INSTALLATION


Manual Type 6.2.0.3-RF
Viking E-10 with C-2000B Controller and Essex "S-12 Stand - Alone" Keypad

For Models

| $400-$ S12-VIK | $401-$ S12-VIK |
| :--- | :--- |
| $403-$ S12-VIK | $404-$ S12-VIK |
| $410-$ S12-VIK | $411-$ S12-VIK |


| Specifications |  |
| :--- | :--- |
| Communication | Access Control |
| Viking E-10 Doorbox uses "half-duplex" | Essex "stand-alone" 12 button keypad |
| communication, allowing for high speaker and | 1 relay plus 2 grounding outputs |
| microphone volume, without the possibility of | (external relays required) |
| feedback. | 500 users |
|  | 12 VDC power supply included |
|  |  |

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400 Series "S-12" Junction Board

## C-2000B \& S12 Keypad Wiring



NOTE: MOV (metal oxide varistor) is the small red component which is included. Its purpose is to absorb "inductive kick back" which can be created when power is removed from the strike.
Loop is required from 12 v positive to contact common for DC power to strike.

## C-2000B \& S12 Keypad Wiring



## C-2000B \& S12 Keypad Wiring

Contact Closure for Gate Operation


## Doorphone Programming

## Instructions for E-10 and E-40 Doorphones

Microphone Volume

| In certain noisy locations (traffic or wind), the microphone volume may need to be decreased. A symptom of this is one-way talk path, in which the distant party |
| :--- |
| cannot be heard over the speaker. A "MIC VOL" adjustment is provided on the doorphone for increasing or decreasing the microphone volume. |

Speaker Volume
The "SPKR VOL" pot can be adjusted to increase or decrease the speaker volume to the desired level.

Viking E-10


## Dip Switch Settings

| DIP <br> Switch | Position | Description |
| :---: | :---: | :--- |
| 1 | ON | Auto Answer - Doorphone answers when incoming call is detected. |
| 2 | ON | Call Timer - See E-10 manual for a description of this feature. Recommended setting is "ON". This is the factory default. |
| 3 | OFF | Programming Mode - E-10 is factory pre-set, and normally does not need re-programming. Refer to E-10 manual <br> (Viking document which is included) for details |

Holovision recommends the default settings on the dip switches. See the E-10 or E-40 manual for more information.

## Instructions for C-2000B Controller



Dip Switch Settings C-2000B

| DIP <br> Switch | Position | Description |
| :---: | :---: | :--- |
| 1 | OFF | Auxiliary Contact Mode |
| 1 | ON | Doorbell Mode- Factory Default |
| 2 | OFF | Normal Operation Mode- Factory Default |
| 2 | ON | Security Code Bypass Mode |
| 3 | OFF | Entry Phone automatic disconnect (CPC) disabled |
| 3 | ON | Entry Phone automatic disconnect (CPC) enabled- Factory Default |
| 4 | OFF | Entry Phone busy signal disabled |
| 4 | ON | Entry Phone busy signal enabled- Factory Default |
| 5 | OFF | Single Line Ring Through Mode- Factory Default |
| 5 | ON | Analog Station Dial Through Mode |

## Instructions for C-2000 Controller

> The C-2000 controller is factory set to work right out of the box. If customization of the default settings is required, see the steps listed below. Refer to the C-2000 manual for additional options

Access Programming Mode (Local Access)

| STEP | ACTION |
| :---: | :--- |
| 1 | Move DIP switch 2 from OFF to ON position. |
| 2 | Come off-hook with any house phone connected to terminals 4 \& 5 LINE OUT TO PHONES. |
| 3 | Double beep indicates accessing the programming mode. |
| 4 | You can now program the C-2000A. The features covered in this manual are Maximum Doorphone Ring Count <br> and Door Strike Activation Time. For information on programming other features see the Viking C-2000 manual. |
| 5 | Move DIP switch 2 back to the OFF position. |

Maximum Doorphone Ring Count - Factory Default is 5 Rings

| STEP | ACTION |
| :---: | :--- |
| 1 | Follow steps 1-3 from "Access Programming Mode" (above). |
| 2 | At "double beep" enter desired number of rings, followed by \#61. Example: For 7 rings, enter "07\#61". |
| 3 | Hang up the phone. |

Program Gate Strike Relays - Factory Default is 0.5 Seconds

| STEP | ACTION |
| :---: | :--- |
| 1 | Follow steps 1-3 from "Access Programming Mode" (above). |
| 2 | At "double beep" enter desired number of seconds of strike activation, followed by: <br> \#19 for Gate 1, \#29 for Gate 2, \#39 for Gate 3, \#49 for Gate 4 <br> Examples: <br> Set Gate 1 for 8 seconds (08\#19); Set Gate 3 for 15 seconds (15\#39) |
| 3 | Hang up the phone. |

## Operation Instructions for C-2000B Controller

## ANSWER A CALL FROM DOORBOX

When the phones ring, pick up a phone to be connected to the visitor.
PLACING CO LINE CALLS ON HOLD (CALL WAITING)
If a phone call is in progress, and a doorbox is activated, one to four beeps will be heard (indicating which doorphone is calling). To place the call in progress on hold and speak to the visitor, push \#. When you want to return to the original phone call, push \#.

ACTIVATING A DOORSTRIKE OR OPENING A GATE
When a call is in progress, press $* \nless$ open the gate and return to the original call. If you do not want to open the gate, press \# to return to the original call.
Strike can be activated with out the need of a "call-first" to the entry phone. Refer to the list below for codes for specific entry relays.

| Entry Relay | Strike Code |
| :--- | :--- |
| 1 | $\# 1^{* *}$ |
| 2 | $\# 2^{* *}$ |
| 3 | $\# 3^{* *}$ |
| 4 | $\# 4^{* *}$ |

## Programming the Essex Keypad

## Set Keypad Illumination to ON ALL OF THE TIME

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :--- | :--- | :--- | :--- |
| 1 | Remove power |  |  |  |
| 2 | Jumper the "CONFIG" pins on the rear of the keypad . V=12 |  |  |  |
| 3 | Apply 12 VDC power to red and black wires | Quadruple Beep | Flash | Solid |
| 4 | Enter 9 9 followed by \# | Double Beep | Flash | Solid |
| 5 | Enter $\mathbf{2} \mathbf{1 4}$ 4 followed by \# | Triple Beep | Flash | Solid |
| 6 | Remove power |  |  |  |
| 7 | Remove "CONFIG" jumper |  |  |  |
| 8 | Reapply power |  |  |  |

Set Master Code

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :--- | :--- | :--- | :--- |
| 1 | The default Master Code is "123". <br> This can be changed to a unique code 3-8 digits long |  |  |  |
| 2 | Enter * 3 1 2 3 3 \# | Double Beep | Fast Flash | Solid |
| 3 | Enter 1 \# | Double Beep | Fast Flash | Slow Flash |
| 4 | Enter new master code, followed by \# | Triple Beep | Fast Flash | Solid |
| 5 | Enter * * | Double Beep |  |  |
| 6 | EXAMPLE: old code is 123, new code is 456 * 3 1 2 3 \# 1 \# 4 5 6 \# * * |  |  |  |

Note: If the User ID, or User Code/PIN has already been assigned, you will hear one long beep when \# is entered. In this case, choose a different User ID / PIN, or see the instructions for changing or deleting codes.

## Programming the Essex Keypad

Set User Codes

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :---: | :---: | :---: | :---: |
| 1 | The Master Code is necessary to do this step. Master Code " 123 " is used as an example. |  |  |  |
| 2 | Enter * 1123 \# | Double Beep | Slow Flash | Solid |
| 3 | Enter 1 \# $\mathbf{N}$ | Double Beep | Slow Flash | Slow Flash |
| 4 | Enter 1st User ID (1-500), followed by \# N | Double Beep | Slow Flash | Fast Flash |
| 5 | Enter 1st User Code/PIN, followed by \# $\mathbf{N}$ | Double Beep | Slow Flash | Fast Flash |
| 6 | Enter \# to complete User 1 programming $\mathbf{N}$ | Triple Beep | Slow Flash | Slow Flash |
| 7 | Enter 2nd User ID (1-500), followed by \# | Double Beep | Slow Flash | Fast Flash |
| 8 | Enter 2nd User Code/PIN, followed by \# | Double Beep | Slow Flash | Fast Flash |
| 9 | Enter \# to complete User 2 programming | Triple Beep | Slow Flash | Slow Flash |
| 10 | Enter * * * | Double Beep |  |  |
| Example for entering user code 1 and 2- * 112 3 \# 1 \# 1\#4 4 6 \# \# 2 \# 789 \# \# * * * * |  |  |  |  |

Changing User Codes - using User ID

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :---: | :---: | :---: | :---: |
| 1 | The Master Code is necessary to do this step. Master Code " 123 " is used as an example. |  |  |  |
| 2 | Enter * 1123 \# | Double Beep | Slow Flash | Solid |
| 3 | Enter 2 \# | Double Beep | Slow Flash | Slow Flash |
| 4 | Enter User ID to be changed (1-500), followed by \# | Double Beep | Slow Flash | Fast Flash |
| 5 | Enter new User Code/PIN, followed by \# N | Double Beep | Slow Flash | Fast Flash |
| 6 | Enter \# to complete programming | Triple Beep | Slow Flash | Slow Flash |
| 7 | Enter * * * | Double Beep |  |  |
| Example for changing user code 1- * 1123 \# 2 \# 1 \# 789 \# \# * * * * |  |  |  |  |

Note: If the User ID, or User Code/PIN has not been assigned, you will hear one long beep when \# is entered.

## Programming the Essex Keypad

Deleting User Codes - using User Code/PIN

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :---: | :---: | :---: | :---: |
| 1 | The Master Code is necessary to do this step. In this example, the Master Code is 123 |  |  |  |
| 2 | Enter * 1123 \# | Double Beep | Slow Flash | Solid |
| 3 | Enter 5 \# $\mathbf{N}$ | Double Beep | Slow Flash | Slow Flash |
| 4 | Enter User Code/PIN to be changed, followed by \# | Double Beep | Slow Flash | Fast Flash |
| 5 | Enter new User Code/PIN, followed by \# | Double Beep | Slow Flash | Fast Flash |
| 6 | Enter \# to complete programming | Triple Beep | Slow Flash | Slow Flash |
| 7 | Enter * * * | Double Beep |  |  |
| Example for deleting user code \# 456- * 112 3 \# 5 \# 456 \# 789 \# \# * * * |  |  |  |  |

Deleting User Codes - using User ID

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :--- | :--- | :--- | :--- |
| 1 | The Master Code is necessary to do this step. <br> In this example, the Master Code is 123 |  |  |  |
| 2 | Enter * 1 1 2 3 \# | Double Beep | Slow Flash | Solid |
| 3 | Enter 4 \# | Double Beep | Slow Flash | Slow Flash |
| 4 | Enter 1st User ID to be deleted (1-500), followed by \# $\mathbf{N}$ | Triple Beep | Slow Flash | Fast Flash |
| 5 | Enter 2nd User ID to be deleted (1-500), followed by \# $\mathbf{N}$ | Triple Beep | Slow Flash | Fast Flash |
| 6 | Enter * * * * | Double Beep X 2 |  |  |
| Example for deleting user ID 1 and 2- *1 1 2 3 \# 4 \#1 \# 2 \# **** |  |  |  |  |

$\mathbf{N}$ Note: If the User ID, or User Code/PIN has not been assigned, you will hear one long beep when \# is entered.

## Programming the Essex Keypad

Reset Keypad to Factory Defaults--- This is not normally necessary, but can be done as follows

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :--- | :--- | :--- | :---: |
| 1 | Remove power |  |  |  |
| 2 | Jumper the "CONFIG" pins on the rear of the keypad |  |  |  |
| 3 | Apply 12 VDC power to red and black wires ONLY | Quadruple Beep | Flash | Solid |
| 5 | Enter $\mathbf{0} 0$ 9 9 \# | Double Beep | Flash | 3 Sec Flash |
| 6 | WAIT about 4 seconds | Quadruple Beep | Flash | Solid |
| 7 | Enter 9 9 \# | Triple Beep | Flash | Solid |
| 8 | Remove power |  |  |  |
| 9 | Remove "CONFIG" jumper |  |  |  |
| 10 | Reapply power |  |  |  |

Setting Main Relay Opening Time

| STEP | ACTION | BEEP | Red LED | Green LED |
| :---: | :--- | :--- | :--- | :--- |
| 1 | The default Master Code is "123". <br> This can be changed to a unique code 3-8 digits long. |  |  |  |
| 2 | Enter *3 1 $2 \mathbf{3}$ \# | Double Beep | Slow Flash | Solid |
| 3 | Enter 2 \# | Double Beep | Slow Flash | Slow Flash |
| 4 | Enter the desired activation time in Seconds followed by \# | Triple Beep | Slow Flash | Solid |
| 5 | Enter * * to exit |  |  |  |
| 6 | Example: <br> $\mathbf{2 ~ \# ~ 1 0 ~ \# ~ * ~ ( 1 0 ~ s e c o n d ~ a c t i v a t i o n ~ t i m e ) ~}$ |  |  |  |

Note: If the User ID, or User Code/PIN has not been assigned, you will hear one long beep when \# is entered.


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