End User Instructions
SLIMCLASSIC & SLIMHANDSFREE

SLIM | CLASSIC

SLIM | HANDSFREE

Manual Version 1
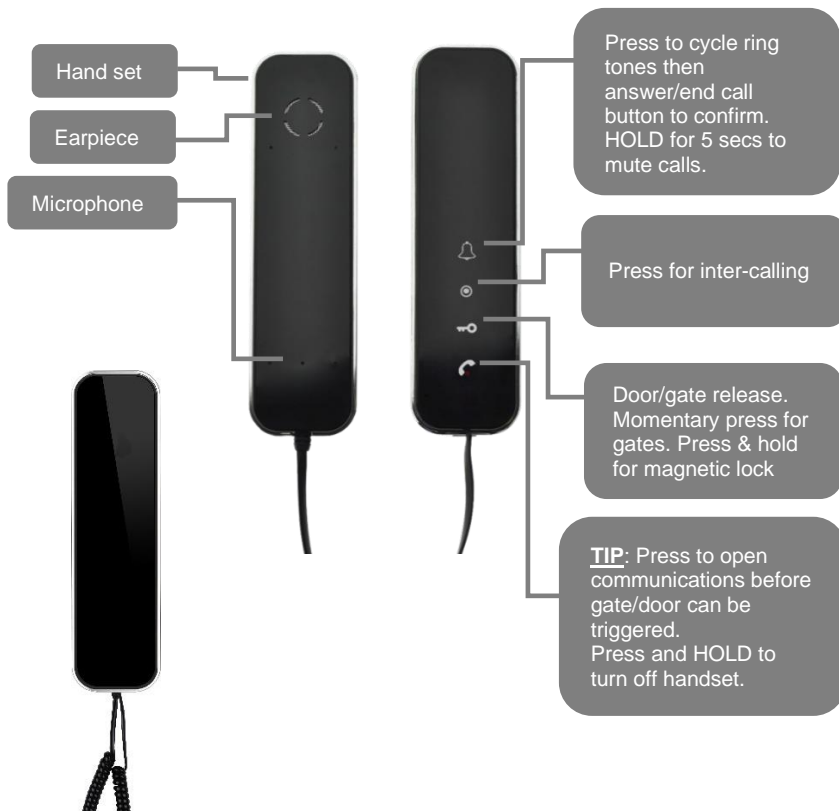For Service, Warranty and Support Contact:

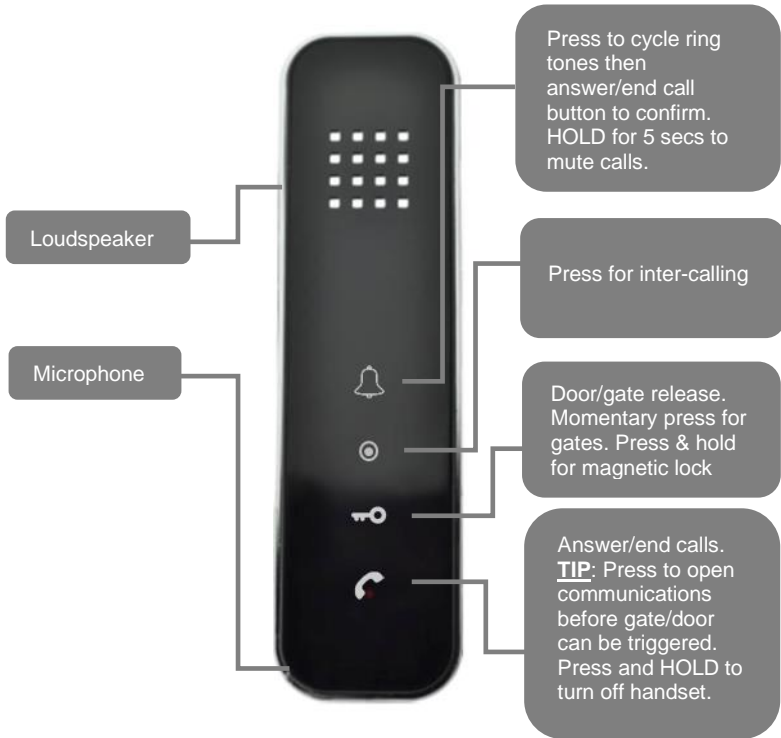|	
Installed By:	
Install Company Name:	
Installer Phone Number:	
Installer Email Address:	
Date of Install:	

The manufacturer cannot legally offer technical support to non-qualified gate or door installers. End users should employ the services of a professional install company to commission or support this product!

General Features
SLIMCLASSIC

Hand set

Earpiece

Microphone

Press to cycle ring tones then answer/end call button to confirm. HOLD for 5 secs to mute calls.

Press for inter-calling

Door/gate release. Momentary press for gates. Press & hold for magnetic lock

TIP: Press to open communications before gate/door can be triggered.
Press and HOLD to turn off handset.

SLIMHANDSFREE

Press to cycle ring tones then answer/end call button to confirm. HOLD for 5 secs to mute calls.

Loudspeaker

Press for inter-calling

Microphone

Door/gate release. Momentary press for gates. Press & hold for magnetic lock

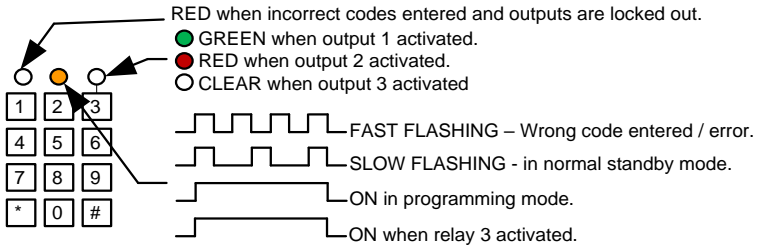Answer/end calls. **TIP**: Press to open communications before gate/door can be triggered. Press and HOLD to turn off handset.

Keypad overview

This keypad has 3 outputs, all independent from the intercom/app relays. The diagram below shows the LED indicators which indicate programming and relay status information.

RED when incorrect codes entered and outputs are locked out.
🟢 GREEN when output 1 activated.
🔴 RED when output 2 activated.
⚪ CLEAR when output 3 activated

1	2	3
4	5	6
7	8	9
*	0	#

FAST FLASHING – Wrong code entered / error.

SLOW FLASHING - in normal standby mode.

ON in programming mode.

ON when relay 3 activated.

TIP: Amber light flashes to indicate standby mode.
TIP: Simply enter your code to trigger gates or door.

Using a Standard Keypad Code

Simply enter the code to trigger the gate or release the door.
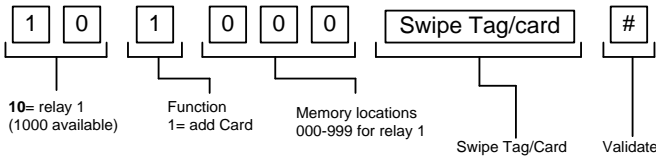
Using a Latching Code

Enter the latching code on automatic gates to hold them open. Note: the code will need entered again to unlatch the gates.
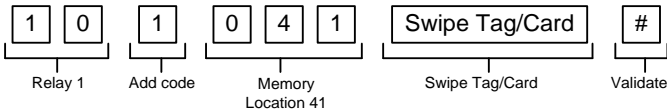
PROX programming

Adding Proximity Tag/Card

Enter into the keypad programming mode and follow the programming sequence is shown below…
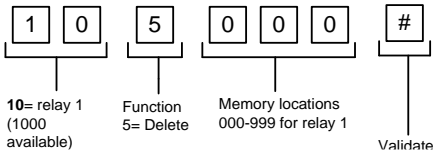
| 1 | 0 | | 1 | | 0 | 0 | 0 | | Swipe Tag/card | | # |

10= relay 1 (1000 available)

Function 1= add Card

Memory locations 000-999 for relay 1

Swipe Tag/Card

Validate

Example: Add card/tag in location 41 to trigger relay 1…

| 1 | 0 | | 1 | | 0 | 4 | 1 | | Swipe Tag/Card | | # |

Relay 1

Add code

Memory Location 41

Swipe Tag/Card

Validate

Deleting Proximity Tag/Card

When in the keypad is in programming mode follow the programming sequence is shown below…

| 1 | 0 | | 5 | | 0 | 0 | 0 | | # |

10= relay 1 (1000 available)

Function 5= Delete

Memory locations 000-999 for relay 1

Validate

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