

APPLICATION

The M1KAM is a single door access interface for use with the M1 Control Panel family. It connects to the 4 wire keypad data bus and takes the place of a traditional M1 Keypad. The maximum number of Keypads (combination of M1KAMs and Keypads) that may be connected to an M1 is 16. It is important to note that while an M1KP or M1KP2 keypad can accept a 26 bit access reader, the M1KAM is a more powerful and less expensive door interface solution. It includes a local relay output with form "C" dry contacts for compatibility with most all door locking devices. It works with card swipe or proximity readers conforming to the 26 bit wiegand format, but can also accept a Dallas "One-Wire" iButton reader/device. Like the M1KP and KP2 Keypads, the M1KAM has 1 input and 1 output correlating to its bus address. The input reports back the local door status to M1, and the output is used by M1 to control the lock relay. Locally, the M1KAM has additional input/outputs consisting of a RTE (request to exit) input, a DHO (door held open) voltage output, and voltage outputs representing the M1 Ready To Arm and System Armed status. These outputs are switched negative (pull to ground). The M1KAM is mounted in a universal surface mount plastic housing with knockouts for surface mount raceways.



FEATURES:

- Input for a 26 bit Wiegand Reader
- Input for a Dallas "One-Wire" iButton Reader
- Heavy Duty Form "C" Relay Contacts for Switching Door Strike Power
- Low Current (50mA) Switched Negative (pull to ground) Output for Door Held Open Alarm
- Low Current (10mA) Switched Negative (pull to ground) Output for System Ready To Arm indication
- Low Current (10mA) Switched Negative (pull to ground) Output for System Armed indication
- Supervised Input for RTE (Request To Exit) Button/Device
- Supervised Input for Door Status Sensor
- Installs in place of an M1 Keypad and operates from the RS-485 4-Wire Keypad Data Bus
- Four selectable Time settings for "Request to Exit" and "Door Held Open"
- Hardware Watchdog Circuit

SPECIFICATIONS:

- Connections: Unpluggable Screw Terminals, 16 Position
- Operating Voltage: 13.8 VDC
- Current Draw: Less than 30 mA with min. activity, 44 mA fully active
- Housing Dimensions: 4.25" x 6.375" x 2.125"
- Circuit Board Dimensions: 3.95" W x 2.875" H x .95" D

Features and Specifications subject to change without notice.

INSTALLATION

Mount the M1KAM within 25ft of the door being controlled. Since It connects to the 4-wire keypad data bus the M1KAM can be located from the control up to the maximum distance of the data bus. The ambient temperature range should be between 32° and 120° F (0° to +49° C). CAT5 or CAT6 wire (4 pair, 8 conductor) is recommended for all data bus cables as the spare wires may be required for data return paths where multiple homeruns or devices are installed. **NOTE: Refer to the M1 or EZ8 Installation Manual for information about Data Bus termination when multiple homerun cables are installed.** Recommended min. conductor size is 22 or 24 gauge. Maximum resistance per wire is 25 Ohms. **DO NOT SPLICE OR CONNECT WIRES WITH THE CONTROL POWER ON.**

Wiring Connections:

1. Turn OFF all power on the M1 or M1EZ8 Control before making any wiring connections.
2. Connect the 4-wire data bus **+12V, Data A, Data B,** and **Neg** wires coming from the M1 or EZ8 to the identically marked terminals labeled **M1 DATA BUS** on the M1KAM. NOTE: The M1KAM features unpluggable terminals blocks for ease and installation and service.
3. Install a separate local power supply for the locking device (door strike or mag lock).
NEVER attempt to power an electric door strike or mag lock from the +12VDC of the M1/EZ8 Data Bus.
4. The **Relay** (Output) on the M1KAM operates as an On/Off switch between the locking device and the power source. Depending on how the wiring is connected the voltage to the locking device can either be "turned On" or "turned off" when the Relay (Output) becomes energized. Connect the wires in one of the following manners:

Cut one of the two wires leading from the power source to the locking device. Strip and connect one end to the **RELAY COM** terminal. N/C - If the locking device is "Fail Safe" (unlocks when power removed), connect the other end of the wire to the **RELAY N/C** terminal. N/O - If the locking device is "Fail Secure" (stays locked until power applied), connect the other end of the wire to the **RELAY N/O** terminal.

Important points to follow:

- 1) A general purpose blocking diode (supplied) **MUST BE INSTALLED** on Door Strikes (at the strike) across the + and - connections as shown in the hookup diagram. This helps stop voltage kickback 'transient' when the strike coil releases.
 - 2) The M1KAM **MUST** requires an ElkRP Whenever/And/Then Rule to inform the Relay Output to energize when a valid access credential (card, fob) is read. Rules can only be written using the ElkRP software. An Access Rule example is on page 6.
 - 3) The Output ID (Identification) of the **Relay** Output on the M1KAM is based on the Data Bus Address of the M1KAM. See Table 1 under "Setting the Data Bus Address" for more details.
5. Install a proximity reader ("26 BIT" Wiegand compatible) OR a Dallas iButton reader and connect it to the M1KAM as follows:
- 26 Bit Wiegand Reader - 4 wire connection, 2 for power and 2 for data to the M1KAM. Ideally the reader should be powered from the local power supply being used for the locking device. When a local 12V power supply is utilized it is important for the Neg (-) sides of both power sources (M1/EZ8 Data bus power and local power supply) to be commonly connected. See wiring diagram.

- Dallas iButton Reader - This is a two (2) wire reader used with memory chips called iButtons. iButtons are virtually indestructible stainless steel "coin like" devices approximately the size of a dime. Connect the Black wire to the M1KAM terminal marked **READER NEG** and the White wire to the terminal marked **READER iButton**. In this situation the reader receives power from the M1KAM.
MAXIMUM WIRING DISTANCE between the M1KAM and a Prox Reader or iButton Reader is 50 ft.

* Some readers have LED indicators for features like status, armed, ready, etc. It may be possible to connect and utilize these with the M1KAM. See step 8 and the wiring diagram or contact ELK Technical Support for details.

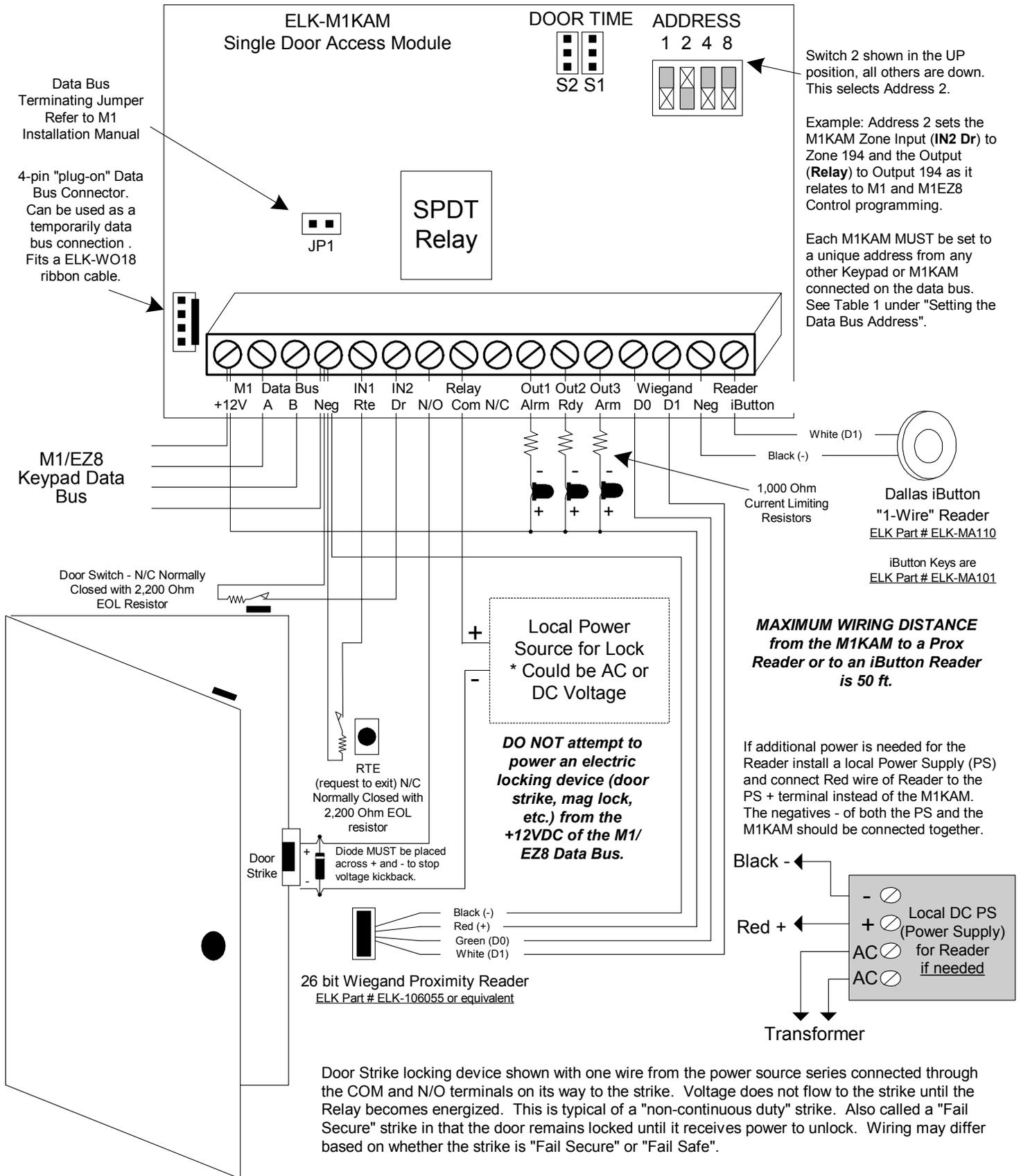
6. A Normally Closed (N/C) alarm contact (Optional) may be installed on the door and connected to the M1KAM in order to detect the state open/closed of the door. Use a two conductor wire and connect between terminal marked **IN2 Dr** (Door Switch Input) and any **NEG** terminal. Install a 2,200 Ohm end of line (EOL) resistor (provided) in series with the switch.
NOTE: An EOL resistor MUST be connected, even if an alarm door contact is not being installed.

It's possible to use this alarm contact for both status by the M1KAM and security by the M1 Control. M1 will associate the zone number (ID) of **IN2 Dr** based on the Data Bus Address of the M1KAM. See Table 1 under "Setting the Data Bus Address". The zone could be defined as Burglar and either perimeter instant or delayed. **Warning:** It should be noted that the M1KAM will make the zone appear normal to the M1 (automatically shunted) for the duration of any RTE (request to exit) time period. If "True" status of the door is desired at all times then a second alarm contact should be installed and connected directly to an M1 Zone input.

7. Install a Normally Closed (N/C) Request to Exit (RTE) sensor or switch. This is generally required by law to allow free exit from the building. Connect to the M1KAM using a two conductor wire. One wire connects to the terminal marked **IN1 Rte**, the other connects to any terminal marked **NEG**. Install a 2,200 Ohm end of line (EOL) resistor (provided) in series with the switch. **The EOL resistor MUST be connected, even if a Request To Exit (RTE) switch is not being installed.**
8. There are three (3) additional Outputs on the M1KAM. **OUT1 ALARM** is designed to allow a local alarm if the door is held open too long. **OUT2 READY** is a remote Ready To Arm indication of the Area or partition which the M1KAM is assigned. **OUT3 ARM** is a remote Armed indication of the Area or partition which the M1KAM is assigned. Each of these outputs is low current switched negative (pull to ground). "OUT1ALARM output is switched negative, maximum current of 50mA. OUT2READY and OUT3ARM outputs are switched negative, maximum current of 10mA." See wiring diagram on opposite page. **DO NOT EXCEED** the maximum drive current of any output.
9. Turn on the power to the control along with the local power source for the locking device and reader. Proceed to the section titled "Setting the Data Bus Address and Enrolling Data Bus Modules".

VERY IMPORTANT:

EOL terminating resistors MUST be installed on inputs IN1 Rte (Request to exit) and IN2 Dr (Door Sw. Input). The M1KAM will not work properly if these inputs are left open. If an RTE (request to exit) device or a Door Switch is not being installed then simply install the EOL resistor across the input terminals as shown below.



Hookup Diagram for ELK-M1KAM Single Door Access Module

Setting the Data Bus Address and Enrolling Device(s) into the System

All devices that operate on the RS-485 4-wire data bus must have a unique address setting from 1 to 16 within their device TYPE. Keypads and Access Modules are device TYPE 1, input (zone) expanders TYPE 2, output expanders TYPE 3, etc. The purpose of device types is so that the address numbers can be re-used in each different device type. It is OK to have a Keypad, a Zone Expander, and a Output Expander all set to address 2 and on the same data bus since each device is a different device type. **It is NOT OK to have duplications of addresses within the same device type. I.E. Multiple keypads on the same control cannot be set to 'like' addresses.**

Setting the Data Bus Address of the M1KAM Access Module: The address setting is very important because it establishes the Zone ID of the Door Status Input AND the Output ID of the on-board relay that is used to operate the locking device. Refer to Table 1 below. Since the Access Module is the same device "type" as a Keypad, its bus address must be unique among any of the possible 16 keypad addresses. If more than 1 Keypad or Access Module is installed, each one MUST be set to a unique address (2, 3, etc). The maximum number of keypad addresses is 16. **Duplicate addresses MUST NOT EXIST. I.E. Multiple keypads and/or Access Modules must each have a unique address.**

1. There are 4 white switches located in the top right hand corner of the M1KAM board. Each switch has a position of OFF or ON (binary value 0 or 1) and a decimal equivalent value of (1, 2, 4, or 8). The total decimal value of the "ON" switches equates to the data bus address.
2. Proceed to the ENROLLING process to make the Access Module operational.

Data Bus Address	Switch Settings				Input ID (Zone)	Output ID (Relay)
	S1	S2	S3	S4		
1	ON	Off	Off	Off	193	193
2	Off	ON	Off	Off	194	194
3	ON	ON	Off	Off	195	195
4	Off	Off	ON	Off	196	196
5	ON	Off	ON	Off	197	197
6	Off	ON	ON	Off	198	198
7	ON	ON	ON	Off	199	199
8	Off	Off	Off	ON	200	200
9	ON	Off	Off	ON	201	201
10	Off	ON	Off	ON	202	202
11	ON	ON	Off	ON	203	203
12	Off	Off	ON	ON	204	204
13	ON	Off	ON	ON	205	205
14	Off	ON	ON	ON	206	206
15	ON	ON	ON	ON	207	207
16	Off	Off	Off	Off	208	208

The Zone Input and Relay Output ID is determined by the Data Bus Address setting.

Table 1: Data Bus Address Switches

Jumper Settings for RTE (Request to Exit) & DHO (Door Held Open) Times

These two jumpers select the time values assigned to Request to Exit (RTE) and Door Hold Open (DHO) functionality.



00 > RTE Time = 10 Seconds
DHO Time = 20 Seconds



10 > RTE Time = 20 Seconds
DHO Time = 40 Seconds



01 > RTE Time = 30 Seconds
DHO Time = 60 Seconds



11 > RTE Time = 45 Seconds
DHO Time = 90 Seconds

Other Jumper Settings

NOTE: Jumper JP1 located in the middle left side of the board is used to engage a 120 Ohm resistor for terminating the M1 Data Bus. Please see Data bus wiring instructions before using this jumper.

Enrolling the M1KAM with the control: Once the address is set and the M1KAM powered up it will be necessary to manually ENROLL the new device so that the M1 Control knows it is present. This can be done from either the keypad programming "Menu 1 - Bus Module Enrollment" or the ElkRP Remote Programming Software. The following steps are used to ENROLL a device from the Keypad.

1. Press the **ELK** key, then press **9** (or scroll up) to display **9 - Installation Programming**. Press the **RIGHT** arrow key to select this menu. The Installer Program Code (PIN) must be entered to access this menu.
2. Enter the Installer Program Code. (See M1 Manual for the default Code)
3. The first Installer Programming menu displayed will be "Bus Module Enrollment"
4. Press the **RIGHT** arrow key to select this menu. "Enrolling Bus Modules" will display
5. The M1 will transmit an enrollment message to all data bus devices, following by a display showing the total Bus Modules that are enrolled. To view the enrolled devices and/or remove a device press the **RIGHT** arrow key to select Edit mode.
6. Press the ***** or Exit keys to exit Installer Programming.

**Auth. Required
Enter Valid Pin**

**01-Bus Module
Enrollment**

**XX Bus Modules
Enrolled, Edit**

Jumper Settings for RTE and DHO Time Values

The M1KAM has four possible jumper settings that adjusts the amount of time on the Request To Exit (RTE) and Door Held Open (DHO) features. The time values for RTE and DHO are adjusted together. See Table 1 for the time adjustments.

Request To Exit (RTE) refers to the amount of time that the Door Lock will remain Unlocked by the action of the RTE device.

Door Held Open (DHO) refers to the amount of "Delay" time the door status may remain open before the **Out1 Alarm** output becomes active. The timer starts upon a valid access, when a RTE occurs, and/or when the **IN2DR** input (door status) is tripped. The **Out1 Alarm** can be connected to activate a relay or a low current sounder device as a local alert. The output stays on until the door is physically restored to a closed/secure state.

Programming the Control Panel "Keypad" Options

The ELK-M1KAM takes the place of a regular M1 Keypad. Although a Keypad has multiple programming attributes, there are only two (2) attributes that are required to be programmed for the Elk-M1KAM. The other attributes can remain blank or as-is.

- 1) Program a NAME: A 16 digit description for describing the location of the Elk-M1KAM. i.e., employee entry
- 2) Program the AREA: This is very important! It defines which area (partition) the Elk-M1KAM belongs to. The default is area 1.

Adding Access Credentials (Cards, Fobs, or Wiegand Keypad code) see special note on Dallas iButtons

IMPORTANT: It is NOT POSSIBLE to add (learn or enroll) Access Credentials using only a Elk-M1KAM.

There are two (2) methods for adding access credentials (Cards or Fobs) into an M1 or M1EZ8 control.

Method 1 - Use the ElkRP Programming Software to add access credentials. This is the only method for adding a Dallas iButton (see next page).

The ElkRP Downloading Software makes it easy to manage access credentials either locally or remotely, provided the ID number of the credential is available. The longer digits of access credentials get stored in the same location as User PIN Codes. To add a new credential or user code select Add / New User. To modify an existing credential or user code double click it and make any changes. The following steps explain the process for adding or changing a credential or user code.

1. Below the User Code field there is a box labeled: "User has an access credential.....". This box MUST be checked so that ElkRP will know this code is a access credential. Even though most access credentials come with a 3 digit site code and 5 digit ID number printed on the outside, this is NOT the credential ID string to be entered as the User Code. The credential ID string must be decrypted. For this purpose ElkRP provides two boxes labeled SITE CODE and CARD/PIN Number. Filling in these two boxes will allow ElkRP to autofill and display the credential ID string in the User Code field. There is also a special software program available from Elk's Website <http://www.elkproducts.com/products/m1/m1documentation.htm> that can be used to decrypt the ID string of an access credential. This software program is titled: [M1 Prox Code Calculator](#).
2. Once the User Code field is filled in it is imperative that the User Code Options be selected. The required options are: what area(s) or partition(s) for which the code shall be valid, and whether it can Arm, Disarm, trip the Access function, etc.
3. After everything is completed, be certain to connect ElkRP with the control and SEND this new user code data.
4. The access credential should now be usable from any attached Elk-M1KAM (or Keypad w/reader) as long as the area (partition) settings and options are correct for the features that you are trying to perform.

The screenshot shows the ElkRP software interface for adding a user. The 'User Code' field is highlighted with a red circle and contains the value '000009440000'. Below it, the checkbox 'User has an access credential instead of a code' is checked. The 'Site Code' is set to '0' and the 'Card/PIN Number' is set to '1234', both also highlighted with red circles. The 'User's Name' is '26bit Wiegand'. The 'User Authorizations' section has 'Access' checked. The 'Areas' section has '1' checked.

Note: Numeric Keypads that produce a 26bit Wiegand output can generally be used with the Elk-M1KAM. But since the code entered from this type keypad will be transmitted as a 26bit Wiegand string, it is necessary that the code be encoded and stored in the M1 as a 26bit Wiegand string. In most cases this can be done by just entering a Site Code of 0 followed by the desired 4 digit code into the Card/PIN Number location. ElkRP will then fill in the proper credential ID string.

Method 2 - Use a Elk-M1KP, M1KP2, or M1KP3 Keypad equipped with a 26bit Wiegand Reader and connected to the Control.

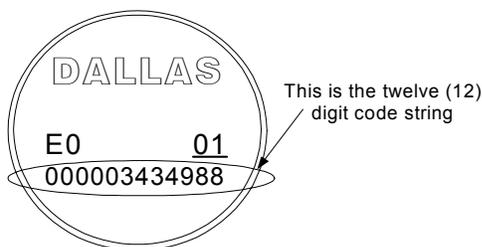
This allows an access credential to be learned into the M1 memory via the "Change User Code" menu on the keypad. When it comes time to enter a 4 or 6 digit User code just present the credential to the reader. If credential reads properly the embedded code will display on the Keypad and will be stored in the M1 memory in place of the 4 or 6 digit User Code.

NOTE: M1KP Keypads require either a plug-in Elk-M1PR Wiegand Reader or a external 26bit Wiegand Reader (Elk-106055 or compatible) connected via a separately purchased Elk-W035A cable/wiring harness. M1KP2 and M1KP3 Keypads only accept external readers connected via a separately purchased Elk-W039A cable/wiring harness.

1. The Keypad with the attached reader must be enrolled and operational on the M1 or M1EZ8 Control.
2. Press the ELK key followed by the 6 key (or scroll up) to display 6 - Change User Codes.
3. Press the RIGHT arrow key to select the Change User Code menu.
4. When prompted, enter a valid **MASTER USER** Authorization Code to gain access to this menu.
5. The display will show 001 (User Code 1). Press the UP or DOWN arrow keys to scroll to the desired User Code location, OR use the number keys to enter three (3) digits and jump directly to any desired User Code. As soon as the display shows the correct User Code number, press the RIGHT arrow CHG key to make changes to this User.
6. The existing code digits (generally 0000) will now display. It will also show the user name.
7. Present the credential (card or fob) to the reader that is attached to this Keypad.
8. Keypad will beep 3 times if the access credential is accepted. If rejected, the Keypad will produce a low error tone and display Code Not Authorized, Redo. Typical causes are: a.The credential is already enrolled (duplicate codes are not allowed) b.The facility code of the credential is not compatible with the reader. Not all brands are interchangeable.
9. Once the credential has been added the area and authorizations must be set from Installer Level Programming, Menu 2. Set the Area(s) where this credential should be usable, and then set the desired authorizations: Arm, Disarm, Access, etc.
10. The access credential should now be usable from any attached Elk-M1KAM (or Keypad w/reader) as long as the area (partition) settings and options are correct for the features that you are trying to perform

Dallas iButtons

With a M1KAM Access Module it is possible to connect a Dallas iButton reader to an M1 or M1EZ8 Control. NOTE: Dallas iButton readers CANNOT BE CONNECTED OR INTERFACED to regular M1 Keypads. Accordingly, the only method by which a Dallas iButton credential may be added is to manually type in the code string using the ElkRP Downloading Software. Fortunately, the code string for a Dallas iButton is printed on the front of the iButton itself. The code string consists of twelve (12) digits that must be entered.



Programming an Access Event from the ElkRP Rules Engine

When an access credential (card, fob, iButton) is read by a reader attached to a Keypad or M1KAM the Control immediately scans each of it's programmed User Codes looking for a match to the code string. If a match is found the control will produce an appropriate action based on the authorization options for that particular User Code. For example:

If the ARM option is enabled for that User Code the control will attempt to arm the area (partition).
If the DISARM option is enabled for that User Code the control will disarm the area (partition).

If the ACCESS option is enabled for that User Code the control will log an Access event and then scan for any Rules that may contain an Access event. **IMPORTANT:** No outputs or action will take place beyond the logging UNLESS a Whenever/And/Then rule has been written to tell the control what it is supposed to do. See the paragraph below concerning Whenever/And/Then Rules.

NOTE: It is possible for an access credential to Disarm the Control and unlock (Access) the door at the same time provided the User Options for DISARM and ACCESS are both enabled.

Whenever/And/Then Rules

As mentioned above, an ACCESS event flag does not actually do anything (other than log) unless there has been a Whenever/And/Then Rule written to tell the control what it is suppose to do. Rules are written using the ElkRP Programming Software. An Access event can be used to create virtually any desired reaction. i.e., turn on an output, a light, close/open a relay, etc. The following is an example of a rule designed to turn an output ON for 10 seconds whenever a valid credential (card, fob, iButton) is presented and verified by the control. The output might be wired to a door locking device which could unlock the door for 10 seconds.

**WHENEVER ACCESS 'Keypad Name' (KP 2) IS TRIGGERED
THEN TURN Output 194 ON FOR 10 SECS**

NOTE: ElkRP will always use the reference of "KP" (for Keypad) followed by an address number (2 in this case) even if the actual device at this address happens to be an M1KAM Access Module. The actual Keypad Name can be custom programmed to a more descriptive identity such as "Employee Entry" to help keep things organized.