



C.E. Electronics
Security System
Programming Manual

Frequently Asked Questions

Questions

Where to look for the answer

How do I access my floor(s) with my code?	Standard User Access – Pg. 1
How do I add a code to the system?	Add User – Pg. 2
How do I change a code?	Add User / Delete User – Pg. 2 / Pg. 3
How do I change the Master Control Code?	Change Master Code – Pg. 4
How do I determine which floors an existing code has access to?	Check User Code – Pg. 5
How do I delete all the codes in the system?	Clear All Users From List – Pg. 6
How do I make my floor or hall button stay active longer?	Change Access Time – Pg. 7
How do I make the display brighter? (only applies to units with 16 character display module)	Change Display Brightness – Pg. 9
How do I reverse the function of the relays?	Change Relay Output Option – Pg. 11
How do I manually set a floor to be ‘free’ or ‘secure’ for an undetermined amount of time?	Add Floor Manager & Floor Manager Functions – Pg. 12 & 13

On the following pages, “Display” refers to the optional 16 character display module and “Light” refers to the standard tri-color LED. You should have one or the other as your visual indicator.

Floor Manager codes are used in combination with Floor Manager functions to manually control the operation of one or more relays.

Security System

Keypad Entry

Programming Instructions

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STANDARD USER ACCESS

In idle state the visual indicator shows ...	<u>Display</u> ENTER CODE	or	<u>Light</u> SOLID AMBER
Type in access code, then press #, if the code is valid, you will see ... and you can now press the button for your floor.	ACCESS GRANTED		SOLID GREEN
If the code is not valid, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED

FUNCTION 1. ADD USER TO ACCESS LIST

STANDARD USER CODE MUST BE 6 DIGITS OR LESS

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again. ¹	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 1 then press #, you will see ...	ADD USER		SOLID GREEN
3. Type in the new code then press #, you will see	ENTER AGAIN		BLINK GREEN
4. Type in the new code again then press #, If the 2 nd entry doesn't match the 1 st , you will see (return to step 3)	NOT SAME NUMBER		SOLID RED
If number is already in use you will see ... (return to step 3)	CODE USED		BLINK RED
If the new code is valid you will see ...	USER ACCEPTED		SOLID AMBER
5. Type in the relay number ² the user will have access to, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in the relay number again then press #, If the 2 nd entry doesn't match the 1 st , you will see (return to step 5)	NOT SAME NUMBER		SOLID RED
If the relay number is not valid (must be 1 – 16), you will see ... (return to step 3)	INVALID FLOOR		BLINK RED
If the new code is valid you will see ...	FLOOR ACCEPTED		SOLID AMBER
For multiple relays, repeat steps 5 and 6 until all relays have been entered for this code. To end the process and save the information for this code, press 0#0# , you will see ...	USER ADDED		BLINK AMBER

¹ If you do not know what the Master Control Code is, please contact your elevator company or C.E. Electronics, Inc.

² If you do not know which relay number(s) you want to have access to, please contact your elevator company or C.E. Electronics, Inc.

FUNCTION 2. DELETE A USER FROM ACCESS LIST

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 2 then press # , you will see ...	DELETE USER		SOLID RED
3. Type in user code to be deleted, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in the code again then press #, If the 2 nd entry doesn't match the 1 st , you will see (return to step 3)	NOT SAME NUMBER		SOLID RED
If number is not in the system you will see ... (return to step 3)	USER NOT FOUND		BLINK RED
If the code was valid you will see ...	USER DELETED		BLINK AMBER

FUNCTION 3. CHANGE MASTER CONTROL CODE

MASTER CONTROL CODE MUST BE 6 DIGITS OR LESS

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 3 then press # , you will see ...	CHANGE M CODE		SOLID AMBER
3. Type in the new Master Control Code, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in the new Master Control Code again, then press #, If the 2 nd entry doesn't match the 1 st , you will see ... (return to step 3)	NOT SAME NUMBER		SOLID RED
If number is already in use you will see ... (return to step 3)	CODE USED		BLINK RED
If the code was valid you will see ...	NUMBER STORED		BLINK AMBER

FUNCTION 4. CHECK USER CODE/FLOOR ACCESS

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 4 then press # , you will see ...	CHECK USER		SOLID GREEN
3. Type in User Code to be checked, then press #, if the code is not in the list you will see ... and you should press # to return to step 3. If the code is in the list, you should see...	USER NOT FOUND		BLINK RED
4. Type in the relay number to be checked, then press #, if user does not have access to this relay, you will see ... and you should press # to try another relay. If relay number is not from 1 to 16, you will see ... and you should press # to try another number. If user has access to this relay, you will see ... And you should proceed to step 5.	USER FOUND		SOLID GREEN
5. Repeat step 4 for all relays to be checked against this code.	FLOOR NOT FOUND		AMBER/RED
6. To end process, repeat step 4 using 0 as the relay number, you will see ...	INVALID FLOOR		BLINK RED
	FLOOR ACCEPTED		SOLID AMBER
	PROCESS COMPLETE		BLINK AMBER

FUNCTION 5. CLEAR ALL USERS FROM LIST

DOES NOT DELETE MASTER CONTROL CODE

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 5 then press #, you will see ...	CLEAR USERS		AMBER/RED
3. Type in 000005, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 000005 again, then press #, if the 2 nd entry doesn't match the 1 st , you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If number entered both times is not 000005, you will see ...	INVALID FUNCTION		BLINK RED
press # to return to step 3 or press '*' to return to step 1.			
If the number matched, you will see ...	USERS CLEARED		BLINK AMBER

FUNCTION 6; OPTION 0. CHANGE CAR BUTTON ACCESS TIME

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 6, then press #, you will see ...	CHOOSE ITEM		SOLID GREEN
3. Type in 0, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 0 again, then press #, If the 2 nd entry is not the same you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	ENTER VALUE		AMBER/GREEN
5. Type in new car button access time (1 to 250 seconds), then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in new car button access time again, then press #, if 2 nd entry is not the same, you will see ... press # to return to step 5 or press '*' to return to step 1.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	VALUE STORED		BLINK AMBER

FUNCTION 6; OPTION 1. CHANGE TIME ALLOWED BETWEEN KEY STROKES (PROCESS TIME)

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 6, then press #, you will see ...	CHOOSE ITEM		SOLID GREEN
3. Type in 1, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 1 again, then press #, If the 2 nd entry is not the same you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	ENTER VALUE		AMBER/GREEN
5. Type in new process time (1 to 30 seconds), then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in new process time again, then press #, if 2 nd entry is not the same, you will see ... press # to return to step 5 or press '*' to return to step 1.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	VALUE STORED		BLINK AMBER

FUNCTION 6; OPTION 2. CHANGE 16 CHARACTER DISPLAY MODULE BRIGHTNESS

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 6, then press #, you will see ...	CHOOSE ITEM		SOLID GREEN
3. Type in 2, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 2 again, then press #, If the 2 nd entry is not the same you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	ENTER VALUE		AMBER/GREEN
5. Type in new brightness level (1 to 30), then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in new brightness level again, then press #, if 2 nd entry is not the same, you will see ... press # to return to step 5 or press '*' to return to step 1.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	VALUE STORED		BLINK AMBER

FUNCTION 6; OPTION 3. CHANGE TIME ALLOWED BETWEEN PROGRAMMING KEY STROKES (PROGRAMMING TIME)

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 6, then press #, you will see ...	CHOOSE ITEM		SOLID GREEN
3. Type in 3, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 3 again, then press #, If the 2 nd entry is not the same you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	ENTER VALUE		AMBER/GREEN
5. Type in new programming time out (1 to 250 seconds), then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in new programming time out again, then press #, if 2 nd entry is not the same, you will see ... press # to return to step 5 or press '*' to return to step 1.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	VALUE STORED		BLINK AMBER

FUNCTION 6; OPTION 34. CHANGE RELAY OUTPUT OPTION

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in current Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 6, then press #, you will see ...	CHOOSE ITEM		SOLID GREEN
3. Type in 34 then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in 34 again, then press #, If the 2 nd entry is not the same you will see ... press # to return to step 3.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	ENTER VALUE		AMBER/GREEN
5. Type in 1 for inverted relay output, or 0 for normal relay output, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in 1 or 0 again, then press #, if 2 nd entry is not the same, you will see ... press # to return to step 5 or press '*' to return to step 1.	NOT SAME NUMBER		SOLID RED
If the 2 nd entry is correct, you will see ...	VALUE STORED		BLINK AMBER

FUNCTION 7. ADD FLOOR MANAGER TO ACCESS LIST

FLOOR MANAGER CODES MUST BE 5 DIGITS OR LESS AND ARE USED IN COMBINATION WITH
THE FLOOR MANAGER FUNCTIONS ON THE NEXT PAGE

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in Master Control code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	CHOOSE FUNCTION		BLINK GREEN
2. Type in 7 then press #, you will see ...	ADD FLOOR USER		AMBER/GREEN
3. Type in the floor manager code then press #, you will see ...	ENTER AGAIN		BLINK GREEN
4. Type in the floor manager code again then press #, if the 2 nd entry doesn't match the 1 st , you will see ... (return to step 3)	NOT SAME NUMBER		SOLID RED
If number is already in use you will see ... (return to step 3)	CODE USED		BLINK RED
If the new code is valid you will see ...	USER ACCEPTED		SOLID AMBER
5. Type in the relay number the floor manager will have control over, then press #, you will see ...	ENTER AGAIN		BLINK GREEN
6. Type in the relay number again then press #, If the 2 nd entry doesn't match the 1 st , you will see (return to step 5)	NOT SAME NUMBER		SOLID RED
If the relay number is not valid (must be 1 – 16), you will see ... (return to step 3)	INVALID FLOOR		BLINK RED
If the new code is valid you will see ...	FLOOR ACCEPTED		SOLID AMBER
For multiple relays, repeat steps 5 and 6 until all relays have been entered for this code. To end the process and save the information for this code, press 0#0# , you will see ...	USER ADDED		BLINK AMBER

FLOOR MANAGER FUNCTIONS

FLOOR MANAGER CODE REQUIRED

	<u>Display</u>	or	<u>Light</u>
In idle state the visual indicator shows ...	ENTER CODE		SOLID AMBER
1. Type in Floor Manager code, then press #, if the code is incorrect, you will see ... and you should try the code again.	ACCESS DENIED		SOLID RED
If the code is correct, you will see ...	SET FLOOR ACCESS		AMBER/RED
2. Type in 0 to set "free access in normal mode" then press #, you will see ...	FLOOR FREE ACC		SOLID GREEN
Type in 1 to set "secure access in normal mode" then press #, you will see ...	FLOOR SECURE ACC		BLINK AMBER
Type in 2 to set "free access in timer mode" then press #, you will see ...	FLOOR FREE ACC		SOLID GREEN
Type in 3 to set "secure access in timer mode" then press #, you will see ...	FLOOR SECURE ACC		BLINK AMBER
Type in 4 to set "free access in both modes" then press #, you will see ...	FLOOR FREE ACC		SOLID GREEN
Type in 5 to set "secure access in both modes" then press #, you will see ...	FLOOR SECURE ACC		BLINK AMBER

Quick set-up guide for keypad installations

LED status
Message status

Install the control hardware (on the top of the car) and the keypad		
Connect the relay contacts in series with the car buttons		
Connect the mains supply to the control hardware	Amber	Enter Code
Enter 1# and relay 1 will energize	Green (timed)	Access Granted
Check the relay led goes out and the associated button works	Green (timed)	Access Granted
Repeat for other relays e.g. Enter 2# to energize relay 2	Green (timed)	Access Granted

When happy with the installation delete the pre-installed keypad codes	Amber	Enter Code
Enter 33# (master control code)	Blink Green	Choose Function
Enter 5# (function delete all codes)	Blink Amber/Red	Clear Users
Enter 000005#	Blink Green	Enter Again
Enter 000005# again	Blink Amber	User Cleared
Enter *	Amber	Enter Code

Add new access codes	Amber	Enter Code
Enter 33# (master control code)	Blink Green	Choose Function
Enter 1# (function add new code)	Green	Add User
Enter new code# e.g. 3456# (6 digits or less)	Blink Green	Enter Again
Enter new code# again	Amber	User Accepted
Enter relay number# required e.g. 1# for relay 1 (must do this for at least 1 relay)	Blink Green	Enter Again
Enter relay number# again	Amber	Floor Accepted
Repeat enter relay number# for other relays e.g. 2# for relay 2	Blink Green	Enter Again
Enter relay number# again	Amber	Floor Accepted
Enter 0# (to save changes)	Blink Green	Enter Again
Enter 0# again	Blink Amber	User Added
Enter *	Amber	Enter Code
Repeat above for additional access codes and relay combinations	as above	
To test code - enter new code#	Green (timed)	Access Granted

Delete individual access code if to be changed or not required	Amber	Enter Code
Enter 33# (master control code)	Blink Green	Choose Function
Enter 2# (function delete code)	Red	Delete User
Enter code# to delete e.g. 2346#	Blink Green	Enter Again
Re-enter code# to delete	Blink Amber	User Deleted
Enter *	Amber	Enter Code
To test code - enter deleted code#	Red	Access Denied

Other Functions (refer to manual)

C.E. SECURITY SYSTEM FACTORY DEFAULT CODES

The factory has preprogrammed the following codes. These codes can be used to test the security system. It is suggested for security reasons that the factory default user codes are erased and the Master Control Code is changed. Please refer to the C.E. Electronics Security System Program Manual [Function 3 and Function 5] for instructions on how to make these changes.

MASTER CONTROL CODE: 33

USER CODE:	1	FLOOR 1 ACCESS
USER CODE:	2	FLOOR 2 ACCESS
USER CODE:	3	FLOOR 3 ACCESS
USER CODE:	4	FLOOR 4 ACCESS
USER CODE:	5	FLOOR 5 ACCESS
USER CODE:	6	FLOOR 6 ACCESS
USER CODE:	7	FLOOR 7 ACCESS
USER CODE:	8	FLOOR 8 ACCESS
USER CODE:	9	FLOOR 9 ACCESS
USER CODE:	10	FLOOR 10 ACCESS
USER CODE:	11	FLOOR 11 ACCESS
USER CODE:	12	FLOOR 12 ACCESS
USER CODE:	13	FLOOR 13 ACCESS
USER CODE:	14	FLOOR 14 ACCESS
USER CODE:	15	FLOOR 15 ACCESS
USER CODE:	16	FLOOR 16 ACCESS
USER CODE:	123	FLOOR 1,2,3,4,5,6,7,8 ACCESS
USER CODE:	12345	FLOOR 1,3,5,7 ACCESS

FLOOR MANAGER CODE: 54321 CONTROLS FLOOR 1 & 3
USED TO CHANGE FLOOR ACCESS (FREE / SECURE) DURING
NORMAL MODE AND TIMER MODE.