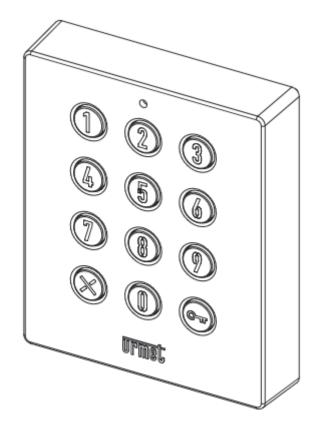




Sch. 1723/46 Keypad programming guide



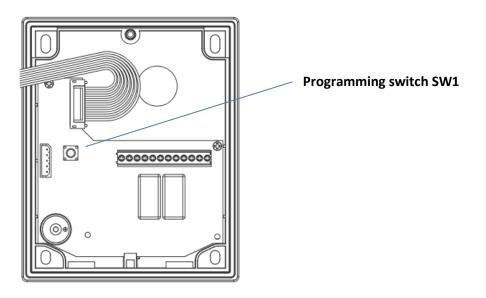
Note there are NO DEFAULT CODES in the 1723/46 keypad and **Urmet** do not have any record of the Engineer's Password.

If you do not know the Engineer's Password, then it will be necessary to gain access to the rear of the keypad There are two possibilities when programming the 1723/46 keypad;

- You know the Engineer's Password (3 to 8 digits).
 In this case the keypad can be programmed without being removed from its housing.
- You do not know the Engineer's Password.
 Before starting, choose an Engineer's Password with 3 to 8 digits (This can be used later to change the Door Open Code). And choose a Door Open Code.

Access the rear of the keypad.

With reference to the following diagram, press the **Programming switch SW1** three times in quick succession –



You will hear BEEP BEEP BEEP and the	e 🛞 button turns from blue to red.
You will hear BEEP BEEP BEEP and the	e 🧼 button turns from blue to red.

Enter your chosen Engineer's Password and press (BEEP BEEP BEEP and the button turns from red to blue).

The keypad is now in the normal operating mode and an Engineer's Password has been stored.

To add a Door Open Code

