

## Load Tech Devices KP01 KEYPAD



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The KP01 Keypad is the perfect solution to access control, without the expense of adding a centralized building security system.

**The Load Tech Devices KP01 is designed with one relay rather than eight relays as seen on the Load Tech devices KP03. The KP01 is perfect for use at the hall fixture for hall call access control!**

- **Installs in minutes**
- **The keypad and controller are installed at the hall fixture, eliminating the need for additional wiring**
- **Change Access Code in seconds**

# KP01 INSTALLATION INSTRUCTIONS

## Hall Call Lockout:

1. Verify hall fixture voltage is 24 VDC\*.
  2. Install the keypad in a convenient location adjacent to the hall fixture. Route the keypad cable into the hall fixture box. Connect the cable to the hall call. Refer to Diagram 1.
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## Car Call Lockout:

1. Verify car call voltage is 24 VDC\*
2. Install the keypad in a convenient location on the C.O.P. Route the keypad cable into the C.O.P. Connect the cable to the car calls. Refer to Diagram 2.

### Note:

Phase II fire service **MUST** override car call lockouts. If using call lockout inputs, verify that the elevator controller software overrides them during Phase II. If interrupting the car call common, one of the DISABLE terminals on TB3 must be grounded during Phase II to override the keypad controller.

\* If fixture voltage is other than 24 volts DC, contact Load Tech Devices to obtain the correct voltage regulator board.

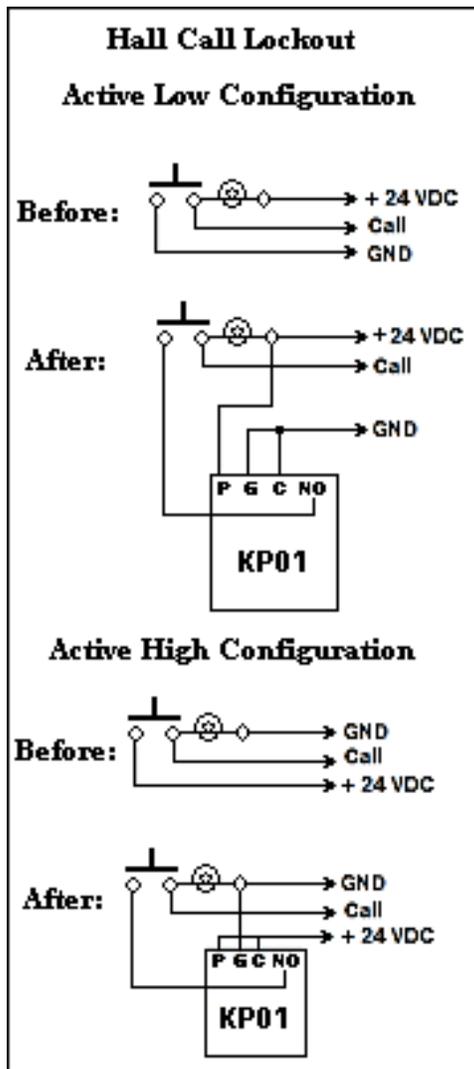


Diagram 1

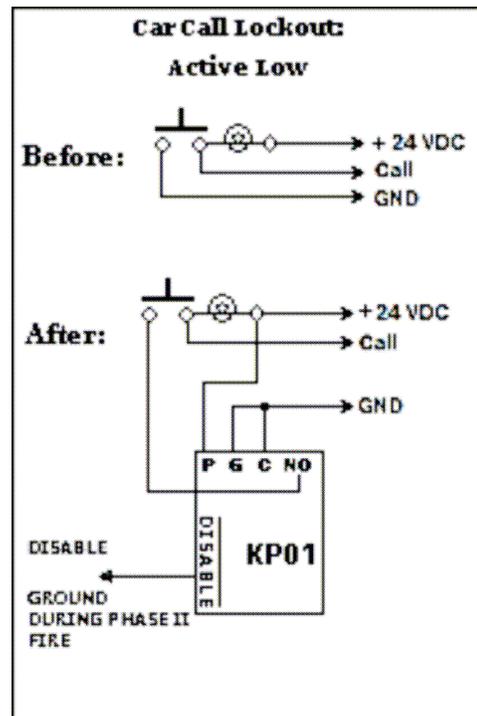


Diagram 2

**CABLE COLOR CODE CHART**

RED +24 VOLTS DC (P)

BLACK 24 VOLT COMMON (G)

GREEN GROUND

WHITE RELAY COMMON (C)

BLUE RELAY NORMALLY OPEN (NO)

ORANGE RELAY NORMALLY CLOSED (NC)

BROWN DISABLE

# KP01 Programming Instructions

The default four digit PROGRAM code is: 9876

The default four digit ACCESS code is: 1234

## To change the program code:

**Load Tech Devices KP01 Keypad has two ways to change the Program Code.**

1. With power applied to the KP01, install a header jumper on the PROG (JP1) header. Hit \* then # next enter the four digits desired. The keypad controller should emit four short beeps followed by one long beep after the four digits are entered. Remove the PROG (JP1) jumper when finished.
2. The alternative way to change the Program Code: Hit \* then # next enter the current Program Code. The KP01 will beep three times, hit # then enter the new four digit Program Code. The KP01 will then emit four short beeps followed by one long beep. The new Program Code will replace the existing Program Code.

## Definitions

### **Access Code:**

The four digit code, preceded by \* allowing a user to place a car or hall call.

### **Program Code:**

The four digit code, preceded by \* then # allowing the administrator to change the Access Codes or the current Program Code.

### **To change the access code:**

Hit \* then # next enter the four digit program code.  
If the program code is valid, the keypad controller will beep three times.  
Enter in the four digits desired (Numbers only, No \* or #). The keypad controller will emit three short beeps followed by one long beep.  
The new access code will take effect.

The KP01 Keypad is now ready for use. To access a call, Hit \* then enter the four digit access code. If the access code is valid, the keypad controller will emit short beeps for three seconds. During this time, the call button can be pushed. If the code is not valid, the keypad controller will emit one long beep.

### **To erase all data on the KP01:**

With power applied, install a header jumper on the ER (JP2) header.  
Leave the jumper on for at least five seconds.  
The keypad controller will beep twice. Remove the header jumper.  
All data is now erased and the default program and access codes will take effect.