PHONEAIRE



16-1055

500-CODE WIRELESS TELEPHONE ENTRY SYSTEM

FEATURES

- Control up to 2 devices
- · Wireless range up to 2,000 feet
- 500 four-digit access-code capacity
- "3 strikes, you're out" security
- Personal master code
- · Latch code and sleep code
- · One-time-use code
- Non-volatile memory
- Variable relay time
- Event input
- Audible tones and LED feedback
- Nightlight







QUICK & EASY INSTALL

Why deal with the hassle and expense of burying phone line? Go wireless and save!

EXISTING LINE IS FINE

This device does not require a dedicated phone line, so if you have an existing landline for a phone, you're good to go!

STURDY & DURABLE

Crafted from stainless and powder-coated steel, these boxes are built to last!

PROGRAMMING YOU KNOW

Quick, simple, and familiar, the programming steps on the keypad are identical to those on all Security Brands, Inc. keypads.









SPECIFICATIONS

PRODUCT

Dimensions $7-3/8"(H) \times 7-3/8"(W) \times 5-1/4"(D)$

Transmitter (16-1055t)

7-3/8"(H) x 7-3/8"(W) x 5"(D)

Receiver (16-1055r)

Shipping Weight 9 lbs.

ELECTRICAL

Input 12 VAC / VDC

Current Draw less than 103 mA @ 12 VDC

(Transmitter) standby with nightlight

less than 122 mA @ 12 VDC

with relay latched

RELAY

Contact Rating 2 A @ 30 V / .5 A @ 125 V

DC Load / AC Load

Max Switching Voltage 125 V / 125 V

Max Carrying Current 2 A / 2 A

Max Switching Power 60 W / 62.5 VA

Variable Relay Time 1–99 seconds

ENVIRONMENTAL

Operating Temperature -15 to 175 °F

ADDITIONAL FEATURES

- Double-ring cadence
- Call waiting
- · Call forwarding
- · Adjustable mic and speaker volume
- Jumper for low-power mode

TELEPHONE ENTRY

When a guest presses the call button on the unit, the connected phone rings with a unique double-ring cadence, signaling that this call is from the unit.

Access can then be granted via the keypad on the connected phone.

In addition, the unit can be called from the connected phone and latched open.



16-1055t



16-1055r RECEIVER



www.ShopAmericanAccess.com (800) 878-7829