



**Models CM-826M, CM-826S, CM-834**

**With Separate Controller**

<u>WIRING</u>	<u>DESCRIPTION</u>
1	Common
2	N.O. contact
3	N.C. contact
4,5	12V AC/DC Power Supply
6,7	Interior switch input (Dry contact only!)
8,9	“Door position switch” input (Dry Contact only!)
10-11	“Door ajar” Alarm output (N.O. 0.1 Amp Dry contact)
12-13	“Keypad Tampering” Alarm output (N.O. 0.1 Amp Dry contact)
14	Common
15	N.O. contact
16	N.C. contact

} Relay #1  
(Lock)

} Relay #2  
(Ext. Buzzer)

*(Please connect the enclosed VARISTOR in parallel with the Door Strike coil as near as possible to it.)*

**INSTALLATION INSTRUCTIONS**

- Determine appropriate location for the keypad and the Controller box.
- Drill the mounting holes using the device as the template.  
**NOTE: DO NOT insert the Security Plugs into the screw holes at this time. The Security Plugs are designed to be tamper resistant and must be drilled out to be removed.**
- Connect the Keypad to controller using the supplied cable.  
**For inductive loads such as electric strikes and electromagnetic locks, the enclosed varistor must be connected in parallel with the load, at the load terminals and not in the keypad.**
- Connect the Controller according to the desired application. (See the enclosed sample diagrams).
- Apply power to unit. The following should happen:
  - The keypad's buzzer will beep briefly.
  - The keypad's red LED will illuminate after one second.

**TESTING THE UNIT**

Enter the master code 1234 followed by #.

The Green LED will light up, Relay #1 will energize (and the Red LED will turn off) for 5 seconds.

If the master code is entered incorrectly, the Red LED turns off for three seconds.

Re-enter the master code or user code as soon as the Red LED goes back on.

**LED Explanation:**

GREEN LED:	Continuously on:	Relay #1 (Door strike) energized.
RED LED:	Continuously on:	Normal operation.
	Off for 3 seconds:	Wrong code entered.
	LED Slow flashing:*	30 seconds delay due to 3 consecutive <b>wrong</b> codes entered.
	LED is <i>off</i> .	When door strike is open (Relay 1 energized).
	LED is blinking	When door strike (Relay 1) is open in latch mode

**Programming Mode:**

Slow flashing:	Programming stand-by, ready to accept new programming.
Fast flashing:	Programming in progress, more input needed.
Very Fast flashing:	Erasing all user codes.

\*There is no penalty time imposed the first two times an incorrect code is entered, just a three-second warning when the red LED is off. On the third consecutive incorrect entry, the red LED will flash at a slow rate for thirty seconds. During that time all functions are disabled. This is to slow down anyone who may be trying to gain entry by guessing a code.

## PROGRAMMING INSTRUCTIONS

- All programming is performed using the Keypad.
- There is a 15-second "Open Window" between programming steps, where you may program another function without re-entering the Master Code. The Red LED is flashing slowly during this time.
- If you do not continue programming within the 15 seconds, the unit resets automatically.

### TO PROGRAM:

When programming, you *must wait* while the red LED is *off*. Continue entering data when the red LED is blinking.

The red LED turns *off* for two seconds between programming segments (after the Master Code is entered, after the function is entered, and after you complete a segment by entering #).

Wait for the two seconds the red LED is *off*, as the unit is processing information and is not accepting new input.

In the examples, the red LED will be *off* whenever there is a space between segments.

#### Programming summary:

<b>Function 1.a</b>	To set door open time (1-99 seconds)	** (master code)** 1	(time in seconds) #
<b>Function 1.b</b>	To set output to Latch Mode	** (master code)** 1	00 #
<b>Function 2.a</b>	To set new Master Code	** (master code)** 2	(00) (master code)# (new master code) #
<b>Function 2.b</b>	To set new User Code	** (master code)** 2	(user number) # (new user code) # (new user code) #
<b>Function 3</b>	To remove a User Code	** (master code)** 3	(user code) #
<b>Function 4</b>	To remove all User Codes	** (master code)** 4	(master code) #

#### Function Code 1.a Setting the doors unlock time:

Enter\*\* (master code)\*\* and the Red LED will blink slowly. You are now in programming mode.

Enter 1 and the Red LED will go *off* for two seconds and then blink fast.

Enter in seconds, from 01- 99, the elapsed time for the door to be unlocked. You must use two digits.

Enter # to confirm this entry. The Red LED will go *off* for two seconds (to acknowledge the entry) then the Red LED will begin to blink slowly. You may continue to program or enter #to exit.

For example this sequence, \*\* 1234\*\* 1 0 3 # will set the door to unlock for three seconds.

#### Function Code 1.b Setting the door to Latch mode (change and maintain new state):

Enter\*\* (master code)\*\* and the Red LED will begin to blink slowly.

Enter 1 and the Red LED will go *off* for two seconds and then blink fast.

Enter 00 for the Latch Mode. In this mode the unit will energize the relay for any valid code entry and remain energized until another valid code is entered.

Enter # to confirm this entry. The Red LED will go *off* for two seconds (to acknowledge the entry) then the Red LED will begin to blink slowly. You may continue to program or enter # to exit.

For example this sequence, \*\* 1234\*\* 1 0 0 # will set the relay to change state and maintain the new state until another valid code is entered.

#### Function Code 2.a Setting Your Master Code:

Enter\*\* 1234\*\* (the factory-preset Master Code) and the Red LED will begin to blink slowly.

Enter 2 and the Red LED will go *off* for two seconds and then blink fast.

Enter 00 #. The Red LED will go *off* for two seconds (to allow time to acknowledge the entry) and then resume blinking.

Enter your new (master code) and then enter #.

Your new Master Code must be a minimum of 4 digits and a maximum of 8 digits long. Valid digits are 0 to 9 (\* and # are not allowed as code numbers). The Red LED will go *off* for two seconds (to acknowledge the entry) and then it will resume blinking.

Enter your new (master code) followed by # again. The Red LED will go *off* for two seconds (to acknowledge the entry) and then it will blink slowly. Your new Master Code is now valid.

**Be sure to make note of the new Master Code and keep it secure.**

For example, this sequence, \*\* 1234\*\* 2 00# 03498# 03498# will set 03498 as the new Master Code.

You may continue to program or enter #to exit.

**Function Code 2.b Adding or changing a User Code: (up to 200 user codes can be entered).**

Enter **\*\* (master code) \*\*** and the Red LED will begin to blink slowly.

Enter 2 and the Red LED will go *off* for two seconds and then blink fast.

Enter the two or three-digit User Number (01 - 200) to be added or changed followed by #.

Enter the 4- to 8-digit User Code followed by #. The Red LED will go *off* for two seconds (to acknowledge the entry) then the Red LED will continue to blink fast.

Re-enter the new (*user code*) followed by #. The Red LED will go *off* for two seconds, and then it will blink slowly. The new User Number and User Code have been accepted.

To add more users enter 2 and repeat the above procedure for all desired User Codes.

For example this sequence, **\*\* 1234\*\* 2 09# 6626# 6626#** will set 6626 as the new User Code for User Number 9.

You may continue to program or enter # to exit.

**Function Code 3 Erasing an individual User Code:**

Only the User Codes are erasable. The Master Code may be changed but not erased.

Enter **\*\* (master code) \*\*** and the Red LED will begin to blink slowly.

Enter 3 and the Red LED will go *off* for two seconds and then it will begin to blink fast.

Enter (*user code to erase*) then #. The Red LED will light for two seconds (to acknowledge the entry) then it will begin to blink slowly.

For example this sequence, **\*\* 1234 \*\* 3 23323#** will clear User Code 23323 from memory.

You may continue to program or enter # to exit.

**Function Code 4 Erasing all User Codes:**

Enter **\*\* (Master code)\*\*** and the Red LED will begin to blink slowly.

Enter 4 and the Red LED will go *off* for two seconds and then it will blink fast.

Enter (*master code*) then #. The Red LED will light for two seconds (to acknowledge the entry), then it will blink very fast for 35 seconds while erasure is taking place. When the Red LED blinks slowly again it indicates that the erasure is completed.

For example this sequence, **\*\* 1234\*\* 4 1234#** will clear all User Codes except the Master Code.

You may continue to program or enter # to exit.

**IF THE PROGRAMMING GOES WRONG:**

There are two ways to recover from wrong programming. First, wait until the buzzer stops and enter \* to remain in Programming Mode. The red LED will blink slowly as when you first entered **\*\* (master code) \*\***. Now repeat the programming. Or, you can wait 21 seconds for the unit to reset itself. During this time the unit will beep for two seconds then the red LED blink for 15 seconds, then the unit will beep again. After the red LED goes off again for two seconds you will be out of the Programming mode. Start all over again.

**TROUBLE SHOOTING**

**Problem: The keypad does not respond when pressing the keys.**

- Make sure the Controller has been properly wired to the power supply and the power is on.

**Problem: The keypad responds but the door does not open.**

- Make sure the green LED is lit. If not, the code that was entered has not been programmed yet. Please refer to Programming Instructions.
- Enter the Master Code and make sure the door opens correctly. If not, check the wiring and the locking device.

**Problem: A User Code was deleted but it still works.**

- There may more than one user with the same code.  
(There should be only one user per User Code. For example, User 2 and User 4 both choose User Code **888**. When User 4 leaves the company and his User Code is deleted using Function 3, it is User 2's code that is deleted (the first **888** that the program comes across) and the code for User 4 is still valid. All codes should be assigned to prevent duplication of codes.

**/Troubleshooting continued:**

**Problem: Lock repeatedly activates**

- Make sure that the remote function button is not activated and wires are properly connected.

**Problem: Door is closed and doors Ajar Alarm signals" door open".**

- Make sure the door sensor is properly functioning.

Reminder: You cannot enter data when the solid Red LED is on, only when the Red LED is blinking

Tip: It might be easier to do all your programming functions before you change the Master Code from 1234.

**\*\*IMPORTANT\*\*:** *CHANGE THE FACTORY-SET MASTER CODE (1234) USING FUNCTION 2 WHEN YOU PROGRAM YOUR UNIT FOR USE. PLEASE KEEP A COPY OF YOUR CODE IN A SECURE AND ACCESSIBLE LOCATION.*

Tip: Make sure you Erase All User Codes (Function 4) to clear out any factory-set default user codes or any other user codes.

**Factory Reset Function.** Press the RESET button to be found inside the controller.

The red LED will turn off for 3 seconds and then continue to blink slowly.

Enter 1234 #, the red LED will go off for 3 seconds, continue to blink slowly and a continuous tone will be heard.

Press the RESET again. Unit will delay for 6 seconds and LED will go on.

Enter: \*\* 1234 \*\* 3 567890 #

## **SYSTEM SPECIFICATIONS**

<b>Mounting:</b>	Single Gang Surface 3x4; Slim Surface 2x6; Slim Mortise 2x6.
<b>Voltage:</b>	12 - 24V AC/DC operation.
<b>User Codes:</b>	200 User codes 1 master user code. Factory default: Master code 1234; (Door unlock time 5 seconds.) Over 100 million possible user codes with 4 to 8 - digit code combinations.
<b>Relays:</b>	2 x Form C, rated 2-amp relays (inductive load).
<b>Lockout:</b>	The keypad will lockout for 30 seconds if 3 consecutive incorrect codes are entered.
<b>Memory:</b>	Non-volatile EEPROM memory.
<b>Alarms:</b>	<b>Door Ajar alarm</b> activates when door is left open or when forced entry <b>Remote door opening.</b> When activated, opens the door according to the programmed time.

## **LIMITED LIFETIME WARRANTY**

*Your Piezo keypad is covered for all problems caused by defects in programming, parts, or manufacturing for the lifetime of the product. We will repair or replace, at our discretion, any unit found to be defective in workmanship or materials. Acts of God (including inductive surge by lightning), fire, flood, abuse, misuse, abnormal usage, vandalism, caustic environment faulty installation, inappropriate application, or improper maintenance are not covered. The warranty is null and void if the supplied MOV is not used as instructed on the strike/magnet circuit. If your unit requires service please contact Camden for an RMA number. Collect shipments are not accepted.*

**Questions?  
Call us toll-free at 1-877-226-3369**