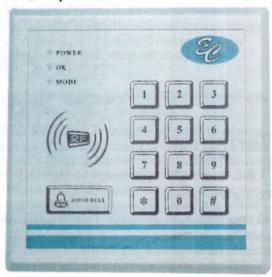
Self Contained Door Access Controller User's Manual Model EC-PRK1

By Elyssa Corporation





Specifications:

Operating Voltage:

12 VDC

Current Consumption:

60 mA Standby Current

1 A Unlock Current

Relay Contact Rating:

1A @ 24 VDC

Maximum Users:

255 Users

Reader Distance:

Up To 4"

RF Type:

EM Tag

Operating Temperature:

-10° C - 70° C

Operating Humidity:

-10% - 90%

Dimensions:

4.65" (L) x 4.625" (W) x .8125" (D)

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Installation:

Mounting: Remove front cover with circuit board, and mount rear plate to wall with screws and anchors.

* Important Note: Removing rear plate will activate the anti-tamper feature; this will disable all functions while the tamper switch is released. $\overline{\text{NC}[\text{NO}]}$

Follow the printed legend on the circuit board as follows - Open Door

Terminals:



- 1 & 2 These are the power inputs for the system, Terminal #1 is connected to a constant +12 Volts DC, and #2 to -12 Volts DC.
- 3 This terminal provide a switched path to ground used to apply to or remove power from an electronic locking device. Jumper J1 controls the mode of operation of the contact points. If the J1 is placed on the two left hand pins, the path to ground is normally closed (NC), and will open momentarily when activated; this will activate the delay timer on most magnetic locks. If the J1 is placed on the two right hand pins, the path to ground is normally open (NO), and will close momentarily when activated; this will activate the negative trigger of many door timers.
 - 4 This is a full time auxilliary ground.
- 5 & 6 These are the egress switch inputs; a closure across these terminals will release the door for unrestricted exit.
- 7 & 8 These are normally open (NO) contacts provided for the connection of a doorbell pushbutton.
 Allows use of existing standard (NO) doorbell button.

Programming: *Important Note: Be sure that the tamper switch is depressed before attempting programming. Unit will not enter program mode with tamper switch released.

Change Master Code: To set a new master code, enter system edit mode by pressing the Pound (#) key. Power (Red), OK (Green), & Mode (Orange) LEDs will now light [\$\frac{1}{2}\$]. Now input the 5 digit default code (Factory default is 12345). The buzzer will sound, and the OK (Green) LED will go out [\$\frac{1}{2}\$]. Next press the "1" key and only the Mode (Orange)LED remains lit [\$\frac{1}{2}\$], then input your new 5 digit access code (E.G. 13579) and a short buzzer tone will sound, OK (Green) LED will flash [\$\frac{1}{2}\$] and Power (Red) & Mode (Orange) LEDs will light [\$\frac{1}{2}\$]. Press key "6", the Power (Red) and Mode (Orange) LEDs flash and go out, to signal data acceptance & return to operating mode [\$\frac{1}{2}\$, \$\frac{1}{2}\$].

Caution - Keep a record of your user password, you will need it to re-enter program mode.

If you lose or forget it, you must perform the factory default proceedure.

Enter User Tag &/Or Password:

To set up either a new user prox tag or password: Enter system edit mode by pressing the Pound (#) key and entering master code. Press key "2", the Mode (Orange) LED lights and the Power (Red) and OK (Green) LEDs go out [&]. Now asign a 4 digit user ID number from 0001 to 9999 (This is not an entry code, merely identifies user), and the OK (Green) LED will light to verify ID [&]. If the buzzer sounds three times, the ID number has already been used and another must be selected. If the buzzer sounds four long tones the memory is full and no further entry is possible. Now read tag to be entered or input 6 digit user code for this user number ID. Press key "2" to continue to next code or tag or press key "6" to exit. The Power (Red) and Mode (Orange) LEDs flash and go out, to signal data acceptance & return to operating mode [&].

Note: Both an entry code and prox tag may be programmed to a single user ID and will permit entry by either, to require both code <u>AND</u> tag continue to next section.

To set up a new user prox tag/password combination: Enter system edit mode by pressing the Pound (#) key and entering master code. Press key "0", the Mode (Orange) LED lights and the Power (Red) and OK (Green) LEDs go out [\$\geqrig|\$]. Now enter a 4 digit user ID number from 0001 to 9999 (This is not an entry code, merely identifies user), and the OK (Green) LED will light to verify ID [\$\geqrig|\$]. If the buzzer sounds three times, the ID number has already been used and another must be selected. If the buzzer sounds four long tones the memory is full and no further entry is possible. Now read tag to be entered and within 3 seconds, input the user code for this user number ID. A long buzzer tone will sound and the OK (Green) LED will flash and go out [\$\frac{1}{2}\$] and the Power (Red) and Mode (Orange) LEDs will light to verify successful user enrollment [\$\frac{1}{2}\$]. Press key "0" to continue to next tag & code or press key "6" to exit. The Power (Red) and Mode (Orange) LEDs flash and go out, to signal data acceptance & return to operating mode [\$\frac{1}{2}\$, \$\frac{1}{2}\$].

Delete User Tag &/Or Password: To delete either a user prox tag, password or both; enter system edit mode by pressing the Pound (#) key and entering master code, then press key "3". The Mode (Orange) LED lights and the Power (Red) and OK (Green) LEDs go out [8]. Input 4 digit user ID number to be deleted and a long buzzer tone will sound to verify deletion of user ID. Press key "6", the Power (Red) and Mode (Orange) LEDs flash and go out, to signal data acceptance & return to operating mode [8,8].

Delete All User Tags &/Or Passwords: To delete all user prox tags, passwords or both; enter system edit mode by pressing the Pound (#) key and entering master code, then press key "4". A long buzzer tone sounds, and the OK (Green) LED flashes and goes out [] and the Power (Red) and Mode (Orange) LEDs light []. This will verify deletion of all user IDs. Then exit program mode. Press key "6", the Power (Red) and Mode (Orange) LEDs flash and go out [],], to signal data acceptance & return to operating mode.

Set Door Open Duration: To set the length of time that the door is unlocked; enter system edit mode by pressing the Pound (#) key and entering master code, then press "5". The Mode (Orange) LED lights and the Power (Red) and OK (Green) LEDs go out []. Input a number from 01 - 99 (Time is in ½ second increments, so enter twice the value of the time you wish the door to remain open. E.G. for 10 seconds enter 20) to set the length of time that the door relay will remain activated. The OK (Green) LED flashes and goes out [] and the Power (Red) and Mode (Orange) LEDs light [], to verify door open

time setting. Press key "6", the Power (Red) and Mode (Orange) LEDs flash and go out [💈 🐉], to signal data acceptance & return to operating mode.

Exit Programming: To exit program mode, press key "6", the OK (Green) LED flashes and goes out [3] and the Power (Red) and Mode (Orange) LEDs flash and go out [3,8], to signal data acceptance & return to operating mode.

Note: If an error in programming is made, three long buzzer tones will sound and the reader will return to normal mode. If the buzzer sounds 2 short & 1 long tone

5 times, there is an error in the memory.

Operation:

Operating Mode: Once programming is complete, the Power (Red) LED lights and the OK (Green) and Mode (Orange) LEDs will go out [8].

Opening Door:

A) Put prox tag near reader, or input 6 digit user code into keypad. The buzzer will sound a long tone, the OK (Green) LED lights and the Power (Red) LED will go out [].

B) If the tag + code option has been chosen, place prox tag near reader then enter user code within 3 seconds. A single long buzzer tone will signal user acceptance.

Invalid Card:

A) If an improper code or tag is used, the Power (Red) LED remains lit [§] and three short buzzer tones will sound, and the door will remain locked.

B) If the tag + code option has been chosen an improper input returns reader to ready mode, waiting for re-input of tag + code.

Note: Tags cannot be read when door is open, when code is being input, or while the egress button is pushed.

Defaulting Master Code: With Power Off, place the jumper at S16 to pins 2 & 3 . Power up the reader by applying +12 Volts DC to terminal 1, and a Ground to terminal 2. The buzzer will sound and the Power (Red), OK (Green), & Mode (Orange) LEDs will light []. Power down the reader momentarily; then re-connect the power supply. Power, OK, & Mode LEDs will now light [] and the sounder will beep slowly until the jumper at S16 is moved to pins 1 & 2. At this point the buzzer will stop, and the Power (Red) LED will light [] indicating that the reader is ready.

Note: Defaulting Master Code only changes the system password back to factory default password (12345), other data will not be changed.

Warning:

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