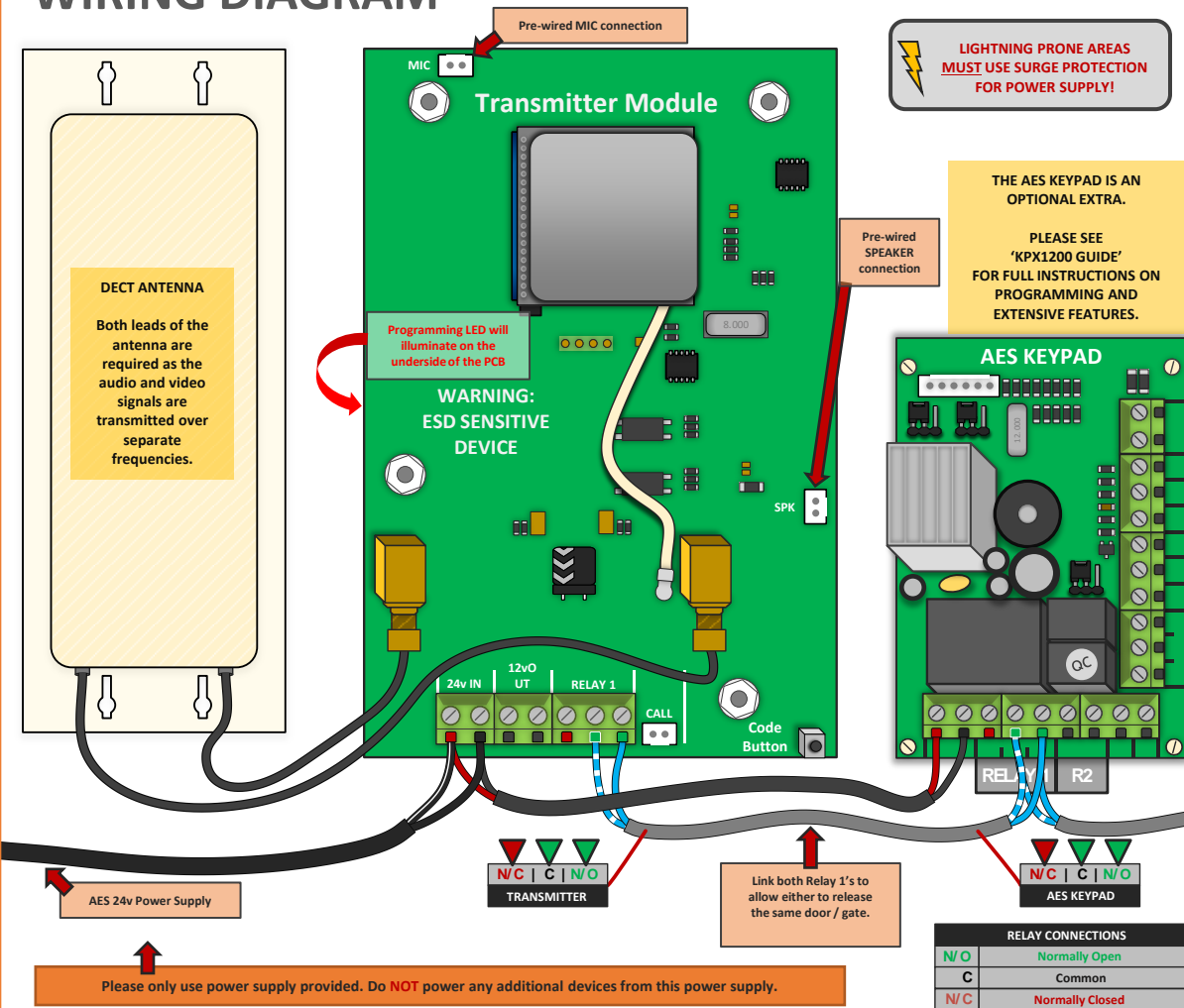


WIRING DIAGRAM



SITE SURVEY

RESTOCKING FEES MAY APPLY IF RETURNED AFTER INSTALL DUE TO SITE ISSUES. PLEASE SEE FULL T&C'S ON OUR WEBSITE.

TIP: It is recommended that the system be fully tested on site **BEFORE** installation. You must test to ensure that the system is capable of operating across the desired range. Power the system on and place the handsets in their expected locations around the property to ensure that the system is fully functional and suitable for the site.

OPTIMAL RANGE

SYSTEM INCOMPATIBLE WITH FOIL INSULATION.

TIP: For longer range installations, locate the handset closest to the front of the property and near a window if possible. Also ensure the antenna is mounted pointing towards the handset. Concrete walls can reduce the normal open-air range of up to 450 metres by **30-50% per wall**.

POWER CABLE

KEEP POWER SUPPLY AS CLOSE AS POSSIBLE.

TIP: Most technical calls received are due to installers using CAT5 or alarm cable to power the unit.

NEITHER are rated to carry enough power! (1.2amp peak)

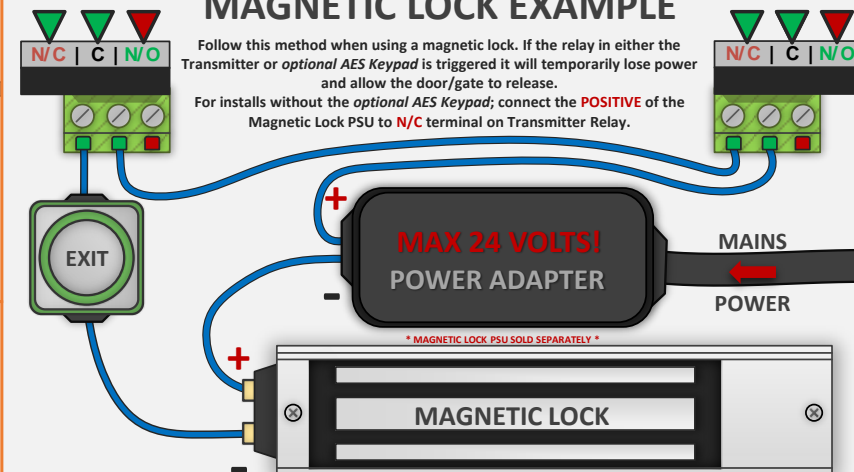
Please use the following cable:

- Up to 2 metres (6 feet) – Use minimum 0.5mm² (18 gauge)
- Up to 4 metres (12 feet) – Use minimum 0.75mm² (16 gauge)
- Up to 8 metres (24 feet) – Use minimum 1.0mm² (14 / 16 gauge)

MAGNETIC LOCK EXAMPLE

Follow this method when using a magnetic lock. If the relay in either the Transmitter or optional AES Keypad is triggered it will temporarily lose power and allow the door/gate to release.

For installs without the optional AES Keypad; connect the **POSITIVE** of the Magnetic Lock PSU to **N/C** terminal on Transmitter Relay.



Did you know?

With our 705 DECT video system you can add up to a max of **4 portable handsets** or wall mounted versions.

(1 VIDEO HANDSET MAX.)



NEED MORE ASSISTANCE?

Please scan this QR Code to be brought to our Resources page where you can find all of our guides and available resources.



* ALWAYS RANGE TEST THE UNIT ON SITE BEFORE INSTALLATION *

INFORMATION ABOUT YOUR DECT HANDSET

The handset should ideally be charged for at least 8 hours before use. It is recommended to give it at least 60 minutes of charge before performing the range test between the transmitter module and the handset inside.

If re-pairing the video handset it must be the first device paired to receive both video & audio channels.

1. When the intercom is being called, identify the visitor on the screen.
2. Press the OK button to answer the incoming call.
3. Speak clearly into the top of the handset at a distance of 10-20cm.
4. During the call press < or > to increase or decrease the volume.
5. Press the button to release the door/gate and press OK to end the call.

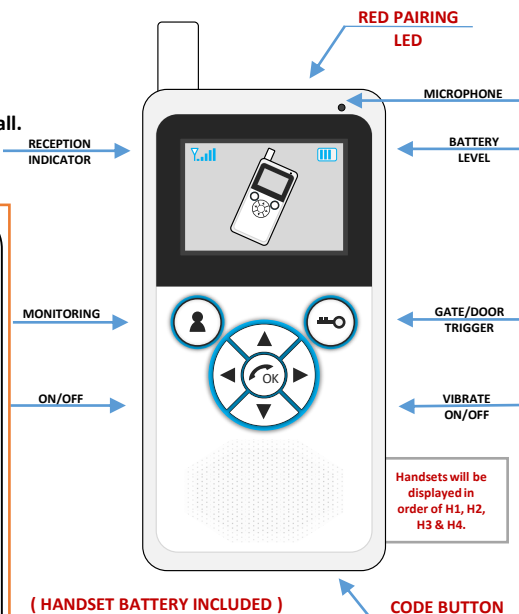
Note : The video will remain active for 1 minute after the audio call has ended.

CHANGING SETTINGS

The following settings can be changed on the handset at any time.

1. Adjusts brightness.
2. English, French or German.
3. Listen or delete Voicemail.
4. Change the ring tone.
5. Change screen colour.

Use up and down arrows to navigate, press OK to select. Press right arrow at any time to exit or cancel change.

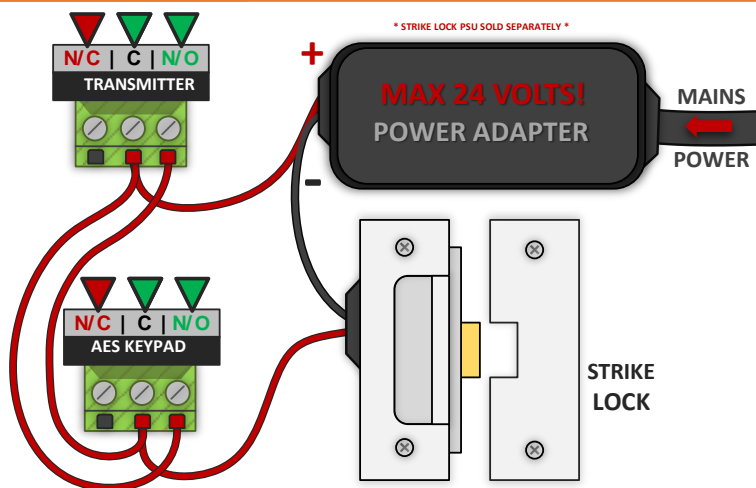


AC/DC STRIKE LOCK WIRING EXAMPLE

Follow this method when using a Strike Lock with the system. If used it will mean that if a relay in either the Transmitter or optional AES Keypad is triggered it will temporarily allow the door/gate to release.

Do you require a custom wiring diagram for your site? Please send all requests to diagrams@aesglobalonline.com and we will do our best to provide you with a supplement diagram suitable for your chosen equipment.

We are constantly using your customer feedback to enhance all of our guides / learning material for installers. If you have any suggestions regarding this please send any suggestions to feedback@aesglobalonline.com



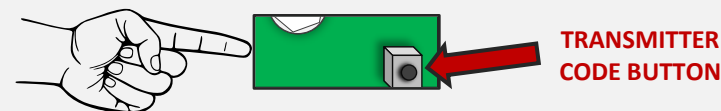
RE-CODING/ADDING EXTRA HANDSETS

Occasionally the system may need to be re-coded once installed.

If the handset does not ring when the call button is pressed, the system may need to be re-coded.

(● = FULL RE-CODE : STEP 1-5)

(● = ADDING A HANDSET : STEP 3-5)



● **Step 1)** Press and hold the **CODE BUTTON** inside on the Transmitter PCB for 5 seconds until the audible tone is heard from the Intercom speaker.

● **Step 2)** Then press the **CODE BUTTON 14 times** and proceed to wait until the melody is heard or the LED turns off. Performing this step will remove ALL handsets currently synced (or partially synced) to the system.

(Note: Doing this step will also clear ALL voicemails after reset.)

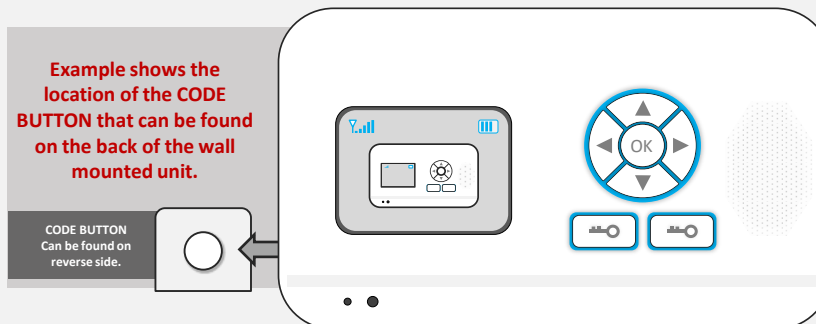
● ● **Step 3)** Press and hold the **CODE BUTTON** inside on the Transmitter PCB for 5 seconds until the audible tone is heard from the Intercom.

● ● **Step 4)** Then press and hold the **CODE BUTTON** on the handset until the red LED at the top begins to flash. After a few seconds you will hear a melody play to let you know it has successfully connected.

(Repeat Steps 3 & 4 for each new handset.)

● ● **Step 5)** Finally you should test the kit to ensure that everything is working as expected by pressing the Call Button on the CallPoint to ensure the handset and/or wall mounted unit receives the call and that the two way speech is functioning correctly.

(Video Handsets must be added first and 1 MAX)



AES KPX1200 STANDARD OPERATIONS

1 **2** **3**

(LEDs ABOVE KEYPAD FRONT)

LED 1 = RED/GREEN. It lights up in **RED** while one of the outputs is inhibited. It is flashing during inhibition paused. It is also the **Wiegand** LED for feedback indication and will light up in **GREEN**.
LED 2 = AMBER. It flashes in Standby. It shows the system status in synchronization with the beeps.
LED 3 = RED/GREEN. It lights up in **GREEN** for **OUTPUT 1** activation; and **RED** for **OUTPUT 2** activation.

{A} BACK-LIT JUMPER = FULL/AUTO.

FULL – The keypad gives dim backlight in standby. It turns to full backlight when a button is pressed, then back to dim backlight 10 secs after the last button is pressed.

AUTO – The backlight is **OFF** in standby. It turns to **FULL** backlight when a button is pressed, then back to **OFF** 10 seconds after the last button is pressed.

{B} ALARM OUTPUT SETTING = (RESOURCES PAGE - ADVANCED WIRING OPTIONS)

{9,15} Egress for PTE (Push To Exit)

If you wish to make use of this feature you must wire your PTE switch using terminals 9 & 15 marked as 'EG IN' and '(-) GND'.

Note: The egress feature on the keypad is designed to only activate **Output 1**. Ensure that the entry you wish to gain access to via the PTE switch is connected to this output. Programmable for Instant, Delay with Warning and/or Alarm Momentary or Holding Contact for Exit Delay.

AES KPX1200 RELAY OUTPUT INFORMATION

{3,4,5} RELAY 1 = 5A/24VDC Max. N.C. & N.O. dry contacts.
1,000 (Codes) + 50 Duress Codes

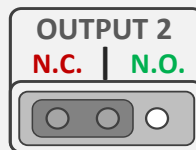
{6,7,C} RELAY 2 = 1A/24VDC Max. N.C. & N.O. dry contacts.
100 (Codes) + 10 Duress Codes (COMMON port is determined by the Shunt Jumper marked as C on the diagram. Connect your device to N.C. and N.O. and then move the jumper to the required position and test.)

{10,11,12} RELAY 3 = 1A/24VDC Max. N.C. & N.O. dry contacts.
100 (Codes) + 10 Duress Codes

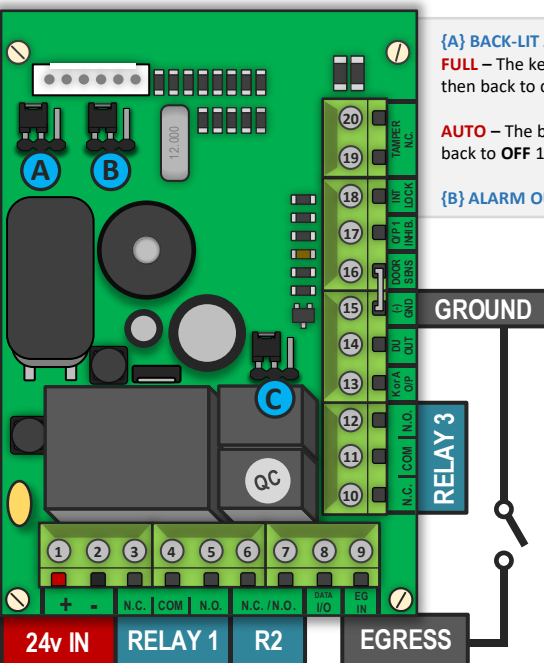
{19,20} Tamper Switch = 50mA/24VDC Max.
N.C. dry contact.

RELAY CONNECTIONS	
N/O	Normally Open
C	Common
N/C	Normally Closed

ALL THREE
OUTPUTS ARE
VOLT-FREE
CONTACTS.



^MOVE JUMPER LINK^



{1,2} 24v 2Amp = Regulated PSU
(Pre-wired for inside an AES Intercom System)

**SUPPLEMENT WIRING DIAGRAMS CAN BE
FOUND ON OUR RESOURCE PAGE.**

Did you know?

Extra Prox cards and Prox Tags
can be purchased in packs of 10
& 50.

(PROX versions only)



NEED MORE ASSISTANCE?

Please scan this QR Code to be
brought to our RESOURCES PAGE
where you can find all of our
guides and available resources.



SITE SURVEY

TIP: If fitting this keypad as an independent system then no site survey is required.
If the keypad is included inside a callpoint then please follow the site survey details
included on the main product guide.

POWER CABLE

KEEP POWER SUPPLY AS CLOSE AS POSSIBLE.

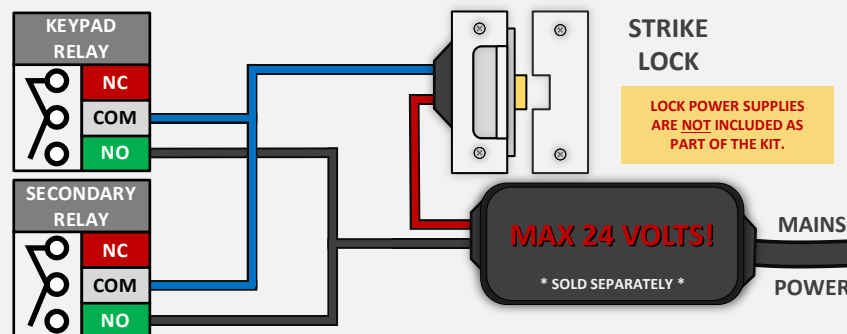
TIP: Most technical calls received are due to installers using CAT5 or alarm cable
to power the unit.

NEITHER are rated to carry enough power! (1.2amp peak)

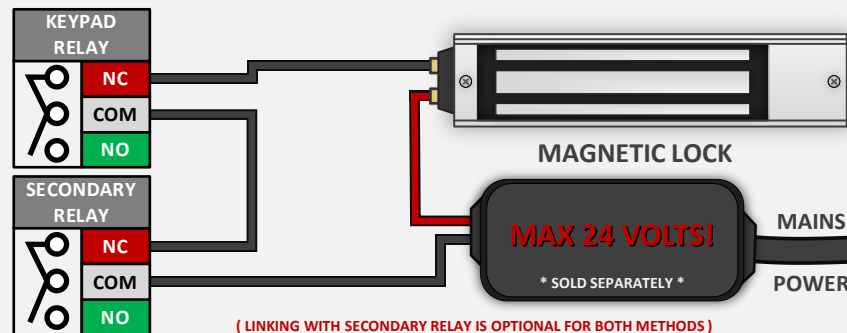
Please use the following cable:

Up to 2 metres (6 feet) – Use minimum **0.5mm²** (18 gauge)
Up to 4 metres (12 feet) – Use minimum **0.75mm²** (16 gauge)
Up to 8 metres (24 feet) – Use minimum **1.0mm²** (14 / 16 gauge)

STRIKE LOCK WIRING METHOD



MAGNETIC LOCK WIRING METHOD



(LINKING WITH SECONDARY RELAY IS OPTIONAL FOR BOTH METHODS)

*** WARNING : DO NOT TURN OFF POWER WHILE THE KEYPAD IS IN PROGRAMMING MODE AS THIS MAY CORRUPT DATA ***

KEYPAD PROGRAMMING

Note: Programming can only begin 60 seconds after powering the device on. *** UNLESS OVERRIDDEN ***

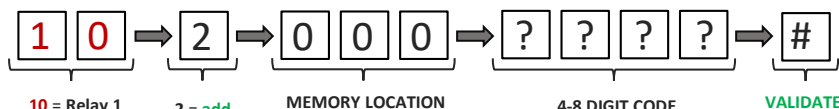
1) Enter programming mode:



DEFAULT PROGRAMMING CODE ENTER / EXIT PROGRAMMING

The amber LED will remain **SOLID** once you enter programming mode successfully. Press ** again to leave programming mode.

2) Adding and deleting a new keypad entry code:



10 = Relay 1 (1000 limit)
20 = Relay 2 (100 limit)
30 = Relay 3 (100 limit)

2 = add
5 = delete

MEMORY LOCATION
000 to 999 = Relay 1
001 to 100 = Relay 2
001 to 100 = Relay 3

Note: After using '5' to delete a code just type the memory location followed by #

* This example will add code '????' to location 000 on Relay 1 *

3) Delete ALL of the codes & cards saved in a relay group:



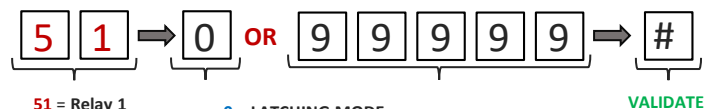
10 = Relay 1 (1000 limit)
20 = Relay 2 (100 limit)
30 = Relay 3 (100 limit)

SUPER DELETE CODE VALIDATE

Note: Take care when deleting full relay groups because once deleted there is no way to restore these previously stored codes to the keypad.

* This example will delete ALL of the codes stored for Relay 1 *

4) Change relay output times & modes:



51 = Relay 1
52 = Relay 2
53 = Relay 3

0 = LATCHING MODE
1-99999 = MOMENTARY TRIGGER TIME (SECONDS)

Note: Setting the relay time to 0 will change all codes for this output to latching codes, re-enter same code again to unlatch.

* For example: '515#' will set Relay 1 to trigger for 5 seconds *

KEYPAD PROGRAMMING CONTINUED

5) Adding a SUPER user code: (1 MAX)



LOCATION 'SUPER' CODE VALIDATE

Note: You can add one SUPER code as an optional feature which allows a single code to operate all 3 outputs. To use input **SUPER** code followed by # then 1, 2 or 3 to select.

Example - 5555#2

6) Change the programming code:



LOCATION 4-8 DIGIT CODE VALIDATE

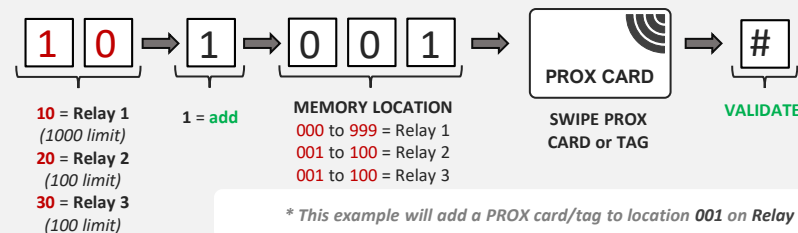
Note: If you set a 4-8 digit code then user codes must also be the same amount of digits.

Example: If you set a 6 digit programming code all access codes must also be 6 digits long.

*** ALWAYS MAKE NOTE OF NEW CODE ONCE CHANGED ***

(OPTIONAL PROGRAMMING FOR PROX MODELS ONLY)

7) Adding a new PROX card or tag:



10 = Relay 1 (1000 limit)
20 = Relay 2 (100 limit)
30 = Relay 3 (100 limit)

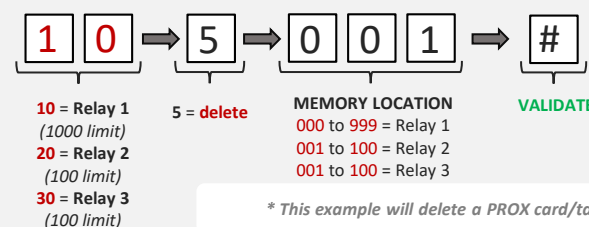
1 = add

MEMORY LOCATION
000 to 999 = Relay 1
001 to 100 = Relay 2
001 to 100 = Relay 3

PROX CARD SWIPE PROX CARD or TAG VALIDATE

* This example will add a PROX card/tag to location 001 on Relay 1 *

8) Deleting a new PROX card or tag:



10 = Relay 1 (1000 limit)
20 = Relay 2 (100 limit)
30 = Relay 3 (100 limit)

5 = delete

MEMORY LOCATION
000 to 999 = Relay 1
001 to 100 = Relay 2
001 to 100 = Relay 3

VALIDATE

Note: Keep in mind that keypad codes and PROX card/tags must be saved in their own separate memory locations.

If a keypad code is stored on location 035 this means a card cannot be added to location 035.

* This example will delete a PROX card/tag from location 001 on Relay 1 *

PROGRAMMING CODE NOT WORKING?

Note: In the event that the programming code has been forgotten or changed by accident, a **DAP Reset** of the keypad can be performed during the **60 second bootup phase**. Pressing the PTE during this time or replicating this by shorting terminals **9 & 15** together with a jumper link the keypad will emit 2 short beeps if this step has been performed successfully. Then enter the **DAP** Code (Directly Access Programming Code) (**8080****) on the front of the keypad as a backdoor into programming mode which will allow you to now set a new programming code, as per **Step 6** above.