6. WARRANTY LIABILITIES

The manufacturer guarantees the compliance of the METACOM ELC-T4E-5000 controller (ELC-T4E-5000M) with the requirements of MTKM.420570.006 TU when the user applies the rules of use, storage and transportation.

Warranty period - 12 months from the date of sale, but not more than 18 months from the date of manufacture.

Service life is 5 years from the date of manufacture.

If there is a violation of the integrity of the seals, mechanical, electrical or other types of damage caused by improper transportation, storage, operation or actions of third parties, no claims for quality are accepted and no warranty repair is performed.

7. CERTIFICATE OF ACCEPTANCE

The controller of the lock METACOM ELC-T4E-5000 (ELC-T4E-5000M) meets the specifications and is considered suitable for operation.

Release date _____

OTK representative_____   seal

OTK representative_____
Manufacturer's address:: :
241024, Russia, Bryansk, Delegate str., 68. LLC
"METAKOM PLUS"
тел./fax: (4832) 68-28-26
Тел. (4832) 68-28-25
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EAC

The product is certified

LOCK CONTROLLER

METAKOM ELC-T4E-5000,
METAKOM ELC-T4E-5000M

PASSPORT
User's manual

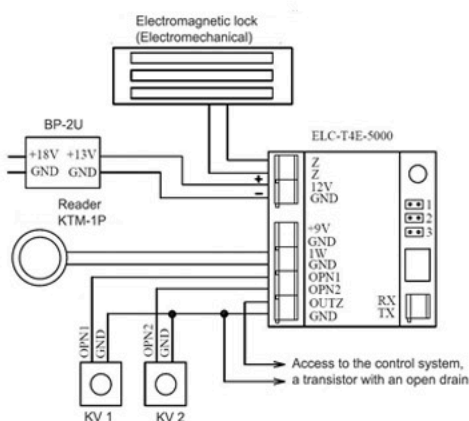## 5. CONNECTION DIAGRAM

Fig. 1. Connection diagram ELC-T4E-5000 with a contact reader.
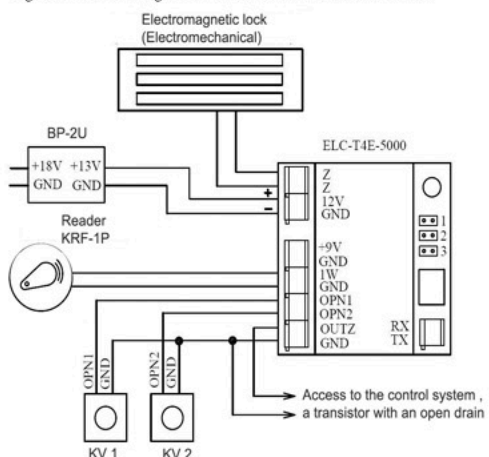

Fig. 2. Scheme of connection ELC-T4E-5000 with a non-contact reader.

4. PROGRAMMING THE CONTROLLER

Control of the logic of the power key is carried out by jumper 3 (jumper closed - electromechanical lock, open - electromagnetic lock).

In the standby mode, jumpers 1 and 2 must be open.

Before programming the controller, it is necessary to turn off the power and open jumpers 1 and 2.

4.1 Programming the master key
a) Close jumper 1 on the PCB.

b) 2 beeps will sound, the red LED will flash 2 times, then the green LED will turn on.

c) Attach the key to the contact device - you will hear 3 signals and the green LED will flash 3 times.

d) The master key is programmed, to exit into standby mode, remove jumper 1.

e) To exit into the standby mode without recording the master key, remove jumper 1.

4.2 Programming of subscriber keys
a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. An indication of the programming mode is the flashing of the green LED.

b) To write the key, attach the key to the contact device. Recording of each key is accompanied by one signal and a flashing green LED. If the key is faulty or is already in memory, the alarm does not sound and the LED flashes red. When in key recording mode, the green LED lights up constantly. When the memory becomes full, 4 beeps will sound and the red LED will flash 3 times, then it will go into standby mode.

c) The subscriber key recording mode is exited by pressing the exit button KB1. This will sound one signal and the controller will go into standby mode.

d) When the memory becomes full, 4 beeps sound, the red LED flashes 3 times and then the controller goes into standby mode.

4.3 Erase Subscriber Keys
a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. An indication of the programming mode is the flashing of the green LED.

b) Close jumper 1, the green LED will blink at a lower frequency. Remove jumper 1. To exit into standby mode without deleting subscriber keys, press the KB2 exit button.

c) To start erasing the keys, press the exit button KB1. The red LED will flash and the erasing process will begin. At the end, 2 beeps will sound and exit into standby mode.

4.4 Programming the duration of the opening of the lock
a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. An indication of the programming mode is the flashing of the green LED.
b) Press the exit button KV1 and hold it for the time required to open the lock. In this case, the device calculates the duration of holding the button in the pressed state with a discreteness of 0.5 seconds. The calculated duration is remembered and used hereinafter as the duration of the lock opening. After releasing the button, a short beep will sound and the controller will go into standby mode.

1. PURPOSE

The METACOM ELC-T4E-5000 (ELC-T4E-5000M) Lock Controller is designed to control electromagnetic or electromechanical locks produced by METACOM.

2. MAIN CHARACTERISTICS

- -Supports work with electronic keys METACOM TM2002, METAKOM TM2003 (A, B), Dallas iButtontm DS1990A, Digital DC-2000A;

- Memory capacity: 5000 keys.

- Two independent inputs for connecting 2 buttons for opening the door;

- Programmable opening time 0.5 ... 62 seconds in 0.5 second increments;

- Ability to program the master key;

- Ability to program the locking key (allows you to prohibit the passage of recorded user keys, while the door is opened from the locking key);

- Possibility of auto key collection;

- Ability to disable reading of key protocols:

- Light (two-color LED) and audible alarm to unlock the lock;

- Output to the control system, transistor with "open" drain (it works simultaneously with the control signal applied to the power transistor);

- Ability to read / write information from the controller's memory to the Dallas iButtontm DS1996 key;

- Supply voltage: 12 ... 15 VDC;

- In the modification of ELC-T4E-5000 there is a 9 V output (stabilized) for connection of readers;

- Maximum current through the controller key: 3 A;

- Electromagnetic / electromechanical lock control with demagnetization system (switching is accomplished by closing the jumper on the board);

- Operating ambient temperature range -30 ... + 40 ° C.

3. CONTENTS OF DELIVERY

Controller	1 pcs,
Passport	1 pcs,
Fixing kit	1 pcs,
Individual packing	1 pcs,

Fig. 3. Wiring plan ELC-T4E-5000M with a contact reader.

Fig. 4. Wiring diagram ELC-T4E-5000M with a contactless reader.

4.5 Recording, erasing the locking key

a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. An indication of the programming mode is the flashing of the green LED.

b) Close jumper 2 on the PCB, the green LED lights up constantly. Remove the jumper 2.

c) To write the locking key, attach the key to the contact device. Recording of each key is accompanied by one signal and a flashing green LED. If the key is faulty or is already in memory, the alarm does not sound and the LED flashes red. When the memory becomes full, 3 beeps will sound and the red LED will flash 3 times, then it will go into standby mode.

d) To erase the locking keys, press the exit button KB1. After the end, 2 beeps will sound and exit into standby mode.

e) To exit into standby mode, press the exit button KB2.

4.6 Enable auto key collection

a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. A sign of the programming mode is the flashing green LED.

b) Attach the master key to the contact device a second time. If autoscore has been disabled, it will turn on, if autoscore was turned on, there will be a shutdown. When the auto-gathering mode is activated, the red LED blinks 2 times. If you turn off the auto-gathering mode, the red LED will flash 5 times.

4.7 Disabling Key Protocols

a) Attach the master key to the contact device. You will hear 3 signals, the green LED will flash 3 times. The controller enters programming mode. A sign of the programming mode is the flashing green LED.

b) To activate (deactivate) reading TM2003 keys (Dallas), press the KB2 button once, then press KB1 to confirm the action. If reading has been enabled, there will be a shutdown, if reading has been disabled, an activation will occur. Then there will be an exit to the standby mode.

To enable (deactivate) reading TM2002 keys, press the KB2 button twice, then press KB1 to confirm the action. If reading has been enabled, there will be a shutdown, if reading has been disabled, an activation will occur. Then there will be an exit to the standby mode.

To enable (disable) the reading of the "Digital" keys, press the KB2 button three times, then press the button KB1 to confirm the action. If reading has been enabled, there will be a shutdown, if reading has been disabled, an activation will occur. Then there will be an exit in the standby mode.

c) Pressing the KB2 button will enter the standby mode four times.

4.8 Write information from the controller's memory to the Dallas iButtontm DS1996 key

a) Close jumper 2 on the PCB.

b) After 2 beeps (the green LED will flash 2 times), the green LED will turn on.

c) Press KB1 button, 2 beeps sound, green LED will flash 2 times.

d) Next, the number of required DS1996 keys will be counted. The number of required keys will be shown by a series of short flashes of the green LED.
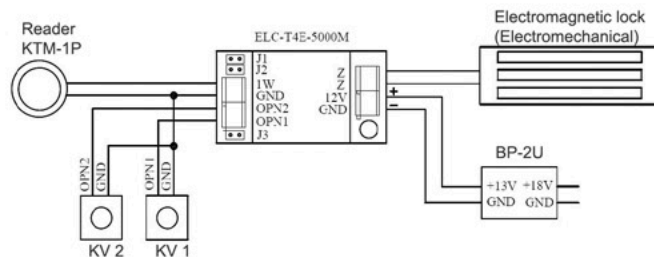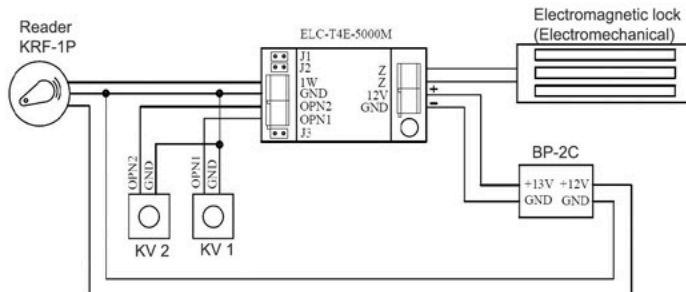
e) Attach the DS1996 key. During the recording process, the LED will alternately flash red and green. After the end of the recording, a beep will sound. If the number of DS1996 keys required is greater than 1, then attach the following key, the number of the required key will be indicated by the number of flashes of the green LED. If a recording error occurs, a long beep will sound accompanied by a red LED flash. To ensure that the recording is completed correctly, you must re-attach the key to the contact device. Attention! Wait until the recording is completed correctly, otherwise the information recorded with the key will be unsuitable for further use.

f) To enter standby mode, remove jumper 2.

4.9 Recording information from the Dallas iButtontm DS1996 key into the controller memory

a) Close jumper 2 on the PCB.

B) After 2 beeps (the green LED will flash 2 times), the green LED will turn on.

C) Press KB2 button, 4 beeps sound, green LED will flash 4 times.

d) Attach the DS1996 key. If the number of DS1996 keys is greater than 1, you must attach the first key, otherwise an error message will be displayed. During the recording process, the LED will alternately flash red and green. After the end of the recording, a beep will sound. If the number of DS1996 keys required is greater than 1, then attach the following key. The number of the required key will be indicated by the number of flashes of the green LED. If a recording error occurs, a long beep sounds accompanied by a red LED flash. To ensure that the recording is completed correctly, you must re-attach the key to the contact device. Attention! Wait until the recording is completed correctly, otherwise it is not guaranteed to open the lock with recorded keys.

e) To enter standby mode, remove jumper 2.