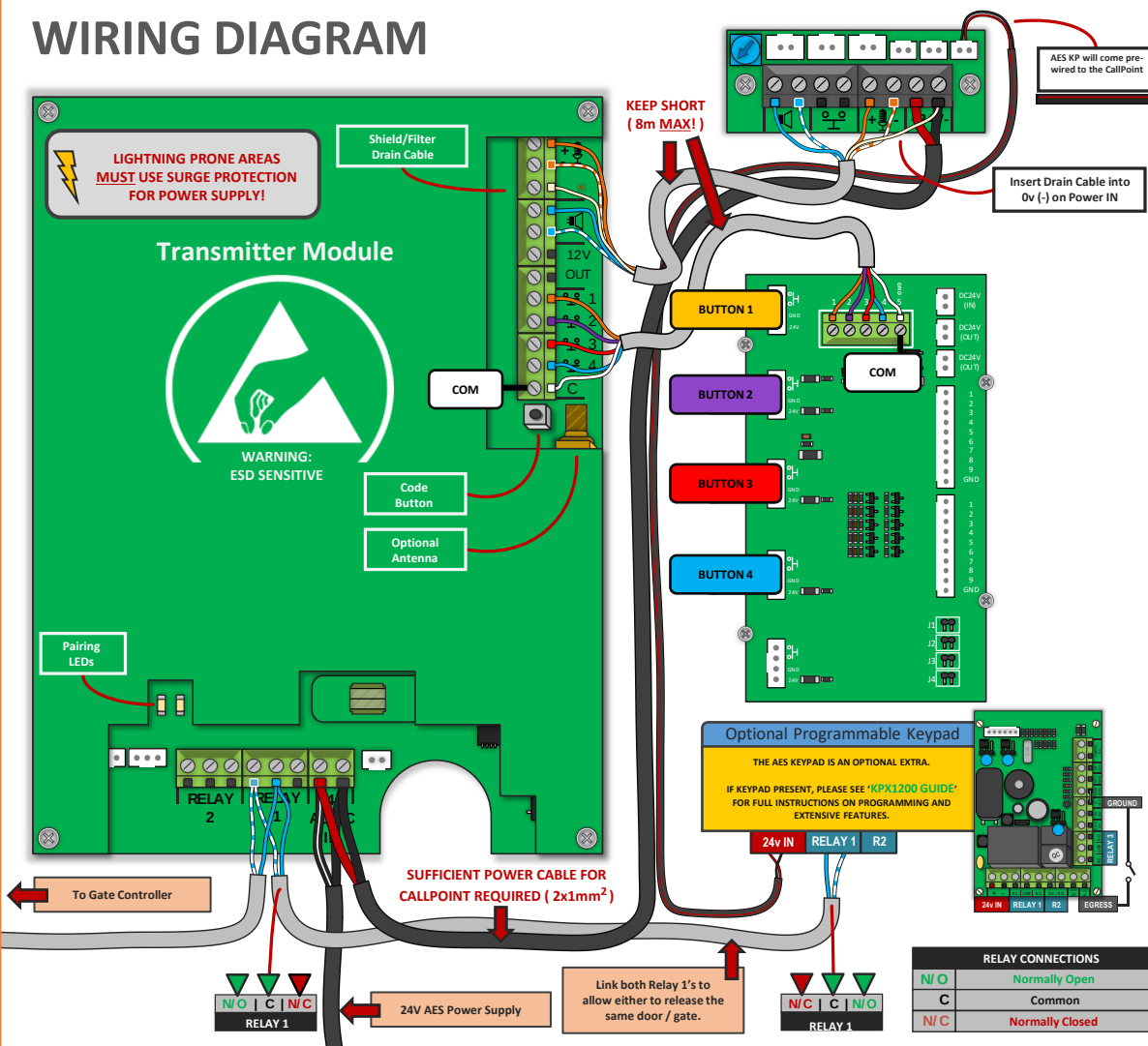


* ALWAYS RANGE TEST THE UNIT ON SITE BEFORE INSTALLATION *

WIRING DIAGRAM



Did you know?

With our 703 DECT audio system you can add up to a max of **4 portable handsets** or wall mounted versions.

(1 DEVICE WILL RING PER BUTTON)



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

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 transmitter is mounted pointing towards the handset. Concrete walls can reduce the normal open-air range of up to 400 metres/yards 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)

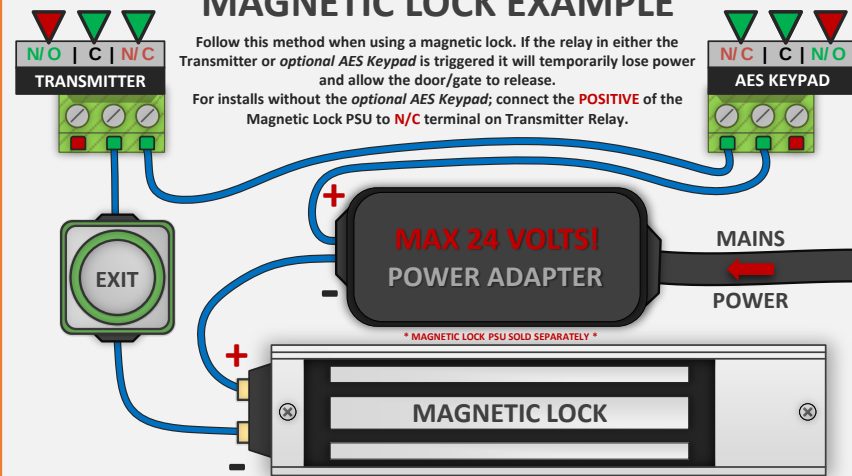
Please use the following cable:

- 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.



* 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.

Adjusting the Relay trigger time

Press and hold the RELAY 2 button for 3 seconds, scroll through the menu until you see 'ti'. Press the OK button to select the relay time. Press the OK key at any time to end the process.

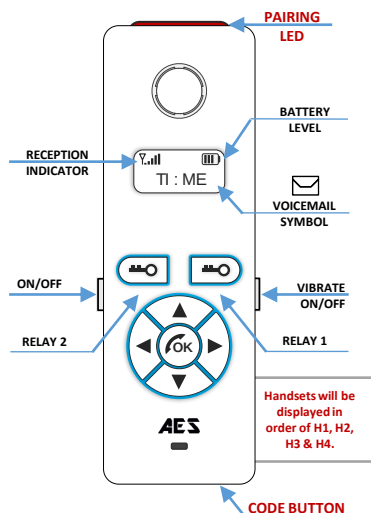
Adjusting the time on your handset

Press and hold the OK button for 3 seconds, then use the up and down keys to select the hour and press OK button again to cycle to minutes. Once you have finished adjusting the time then press the OK button to save. Press the OK key at any time to end the process.

Voicemail On/Off

You can turn the voicemail function of the system On/Off at any time. To start press and hold the RELAY 2 button for 3 seconds then scroll through the menu until you see 'Re' and adjust this to ON or OFF then press OK to select.

To listen to a voicemail, press OK. If there is more than 1 use up and down to select the message required and press OK to play. Press RELAY 1 once to delete the message or press and hold it to delete all.

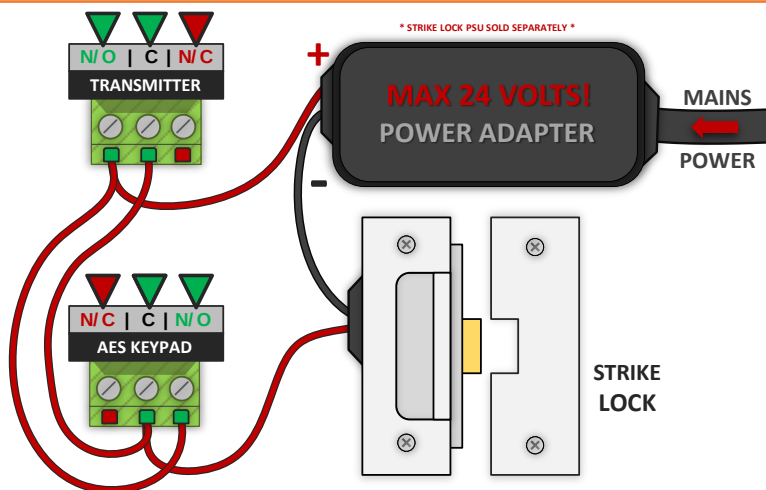


AC/DC STRIKE LOCK WIRING EXAMPLE

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)



**TRANSMITTER
CODE BUTTON**

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

(On 703 Transmitter the blue LED marked D17 should also flash.)

● **Step 2)** Then press the **CODE BUTTON 14 times** and 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 the Transmitter Module for 5 seconds until the blue pairing LED marked as **D17** begins to flash.

(An audible tone will be heard from the Intercom Speaker.)

● ● **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.

Wall/Desk Mounted Audio Panel (603 / 703 / 705)

Example shows the location of the **CODE BUTTON** that can be found on the back of the wall mounted unit.

CODE BUTTON
Can be found on
reverse side.

TI : ME



* ALWAYS TEST THE UNIT ON SITE BEFORE INSTALLATION TO AVOID RESTOCKING FEES *

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 backlit in standby. It turns to full backlit when a button is pressed, then back to dim backlit 10 secs after the last button is pressed.

AUTO – The backlit is **OFF** in standby. It turns to **FULL** backlit 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

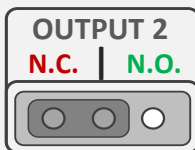
{6,7,C} RELAY 2 = 1A/24VDC Max. N.C. & N.O. dry contacts.
100 (Codes) + 10 Duress Codes (COMMON port is determined by the Shunt Jumper marked as C on the diagram. Connect your device to N.C. and N.O. and then move the jumper to the required position and test.)

{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.

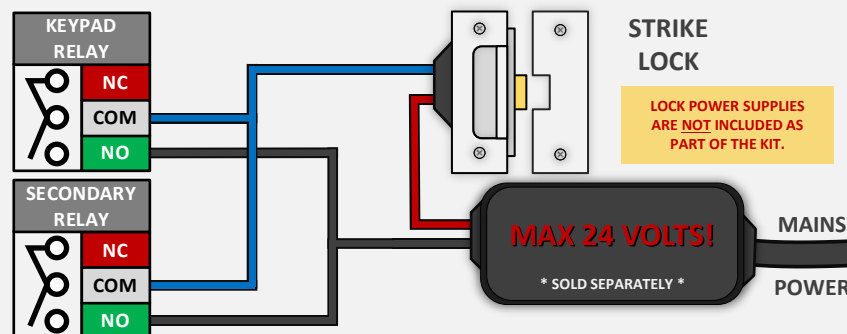
TIP: Most technical calls received are due to installers using CAT5 or alarm cable to power the unit.

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

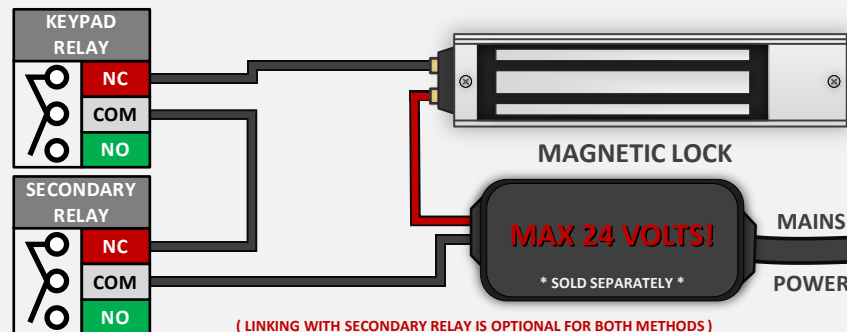
Please use the following cable:

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



*** 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)

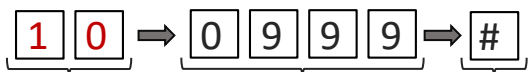
2 = add
5 = delete

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:



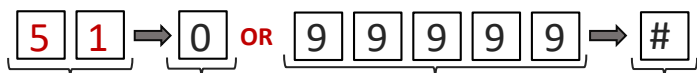
10 = Relay 1 (1000 limit)
20 = Relay 2 (100 limit)
30 = Relay 3 (100 limit)

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)

VALIDATE

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

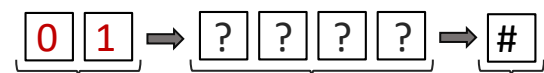
'SUPER' CODE

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

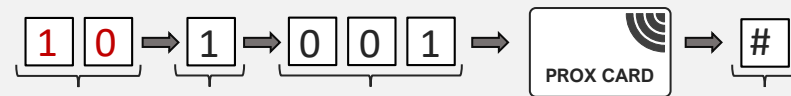
Note: If you set a 4-8 digit code then user codes must also be the same amount of digits.

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

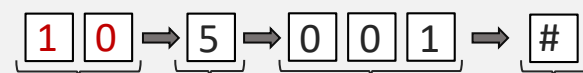
MEMORY LOCATION
000 to 999 = Relay 1
001 to 100 = Relay 2
001 to 100 = Relay 3

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.