



# Uni-2010

## Quickstart Keypad Programming Guide

March 2011  
Revision 1.1

Miniguard HF-2  
Miniguard HF-2/Keypad  
Miniguard HF-2/Card Reader  
Castlegate Wireless

[www.TrigonElectronics.com](http://www.TrigonElectronics.com)



100% Made in Corona, CA

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### Quick Single Button Dialer

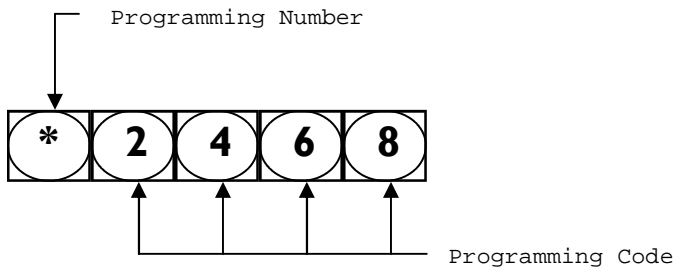
The programming of this product is a close match with former Trigon Single Button Dialers.

You may program Unit via Remote Touch Tone by calling the unit or use the optional Keypad.

#### Access Programming Mode:

Call the Unit and wait for the Unit's Answer Tones or use the optional Keypad.

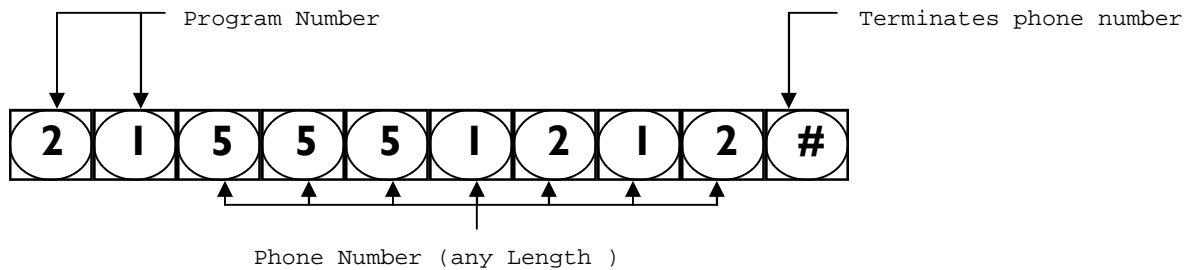
**Enter Programming Mode using tone-key sequence: \*2468.** (former units used \*9753)  
You should hear two "ACK" tones and the panel display, if present, shows "Program Mode".



Enter: ## Exits Programming Mode.

**Program a Phone Number(s) to Dial:**

Format: 2 1 5551212# (Beep-Beep)



2 is the Command to store a Phone Number.  
 1 is the Desired Position in a List, with 1 as the 1st position, 2 as the 2nd, etc.  
 5551212 is the Phone Number, up to 16 digits, dialed when the Call Button is pushed.  
 The # key terminates this Command.  
 (Beep-Beep) means the Command was accepted or "Long-Tone" means the Command was rejected.

Example: 2 1 5551212# Sets the 1st phone number to 5551212.

Example: 2 2 5551234# Sets the 2nd phone number to 5551234.

Enter: ## Exits Programming Mode.

**Ring Down Mode**

If you set the 1st phone number blank, as in "21#", the unit will be in **Ring-Down Mode**.

**Ring Rollover Limit**

Enter: 2\*6 Sets the ring roll over limit to 6 rings after dialout.  
 After dialing and detecting 6 rings the next number in your list is then tried.

At the end of the list you may restart the list from the top or just stop trying.

**Phone list Rollover**

Use Command:  
 Enter: 4#0 Sets Unit to stop dialing at the end of the phone number list.  
 Enter: 4#2 Sets Unit to restart dialing again from the top of the phone number list.

**Single Number Dialer**

Enter: 60 Enables Unit to detect Ring and Busy tones needed for list dialing. This also generates a busy tone when multiple HF-2's are using the same phone line.  
 Enter: 61 Disables tone detection, forcing the Unit to be a one number dialer. This makes the unit dial faster if only one phone number is required to be dialed.

Note: Adding 2 to the Commands just above (62 or 63) replaces a Voiced Announcement with a False Dialing sound. This lets the Visitor know that a Call has been placed.

**Gate Open Time**

Enter: 71 Sets the Gate Open Time to 5 seconds (1 x 5-Seconds = 5 Seconds)  
 Enter: 73 Sets the Gate Open Time to 15 seconds (3 x 5-Seconds = 15 Seconds)  
 Enter: 70 Sets the Gate Open Time to just a quick Pulse for Sliding Gates.

**Call Length Limit**

Enter: 8 120 Sets the Call Length Limit to 120 seconds, before automatic hangup.  
 Enter: 8 060 Sets the Call Length Limit to 060 seconds, before automatic hangup.

**Set Unit Site ID**

Enter: 1 1234 This sets the Unit's Site ID to 1234. (default)

**Terminate Program Mode**

Enter: ## This terminates the Program Session and Unit is ready to operate.

Please Note: This one page Guide is for those users of Trigon's HF2 line of products. Shown here is the minimum amount of detail needed to make this unit work as desired.

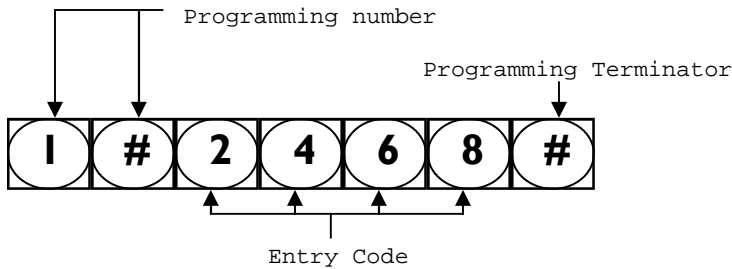
This is, by no means, the limit on this Units abilities. Please read those sections in this manual that fully explain the Options and Commands that are available or relevant to your needs.

Please do not presume 100% compatibility with the original HF2 Command Set.

**Entry Codes (HF-2 with Keypad Entry)**

New! Entry Codes are now mixed variable length of 1 to 6 digits per.

Enter: 1# 2468# Assign Entry Code of 2468.

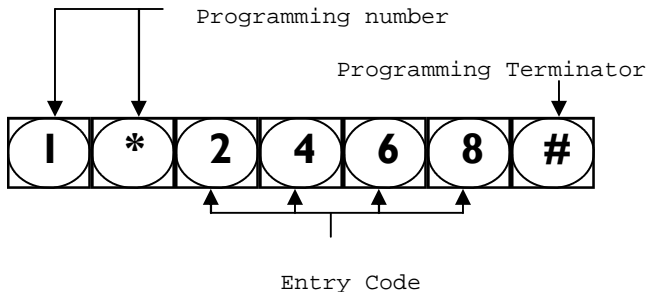


1# 9999\*22# Adds 9999 to Pooled Entry Code database including the time zone set as 22.

Note: From the keypad, or touch tones, duplicate codes can not be installed. However, the following command can be used to change an existing pooled entry code time zone setting:

1# 9999\*22# Sets pre-existing pooled entry code 9999 to time zone 22.

Enter: 1\* 2468# Deletes Entry Code.

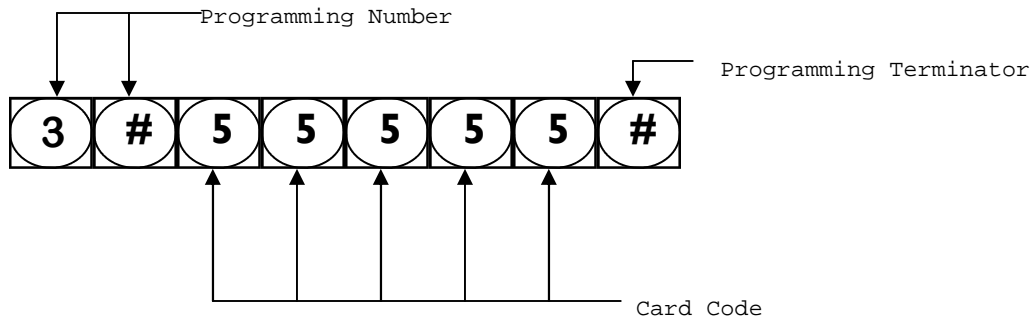


Enter: ## Exits Programming Mode.

For more detail, see page 21 of Programming Manual

### Card Codes (HF-2 with Prox Reader)

3# 55555# Adds card 55555 with site default as 000 and zone default as 00.



3# 111\*55555# Adds card 55555 with site as 111 and zone default as 00.  
 3# 55555\*22# Adds card 55555 with site default as 000 and zone as 22.  
 3# 111\*55555\*22# Adds card 55555 with site as 111 and zone as 22.

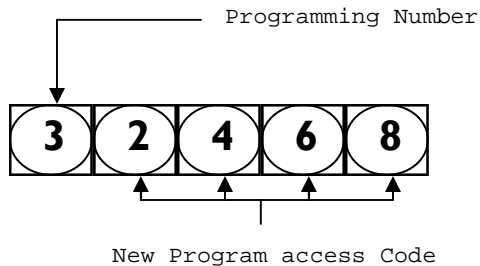
Enter: ## Exits Programming Mode.

For more detail, such as batch loading, see page 22 of Programming Manual

### Change Program Access Code

Program Access Code: (Defaults to 2468)

Command to set: 3nnnn Where "nnnn" is the new 4 digit programming access code.



This command sets a 4 digit code that is used at the keypad, or remotely via touch tone, to place this unit into programming mode. This is a very important number, for without it you will not be able to program your unit except via Modem. To program this unit via keypad this code is entered as "\*2468". Since all units will have this code number as the factory default, it is strongly suggested that you change this code soon after initial installation. Anyone with the knowledge of this code can put your unit into programming mode and erase everything with one command. Be absolutely sure to write down the new replacement code or you will lock yourself out from future programming changes. If you lose this code you may call Trigon and we can call the unit and send a special command to restore this code to factory default of 2468.

### Detail Programming System Clock

This unit employs an accurate digital clock that includes Year, Month, Date and Day of the week. As per ISO-8601 standards, the 1st day of the week is Monday. This plays a key roll if you have time zone restrictions enabled, as one can then restrict access based on the day of the week. The clock will continue accurate time keeping without system power for about 4 days. After that, the clock will need to be set. This unit doesn't use clock batteries as they eventually fail someday and are expensive. The clock itself employs 24 hour military standard time keeping. This eliminates confusion regarding AM and PM settings.

The day begins at midnight at 00:00 (Hours:Minutes) rather than 12:00 AM.  
 The day ends before midnight at 23:59 (Hours:Minutes) rather than 11:59 PM.  
 00:00 is midnight (12:00 AM)  
 02:00 is two o'clock (2:00 AM)  
 12:00 is noon (12:00 PM)  
 18:00 is six o'clock (6:00 PM)

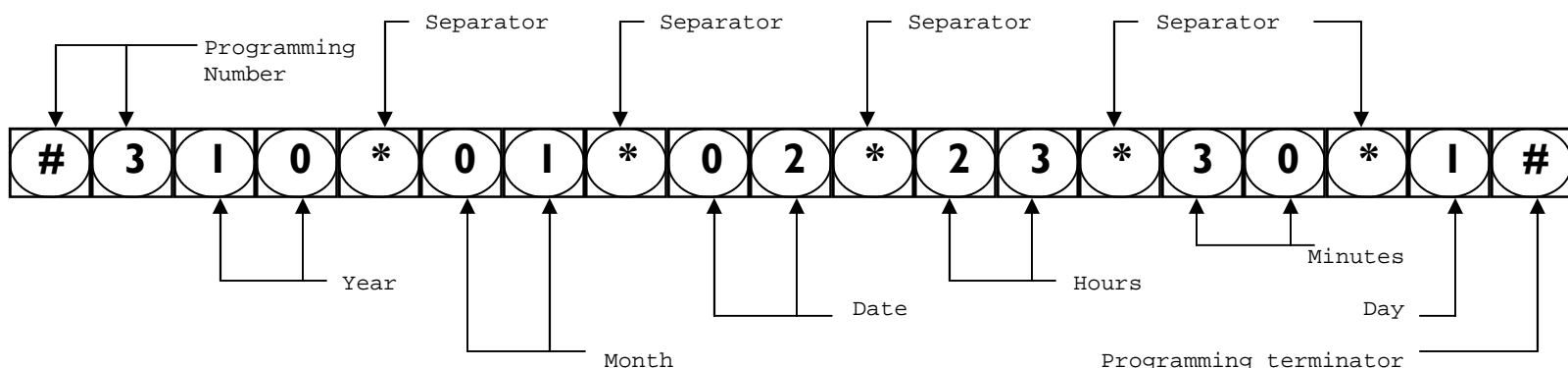
**View the Clock** via unit display by going into programming mode and use command:

\*#3            Display current time as Year/Month/Date, Hours:Minutes, Day-week, Seconds

**Set the Clock** using this command while in programming mode:

#3 YY\*MM\*DD\*HH\*mm\*D#    As Year/Month/Date, Hours:minutes, Day-week, Terminate command.

#3 10\*01\*02\*23\*30\*1#    As Year=10, Month=Jan, Date=2nd, Hours=23, Minutes=30,  
Day=Monday



Leap year is automatically adjusted for and Daylight Savings time is computed and automatically adjusted for if Time Zones are enabled. Time Zones 98 and 99 are dedicated to Daylight Savings Time. This DST is calculated when the year changes. The DST rules observed are based on the previous years rules deduced from the settings in the Time Zone database. If the rules change then set Time Zones 98 and 99 to match the new rules and the new rules will be applied automatically from then on. See Time Zoning for greater details.

### Detail Programming Tone Functions

This unit has a new feature that allows you to decide what touch tones are used to perform different functions. For example, all our previous units granted access using tone zero "0" issued from the resident or security desk when they received a call from the unit.

This is now done via a table with functions assigned various touch tones as follows:

#### Unit Dials Resident:

Function:	Tone:
CYCLE-1 & HANGUP 0=>9:	0
SET SWITCH-1 0=>9:	1
SET SWITCH-2 0=>9:	2
SET SWITCH-3 0=>9:	3
ENABLE VOICE 0=>9:	4
ENGAGE RELAY 2 0=>9:	5
ENGAGE RELAY 3 0=>9:	6
FORCED HANGUP 0=>9:	7
CYCLE-2 & HANGUP 0=>9:	8
CYCLE-3 & HANGUP 0=>9:	9
* FOR SITE ID MESSAGE	
# FOR SITE ID OR REPLAY TED MESSAGE	

#### Unit is Called by the Resident:

Function:	Tone:
CYCLE-1 & HANGUP 0=>9:	0
SET SWITCH-1 0=>9:	1
SET SWITCH-2 0=>9:	2
SET SWITCH-3 0=>9:	3
LATCH-1 TOGGLE 0=>9:	4 (1 BEEP=ON, 2 BEEPS=OFF)
LATCH-2 TOGGLE 0=>9:	5 (1 BEEP=ON, 2 BEEPS=OFF)
LATCH-3 TOGGLE 0=>9:	6 (1 BEEP=ON, 2 BEEPS=OFF)
FORCED HANGUP 0=>9:	7
CYCLE-2 & HANGUP 0=>9:	8
CYCLE-3 & HANGUP 0=>9:	9
*NNNN => FOR ENTERING PROGRAMMING MODE NNNN	
*(PAUSE) => FOR SITE ID	
# MICROPHONE AND SPEAKER SET ACTIVE	

These are the Factory Default settings unless specified otherwise on the purchase order.

"Cycle-n and hang up" refers to doing a gate access granted cycle on relay 1,2, or 3.  
 "Set Switch-n" refers to Macro Usage where the Switch can be defined to other functions.

"Engage Relay" simply sets the relay active until the end of the call.

"Enable Voice" is for modes such as "TED" that usually maintain silence at the speaker.

"Latch-n" Toggles Relay (n=1,2,3) into latch mode and holds forever until toggled off.  
 The "\*" and "#" tones usually control audio/message playing with the exception of when a call is placed to the unit, the "\*2468" is used for placing the unit into program mode.

Note: The unit has slightly different behaviors dependent on if the unit was called or did the dialing itself (dialed out status).

You can assign a different tone control scheme to these functions. You must also remember that the functions are processed in the order shown. This means that if you use the tone zero "0" to Cycle Gate-1, then tone zero "0" can't be used for any function beyond that point. This is actually rather useful because you can then define all other functions as tone zero "0" and the program will never get to process those functions. This effectively masks those functions that you want disabled. This did however create a minor issue that was resolved by processing the "Forced Hangup" first.

Put simply: Define a tone for "Forced Hangup" such as the default seven "7" tone and use it for every function you want disabled.

Why disable a function? Some folks have Caller ID and may see the source phone number of the line the unit is attached to. They may call the unit. They may latch a gate open. So put a Seven everywhere that you want a function disabled. A better option is to specify that the line attached to the unit has "Caller Id Blocked" set active for that line on all calls placed by the unit. That way the owners or managers may still call the unit, because they know the private phone number, and latch or unlatch the gate, or do special functions without the worry of having residents fooling around with their gate controls, etc.

As always, you must be in programming mode to issue programming commands.

**Assign a Function to a Tone using command 9: (out going calls placed from the unit)**

9ft            Set function f (0 to 9) to tone t (0 to 9) for out going calls from unit.

Ie: 905            Sets function "0" (Cycle Gate-1 & Hangup) to Tone 5.

**Assign a Function to a Tone using command 9#: (incoming calls answered by the unit)**

9#ft            Set function f (0 to 9) to tone t (0 to 9) for calls answered by the unit.

Ie: 9#05            Sets function "0" (Cycle Gate-1 & Hangup) to Tone 5.

**Default "door" settings for resident.**

"0" key grants entry to visitor.

"7" key denies entry to visitor.

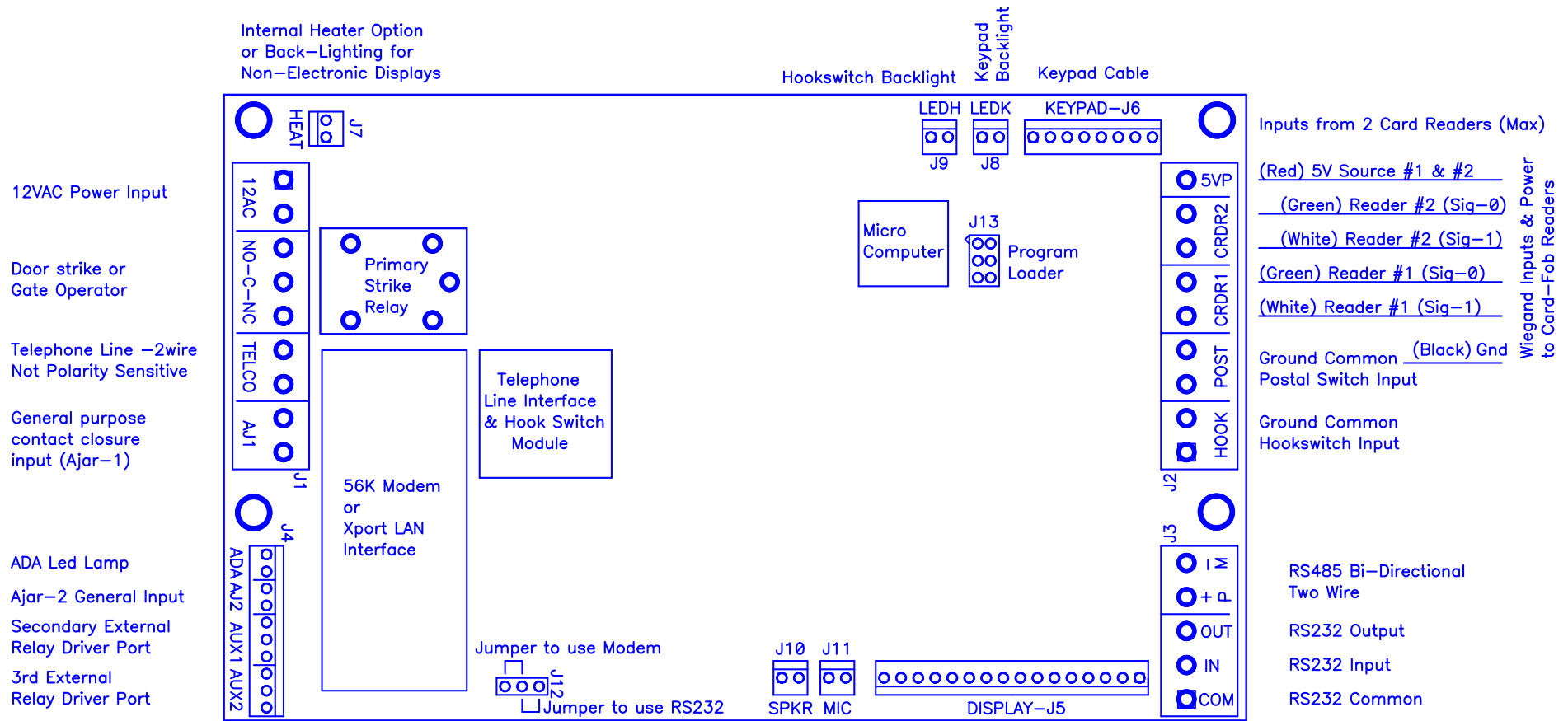
"4" key allows resident to talk to visitor when T.E.D. is activated.

All of these are programmable using the "Detail Programming Tone Functions" on page 6.

## Complete Program Code Overview

0n Play recorded message n where n = 1 to 8. (Page-30)  
 0#n Record message n where n = 1 to 8. Max = 14 seconds per message. (Page-30)  
 0\*n Delete message n where n = 1 to 8. (Page-30)  
 1nnnn Set site ID code. (Default = 1234) (Page-14)  
 1#n-n Add a Keypad Entry Code to pool memory. (Page-21)  
 1\*n-n Delete a Keypad Entry Code from pool memory. (Page-21)  
 2n Set a Phone Number in List-A. (Page-23)  
 2#n Set the Volume Level Control. (Default = 0 = Automatic) (Page-13)  
 2\*n Set the Ring Rollover Limit on placed calls. (Default = 6) (Page-12)  
 3nnnn Set the Programming Access Code. (Default = 2468) (Page-14)  
 3#n-n Add a Card Code to pool memory. (Batch loading is allowed) (Page-22)  
 3\*n-n Delete a Card Code from pool memory. (Page-22)  
 4n Set Automatic Message Options. (Default = 2) (Page-16)  
 4#n Set TED, Dial Looping and Button Modes. (Default = 2) (Page-14)  
 4\*n Set Code Range Functions. (Default as all disabled) (Page-29)  
 5n Set Rings Counted before unit Auto Answers. (Default = 3) (Page-11)  
 5#nn Set Modem Extension Code. (Default = 99) (Page-13)  
 5\*n Set Touch Tone Extension Code. (Default = 00) (Page-13)  
 6n Set Dialout Modes. (Default = 0) (Page-12)  
 6#n Set Keypad Options. (Default = 0) (Page-15)  
 6\*n Set Security Mode. (Default = 0) (Page-12)  
 7n Set Gate1 Cycle Interval in 5 second periods. (Default = 3) (Page-10)  
 7#n Set Gate2 Cycle Interval in 5 second periods. (Default = 3) (Page-10)  
 7\*n Set Gate3 Cycle Interval in 5 second periods. (Default = 3) (Page-10)  
 7n Set Phone Number in List-B. (in TA3 mode only) (Page-23)  
 8nnn Set Call Length Limit in seconds. (Default = 180) (Page-13)  
 8#n Set Alarm Interval in 5 second periods. (Default = 3) (Page-10)  
 8\*n Set MG3/HF3/TA3 & Passback options. (Default = 0) (Page-15)  
 9nn Assign a Tone to a Function for when unit dials out normally. (Page-24)  
 9#nn Assign a Tone to a Function for when unit has been called remotely. (Page-24)  
 9\* Activate Tone Echo Test if unit called. (use # tone to exit this test) (Page-34)  
 9\* Force unit into a Standard Touch Tone Phone test mode. (Page-34)  
 \*n **View a Phone Number in List-A. (Page-23)**  
 \*\*n **View a Phone Number in List-B. (Page-24)**  
 \*#0 **View Setup Assignments. (Page-16)**  
 \*#1 **View Database Structure and Capacities. (Page-16)**  
 \*#2n# **View Residence Data. (n = Resident Code to start at or omit n = 1st) (Page-17)**  
 \*#3 **View the System Clock. (Page-20)**  
 \*#4n# **View Pooled Entry Codes. (n = Entry Code to start at or omit n = 1st) (Page-21)**  
 \*#5n# **View Pooled Card Codes. (n = Card Code to start at or omit n = 1st) (Page-22)**  
 \*#6 **View all active Code Ranges. (Page-29)**  
 \*#7n# **View Time Zone Tables. (n = Zone Code to start at or omit n = 1st) (Page-28)**  
 \*#8 **View Macro Code Tables. (Page-32)**  
 \*#9 **View Function Tone Assignments. (Page-24)**  
 \*\* **View Greeting Screens 1 and 2. (Page-26)**  
 \*\*\* **View Custom Prompt Lines 1 to 8. (Page-26)**  
 \*\*\* **View Embedded Programming Guide. (this page embedded) (Page-34)**  
 #0 Set Residence Phone Numbers. (Page-17)  
 #1 Set Residence Entry Codes and Card Codes. (Page-18,19)  
 #2 Delete Residence Entry Code and Card Codes. (Page-18,19)  
 #3 Set System Clock. (Page-20)  
 #4 Set Time Zones. (Page-27)  
 #5 Set Macro Commands. (Page-33)  
 #6 Edit Custom Greeting Screen 1. (if enabled and local only) (Page-26,9)  
 #7 Edit Custom Greeting Screen 2. (if enabled and local only) (Page-26,9)  
 #8 Edit Prompting Messages. (if enabled and local only) (Page-26,9)  
 #9 Edit Residence Names. (if enabled and local only) (Page-3,9)  
 #\*n Master Erase Commands. (use extreme caution here) (Page-34)  
 ## Exit Programming Mode.

# Uni-2010 Board and Connections Dwg



- Inputs from 2 Card Readers (Max)
  - (Red) 5V Source #1 & #2
  - (Green) Reader #2 (Sig-0)
  - (White) Reader #2 (Sig-1)
  - (Green) Reader #1 (Sig-0)
  - (White) Reader #1 (Sig-1)
- Wiegand Inputs & Power to Card-Fob Readers
- Ground Common (Black) Gnd
- Postal Switch Input
- Ground Common Hookswitch Input
- RS485 Bi-Directional Two Wire
- RS232 Output
- RS232 Input
- RS232 Common

Note: For J12 Do not jumper all Three

Speaker and Mic Inputs

General 16 Wire Display Driver Port with Back Lighting Support