operation Mode

Programming – Quick Reference

Storm Interface — SET DOOR 1 STRIKE TIME

Log On to Programming Mode before you start :-

Press # then the Engineer Code xxxxxx

To set door 1 Strike Time	Press 5
Then enter Strike Time (00 - 98)	Press xx
Then Logout	Press 0

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Storm Interface — REMOVE ALL USER CODES

Log On to Programming Mode before you start :-

Press # then the Engineer Code xxxxxx

To remove all User Codes	Press 3
Then confirm 'delete all codes'	Press 0 0
Then Logout	Press 0

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Storm Interface — ADD USER CODE

Log On to Programming Mode before you start :-

Press # then the Engineer Code xxxxxx

To add a User Code	Press 1
Then select the Index number (00 - 49) and write it in the log	Press x x
Then select the Entry Mode	Press x

Entry Modes are
Door 1 Timed   1
Door 1 Latched   2
Door 2 Timed   3
Door 2 Latched   4

Then say how many digits (code has 4 or 5 or 6 digits)	Press 4
Then enter the new user code	Press xxxx
Then Logout	Press 0

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Storm Interface — RECOVER LOST ENGINEER CODE

Power down the keypad, then power up.

Recovery mode	Press 725
Enter new Engineer Code	Press 4
	Press 00
Enter the new code	Press xxxxxx
Then Logout	Press 0

! ! Make a note of the new code before you leave site

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Storm Interface — CHANGE ENGINEER CODE

Log On to Programming Mode before you start :-

Press # then the Engineer Code xxxxxx

To change the Engineer Code	Press 4
Then confirm change code	Press 0 0
Then enter new engineer code (6 digits)	Press xxxxxx
Then Logout	Press 0

! ! Make a note of the new code before you leave site

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Storm Interface — REMOVE USER CODE

Log On to Programming Mode before you start :-

Press # then the Engineer Code xxxxxx

To remove a User Code	Press 2
Then select the Index number (00 - 49)	Press x x
Then Logout	Press 0

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