## Models：




## General Information：

The GC815，GC834 and GC826－C combo heads are versatile and user friendly access con－ trol systems．The combo heads can hold up to 120 different codes at any given time．For residential use this guarantees a unique code for each person in the household and for any utility people such as the pool cleaner or landscaper．For commercial use such as an apart－ ment or community，a unique code can be assigned to each apartment or home up to 120 and any code can be changed or deleted at any time．The numbered combo pad buttons zero though nine make over 1 million different codes possible，making it almost impossible to guess a valid entry code．The combo pad features non－volatile memory．This means that the codes will not be lost from memory if power is lost．Other implications of this feature is that all of the codes can be added at the shop before installation．No programming needs to be done at the job site．Other features include audio beeper and indicator lights that give feedback on combo pad status．

## Mounting：

The combo heads can be mounted on the GC813 post with swingaway gooseneck or can be ordered to mount to a flush surface．The combo heads come standard to mount to the GC813 post with swingaway gooseneck．The GC813 post with gooseneck allows the combo head to＂swing away＂if it is ever run into by a car，thus not tearing the post out of the ground and minimizing damage to the car．If ordered as a flush mount（to mount to a flat surface）， the combo head is flat on the back and can be mounted to the surface of a wall or fence．

## Power：

The combo heads require 12 or 24 Volts AC or DC
To connect the combo head，simply connect two wires from the two terminals on the combo head to the two terminals on the gate operator that cause the gate to open，then connect two wires from the combo head to power（four wires total）．For combo heads with speaker，refer to the intercom wiring diagrams for audio hook－up．
The relay contact ratings are 10 Amp at 250 VAC．

## Connecting Combo Pad GC815, GC834 or GC826-C to AGS Gate Operators



Connecting Combo Pad GC815, GC834 or GC826-C to other Gate Operators

## AGS GATE OPERATOR CONNECTIONS

AGS MODEL TERMINALS

| AGS 900 | 4\&5 |
| :---: | :---: |
| AGS 900 FS | $5 \& 6$ |
| AGS 2000 | $5 \& 6$ |
| AGS 3000 | 5 \& 6 |
| AGS 1200 | 4\&5 |
| AGS 1200 FS | 5 \& 6 |
| AGS 105/106 | 1\&2 |
| AGS 900 | 7 |
| AGS 900 FS | 8 |
| AGS 2000 | 8 |
| AGS 3000 | 8 |
| AGS 1200 | 7 |
| AGS 1200 FS | 8 |
| AGS 105/106 | 27 |
| AGS 900 | 6 |
| AGS 900 FS | 12 |
| AGS 2000 | 12 |
| AGS 3000 | 12 |
| AGS 1200 | 6 |
| AGS 1200 FS | 12 |
| AGS 105/106 | 26 |

TO OPEN
TERMINALS
12 OR 24
VOLTS AC/DC


## CONNECTIONS

Power: Determine the voltage that will be used to power the combo pad. The combo pad will operate on 12 or 24 Volts AC or DC. All AGS gate operators have 12 Volts DC available. If 12 Volts will be used, the $12 / 24$ Volt jumper (J2) must be in place and connected to both pins. If 24 Volts will be used, remove the $12 / 24$ Volt jumper (J2). Connect 12 Volts or 24 Volts AC or DC power to the combo pad + and - terminals. If DC power is used be sure that the positive voltage is correctly connected to the ( + ) terminal and the negative voltage is correctly connected to the (-) terminal.
Once the power is connected to the combo pad, the red light should be illuminated on the front face of the combo head.
Contacts: Most gate operators and electric door strikes require normally open contacts for activation. This is the (C) and (N.O.) terminals on the combo pad. Diagrams are provided for connecting the combo pad to an AGS gate operator, generic (other than AGS) gate operator and to electric door strikes. (See the wiring diagrams)

## TESTING THE COMBO PAD

Press the buttons 1234* (The green light should illuminate and the gate should open)
The code 1234 is a user code that is already in the combo pad when it comes new from the factory. The (*) button must always be pressed after the user code. The (*) button does two things. 1) It is like pressing enter (enters the user code that was pressed) and 2) It clears the combo pad making it ready for the next user code.

PROGRAMMING
Press the buttons 99\#1234* (Both the yellow light and the beeper will begin to pulse)
Wait 30 seconds (combo pad returns to normal mode and only the red light is on)
or
Press (*) button (combo pad returns to normal mode and only the red light is on)
Pressing 99\# is like telling the combo pad that programming would like to be done. The $1234^{*}$ is the secret password (Master Code) that must be entered so that the combo pad will allow programming to be done. When the yellow light and beeper pulse, this indicates that the combo pad has granted access to programming functions. The combo pad is now in programming mode. If the combo pad is left alone for 30 seconds or the (*) button is pressed, the combo pad will exit programming mode and return to normal.

## Procedure Adding Entry Codes:

1) Press 99\# then press master code, then press (*) (yellow flashes and combo pad is now in programming mode)

- example: press 99\#1234* (this example used the factory master code 1234)

If the master code is lost or forgotten, press the program shortcut button (SW1) on the back of combo pad.
2) Press 50\# (the combo pad is now ready to accept a new entry code)
3) Enter the combo pad ON time. This is the length of time the signal to open the door is present) gate operators require only 1 second and pedestrian door strikes require more time.

- example: press $01 \#$ for one second, press $20 \#$ for twenty seconds etc.

4) Enter memory position (Note: Master code already occupies the 01 position)

- example: press 02 \# for the second code, press 120\# for 120th code

5) Enter the new entry code. It must be entered twice.

- example: press $4321^{*} \mathbf{4 3 2 1 *}$ (the new code 4321 is now entered)

6) To add another code repeat steps 2 through 5 .

If finished adding codes, press the (*) button to exit
Note: It is advisable to keep a list of entry codes like the example below.

| Memory Position | Entry Code | Name |
| :---: | :---: | :--- |
| 01 | 1234 | Master Code |
| 02 | 4321 | John Doe |
| 03 | 3090 | Jane Doe |
| 04 | 1998 | the pool cleaner |
| 05 | 0900 | the gardener |
|  |  |  |

## Procedure Removing Entry Codes:

1) Press 99 \# then press master code, then press (*) (yellow flashes and combo pad is now in programming mode)

- example: press 99\# 1234* (this example used the factory master code 1234)

If the master code is lost or forgotten, press the program shortcut button (SW1) on the back of combo pad.
2) Press 50\#0\# (the combo pad is now ready to delete a specified code)
3) Enter memory position to delete.

- example: press $02 \#^{* *}$ to delete the second code, press $120 \#^{* *}$ to delete the 120th code.

4) To delete another code repeat steps 2 and 3 .

If finished press the (*) button to exit.

## Procedure Adding/Changing Master Code:

1) Press 99\# then press master code, then press (*) (yellow flashes and combo pad is now in programming mode)

- example: press 99\#1234* (this example used the factory master code 1234)

If the master code is lost or forgotten, press the program shortcut button (SW1) on the back of combo pad.
2) Press 50\# (the combo pad is now ready to accept a new master code)
3) Enter the combo pad ON time

- example: press 01 \# for one second, press 20\# for twenty seconds etc.

4) Enter memory position press O1\#
5) Enter the new master code. It must be entered twice.

- example: press 5678*5678* (the new master code 5678 is now entered)

6) The new master code will now need to be used to do any programming and should be written down. Instead of entering 99\#1234* as done previously the user must press 99\#CODE* to enter programming mode or as in the example above press 99\#5678*

## Procedure Erasing Entire Combo Pad Memory

1) Press 99 \# then press master code, then press (*) (yellow flashes and combo pad is now in programming mode)

- example: press 99\#1234* (this example used the factory master code 1234)

If the master code is lost or forgotten, press the program shortcut button (SW1) on the back of combo pad.
2) Press $46 \# 00000 \# 00000$ \#** (this erases contents of memory) $^{\text {(t) }}$

Note: This procedure also erases the master code (refer to procedure for adding a new master code)

## SUMMARY

Testing combo pad

## Press 1234*

AddingCode
Press 99\#1234*50\#01\#02\#CODE*CODE*
Deleting Code
Press 99\#1234*50\#0\#02\#**
Changing Master Code
Press 99\#1234*50\#01\#01\#CODE*CODE*
Erasing Entire Combo Pad Memory
Press 99\#1234*46\#00000\#00000\#**

## Combo Pad Internal Wiring



