

## ENROLLING PROX CARDS AND FOBS

Each prox card/fob must be enrolled into a User Code location, using the same procedures that are used to add/change User Code PINs.

1. On the Keypad, press the center ELK key.
2. Press 6 to jump directly to Menu 06 - Change User Codes OR Use the UP or DOWN arrow keys to scroll to the menu.
3. Press the RIGHT arrow key to select Menu 6. Enter a Master user code (PIN) to gain access to this menu.
4. Use the UP or DOWN arrow keys to scroll to the User Code location (001 to 099) where the Prox card/fob is to be enrolled. OR enter the three digit number, i.e., 050 for User 50.
5. Select CHG by pressing the RIGHT arrow key.
6. The keypad will display the existing 4 or 6 digit code that is programmed for this user along with any programmed name.
7. Place a new (not previously enrolled) prox card/fob near the Keypad's right speaker grill, just below the Stay key. The ideal read range is approximately 1/8" to 3/8" from the front surface. The clam-shell type prox cards generally have a better read range than fobs. Sometimes the read range is 3/8" or more.
8. If the keypad accepts the new prox card/fob, it will beep 3 times and display a 12 digit code, which is part of the ID stored in the card/fob. If the keypad rejects the prox card/fob, it will produce a low error tone and display:  
Code Not Authorized, Redo  
The reject error may be caused by:  
A. The card or fob has already been enrolled (the M1 does not allow duplicate codes)  
OR  
B. The facility code stored in the prox card/fob does not match the ELK facility code. The M1PR Reader can only read cards/fobs which have the matching facility code.
9. After a prox card/fob has been enrolled into a user code location, its capabilities are set by the User Code Options found in Menu 02 of the M1 Installer Level Programming. The most common of these options are:
  - Arm the M1 Control.
  - Disarm the M1 Control.
  - Access - Trip output to de-energize a lock \*\*

\*\* The activation assignment for M1 Outputs requires the Whenever/And/Then Rules programming of the Elk-RP Software.

The following example is a rule to activate Output 003 for 10 seconds when a valid prox card/fob (with Access Option enabled) is presented at Keypad 01. The output could be used to break or make power to a door strike.

WHENEVER Keypad 01 Access is Activated  
THEN Turn On Output 003 for 10 seconds.



## CARDS AND FOBS

### ELK-M1PRC

White clam shell style prox cards  
Size: 2 1/8" L x 3 3/8" H x 3/16" T

### ELK-M1PRF

Black keyring fobs  
Size: 2 1/8" L x 1 1/4" H x 1/4" T

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