MILLENNIUM
ACCESS CONTROLS

MODEL 950/951

Wired/Wireless Keypad

INSTRUCTION MANUAL

SAFETY PRECAUTIONS

IMPORTANT—READ CAREFULLY BEFORE BEGINNING INSTALATION

- Read this instruction manual completely prior to installation.

- Installation should be performed by a professional installer.

- If welding is required, it should be performed by a qualified welder.

- Should electricity be required, use a certified electrician.

- Use UL Listed wiring with an insulation rating of at least 600 volts.

- Avoid splices in wiring. Solder and seal any splices in watertight junction box.

- Always disconnect power before servicing the unit.

- Be sure that all wiring to the unit is designed for direct underground burial.

- Do not run power wiring greater than 200 feet.

- Do not use onboard keypad power supply for anything other than the supplied transmitter. Locks, Loops, Strikes, and other devices must have their own power supply, or must use the power supply of the gate operator or garage door operator.

- Do not position this keypad within 5 feet of any moving parts of a vehicular gate operator. The user of the keypad should never be in an area that allows a vehicular gate operator to come in contact with the user while the keypad is being operated.

HINTS

1. Programming and set-up of the 950/951 keypad is accomplished via the keypad face and through the dip-switches located on the keypad circuit board.
   Refer to page 6 for a description/explanation on programming through the keypad face.
   Refer to page 7 for a description/explanation on dip-switch settings.
2. The 950/951 keypad provides both audio tones and led indicators during programming and normal use.
   Refer to page 5 for a description/explanation of these tones and indicators.

'*' & '#' Keys

'*' key is used to clear entries in progress.
'#' key is used as 'Enter' key function and to Exit Programming Mode

PARTS IDENTIFICATION

Model 950/951 Keypad

Steel Mounting Plate
(optional)

Keys
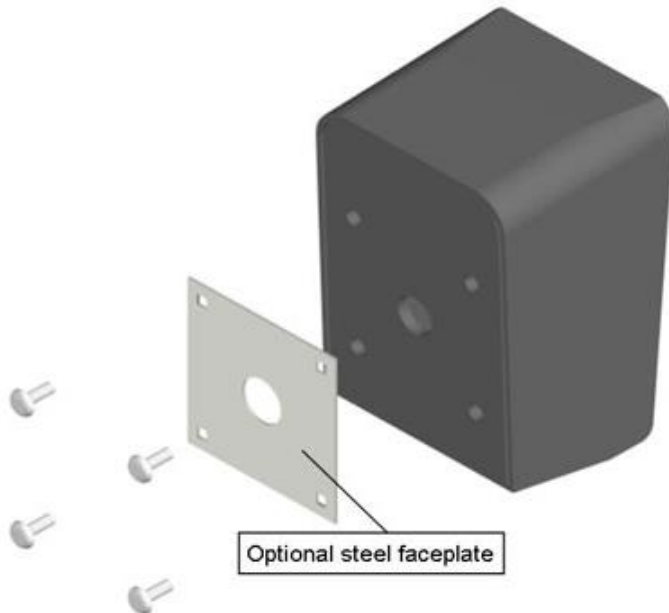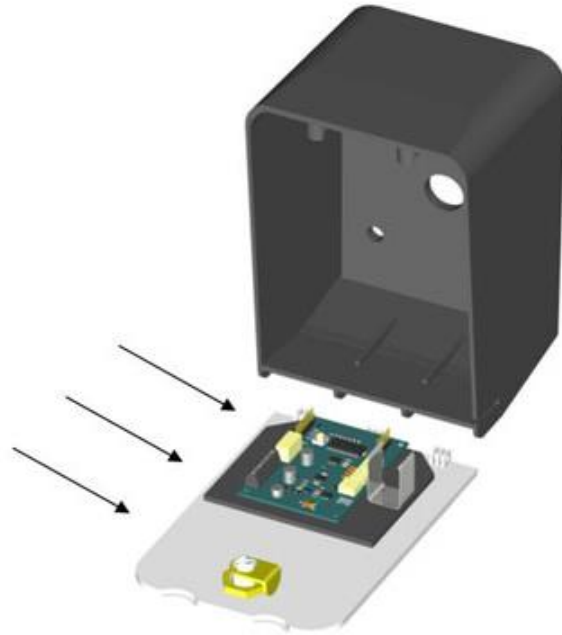(2 Included with each keypad)

Hardware Kit

9 Volt Battery
(Included with Wireless Model only)

MOUNTING INFORMATION

Keypad door and circuit board can be re-
moved from the housing. To remove, make
sure that door is completely open and slide
it to the right while pulling away from the
control box.
Please remember to remove the door while
mounting the control box so that the circuit
board is always protected.

The keypad can be mounted to any
standard gooseneck stand using the
enclosed carriage bolts. If you have a
non-standard gooseneck mounting pat-
tern, you can use the optional enclosed
steel faceplate to modify for a correct
fit. The faceplate can also be used to
manufacture a custom gooseneck
stand.

Optional steel faceplate

PROGRAMMING SUB-MODES

Access Code Entry—Sub-Mode 1
Sub-Mode 1 is for entering new access codes. The Model 950 keypad will hold 1000 4 digit codes.
4 digit code range is '0001' to '9991'

Access Code Removal—Sub-Mode 2
Sub-Mode 2 is used to delete individual 4 digit access codes from the keypad memory.

Flash Code Entry—Sub-Mode 3
Sub-Mode 3 is used to enter a Flash Code into the keypad memory. The Flash Code will be deleted from the keypad memory after it is used once. The purpose of a Flash Code is so that the homeowner can enter a 1 time use code that will give a delivery or maintenance person access to the property. If the delivery/maintenance person returns at a later time without homeowner approval, the code will already have been removed and access will be denied.

Latch Code Entry—Sub-Mode 4
Sub-Mode 4 is used for entering a single Latch Code into the keypad memory. The Latch Code can be entered by the homeowner to hold the gate open. The gate will remain open until the Latch Code is re-entered. The Latch Code is primarily used when a large number of vehicles need access to the property in a short amount of time. The homeowner can give guests access without giving away access codes. The red and green LED's on the front of the keypad will flash while the keypad is in Latch Mode. **Latch Code is not used with the Model 951 wireless keypad.**

Relay Output Time—Sub-Mode 5
The Relay Output Time is adjustable from ½ to 60 seconds. The Relay Output Time is used to increase the time that the relay makes contact. This is useful when using the keypad with door strikes, etc.

Change Master Code—Sub-Mode 7
By entering the current Master Code and accessing Sub-Mode 7, you can change the master code. Refer to page 6 to see how to reset the Master Code if the current master code is lost or forgotten.

Clear All Access, Latch and Flash Codes—Sub-Mode 8
All of the codes that are used to gain access to the property can be erased at one time by using Sub-Mode 8. Note: Removal of codes can not be undone.

Once you have entered Programming Mode, you can access any of the Sub-Modes listed above by entering the Sub-Mode Number followed by the # key. *******

KEYPAD PROGRAMMING & USE RESPONSE

Positive Feedback—Keypad will beep three times and the green led will flash five times.
◀ ◀ ◀   ●●●●●

NegativeFeedback—Keypad will beep ten times and the red led will flash five times.
◀ ◀ ◀ ◀ ◀ ◀ ◀ ◀ ◀ ◀   ●●●●●

Programming Feedback—Keypad will beep once every three seconds.
◀   ◀   ◀

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Model 950/951 Keypad Programming Manual

The very first time that you apply power to the keypad, you will hear a series of beeps followed by a regular repeating beep (1 beep at 3 second intervals) that lets you know you are in programming mode.
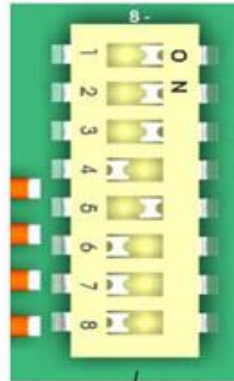
Enter a 4 digit **Master Code** that only you will use for programming purposes. Write Master Code here _____

You can now add up to 1000 access codes as well as a flash code (for use only once) and a latch code to hold open the gate.

Example - Master Code 2580   beep - ◄   accepted ● (green)   rejected ● (red)

To add Access Code 1934

Master Code	Sub Mode	Access Code	Exit
2 5 8 0 ◄◄◄	1 # ◄◄◄	1 9 3 4 ◄◄◄	# ◄◄◄◄◄◄◄◄

To add Access Codes 2413, 8888, and 9743
(you may add up to 1000 different codes)

Master Code	Sub Mode	Access Code	Exit
2 5 8 0 ◄◄◄	1 # ◄◄◄	2 4 1 3 ◄◄◄	
		8 8 8 8 ◄◄◄	
		9 7 4 3 ◄◄◄	# ◄◄◄◄◄◄◄◄

To remove Access Code 1934

Master Code	Sub Mode	Access Code	Exit
2 5 8 0 ◄◄◄	2 # ◄◄◄	1 9 3 4 ◄◄◄	# ◄◄◄◄◄◄◄◄

To add Flash Code 4437
(for one use only)

Master Code	Sub Mode	Flash Code	
2 5 8 0 ◄◄◄	3 # ◄◄◄	4 4 3 7 ◄◄◄	◄◄◄◄◄◄◄◄

To add Latch Code 5501

Master Code	Sub Mode	Latch Code	
2 5 8 0 ◄◄◄	4 # ◄◄◄	5 5 0 1 ◄◄◄	◄◄◄◄◄◄◄◄

To set relay output time 15 seconds *(1/2 - 60 seconds)*

Master Code	Sub Mode	# Seconds	
2 5 8 0 ◄◄◄	5 # ◄◄◄	1 5 # ◄◄◄	◄◄◄◄◄◄◄◄

To set relay output time 1/2 second

Master Code	Sub Mode	# Seconds	
2 5 8 0 ◄◄◄	5 # ◄◄◄	0 # ◄◄◄	◄◄◄◄◄◄◄◄

To change Master Code from 2580 to 1234

Master Code	Sub Mode	New Master Code	Exit
2 5 8 0 ◄◄◄	7 # ◄◄◄	1 2 3 4 ◄◄◄	# ◄◄◄◄◄◄◄◄

To clear all Access, Flash, and Latch codes

Master Code	Sub Mode		
2 5 8 0 ◄◄◄	8 # ◄◄◄	◄◄◄	◄◄◄◄◄◄◄◄

CIRCUIT BOARD INFORMATION

1 Sound - OFF/ON
2 LEDs - OFF/ON
3 Light - OFF/ON

5 Three strikes your out - OFF/ON
6 Wireless Mode - OFF/ON
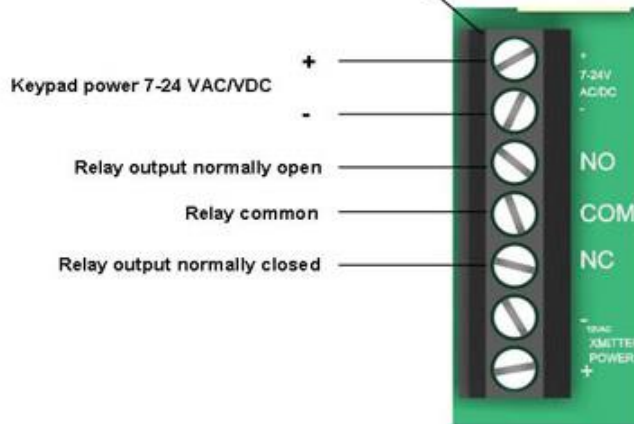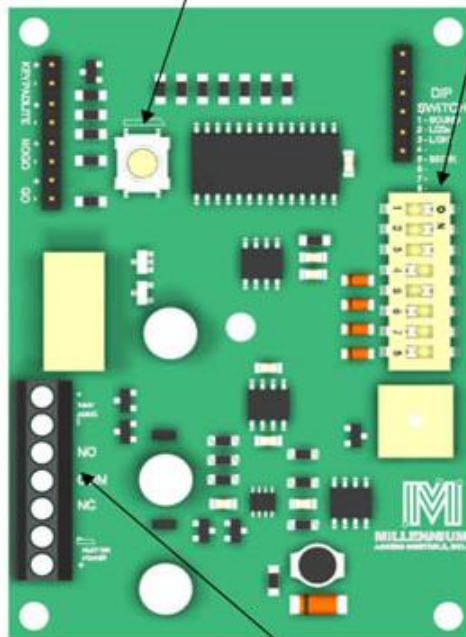
Master Reset - Clears Master Code. Remove battery for 30 seconds, hold push button down while reconnecting battery. New master code may now be programmed.

(Three Strikes Your Out is used to prevent someone from trying to guess a correct user code. When three incorrect codes are entered in a row, the keypad will automatically shut down for 3 minutes.)

Keypad power 7-24 VAC/VDC

Relay output normally open — NO

Relay common — COM

Relay output normally closed — NC

LIMITED TWO-YEAR WARRANTY

Millennium Access Controls manufactured products are warranted against defects for a period of 24 months from the date of purchase, providing recommended installation procedures are followed. This warranty is in lieu of all other warranties expressed or implied (some states do not allow limitations on how long an implied warranty lasts, so this limitation may not apply to you) and shall be considered void if damage was due to improper installation or use, connection to improper power source, or if damage was caused by fire, flood, or lightning. The manufacturer will not be responsible for any labor charges incurred in the removal or replacement of defective parts.

In case of failure due to defective material or workmanship during the warranty period, the defective part will be repaired or replaced at the manufacturer's option at no charge if returned freight prepaid. New or factory rebuilt replacements may be used. Replacement parts are warranted for the remaining portion of the original warranty period. The manufacturer will pay standard ground freight on the return of repaired or replaced items in warranty.