

Intercom with gate based caller / keypad and office based handset

The caller station (gate unit) and handset have been paired

- 1. The handset has been charged but should be kept in the charger cradle. (Attach the UK plug to the charger plug)
- 2. Screw the caller unit (top and bottom) to a post near the barrier to be controlled consider a driver reaching through the vehicle window or set back so the driver needs to get out of the vehicle to operate.
- 3. Open the black box under the intercom using a wide screwdriver by turning the corner locks ¼ turn so the arrow points to the '0'.
- 4. One battery has been removed and packed to one side. Place that battery into the empty place in the battery holder
- 5. Close the black box and lock by turning the corner locks ¼ turn so the arrow points to the 'l'
- 6. Operation
- 7. Driver or visitor presses the call button on the caller unit. The caller station will sound a repeated 'ding' and the red LED will flash slowly.
- 8. The office based handset will ring
- 9. To answer press the blue button to the left of the padlock symbol.
- 10. To talk you must press the button on the side of the unit for the caller to hear you. Release that button to hear the caller.
- 11. To open the barrier press the padlock button see next sheet on pairing the intercom to you barrier if purchased separately.
- 12. To end press the red button to the right of the padlock symbol

Tuning in procedure DG2 barrier with Intercom

- 1. Have the handset to hand before starting
- 2. Open the cabinet using he key provided
- 3. Turn all units in vicinity (100m) off (toggle switch up)
- 4. While holding down the yellow operate button just above the battery turn the gate unit on (toggle switch down)
- 5. Release yellow button
- 6. The red LED in the cabinet flashes slowly.
- 7. Press the caller station call button
- 8. Answer with handset answer button
- 9. Press the padlock button once
- 10. The red LED flashes quickly
- 11. Press the padlock button a second time
- 12. Wait for red LED to flash slowly (2 seconds)
- 13. Press the yellow button to lock in code

If the unt is operating a pair of units then turn this unit off and repeat on other side

