SSS SIEDLE

Entry Controller
EC 602-01

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General Remarks

Application
The Entry controller EC 602-... is used as an evaluating unit for a maximum of 8 code lock modules COM 611-... and/or max. 8 Electronic-Key-reading modules ELM 611-... and/or a maximum of 8 display modules DIM 611-.... The EC 602-... comprises 2 relays (switching outputs), the extension unit ECE 602-... offers a further 6 relays, making available a max. of 8 relays.

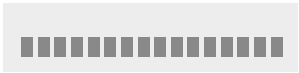
Programming
The EC 602-... / ECE 602-... is programmed at the keypad directly at the EC 602-.... .

It is possible to program codes even if there are no COM 611-... units connected.

EKC/EK 601-... can only be programmed if ELM 611-... units are connected.

Code
The programming menu of the EC 602-... can be protected against unauthorized access by means of a code. No default code is entered in the unit.

Continuous display
Display after switching on the EC 602-...:



Display

After appr. 7 secs.

SSS Siedle
EC 602-0

Continuous display

Remark:
The system is only operational if a continuous display is visible.

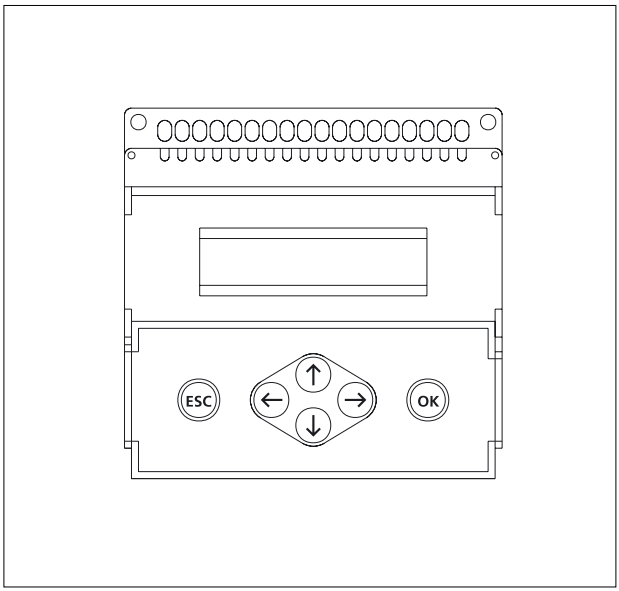
Note
If no input is made for longer than 10 minutes in a programming menu, the EC 602-... automatically switches back to the continuous display.

Input Units

Address setting
COM 611-...
ELM 611-...
DIM 611-...
All COM 611-..., ELM 611-... and DIM 611-... units connected to the EC 602-.../ECE 602-... must be given an address between 1 and 8.
Under the lid at the back next to the outlet for the ribbon cable, is the respective BCD switch for address setting. COM 611-... and/or ELM 611-... and/or DIM 611-... units combined in a door station are each given the same address. The default address 1 is always set as standard at all COM 611-..., ELM 611-... and DIM 611-... units. Addresses 0 and 9 and double address allocations (at different door stations) lead to a system malfunction.

LED displays at the ELM 611-...

Red LED flashing:	For 3 seconds if an unauthorized EKC 601-... or EK 601-... is presented.
Green LED flashing, red LED alight:	For 1 second as confirmation when reading in EKC 601-... or EK 601-....
Green LED flashing:	For 3 seconds as confirmation of executed switching function.
Green LED alight:	Continuously when unit is operational.
Red and green LED flashing alternately:	For 10 seconds when switching on the unit.
Red and green LED both alight:	In the programming mode when reading in EKC 601-... / EK 601-....
Red LED flashing, green LED alight:	When all 999 EKC/EK 601-... have been read in.

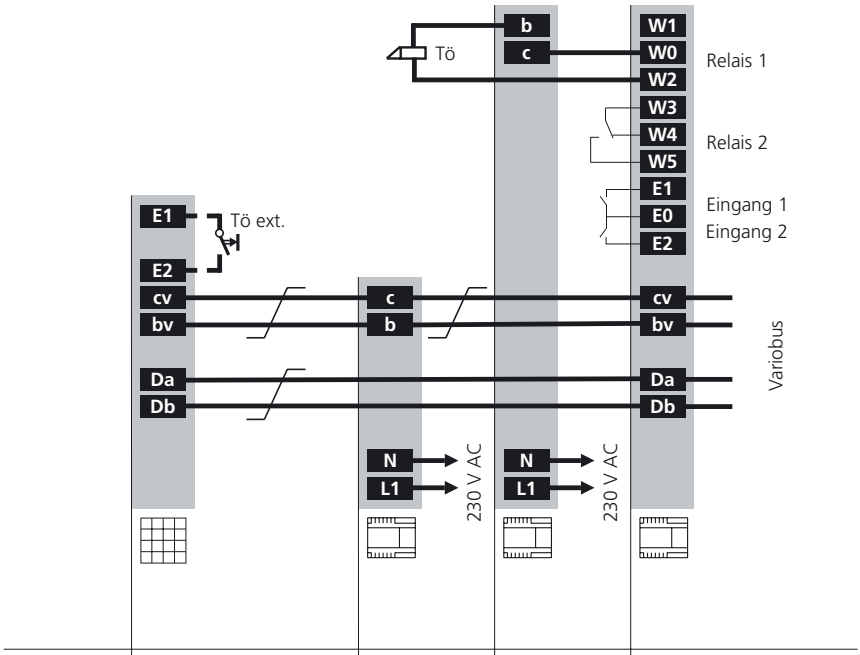


Access to the keypad and the display
The lid of the housing can be opened by pulling at the upper edge. The display is located under the housing lid. The keypad is located on the inside of the housing lid.

Button functions

↓ ↑	Scroll buttons	For scrolling forward and back between and in the programming menus, and for selecting functions and digits.
← →	Cursor buttons	Used for scrolling to the next function or digit input.
OK	Programming button	Used to enter the programming level and to confirm (save) your inputs.
ESC	Cancel button	Used to quit the individual programming menus and to terminate the programming session.
		The scrolling and cursor buttons are fitted with a repeat function. If the buttons are held down, the digits automatically count upwards or the cursor changes continuously between the individual positions.

Circuit Diagram relating to the Programming Examples



Gerätebedarf	COM 611-.../ DIM 611-.../ ELM 611-... Siedle Vario	TR 602-...	NG/TR 602-...	EC 602-0

Programming Example with 1 COM 611- ...

System with EC 602-... and 1 COM 611-... to actuate e.g. 1 door release via relay 1. The door release is to remain switched on for 3 seconds.
Switching contact at relay 1: Terminals W0 and W2 (n.o. contacts)

	SSS Siedle EC 602-0	Continuous display
Use the programming button to access the main menu.		Press the programming button
	SYSTEM OK = Prog ↓↑ = Next	Display
Use the scroll button to access the Code menu.		Press the scroll button
	CODE OK = Prog ↓↑ = Next	Display
Using the programming button access the programming point „Enter code“.		Press the programming button
	Enter code OK = Prog ↓↑ = Next	Display
Use the programming button to access the programming level.		Press the programming button
	OK = Save ↓↑ = New Code 01 _	Display
Now enter the 1-8 digit code number, for example 132.		
Use the scroll button to select the number „1“ in our example. Each time the button is pressed, the number is indexed upwards.		Press the scroll button several times until you reach the number „1“.
	OK = Save ↓↑ = New Code 01 1	Display
Use the cursor button to scroll to the next position.		Press the cursor button
	OK = save ↓↑ = New Code 01 1	Display

For the remaining positions of the code number, repeat the last two steps.	OK = save ↓↑ = New Code 01 132_	Display
Once you have entered all the numbers, press the programming button to save your entry.	(OK)	Press the programming button
	Relay 12 Code 01 _	Display
Use the scroll button to assign code 01 to relay 1.	(↑)	Press the scroll button
	Relay 12 Code 01 L	Display
Using the programming button, save your entry.	(OK)	Press the programming button
	Disable with Inp.1 Code 01 NO	Display
Using the cancel button, return to the Code menu.	(ESC)	Press the cancel button
	CODE OK = Prog ↓↑ = Next	Display
Using the cancel button, quit the programming level.	(ESC)	Press the cancel button
	SSS Siedle EC 602-0	Continuous display

The programming sequence is now completed.

Programming Example with 1 ELM 611- ...

System with EC 602-... and 1 ELM 611-... to actuate for example 1 door release via relay 1. The door release is to stay switched on for 3 secs.

Switching contact of relay 1: Terminals W0 and W2 (n.o. contacts)

• Please number through the EKC 601-... and/or EK 601-... you wish to read in starting with no. 001.

	SSS Siedle EC 602-0	Continuous display
Use the programming button to access the main menu.		Press the programming button
	SYSTEM OK = Prog ↓↑ = Next	Display
Press the scroll button to enter the Key card menu.		Press the scroll button twice
	Key card OK = Prog ↓↑ = Next	Display
Use the programming button to access the programming point „Card input“.		Press the programming button
	Card input OK = Prog ESC = Cancel	Display
Use the programming button to enter the programming level.		Press the programming button
	OK = Save ↓↑ = New Card 001 NEW	Display

Holding the EKC/EK 601-... you wish to read in, approach the reading module EML 611-... .
Hold the EKC/EK 601-... with the number 001 in front of the ELM 611-... .
Once the card has been read in, the green LED flashes for one second as a confirmation.
Read in further EKC/EK 601-... in ascending numerical sequence in the same way.
After reading in the 999th EKC/EK 601-..., the red LED flashes while the green LED is continuously alight.

It is not possible to read in any further EKC/EK 601-... .
If, for example, you have read in 10 EKC/EK 601-.. you will see the following display at the EC 602-... (illustrated on page 10):

	OK = Save ↓↑= New Card 011 NEW	Display
Using the programming button, confirm read-in of the EKC/ EK 601-... .	(OK)	Press the programming button
	Relay 12 Card001 _	Display
Using the scroll button, assign the card 001 to relay 1.	(↑)	Press the scroll button
	Relay 12 Card001 L	Display
Use the programming button to store your input.	(OK)	Press the programming button
	Disable with input 1 Card 001 NO	Display
Using the programming button, index to the next number.	(OK)	Press the programming button
	Relay 12 Card002 _	Display
For additional EKC/EK 601-... , repeat the previously described steps. Once all the EKC/EK 601-... have been programmed, switch back to the Key Card menu using the cancel button.	(ESC)	Press the cancel button
	Key card OK = Prog ↓↑ = Next	Display
Use the cancel button to quit the programming level.	(ESC)	Press the cancel button
	SSS Siedle EC 602-0	Continuous display

The programming sequence is now completed.

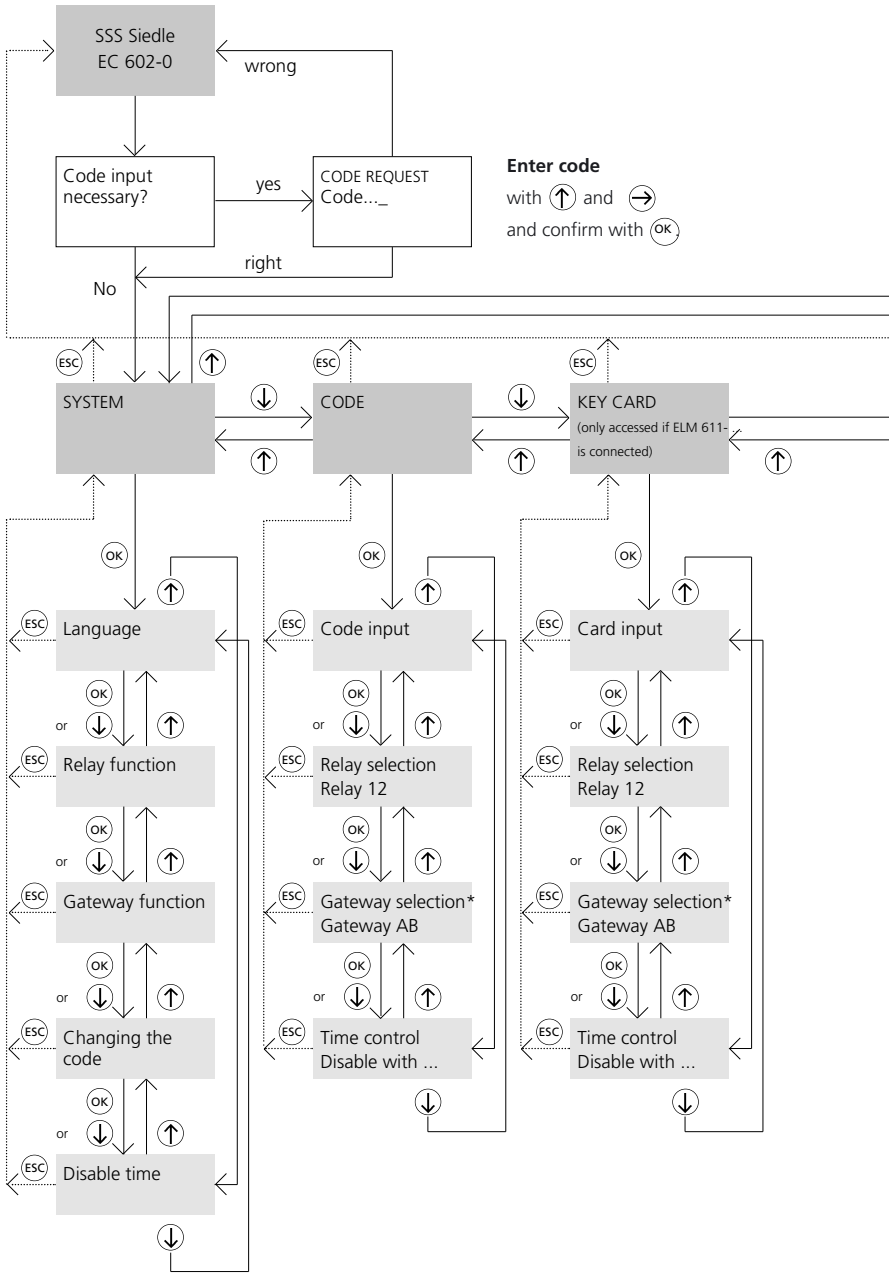
Programmable Menu Points

Programmable Menu points	Programming possibilities	Default setting
System		
Language	German, English	German
Relay function	L (local), G (global)	L
Gateway funct.	4 gateways A,B,C,D	– –
Changing the code	1-8-digit code	– –
Disable time	1-59 minutes	– –
Code		
Code input	max. 99 1-8-digit codes	– –
Relay selection	Assignment of codes to COM 611-...	– –
Gateway selection*	A, B, C, D	– –
Time control	No/Yes	No
Key card		
Card input	max. 999 EKC/EK 601-...	– –
Relay selection	Assignment of EKC/EK 601-... to the ELM 611-...	– –
Gateway selection*	A, B, C, D	– –
Time control	No/Yes	No
Key button		
Internal (Release button at the COM/DIM 611-...)		
Relay selection	Assign release buttons of COM 611-..., DIM 611-...	– –
Gateway selection*	A, B, C, D	– –
Time control	No/Yes	No
External (external release buttons)		
Relay selection	Assignment of external release buttons	– –
Gateway selection*	A, B, C, D	– –
Time control	No/Yes	No
Time		
Release time (relays)	1 sec. - 59 min 59 sec.	EC 602-..: 3 sec / ECE 602-..: 3 sec
Pause time (gateways)*	1 sec. - 59 min 59 sec.	– –
Deletion		
Delete code word**	OK (Yes), ESC (No)	– –
Delete code**	OK (Yes), ESC (No)	– –
Delete card**	OK (Yes), ESC (No)	– –
Delete gateway**	OK (Yes), ESC (No)	– –
Information		
Display code	OK (Yes), ESC (quit)	– –
Display card	OK (Yes), ESC (quit)	

Points marked with* only appear if the relevant conditions have been programmed in the System menu.

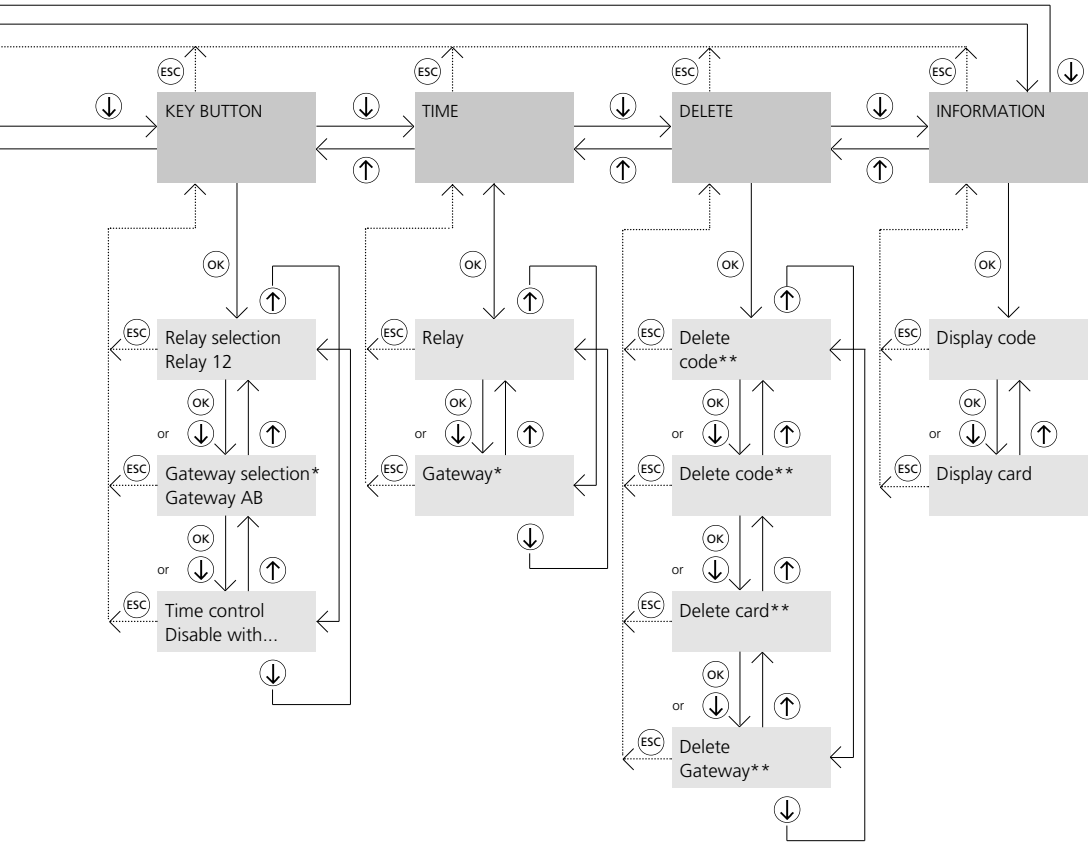
Points marked with ** only appear if the relevant functions have been programmed.

Programming
Overview



Programming points marked with * only appear if the relevant conditions have been programmed in the System menu.

Programming points marked with ** only appear if the relevant functions have been entered.



Inputs
Code Request

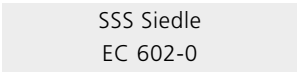
Inputs
The Easikey Controller EC 602-... comprises 2 inputs, E1 and E2, for external release or disabling of switching functions.

Note
No external voltage may be applied at inputs E1 and E2. They are connected by means of floating contacts between E0/E1 / E0/E2.

Input 1:
Control input for disabling codes, EKC/EK 601-..., internal key buttons (in COM 611-... and DIM 611-...) and external key buttons (door release buttons). Input 1 can be connected, for example, via a timer.
The disable function can be programmed selectively for each of the above-mentioned input possibilities. Input 1 is also effective for the key buttons in case of a general release of internal and external key buttons via input 2.

Input 2:
Control input for general release of key buttons in COM 611-... and DIM 611-... as well as external key buttons (door release buttons).
The key buttons are only functional if input 2 is connected.

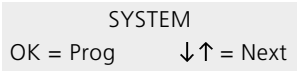
Code request
The code request is accessed by pressing the programming button.



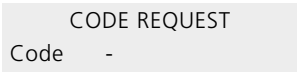
Continuous display

Press the programming button

If no code has been assigned or the code has been deleted, the main System menu appears.



Display if no code has been programmed.



or display if a code word has been programmed.

Select the 1st digit of the code, if necessary by pressing the scroll button several times.

Continue to press the scroll button until the 1st digit of the code is displayed.

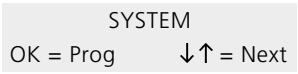
In the case of a multi-digit code, scroll to the next position with the cursor button.

Press the cursor button

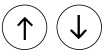
Repeat the last two steps as often as necessary until the code has been completely entered.
Using the programming button, confirm the code.

Press the programming button

If the code has been correctly entered, the following display appears.



Display



Using the scroll buttons, it is possible to access the other menus. If the code is incorrectly entered, the continuous display appears again and the code request must be repeated.

System:
Language

Explanation of terms
The System menu contains the following programming points:
- Language
- Relay function
- Gateway function
- Changing the code
- Disable time

Language programming point:
Operator prompting is set as standard in the German language. For German programmers, the programming point „Language“ can therefore be bypassed if you wish operator prompting to be German.

Operator prompting can optionally be set for English.

Programming example

	SYSTEM OK = Prog ↓↑ = Next
Pressing the programming button causes the programming point Language to appear.	OK
	Language OK = Prog ↓↑ = Next
	↓ ↑

Display

Press the programming button

Display

The scroll buttons can be used if required for accessing the other programming points individually.

Language

	Language OK = Prog ↓↑ = Next
Use the programming button to access the language programming level.	OK
	OK = save ↓↑ = New German
Use the scroll button ↑ to select German or English. For this example, please select German. Using the programming button, confirm that programming is to be performed in German.	OK
	Relay function OK = Prog ↓↑ = Next
	↓ ↑

Display

Press the programming button

Display

Press the programming button

Display

↓ button scrolls forward

↑ button scrolls back

System:
Relay function

Relay function
This programming point determines the function of the relays (local/global function).
The function defined here is automatically taken over into the next menu. For this reason, a change of function also leads to a change in the next menus when assigning individual codes, EKC/EK 601-... and key buttons.

L Local
L (locally) programmed relays can only be triggered via assigned COM/ ELM/DIM 611-... :
- Relay 1 from COM/ELM/ DIM 611-... with address 1,
- Relay 2 from COM/ELM/ DIM 611-... with address 2, etc.

Example:
• Relay 2 is locally programmed (L)
• In the Code menu, code 0 is assigned to relay 2

When entering ...
... Code 01 at COM 611-... with address 2, relay 2 switches.
... Code 01 at COM 611-... with address 1, relay 2 does not switch.

G Global
G (globally) programmed relays can be triggered by all COM/ELM/ DIM 611-... units, provided valid codes / EKC/ EK 601-... are entered, or the key button function is assigned.

Example:
• Relay 1 is globally (G) programmed, relay 2 locally (L),
• In the Code menu, code 01 is assigned to relay 1, code 02 to relay 2, code 03 to relays 1 and 2.

When entering ...
... Code 01 at COM 611-... with address 1, relay 1 switches,
... Code 01 at COM 611-... with address 2, relay 1 switches,
... Code 02 at COM 611-... with address 1, no relay switches,
... Code 02 at COM 611-... with address 2, relay 2 switches,
... Code 03 at COM 611-... with address 1, relay 1 switches,
... Code 03 at COM 611-... with address 2, relays 1 and 2 switch.

This means that relay 1 can be actuated by all COM/ELM/ DIM 611-... units, while relay 2 can only be actuated by COM/ELM/ DIM 611-... with address 2.

Sole operation of EC 602-... without ECE 602-...:
In the case of local (L) programming of the relays, a maximum of 2 input units can be connected (COM/ELM/DIM 611-...). However, if at least one of the relays is globally programmed (G) up to 8 input units can be connected.

On/Off function:
With EC/ECE 602-... it is also possible to implement an on/off function. For this, the relevant relay must be globally (G) programmed, the release time must be programmed at 00 min.00 sec. in the Time menu. When actuated once by Code input, with an EKC/EK 601-... or key button, the relevant relay picks up and when actuated twice it releases again.

Programming example

	Relay function OK = Prog ↓↑ = Next	Display
Use the programming button to access the programming level for the relay function.	OK	Press the programming button
	Relay 1 2 Output L L	Display without ECE 602-...
	Relay 1 2 3 4 5 6 7 8 Output L L L L L L L L	Display with ECE 602-...
Use the scroll button to change a local (L) default setting to a global (G) setting if required, for example relay 1:	↑	Press the scroll button
	Relay 1 2 Output G L	Display without ECE 602-...
	Relay 1 2 3 4 5 6 7 8 Output G L L L L L L L	Display with ECE 602-...
If you wish to change other relays from L to G, change the cursor position using the cursor button → and repeat the last step if in each case. Using the programming button, confirm the inputs.	OK	Press the programming button
	Gateway function OK = Prog ↓↑ = Next	Display
	↓ ↑	↓ button scrolls forward ↑ button scrolls back

System:
Gateway Function

Gateway function:
It is possible to implement a maximum of 2 gateways (A, B) with the EC 602-... , and 4 gateways (A, B, C, D) with the ECE 602-... .
A gateway permits the automatic switching sequence of 2 relays.

The switching sequence can be defined at will. The relay placed first in the switching sequence (Out 1) always switches first. After a freely defined delay, the relay placed second (Out 2) then switches.

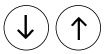
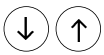
Gateways can be initiated irrespective of local/global programming of the involved relays from different positions.

1st pos.	2nd pos.	Initiation of the gateway
Local L	Global G or Local L	from COM/ELM/DIM 611-... using the address agreeing with the 1st pos. of the sequence
Global G	Local L	from COM/ELM/DIM 611-... using the address agreeing with the 2nd pos. of the sequence
Global G	Global G	Optionally from all the COM/ELM/DIM 611-... if valid codes or EKC/EK 601-... are entered or if the key button function is assigned accordingly

• The gateway function is programmed irrespectively of the relay function.

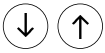
Programming example

	Gateway function OK = Prog ↓↑ = Next	Display
Use the programming button to enter the gateway function programming level.	OK	Press the programming button
	Funct. Out 1/Out 2 Gateway A _/	Display
By pressing the scroll button, select the 1st relay of the gateway, e.g. 1.	↑	Press the scroll button
	Funct. Out 1/Out 2 Gateway A 1/	Display
Use the cursor button to scroll to the 2nd position.	→	Press the cursor button
By pressing the scroll button, select the 2nd relay of the gateway, e.g. 2.	↑	Press the scroll button
	Funct. Out 1/Out 2 Gateway A 1/2	Display
Using the programming button, confirm gateway A.	OK	Press the programming button

	Funct. Out 1/Out 2 Gateway B _/	Display
To define additional gateways, repeat the previous steps.		
If all the possibilities for gateway formation have been utilized, after confirming with the programming button, the following display appears:	Changing the code OK = Prog ↓↑ = Next	Display
		↓ button scrolls forward ↑ button scrolls back
If not all possibilities for gateway formation have been utilized, after confirming with the programming button, use the cancel button to quit the programming point.		Press the cancel button
	SYSTEM OK = Prog ↓↑ = Next	Display
In order to access the programming points Code or Disable time, press the programming button.		Press the programming button
	Language OK = Prog ↓↑ = Next	Display
		↓ button scrolls forward ↑ button scrolls back

System:
Changing the Code
Disable Time

Changing the code
If required, this programming point can be used to define a code with 1 - 8 digits.

	Changing the code OK = Prog ↓↑ = Next	Display
Use the programming button to access the code programming level.		Press the programming button
	OK = Save ↓↑= New Code _	Display
Select the first digit of the code by pressing the scroll button as often as required.		Continue to press the scroll button until the 1st digit of the code is displayed.
In the case of a code with several digits, move the cursor position by pressing the cursor button. Repeat the last two steps as often as required until the code has been completely entered.		Press the cursor button
Use the programming button to confirm the code word or index on to the next programming point.		Press the programming button
	Disable time OK = Prog ↓↑ = Next	Display
		↓ button scrolls forward ↑ button scrolls back

Disable time
In this programming point, it is possible to program an input disable function from 1 - 59 minutes. This occurs after 10 failed code input attempts at the COM 611-..., or after presenting 10 invalid EKC/ EK 601-... to the ELM 611-... . All further input attempts during the disabled period are ignored.

	Disable time OK = Prog ↓↑ = Next	Display
Use the programming button to enter the disable time programming level.		Press the programming button
	OK = Save ↓↑= New Disable time 00m	Display

Enter the units for the disable time by pressing the scroll button if necessary several times.

Continue to press the scroll button until the required units value has been entered for the disable time.

To enter the tens, change the cursor position using the cursor button.

Press the cursor button

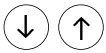
Repeat the steps for the entering the number as for the units.

Use the programming button to confirm the entered disable time.

Press the programming button

Display

Language
OK = Prog ↓↑ = Next



↓ button scrolls forward

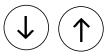
↑ button scrolls back

Use the cancel button to return to the System menu point.

Press the cancel button

Display

SYSTEM
OK = Prog ↓↑ = Next



↓ button scrolls forward

↑ button scrolls back

Programming can be terminated at any time using the ESC button.

Code:
Code Input

Code
The Code menu contains the following programming points:
- Code input
- Relay selection*
- Gateway selection*
- Time control*

The programming points marked with * are included in the programming point „Code input“ and are automatically accessed there. However, they can also be manually accessed outside this programming point using the scroll buttons. The programming point „Gateway selection“ only appears if at least one gateway has been defined in the System menu.

Double assignment of codes is not possible.
If, for example, code 01 has been programmed with code no. 111, and you also wish to assign the number 111 to code 09, after confirmation using the programming button, code 01 is automatically displayed after confirming with the programming button.
Codes can be optionally assigned to relays and/or gateways.

Code input
Using this programming point, a maximum of 99 F codes are defined. These codes can have 1-8 digits.

Programming example
You wish to enter 2345 for the first code.

	CODE OK = Prog ↓↑ = Next	Display
Pressing the programming button causes the programming point „Code input“ to appear.	OK	Press the programming button
	Code input OK = Prog ↓↑ = Next	Display
	↓ ↑	Using the scroll buttons, it is possible to access the other programming points individually.
	Code input OK = Prog ↓↑= Next	Display
Use the programming button to enter the programming level.	OK	Press the programming button
	OK = Save ↓↑ = New Code 01 _	Display
Now program the code no. This can have between 1 and 8 digits, e.g. 2345.		
Using the scroll key, select the number „2“ as in our example. Every time the button pressed, the number indexes upwards by one.	↑	Press the scroll buttons several times until you reach the number „2“.

Code:
Card Input
Relay Selection

	OK = Save ↓↑= New Code 01 2	Display
Use the cursor buttons to scroll to the next position.	→	Press the cursor button
	OK = Save ↓↑= New Code 01 2_	Display
For the remaining digits of the code number, repeat the last two steps.	OK = Save ↓↑= New Code 01 2345	Display
Once all the numbers have been entered, press the programming button to save your entries.	OK	Press the programming button
Relay selection	Relay 1 2 Code 01 _	Display without ECE 602-...
	Relay 1 2 3 4 5 6 7 8 Code 01 _	Display with ECE 602-...
Starting from the display, it is possible to assign code 01 to relay 1 using the scroll button. If you wish to change code 01 or assign it to other relays, move the cursor using.	the cursor button to the relevant position and assign the code 01 to the required relay using the scroll button.	
If you do not wish to assign code 01 to any relay, please press the programming button OK		
In our example, code 01 is assigned to relay 1.	↑	Press the scroll button
	Relay 1 2 Code 01 L	Display without ECE 602-...
	Relay 1 2 3 4 5 6 7 8 Code 01 L	Display with ECE 602-...
Use the programming button to save your entry.	OK	Press the programming button
	Disable with inp. 1 Code 01 NO	Display If no gateway has been programmed in the „Gateway funct." programming point.

Code:
Gateway Selection, Time Control

or
Gateway selection

Gateway	A B
Code 01	_

Display without ECE 602-...

Gateway	A B C
Code 01	_

Display with ECE 602-...
if a gateway has been programmed in the System menu under the programming point „Gateway funct.“.

Starting from the display, it is possible to assign code 01 to gateway A using the scroll button. If you wish to change code 01 or assign it to other gateways, move

the cursor to the relevant position using the cursor button and assign code 01 to the required gateway using the scroll button.

If you do not wish to assign code 01 to a gateway, press the programming button (OK).

In our example, code 01 is assigned to gateway A.

Press the scroll button

Gateway	A B
Code 01	X

Display without ECE 602-...

Gateway	A B CD
Code 01	X

Display with ECE 602-...

Use the programming button to save your entry.

Press the programming button.

Time control

Disable with inp. 1	
Code 01	NO

Display

This programming point is used to define whether code 01 can be disabled via input 1. Using the scroll button (↑), it is possible to select between NO and YES. Save your selection with the programming button (OK).

Press the programming button

Program further codes in the same way. Once all the codes have been programmed, quit the programming level with the cancel button.

OK = Save	↓↑= New
Code 02 _	

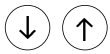
Display

Press the cancel button

CODE
OK = Prog ↓↑ = Next

Display

Programming can be terminated at any time using the cancel button (ESC).



(↓) button scrolls forward

(↑) button scrolls back

Key Card:
Card input

Key card
The Key button menu is only accessed if at least 1 ELM 611-... is connected. The Key card menu contains the following programming points.:
- Card input
- Relay selection*
- Gateway selection*
- Time control*

The programming points marked with * are included in the programming routine for the programming point „Card input“ and are automatically accessed there. However, they can also be accessed outside this programming point manually using the scroll buttons.

The „Gateway selection“ programming point only appears if at least one gateway has been defined in the System menu. Key cards (EKC/EK 601-...) can be optionally assigned to relays and/or gateways.

Card input
In this programming point, a maximum of 999 EKC/EK 601-... are read in.

If the system contains 2 or more reading modules ELM 611-..., the EKC/EK 601-... can only be read in at the ELM 611-... with the lowest address.

• Please number through the EKC 601-... and/or EK 601-... you wish to read in beginning with no. 001.

Programming example:

	Key card OK = Prog ↓↑ = Next	Display
Pressing the programming button causes the programming point „Card input“ to appear.	(OK)	Press the programming button
	Card input OK = Prog ESC = Can.	Display
Use the programming button to enter the programming level.	(OK)	Press the programming button
	OK = Save ↓↑= New Card 001 NEW	Display

Approach the reading module ELM 611-... which has the lowest address with the EKC/EK 601-... you wish to read in. At this module, both LEDs should be alight. Hold the EKC/EK 601-... with the number 001 in front of the ELM 611-... .

Once the EKC/EK 601-... has been read in, the green LED flashes for one second as conformation. Read in other EKC/EK 601-... in rising sequence of numbering using the same method. After reading the 999th EKC/EK 601-..., the red LED flashes while the green LED remains alight. No further EKC/EK 601-... can now be read in. If you have read in, e.g., 10 EKC/EK 601-... you will see the following display at the EC 602-...:

	OK = Save ↓↑= New Card 011 NEW	Display
Use the programming button to confirm input of the EKC/EK 601-...	(OK)	Press the programming button

Key Card:
Relay Selection, Gateway Selection

Relay selection

```
Relay      1 2
Card 001   _
```

Display without ECE 602-...

```
Relay      1 2  3 4 5 6 7 8
Card 001   _
```

Display with ECE 602-...

If you do not wish to assign card 001 to any relay, press the programming button (OK).

Starting from the display, it is possible to assign card 001 to relay one using the scroll buttons. If you wish to change card 001 or assign it to a different relay, move the cursor.

using the cursor button to the relevant position and assign card 001 to the required relay using the scroll button.

In our example, relay 1 is assigned.

Press the scroll button

```
Relay      1 2
Card 001   L
```

Display without ECE 602-...

```
Relay      1 2  3 4 5 6 7 8
Card 001   L
```

Display with ECE 602-...

Use the programming button to save your entry.

Press the programming button

```
    Disable with inp.1
Card 001            NO
```

Display
... if no gateway has been programmed in the SYSTEM menu under „Gateway funct.“.

or
Gateway selection

```
Gateway        A B
Card 001       _
```

Display without ECE 602-...

```
Gateway        A B C D
Card 001       _
```

Display with ECE 602-...
... if a gateway has been programmed in the SYSTEM menu under „Gateway funct.“..

If you do not wish to assign card 001 to any gateway, please press the programming button (OK)

Starting from the display, it is possible to assign card 001 to gateway A using the scroll button.

If you wish to assign card 001 to different or additional gateways, move the cursor to the required position and assign card 001 to the required gateway using the scroll buttons.
In our example, it is assigned to gateway A.

Key Card
Gateway Selection, Time Control

Assigning card 001 to gateway A

Press the scroll button

```
Gateway        A B
Card 001       X
```

Display without ECE 602-...

```
Gateway        A B C D
Card 001       X
```

Display with ECE 602-...

Use the programming button to save your entry.

Press the programming button.

Time control

```
    Disable with inp. 1
Card 001           NO
```

Display

This programming point is used to define whether card 001 can be disabled via input 1. Using the scroll button ↑, it is possible to select between yes and no. Use the programming button to save the entered selection.

Press the programming button.

```
Relay      1 2
Card 002   _
```

Display without ECE 602-...

```
Relay      1 2 3 4 5 6 7 8
Card 002   _
```

Display with ECE 602-...

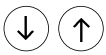
For additional cards (EKC/ EK 601-...) repeat the previous steps.

When all the EKC/EK 601-... have been programmed, switch back into the Key card menu using the cancel button.

Press the cancel button

```
        Key card
OK = Prog    ↓↑ = Next
```

Display



↓ button scrolls forward

↑ button scrolls back

Programming can be terminated at any time using the cancel button ESC.

Key Card:
Subsequent Input of further EKC/EK 601-...

Subsequent input of further EKC/EK 601-...
Programming example:

Pressing the programming button causes the programming point „Card input“ to appear.

Key card OK = Prog ↓↑ = Next	Display
OK	Press the programming button
Card input OK = Prog ↓↑ = Next	Display
↓ ↑	Using the scroll buttons, it is possible to access further programming points.
Card input OK = Prog ↓↑ = Next	Display
OK	Press the programming button
OK = Save ↓↑= New Card XXX NEW	Display

In the display of the EC 602-... , the first free position is automatically indicated. This can also be a gap between other inputs, for example if individual EKC/EK 601-... have been deleted.

Approach the reading module ELM 611-... which has the lowest address with the EKC/EK 601-... you wish to read in. Both LEDs should be alight at this module.
Hold the EKC/EK 601-... in rising numerical sequence in front of the ELM 611-..., whereby already assigned positions are automatically bypassed. The free positions are accessed in rising nu-merical sequence. For each EKC/EK 601-..., the green LED flashes for 1 second as a confirmation. After reading in the 999th EKC/EK 601-..., the red LED flashes, while the green LED remains alight. No further EKC/EK 601-... can be read in.

The remaining sequence is the same as that described on page 25.

Key Button
Relay Selection

Key button
In the Key button menu, it is possible to assign entitlement for the internal key buttons in the COM 611-... / DIM 611-... and for the external key buttons.

The Key button menu contains the following programming points:
- Relay selection
- Gateway selection*
- Time control*

The programming points marked with * are included in the programming routine of the programming point „Relay selection“ and are automatically accessed there. However, they can be manually accessed outside this programming point using the scroll buttons. The programming point „Gateway selection“ only appears if at least one gateway has been defined in the System menu.

Programming example:

Key button OK = Prog ↓↑ = Next	Display
Pressing the programming button causes the programming point “Relay selection“ to appear.	Press the programming button
Relay selection OK = Prog ↓↑ = Next	Display
	The scroll buttons can be used to access the programming points individually.

Relay selection

Relay selection OK = Prog ↓↑ = Next	Display
	Press the programming button
Relay 1 2 Internal _	Display without ECE 602-...
Relay 1 2 3 4 5 6 7 8 Internal _	Display with ECE 602-...
Starting from the display, it is possible to release the key buttons at the COM/DIM 611-... which has the address 1 using the scroll button. If you wish to release the key buttons at other COM/ DIM 611-... units, move the cursor to the relevant position using the cursor button and release the key buttons using the scroll button. In our example, the key buttons are released at the COM/DIM 611-... with address number 1.	Press the scroll button
Relay 1 2 Internal L	Display without ECE 602-...
Relay 1 2 3 4 5 6 7 8 Internal L	Display with ECE 602-...

Key Button
Gateway Selection, Time control

Use the programming button to save your entry.

OK

Press the programming button

```
   Disable with Inp. 1
Card 001            NO
```

Display
if no gateway has been programmed in the System menu under „Gateway funct.“.

Gateway selection

```
Gateway          A B
Internal          _
```

Display without ECE 602-...

```
Gateway          A B C D
Internal          _
```

Display with ECE 602-...
if a gateway has been programmed in the System menu under „Gateway funct.“.

From this display, it is possible to release the key buttons at the COM/DIM 611-... which has the address 1 for gateway A using the scroll buttons. If you wish to release the key buttons for gateways at other COM/ DIM 611-... units, move the cursor using the cursor button to the relevant position and assign the key buttons to the gateway ... using the scroll button.
In our example, the key buttons are released at the COM/DIM 611-... which has the address 1.

↑

Press the scroll button

```
Gateway          A B
Internal          X
```

Display without ECE 602-...

```
Gateway          A B C D
Internal          X
```

Display with ECE 602-...

Use the programming button to save your entry.

OK

Press the programming button.

Time control

```
   Disable with Inp. 1
Internal
```

Display

This programming point is used to define whether the key buttons at COM/DIM 611-... can be disabled with input 1. Using the scroll button ↑ it is possible to select between YES and NO.

Save your selection with the programming button.

OK

Press the programming button.

	Relay 1 2 External _	Display without ECE 602-...
	Relay 1 2 3 4 5 6 7 8 External _	or display with ECE 602-...
The external key buttons are now released as required. This is performed using the same sequence as for the internal key buttons. The displays differ only in one point: Instead of the designation „Internal“, the word „External“ appears.		
To terminate key button programming, press the cancel button.	ESC	Press the cancel button
	Key button OK = Prog ↓↑ = Next	Display
	↓ ↑	↓ button scrolls forward ↑ button scrolls back
Programming can be terminated at any time using the Cancel button ESC		

Time

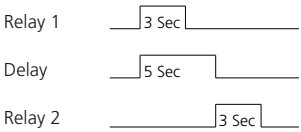
Time
In the Time menu, the switching times for the relays and the delay times for the gateways are defined.

The Time menu contains the following programming points:
- Relay
- Gateway*

* The programming point „Gateway“ only appears if at least one gateway has been defined in the System menu.

A default switching time of 3 seconds is set for relay 1 and 2. These can be changed in increments of one second up to max. 59 minutes and 59 seconds.
Remark:
The switching time of 00 minutes 00 seconds has been entered for the ON/OFF function. The pause time for gateways can be set in increments of 1 second to max. 59 minutes and 59 seconds.

The delay time is the time period between switching start of the 1st and 2nd relays in a gateway configuration.
For example:
1st relay switches for 3 seconds.
2nd relay switches for 3 seconds
Delay time = 5 seconds



Programming example:

TIME OK = Prog ↓↑ = Next	Display
OK	Press the programming button
Relay OK = Prog ↓↑ = Next	Display
↓ ↑	It is possible to access the remaining programming points individually using the scroll buttons.
Relay OK = Prog ↓↑ = Next	Display
OK	Press the programming button
Release time Relay 1 00m 03s	Display

Pressing the programming button causes the programming point „Relay“ to appear.

Any changes to the switching time, e.g. 3 secs., are performed using the scroll button ↑. The cursor position is altered using the cursor button ←.

OK	Press the programming button
Release time Relay 2 00m 04s	Display

Confirm the entered value using the programming button.

Time

The switching times for further relays are programmed using the same method. After programming the switching time for the last relay, the following display appears.

Relay OK = Prog ↓↑ = Next	Display
Gateway OK = Prog ↓↑ = Next	or display if a gateway has been programmed in the System menu under „Gateway funct."

Use the programming button to enter the delay time programming level.

OK	Press the programming button
Delay time Gateway A 00m 00s	Display

Enter the delay time, for example 5 seconds, for the gateway using the scroll button ↑. The cursor position is modified using the cursor button ←.

OK	Press the programming button

Program the delay times for further gateways using the same method.

Delay time Gateway B 00m	Display

After programming the delay time for the last gateway, the following display appears:

Relay OK = Prog ↓↑ = Next	Display

Quit the release / delay time programming level using the cancel button.

ESC	Press the cancel button
TIME OK = Prog ↓↑ = Next	Display
↓ ↑	↓ button scrolls forward ↑ button scrolls back

It is possible to terminate the programming session at any time with the cancel button ESC.

Deletion

Deletion
In the Delete menu, it is possible to delete the codes, EKC/EK 601-... and gateways.
The menu can only be accessed if the relevant data exists.

The Delete menu contains the following programming points

- Delete code word*
- Delete code*
- Delete card*
- Delete gateway*

* These programming points only appear if the relevant data has been programmed.

Programming example:

DELETE OK = Prog ↓↑ = Next	Display
OK	Press the programming button
Delete code OK = Prog ↓↑ = Next	Display
↓ ↑	Using the scroll buttons, it is possible to access the further programming points individually depending on the entered data (in our example, the programming point „Delete code“)
Delete code OK = Prog ↓↑ = Next	Display, if data exists also in other programming points.
OK=Clr ESC=Can. Code 01 XXXXXXXX	or display if, for example, data only exists in the programming point „Delete code“. This display also appears if the previous display was confirmed with the programming button (OK).
ESC	If you do not wish code 01 to be deleted, press the cancel button. Press the cancel button. The initial display appears
OK	If you wish to delete code 01, confirm with the programming button. Press the programming button
Delete: Are you sure? OK=Yes ESC=No	Display
ESC	If you do not wish code 01 to be deleted, press the cancel button. Press the cancel button.The initial display appears.
OK	If you really wish to delete code 01, confirm with the programming button. Code 01 is then irretrievably deleted. Press the programming button

Deletion

If there are several codes available, the next code appears in the display. Otherwise the next programming point appears, e.g. „Delete card". For additional deletion processes, the sequence described above applies correspondingly.

Quit the programming level using the cancel button.

ESC

Press the cancel button

DELETE
OK = Prog ↓↑ = Next

Display

DELETE
No Data ↓↑ = Next

Display when all data has been deleted

↓ ↑

↓ button scrolls forward

↑ button scrolls back

Programming can be terminated at any time using the cancel button ESC.

Information
In the Information menu, the programming features of codes and the EKC/EK 601-... can be requested.
The Information menu contains the following programming points:
- Show code
- Show card

Example

	INFORMATION OK = Prog ↓↑ = Next
Pressing the programming button causes the „Show code" display to appear.	OK
	Show code OK = Prog ↓↑ = Next
	↓ ↑
	Show code OK = Prog ↓↑ = Next
If you wish to display the programming features of certain codes, confirm using the programming button.	OK
	OK=Prog ↓↑ = Next Code _
Using the scroll button ↑ and the cursor button →, enter the 1-8 digit code number and then confirm with the programming button.	OK
	Relay 1 2 Code XX
	Relay 1 2 3 4 5 6 7 8 Code XX
Depending on the assignment, in the bottom line of the displays, the relay functions L or G are displayed.	
Use the scroll button to change to the display.	↓

Display
Press the programming button
Display
The programming points can be accessed individually using the scroll buttons.
Display
Press the programming button
Display
Press the programming button
Display without ECE 602-...
Display with ECE 602-...
Press the scroll button

Information

	Gateway A B Code XX	Display without ECE 602-...
	Gateway A B C D Code XX	Display with ECE 602-... if a gateway has been programmed in the System menu using the programming point „Gateway funct."
Depending on the programming configuration, the gateway assignments are indicated in the bottom line of the displays.		
Use the scroll buttons to change to the display.	↓	Press the scroll button
	Disable with inp.1 Code XX XXX	Display
Depending on the programming configuration, Yes or No is indicated for Disable with input 1 on the bottom line of the display.		
Use the cancel button to return to the initial display.		
Every request sequence must be terminated with the cancel button ESC . No automatic indexing takes place to the next request.	ESC	Press the cancel button
	INFORMATION OK = Prog ↓↑ = Next	Display
If you wish to request further codes, repeat the previous steps.		
Start your request at the EKC/ EK 601-... from the following display:	Show card OK = Prog ↓↑ = Next	Display
If you wish to have programming features of the EKC/EK 601-... displayed, confirm here with the programming button.	OK	Press the programming button
	OK=Prog ↓↑ = Next Card 001	Display
Confirm with the programming button.	OK	Press the programming button

Information

Further request points of the request procedure for EKC/EK 601-... correspond to those for requesting the code.

Use the cancel button to return to the initial display.

ESC

Press the cancel button

INFORMATION
OK = Prog ↓↑ = Next

Display

↓ ↑

↓ button scrolls forward

↑ button scrolls back

Programming can be continued at any time using the cancel button ESC.

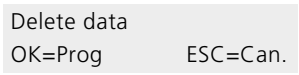
Reset

Reset
A reset routine deletes all inputs including the code word and restores the default status.

A reset at the EC 602-.../ ECE 602-... is carried out as follows: Switch off the supply voltage. Press the scroll buttons ↑ at the EC 602-... while switching the supply voltage back on and continue to hold down the button during the following display.

Display

After around 7 seconds, the display on the right appears. Then release the scroll button.



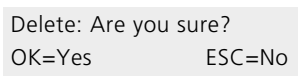
If you do not wish to delete the data press the cancel button.

Press the cancel button

If you wish the data to be deleted, press the programming button within 5 seconds.

Press the programming button

The following display appears:



Display

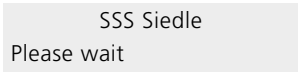
If you do not wish to delete the data, press the cancel button.

Press the cancel button

If you really wish to delete the data, press the programming button within 5 seconds.

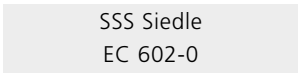
Press the programming button

The following display appears:



Display

After a completed reset cycle, the basic display appears again.



Basic display

SSS SIEDLE

S. Siedle & Söhne

Postfach 1155
D-78113 Furtwangen
Bregstraße 1
D-78120 Furtwangen

Telefon +49 7723 63-0
Telefax +49 7723 63-300
www.siedle.de
info@siedle.de

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