

## ELIKA 460 TELEPHONE ENTRY SYSTEM USER INSTRUCTIONS

We have developed this guide for use with your recent installation of the Elika 460. When followed, it ensures proper use of the telephone entry system.

## ACCESS CODES

You have been assigned a 3-6 digit code that will open the gate or door for you when entered. To enter your access code, start by pressing the \*key to clear out any previous entries then enter your code followed by the \*key. If the correct code is entered, the system will beep once and display "Access Granted" on the screen; if entered incorrectly the system will beep three times and display "Access Denied". If you make a mistake while typing your code, simply press \*to clear the keypad. (If you do not know your Access Code, please contact your system administrator or property manager)

## DIRECTORY CODES & DIRECTORY

When you have a visitor at the gate who would like to enter the property, they can call you from the Elika 460 via one of two ways.

- 1. **Using a directory code** You have been assigned a 3-6 digit code (Separate from your Access Code) that when entered will call your phone. For a visitor to use this number, they should start by pressing the \* to clear out any previous entries and then enter your directory code followed by the # key.
- 2. **Using the on-board directory** The Elika 460 has an on-board directory that visitors can scroll through to find your name (Or whatever your administrator has entered for you) and call you. To use the directory the visitor should scroll through the names using the **\(\bilde{\sigma}\)** and **\(\bilde{\sigma}\)** keys. Once they have your name highlighted they should press **(a)** to initiate the call.
- 3. **Receiving calls** When you receive a call from the system, press the Access Granted Key to open the gate or door. Press any other key to deny access. (If you do not know the Access Granted Key, please contact your system administrator or property manager.)

## ELIKA 460 IMPORTANT CODES

ACCESS CODE	
DIRECTORY CODE	
ACCESS GRANTED KEY	