

dimming or switching that provides an emergency illumination level upon loss of normal power. (700) (CMP-13)

Informational Note: See ANSI/UL 924, *Emergency Lighting and Power Equipment*, for information covering directly controlled emergency luminaires.

N Emergency Power Supply (EPS). The source(s) of electric power of the required capacity and quality for an emergency power supply system (EPSS). (CMP-13)

N Emergency Power Supply System (EPSS). A complete functioning EPS system coupled to a system of conductors, disconnecting means and overcurrent protective devices, transfer switches, and all control, supervisory, and support devices up to and including the load terminals of the transfer equipment needed for the system to operate as a safe and reliable source of electric power. [110:3.3.4] (CMP-13)

N Emergency Systems. Those systems legally required and classed as emergency by municipal, state, federal, or other codes, or by any governmental agency having jurisdiction. These systems are intended to automatically supply illumination, power, or both, to designated areas and equipment in the event of failure of the normal supply or in the event of accident to elements of a system intended to supply, distribute, and control power and illumination essential for safety to human life. (CMP-13)

Δ Encapsulation “m”. Type of protection where electrical parts that could ignite an explosive atmosphere by either sparking or heating are enclosed in a compound in such a way that this explosive atmosphere cannot be ignited. (CMP-14)

Informational Note: See ANSI/UL 60079-18, *Explosive atmospheres — Part 18: Equipment protection by encapsulation “m”*, for additional information.

Enclosed. Surrounded by a case, housing, fence, or wall(s) that prevents persons from accidentally contacting energized parts. (CMP-1)

N Enclosed-Break. Having electrical make-or-break contacts such that, if an internal explosion of the flammable gas or vapor that can enter it occurs, the device will withstand the internal explosion without suffering damage and without communicating the internal explosion to the external flammable gas or vapor. (CMP-14)

Informational Note: See ANSI/UL 121201, *Nonincendive Electrical Equipment for Use in Class I and II, Division 2 and Class III, Divisions 1 and 2 Hazardous (Classified) Locations*, for additional information.

Enclosure. The case or housing of apparatus, or the fence or walls surrounding an installation to prevent personnel from accidentally contacting energized parts or to protect the equipment from physical damage. (CMP-1)

Informational Note: See Table 110.28 for examples of enclosure types.

Enclosures are required by 110.28 to be marked with a number that identifies the environmental conditions in which that type of enclosure can be used. Enclosures that comply with the requirements for more than one type of enclosure are marked with multiple designations.

See also

110.28 and its commentary for details on enclosure markings and types

Table 110.28 for a list of the types of enclosures required to be used in specific locations

Energized. Electrically connected to, or is, a source of voltage. (CMP-1)

The term *energized* is not limited to equipment that is “connected to a source of voltage.” Equipment such as batteries, capacitors, and conductors with induced voltages must also be considered energized.

N Energized, Likely to Become. (Likely to Become Energized) Conductive material that could become energized because of the failure of electrical insulation or electrical spacing. (CMP-5)

N Energy Management System (EMS). A system consisting of any of the following: a monitor(s), communications equipment, a controller(s), a timer(s), or other device(s) that monitors and/or controls an electrical load or a power production or storage source. (CMP-13)

N Energy Storage System (ESS). One or more devices installed as a system capable of storing energy and providing electrical energy into the premises wiring system or an electric power production and distribution network. (CMP-13)

Informational Note No. 1: An ESS(s) can include but is not limited to batteries, capacitors, and kinetic energy devices (e.g., flywheels and compressed air). An ESS(s) can include inverters or converters to change voltage levels or to make a change between an ac or a dc system.

Informational Note No. 2: These systems differ from a stationary standby battery installation where a battery spends the majority of the time on continuous float charge or in a high state of charge, in readiness for a discharge event.

N Entertainment Device. A mechanical or electromechanical device that provides an entertainment experience. (522) (CMP-15)

Informational Note: These devices can include animated props, show action equipment, animated figures, and special effects, coordinated with audio and lighting to provide an entertainment experience.

Equipment. A general term, including fittings, devices, appliances, luminaires, apparatus, machinery, and the like used as a part of, or in connection with, an electrical installation. (CMP-1)

Equipment, Mobile. (Mobile Equipment) Equipment with electrical components that is suitable to be moved only with