

USER MANUAL FOR PUSH BUTTON PANEL ELS01DG WITH SPEAKER AMPLIFIER 21323 AND KEYPAD 104602

Here are to be described installation and use of the digital keypads ACET mod. 104602. The keypad is capable to store up to 1 + 7 codes; the first code is the MASTER, and it is used to enter the programming mode, while the remaining 7 are user codes:

- _3 codes '01', '02', '03' for relay RL2 (Max 1A)
- _3 codes '04', '05', '06' for relay RL1 (Max 5A)
- _1 code '07' for both relay

it is possible to activate only the required number of codes; each code NEEDS to be 5 digit long.

Please note that :

- _ '01' code has been setted as 01234
- _ '04' code has been setted as 12345
- _ '07' code has been setted as 11111

always is possible to change or invalidate the codes following the below instruction.

The keypad is usually delivered with only one code inserted, i.e. the master code, stated at '00123'
: The codes can be changed by the user with the following procedures.

The keypad includes a membrane 12-key keyboard, a green LED indicator lamp, a red LED indicator lamp and a buzzer; all these devices concur during operation or programming operations; the programming of the system is done from the keyboard, with no need to move switches or jumpers, so with no need to open the enclosure.

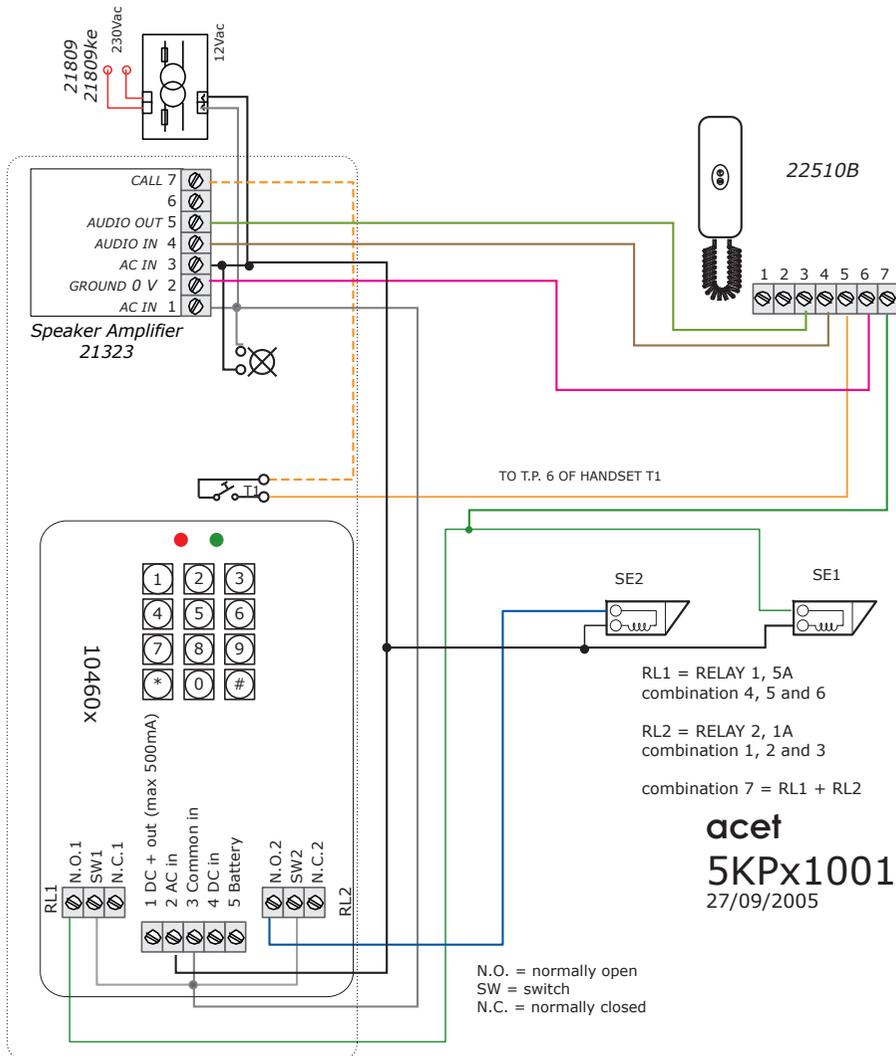
The green LED shows that the system is in stand-by

Each keypress is confirmed by a short beep sound, while a missed code causes a long beep; the LED lamp will indicate a correct code (the LED will remain on for all the time the output relay is activated).

The codes are stored in a maintenance free non-volatile memory with 10 years data retention; no battery or backup supply is necessary.

Terminal description:

- NO1 Normally open for RL1
- SW1 Switch for RL1
- NC1 Normally closed RL1
- 1 Out for DC low current
- 2 In for AC signal
- 3 In for common signal
- 4 In for DC signal
- 5 In /Out from/to Battery
- NO2 Normally open for RL2
- SW2 Switch for RL2



NC2 Normaly closed for RL2

-A) INSTALLATION HINTS and REQUIREMENTS

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The maximum voltage applicable to the relay contact is 24 V; a service pushbutton BS, which will activate the output for all the time it is hold pressed, can be connected to the connection header.

The connection diagram is shown on the last page; it shows how to connect the optional backup battery and the clock PE that can be used to enable the service pushbutton only within specified time slots: the battery is charged from the keypad when the mains power is present.

B) LEARNING MODE ENTERING

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The first operation requested to allow programming operation is to enter the learning phase instead of the working condition: to obtain this the user has to introduce the master code, stated in factory as '00123'; after this operation the red LED will blink to confirm the instruction phase has been entered.

Now it is possible change either the codes or the length of the ON time of the output (relay).

B.1) OUTPUT LENGTH SETTING

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It is possible to choose between several active output times, depending on the kind of lock; the selected time is chosen by pressing ONE key, from '1' to '8' and followed by 'A' to confirm the selection.

The times allowed are:

- Key '1' -> 1 second
- Key '2' -> 2 seconds
- Key '3' -> 4 seconds
- Key '4' -> 8 seconds
- Key '5' -> 10 seconds
- Key '6' -> 15 seconds
- Key '7' -> 20 seconds
- Key '8' -> 25 seconds
- Key '9' -> 28 seconds

The selected value is stored as soon as the '*' key is pressed.

B.2) CODE SETTING

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The first operation requested is the selection of the code to be changed: this is obtained by pressing TWO keys an confirming them with '*' key; this number can range from '00' to '07' : please note that it is required a TWO digit number before the confirm key '*', so the user has to type, for example, '03' if he wishes to change the value of the third user code.

Furthermore, the value '00' is reserved to the master code, and this code will never activate the output.

After the selection of the code the user has to introduce the old value: after the introduction of the exact value a medium length beep is output: now it is possible to enter the new code, 5 digit long; after the 5th digit a beep signals the code has been entered.

If the selected code was not already used a double beep and it is possible to introduce immediately the value.

It is possible to clear a code simply selecting the value '00000' as the new code.

THE SYSTEM WILL NOT ACCEPT '00000' AS THE MASTER CODE.

B.3) END OF PROGRAMMING

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The end of the learning phase is obtained by pressing '0' and '*' keys: the keypad will go back to the working condition, with all the codes updated.

NOTE

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In case of wrong selection it is possible to clear ALL the operation from the beginning of the last sequence pressing the '#' key: the system will come back to the condition of just entering the learning phase (end of phase B).

Once entered the learning condition it is possible to perform several operations, such as programming many codes, without exiting the learning phase, but simply performing the required setting operations described above in sequence (Sec. B.1 and B.2).

MASTER CODE CLEARING

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It is possible, if needed, to restore the master code to the default factory value; the procedure is the following:

- a) Remove power supply (either mains and/or battery);
- b) Wait about 10 seconds to ensure proper power off;
- c) Hold down at both " * ", "0" and " # " keys;
- d) Reconnect power while the previous keys are hold presed: the LED will blink at a speed rate to confirm the proper execution of the operation;
- e) Remove power, wait 10 seconds and reconnect it: the keypad will work with the default master code.

Please be informed that this procedure will work ONLY when the system is powered on, and this combination of '*', '0' and '#' keys will be considered as an error during normal operation; all the tenant's codes are unaffected.