

ENROLLING PROX CARDS AND FOBS

Each prox card/fob must be enrolled into a User Code location, using the same procedures that are used to add/change User Code PINs.

1. On the Keypad, press the center ELK key.
2. Press 6 to jump directly to Menu 06 - Change User Codes OR Use the UP or DOWN arrow keys to scroll to the menu.
3. Press the RIGHT arrow key to select Menu 6. Enter a Master user code (PIN) to gain access to this menu.
4. Use the UP or DOWN arrow keys to scroll to the User Code location (001 to 099) where the Prox card/fob is to be enrolled. OR enter the three digit number, i.e., 050 for User 50.
5. Select CHG by pressing the RIGHT arrow key.
6. The keypad will display the existing 4 or 6 digit code that is programmed for this user along with any programmed name.
7. Place a new (not previously enrolled) prox card/fob near the Keypad's right speaker grill, just below the Stay key. The ideal read range is approximately 1/8" to 3/8" from the front surface. The clam-shell type prox cards generally have a better read range than fobs. Sometimes the read range is 3/8" or more.
8. If the keypad accepts the new prox card/fob, it will beep 3 times and display a 12 digit code, which is part of the ID stored in the card/fob. If the keypad rejects the prox card/fob, it will produce a low error tone and display:
Code Not Authorized, Redo
The reject error may be caused by:
A. The card or fob has already been enrolled (the M1 does not allow duplicate codes)
OR
B. The facility code stored in the prox card/fob does not match the ELK facility code. The M1PR Reader can only read cards/fobs which have the matching facility code.
9. After a prox card/fob has been enrolled into a user code location, its capabilities are set by the User Code Options found in Menu 02 of the M1 Installer Level Programming. The most common of these options are:
 - Arm the M1 Control.
 - Disarm the M1 Control.
 - Access - Trip output to de-energize a lock **

** The activation assignment for M1 Outputs requires the Whenever/And/Then Rules programming of the Elk-RP Software.

The following example is a rule to activate Output 003 for 10 seconds when a valid prox card/fob (with Access Option enabled) is presented at Keypad 01. The output could be used to break or make power to a door strike.

WHENEVER Keypad 01 Access is Activated
THEN Turn On Output 003 for 10 seconds.

Mini Prox Reader

for M1KP Keypad

ELK-M1PR

APPLICATION:

The **ELK-M1PR** is a plug-in accessory that permits touchless reading of M1PRC prox cards and M1PRF prox fobs by a M1KP Keypad. It provides virtually the same capabilities as a user code, i.e., arm, disarm, access, etc. Ideal for higher security installations and as an alternative to remembering PIN codes.

ELK
PRODUCTS, INC.

Mini Prox Reader ELK-M1PR



FEATURES:

- Simple Plug-in Installation
- Compatible with Clamshell Style (Credit Card size) Proximity Cards (ELK-M1PRC)
- Compatible with Keychain Style Proximity Fobs (ELK-M1PRF)
- Low Current Draw
- Substitutes for User Code Pin Entry

SPECIFICATIONS:

- Reader Format: 26 bit Wiegand
- 5 Pin Plug-in Connector
- Operating Voltage: 5 VDC from Keypad
- Current Draw: ~20 mA.
- Size: 1.875 W x 1" H x .375 D

Features or Specifications subject to change without notice.

CARDS AND FOBS (ordered separately)

ELK-M1PRC

- Pack of 10, White clam shell style prox cards
- Size: 2 1/8" L x 3 3/8" H x 3/16" T

ELK-M1PRF

- Pack of 10, Black keyring fobs
- Size: 2 1/8" L x 1 1/4" H x 1/4" T

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Installation Instructions on Inside

INSTALLATION OF OPTIONAL ELK-M1PR INTERNAL PROXIMITY CARD READER

1. Turn Off the M1 Master Power Switch.
2. Remove the M1KP Keypad from its mounting plate, disconnect the 6 pin data bus cable, and place face down on a soft surface.
3. Locate the 1" mounting hole in the lower left corner and the 5 pin male connector marked J2 to the right of the mounting hole.
4. Position the M1PR in the 1" mounting hole with its 5 wire female cable facing towards connector J2.
5. Gently lift up on the 5 wire cable, then bend the white plug down to form a slight arch in the wires. **SEE DETAIL A.** This will shorten the cable enough that it can be plugged into connector J2.
6. Reconnect the 6 pin data bus cable to connector J1 and install the keypad onto its mounting plate.
7. Turn On the M1 Master Power Switch. Refer to the instructions for enrolling cards or fobs.

