

(1) - Reader Settings

| Reader Type | | Controller |
|---------------|---------------|------------------|
| SP-MINI | SP-KPV | 1000+ |
| RED (vcc) | RED (vcc) | N/A ¹ |
| BLACK (0v) | BLACK (0v) | N/A ¹ |
| GREEN (Data0) | GREEN (Data0) | CK ² |
| WHITE (Data1) | WHITE (Data1) | DT ³ |
| BROWN (Led) | BROWN (Led) | LD ⁴ |
| N/A | YELLOW (Buzz) | BZ |

¹ Reader power wires should connect to the PSU Board

² The board is printed CK1 and CK2.

³ The board is printed DT1 and DT2.

⁴ The board is printed LD1, LD2, LD4 and LD5.

(2) - Address Settings

1 ☐ on Locate the DS1 switch at the bottom-middle of the panel.
2 ☐ For most proximity and biometric readers, ensure that switch 6 is set to ON (right). All others should be OFF (left).
3 ☐
4 ☐
5 ☐
6 ☐
7 ☐
8 ☐

| Switch 1 2 3 4 5 | Address | Switch 1 2 3 4 5 | Address |
|------------------|---------|------------------|---------|
| 0 0 0 0 0 | 00 | 0 0 0 0 1 | 16 |
| 1 0 0 0 0 | 01 | 1 0 0 0 1 | 17 |
| 0 1 0 0 0 | 02 | 0 1 0 0 1 | 18 |
| 1 1 0 0 0 | 03 | 1 1 0 0 1 | 19 |
| 0 0 1 0 0 | 04 | 0 0 1 0 1 | 20 |
| 1 0 1 0 0 | 05 | 1 0 1 0 1 | 21 |
| 0 1 1 0 0 | 06 | 0 1 1 0 1 | 22 |
| 1 1 1 0 0 | 07 | 1 1 1 0 1 | 23 |
| 0 0 0 1 0 | 08 | 0 0 0 1 1 | 24 |
| 1 0 0 1 0 | 09 | 1 0 0 1 1 | 25 |
| 0 1 0 1 0 | 10 | 0 1 0 1 1 | 26 |
| 1 1 0 1 0 | 11 | 1 1 0 1 1 | 27 |
| 0 0 1 1 0 | 12 | 0 0 1 1 1 | 28 |
| 1 0 1 1 0 | 13 | 1 0 1 1 1 | 29 |
| 0 1 1 1 0 | 14 | 0 1 1 1 1 | 30 |
| 1 1 1 1 0 | 15 | 1 1 1 1 1 | 31 |

WARNING:

Do not apply voltage higher than 30v to alarm inputs

(3) - Communication Settings

The cable connecting the USB-485 device to the controller is shielded. Always ensure that any RS485 wire shields are linked together, and that they are connected at the USB-485 interface end. Never connect the shielding at the controller end.

If the distance between the converter and the controller is greater than 500m, then you must install a 120 ohms terminator resistor at the far end of the RS485 line (i.e. at the last controller). No resistor is needed for distances less than 500m.

