

Slimline Hardwired Keypad for EC-i, ESL, Runner & ESX-V2

Specifications

Warranty

Voltage **Current Draw Push Terminals** IP Rating Tamper Backlighting Mounting **Dimensions**

12VDC 70mA max Mounting Height (Recommended) 1.2m to 1.5m 0.2mm2 - 0.5mm2 security cable IPX0 (indoor use only) Calibration & alarm (optional) 3 programmable options

Vertical flush box or direct fix H118 x W74 x D12mm

5 years

Compatible Control Panels

EC-i, ESL-2, ESL, Elite S, Elite S Lite, ESX V2 & Runner

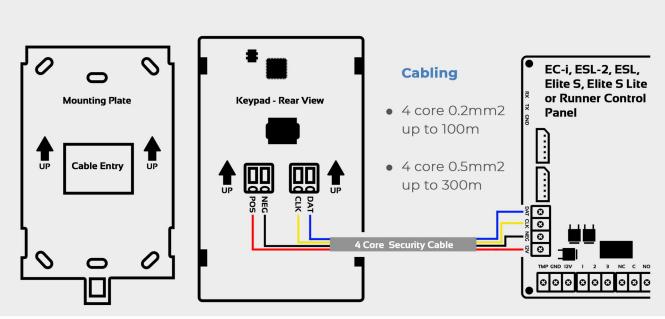
Programming & Display

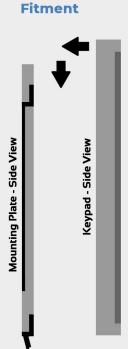
Ensure the keypad is mounted to its backplate (on the wall) before use. This is imperative to ensure the capacitive touch calibrates correctly.

The EC-KP best programs & displays up to 8 x Inputs, 8 x Outputs, 8 x Areas, 8 x Keypads, 8 x Schedules & 8 x Holidays. Some programming values over '8' are available, however these are not recommended on the EC-KP due to the nature of the display.

Systems greater than 8 inputs, 8 outputs etc are best programmed via the EC-TOUCH, EC-LCD, web browser or EliteCloud dashboard (coming soon). It is recommended to use the EC-KP along with the EliteCloud smartphone app for the best user experience.

Hardware & Cabling Overview





- Fit mounting plate level on the wall.
- Make sure the entire system is powered down.
- Terminate POS. NEG, CLK & DAT as detailed in the 'Hardware & Cabling Overview' below
- Place keypad over mounting plate as shown then slide down until a click is heard from the securing clip.

Button & Icon Overview

AC/Battery Icon

(4)

Invisible = No power fault.

Solid Red = AC &/or battery failure is present.

Away Arm Button Arm

Solid White = Away disarmed for all areas. Solid Red = One or more areas are armed.

Stay Arm Button Stay

Solid White = Stay disarmed for all areas. Solid Red = One or more areas are stay armed.

Cancel Button Cancel

Press to perform the following functions: Clear an incorrect code. Cancel arming during exit delay. Return back to the home screen.

(2) · · · · · · · · · · · · · · · · · · ·		
Arm	Stay	(i)
1	2	3
4	5	6
7	8	9
Cancel	0	~

Running Person Icon

3

Invisible = No open/active inputs.

Solid White = An input from 1-248 is open/active

Flashing White = Currently displaying open/ active inputs (from 1-8 only).

Info Button

(i)

Solid White = Everything OK.

Solid Red = There is a current system fault.

Code Entry Indicators

Displays how many digits are currently input on the keypad. Press Cancel button to clear.

Enter/Confirm Button



Must be pressed after code entry for code to be accepted or action to be performed.

Menu (Programming & Diagnostics)

Press the Info icon (i) found on the home screen to access the menu.

Each number represents the following functions from within the menu:

- (i) 3 4 5 6 7 Cancel
- **Installer Programming** Requires installer code to access this function.

Alarms/Activations - Shows activated inputs from the previous arm cycle (only displays inputs 1 - 8). 2.

Current System Faults - Each fault within option 3 is indicated by a number as detailed below:

- 1. System Tamper Alarm
- **3.** Supervision Alarm
- 4. Fuse Failure

- 5. Communicator Failure
- 2. Input Tamper Alarm (wired or wireless) 6. Wireless Device Battery Low
 - 7. Remote Battery Low
 - 8. Excessive Wrong Code Attempts

4. Sleep Options

- Select the preferred option from 1 - 3 below then press ✓ to confirm.

- 1. Illumination will time out after 30 seconds & will only wake when touched.
- 2. Illumination will time out after 30 seconds & will wake with any sensor movement.
- 3. Illumination is on continuously.
- **Brightness**
- 1 = Least bright & 6 = Most bright. Once selected, press ✓ to confirm.
- Beep/Buzzer
- 1 = Lowest frequency & 9 = Highest frequency. 0 = Beep/Buzzer OFF Select the preferred option followed by \checkmark to confirm.
- **Open/Active Inputs**
- Displays any input (from 1 8 only) that is open/active. Open/Active inputs above 8 can not be viewed on the EC-KP due to the nature of the display.

The best UX is achieved by pairing the EC-KP with the EliteCloud smartphone app.



Installer Programming

→ Enter Installer Programming from the home screen

- Press the 'Info Button' (i) & options 1 7 will appear.
- Press option 1 to access installer programming & (i) will slow flash white.
- Enter the correct installer code (default 000000) followed by (2) to confirm.
- (i) will fast flash white to indicate you are in installer programming.

← Exit Installer Programming

Press the 'Cancel' button several times until you return to the 'Home Screen'.

Keypad Address

Setting or Retreiving the Keypad Address

- Enter installer programming as detailed above: Make sure (i) is fast flashing white to indicate that you are in programming mode before proceeding.
- Press 902 followed by the \odot icon & the current keypad address will flash back on the numeric display.
- Next enter the new keypad address followed by the \bigcirc icon to confirm. The new address will flash back.

Note: All keypads on one system must be set to their own independent address to help avoid bus conflict.

Press the 'Cancel' button 2 times to exit back to the 'Home Screen'.

Address Type Programming

Address programming is available via the EC-KP, however some addresses are restricted on this keypad.

Below is a summary of the most common programming addresses for ESL & EC-i. Make sure you are in installer programming as detailed above before proceeding.

User Codes

Cancel 1 ⊘ 1 ⊘ New Code (1 to 6 digits) ⊘ - This example is to set/change 'User 1'.

Cancel 1 ⊘ 2 ⊘ New Code (1 to 6 digits) ⊘ - This example is to set/change 'User 2'.

☆] Input Entry Delays

Cancel 144 ② 1 ② Delay Time (0 to 9999 Seconds) ② - This example is to set/change 'Input 1'.

Cancel 144 ② 2 ② Delay Time (0 to 9999 Seconds) ② - This example is to set/change 'Input 2'.

を 〕 Exit Delay

Cancel 60 ○ 1 ○ Delay Time (0 to 255 Seconds) ○ - This example is to set/change 'Area 1'.

See our ESL, EC-i or ESX V2 control panel manuals for a complete list of programming options.

Important

IPXP0 (indoor use only) (





Avoid installing in direct sunlight. (**)



