

Door Pass

USER MANUAL

Publication 'Door Pass Manual'

TABLE OF CONTENTS

1. INTRODUCTION	3
2. INSTALLATION.....	4
2.1 INSTALLATION INSTRUCTIONS	4
2.2 THE ELECTRONIC BOARD	5
3. USING THE SYSTEM.....	6
3.1 ACCESS	6
3.2 TRANSACTIONS PRINTING	6
3.3 DOOR CONTROL	6
3.4 ERROR MESSAGE	6
4. PROGRAMMING THE SYSTEM.....	7
4.1 SYSTEM SET UP	7
4.1.1 Erase all memory : Command 00	7
4.1.2 System Initialisation: Command 02.....	8
4.1.3 Set time and date: command 01.....	8
4.2 RECORD / DELETE CARDS	8
4.2.1 Record one or several cards : command '09nnnn ent'	8
4.2.2 Recording cards in series: Command '09 ent'.....	9
4.2.3 Recording cards with a code known by the user: command '09nnnncccccccc ent'.....	10
4.2.4 Deleting a card: command '09nnnnF2'.....	10
4.2.5 Changing the card format: command 04.....	10
4.3 GENERAL COMMANDS	11
4.3.1 Change the User Code : command 10.....	11
4.3.2 "Anti-passback" Function : command 13.....	11
4.3.3 Keypad mode: commands 18 and 19.....	12
4.3.4 Door open time: command 12.	12
4.3.5 Door alarm mode: command 45.....	12
4.3.6 Input status programming: command 43	13
4.3.7 Relay Activation/Disactivation. Commands 22 and 23.....	13
4.4 REPORTS.....	13
4.4.1 Last movements. Command 60	13
4.4.2 Last alarms. Command 61.....	14
4.4.3 Print out filter. Command 79.....	14
APPENDIX A: COMMANDS SUMMARY.....	15
APPENDIX B: ELECTRICAL INTERFERENCES PROTECTION	17

1. INTRODUCTION

DoorPass is an access control central unit to which one or two card readers may be connected, to control one or two doors. The controller is equipped with a keypad/Display unit for programming functions:

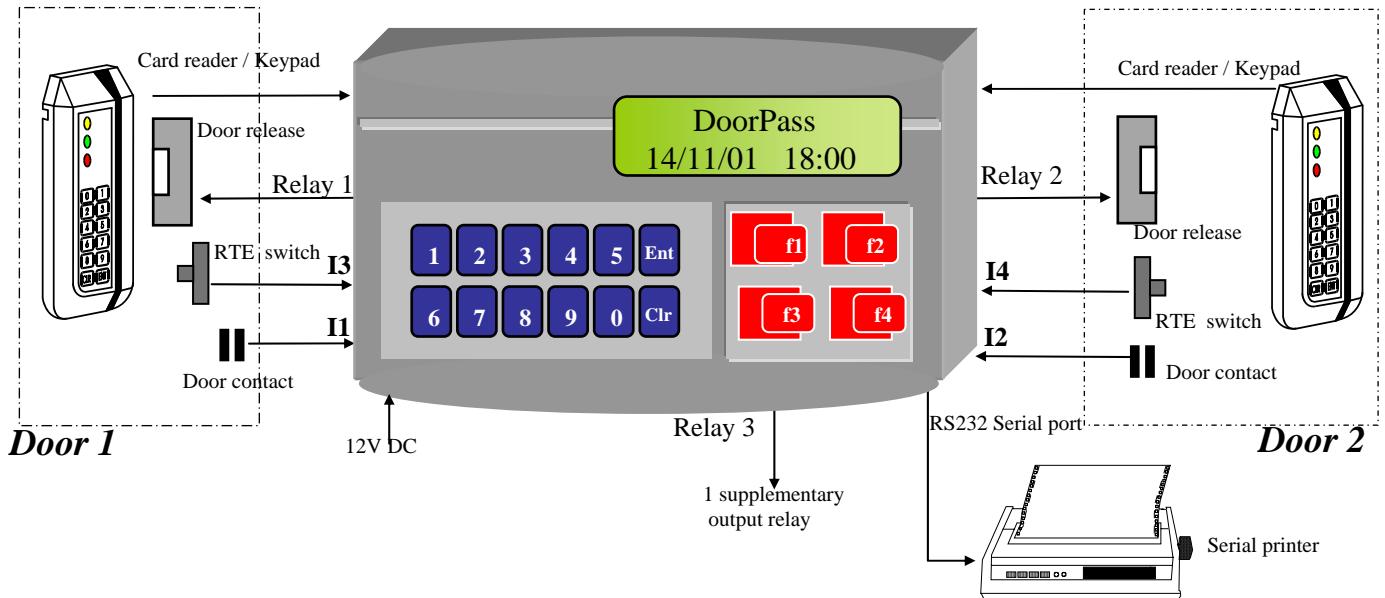


Fig. 1.1: DoorPass in a Two Doors Architecture

The controller gets 4 inputs, I1 to I4, which are used for door(s) alarm and door(s) Request To Exit (RTE) switch. Three internal relays may be used for door(s) release and alarms.

2. INSTALLATION

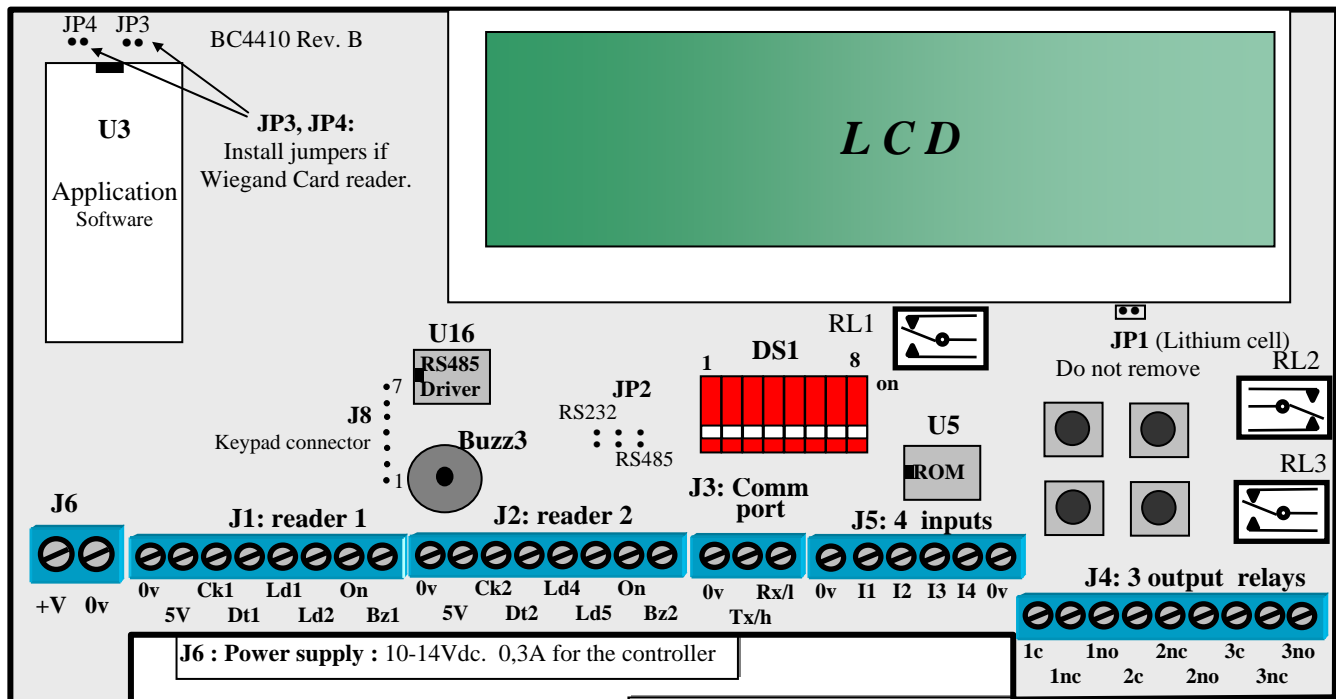
2.1 INSTALLATION INSTRUCTIONS

- I. Unpack the DoorPass box, and remove the four Phillips screws which are connecting the plastic cover to the base.
CAUTION! Remove partially the plastic cover and gently disconnect the keypad connector J8 from the electronic board.
- II. Drill two holes at a distance of 120mm from each other, and install two screws with 8mm round heads. Please pay attention to the fact that the screws should not stick out more than 6mm of the surface. A damage may occur to the DoorPass board.
- III. Hang up the DoorPass on the 2 screws. Mark, drill, and fix the third screw which will enable you to tighten the DoorPass to the surface.
- IV. Connect the cables of the card readers, relays, inputs of the door sensors and the RTE switches, and the printer cable as well. Look at drawing on next page. The cables can be wired through the holes on the back of the unit, through the hole positioned on the lower left side of the unit, or by breaking the plastic cover on its bottom at a place specially designed for this purpose.
- V. Check your wiring and connect to J6 a 12 volts DC power supply which can supply 500 ma at least. The power supply must not be regulated, but we recommend to use a linear power supply.
When connecting power, on the LCD display should appear the word "DoorPass", and on the bottom line the correct date and time.
- VI. Refit the plastic cover. Make sure that you connect the keypad connector to its place on J8 of the DoorPass. Refit the four Phillips screws.

Adhere carefully to the rules described in Appendix B regarding preventing electrical interference problems.

Programme the system as described in Chapter 4.

2.2 THE ELECTRONIC BOARD



CARD READER CONNECTION:

WIEGAND READERS (See switch DS1 position)	
CABLE COLOUR	MultiPass Reader 1 / 2
Black (0v)	0v
Red (Vcc)	Vcc
Green (Clock)	CK1/CK2
White (Data)	DT1/DT2
Yellow (Green Led)	LD1/LD4
Blue (Buzzer)	BZ1/BZ2

For other technologies, see the corresponding Card Reader instructions.

CARD READERS CONSUMPTION :

- Signals Ld1,2, 4, 5 and Buz : open collector, active when low, Max. voltage : 12Vdc for leds, 5v for Buzzer.
- Signals on : 12Vdc through 2K Ohms resistor for Led 'ON'.
- Ck1,Dt1, Ck2, Dt2 : 5v. TTL inputs for Card reader data. Max. voltage allowed : 30v AC/DC. If Wiegand, connect D0 to Clk, D1 to Dat. (+jumpers JP3, JP4)
- Max. current : Leds : 50 mA through internal 220 Ohms resistors. Buzzer : 20mA without limit. resistor.
- Vcc = 5Vdc +/- 3% for card readers. Total consumption : 100mA.

SWITCHES DS1:

DS1/1-4: Not in used

DS1/5 on: Enable default code for Program Mode: 3141 (ent).

JP4/6,7,8 : Readers Technology :

6,7,8 off: Mag. ISO2 or Bar Code 39 (If B.C., 'Dt1' and 'Dt2' must be 0v)

6,7,8 on: Magnetic ISO1 or Bar code 2/5 interleave.

(If Bar code, signals 'Dt1' and 'Dt2' must be shorted to 0v.)

6 on: Wiegand (II 50 bits) with parity check (Install jumpers JP3, JP4)

7 on: Wiegand (I 50 bits) without parity check (Install jumpers JP3, JP4)

8 on: Pac Easykey; **6,7 on:** Touch; **6,8 on:** Radio; **7,8 on:** Watermark

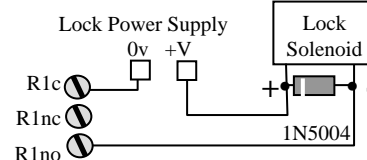
J4: RELAYS CONNECTION :

2 conductors wire 18 AWG. Standard length : 10 meters

For more than 10m, depends on wire resistance and load current consumption

WARNING !

Always fit a Diode across a DC electric lock, at the lock end:



RELAY RATING: max. 24V AC/DC / 1A or 12V AC/DC / 2A

Relay 1: Door 1 #c: Relay # Common

Relay 2: Door 2 #no: Relay # NO

Relay 3: Alarm #nc: Relay # NC

PRINTER CONNECTION:

Connect a serial printer through the RS232 Lines (Rx, Tx, 0v).

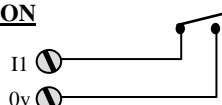
Communication parameters: 4800 baud, 2 stop bits, no parity.

Use a 3 shielded wire 22 or 24 AWG, maximum length: 30 meters

Jumpers JP2 must be on the RS232 position: **JP2:**

J5: ALARM INPUTS CONNECTION

2 conductors wire 22 AWG.
Maximum length: 100 meters



Example of a Normally
switch connected to input

Open
0v: 0v.
I1.

I1 : Alarm # 1: Door 1 contact I3 : Door 1 RTE
I2 : Alarm # 2: Door 2 contact I4 : Door 2 RTE.

3. USING THE SYSTEM

Before using the system, it must be initialised and programmed as described in Chapter 4.

3.1 ACCESS

To request access, either pass a valid card or key-in a pre-defined code at the keypad unit. This code keyed-in must be followed by the "Ent" key to be validated or by the "CLR" key to be cancelled.

∑If access is granted, the card reader green led lights on for one second and the door is unlocked.

∑If access is denied, the card reader red led lights on for one second and the door remains closed. The reason of this refusal will appear on the LCD.

∑If, after the card has been passed, the card reader red led blinks twice, it means that the card has not been correctly read and must read one more time.

3.2 TRANSACTIONS PRINTING

A printer may be connected to DoorPass, via the RS232 port. Then all transactions (movements or alarms) are printed as soon as they occur, labelled with their time and date. Reports may also be printed.

3.3 DOOR CONTROL

DoorPass has 4 inputs to which are specifically dedicated to the door control:

- Door contact for door alarm (Inputs I1 and I2).

If a door contact is connected to the Door input, an alarm will be raised (relay 3 activated) on the 2 following cases:

- The door is forced opened, i.e. opened with neither valid card nor RTE switch.
- The door is opened with a valid card or with the RTE switch but left opened more than a pre-defined delay (defined by command 45.)

- Request to Exit button (Inputs I3 and I4)

The door may be opened via a push button connected to the "Door remote" input.

The status of the inputs (NO or NC) may be changed using command 43.

3.4 ERROR MESSAGE

DoorPass checks continuously the accuracy of its internal operating tables. As soon as one or several table are destroyed, the system will display the following warning message after each time a card is read:




TAB. ERROR: ABC

where ABC indicates which table(s) have been destroyed.

To correct the problem, re-initialise the system using command 02 and then commands 12, 43, 45 and 79 if needed.

4. PROGRAMMING THE SYSTEM

The system programming is achieved via the **Programme Mode** of the unit. To enter the Programme Mode carry out the following procedures:

- 1- The system shows:  Press the F4 key.
- 2- The system shows:  Type in the User code followed by Ent.
(This code is 3141 for a new system.)
- 3- The system shows:  The system is now waiting for you to enter a command.

If the system times out and returns to normal mode, go back to Programme Mode and continue programming from where you left.

Notes:

- 1- The system is supplied with a pre-defined code of '3141', a new code should be entered to prevent access to the programme mode from unauthorised users. Carry out the following procedures :
Press '10*****' followed by the EntER key ***** is the new user definable code
- 2- Please keep this code in a safe place. This code can be changed anytime whenever required.
- 3- Once a new user code is programmed by this command 10, the default code 3141 will be also available only if jumper DS1/5 of the controller board is set to ON.
- 4- Each command must be acknowledged by the (Ent) key or cancelled by the (CLR) key.
- 5- If the command does not exist or is typed-in with a wrong format, a warning message « Command error » will be displayed.

Exit Programme Mode: To exit the Programme Mode and return to the Operational Mode, Type 99 (Ent) or the F4 key. If no command is entered within 30 seconds, the system will automatically exit the Programme Mode.

4.1 SYSTEM SET UP

This set-up must be performed the first time the system is installed.
Enter the Programme Mode as described in par.4.

4.1.1 Erase all memory : Command 00

Type **'00 ent'**: The system will ask to confirm the command by asking 'Are you sure':
press the **'Ent'** key to confirm or the **'CLR'** key to cancel.

Note: Command **'001 ent'** will erase only the Event buffer where all the transactions (cards and alarm transactions) are recorded.

4.1.2 System Initialisation: Command 02

Type '**02 ent**':

- The system will ask you to decide if it is a one or two door system. Press '1' or '2' depending on your system set-up, followed by the Ent key.
- The system will ask to confirm this command by asking 'Are you sure': press the '**Ent**' key to confirm or the '**CLR**' key to cancel.

Reader parameters will be initialised as follows:

1 door system:

Card reader 1 AND 2 control the door, through Relay 1.
Door opening time: 4 sec.
Keypad mode: general
Door control (for door alarm): Input No.1 in N.O.¹
Door RTE: Input No.3
All events are printed

2 doors system:

Card reader 1 controls door 1 through relay 1
Card reader 2 controls door 2 through relay 2.
Door opening time: 4 sec.
Keypad mode: general
Door No.1 control (for door alarm): Input I1 in N.O.¹
Door No.2 control (for door alarm): Input I2 in N.O.¹
Door No.1 RTE: Input I3
Door No.2 RTE: Input I4
All events are printed

- (1) Door alarm is raised if the door is forced or left opened more than a pre-defined delay (10 sec. by default). This mode may be changed using commands 12, 43 and 45. The door alarm consists of a message printed and activation of relay No.3 until the door is closed back.

4.1.3 Set time and date: command 01

Either type '**01 ent**' and follow the prompts (interactive command).

Or type '**01hhmmddmmyyD ent**'

Where: **hhmm**=hour and minute, **ddmmyy**=day/month/year and **D**=Day of the week (Ex.: 1:Sun.)

Example : To set 08:30 , the Monday 19th of november 2001, press:

'0108301911012ent'.

4.2 RECORD / DELETE CARDS

Enter the Programme Mode as described in par. 4.

The system may record up to 2000 cards, recognised by their number, from 0001 to 2000.

4.2.1 Record one or several cards : command '**09nnnn ent**'

1- Type '**09nnnn ent**' where nnnn is the number of the first card to record. (for example, type '**090001 ent**' to record a card under number 0001).

The system displays 'Pass card No.nnnn'. ('Pass Card No.0001' in our example)

2- Pass/Present the first card to be recorded under number 1.

The system then scans all its memory to check if the code read from the card does not exist yet (belonging to another card). If yes, an error messages will be displayed. If no problem, the system sounds a « beep » and the new card is recorded.

The system then displays 'Pass card No.nnnn'. ('Pass Card No.0002' in our example)

3- Pass/Present the second card to record. (under No.0002 in our example).

If the card code read does not exists, the second card will be recorded.

4- Pass/Present successively all the cards to be recorded. They will all be recorded incrementally.

After each card, the system prints the message:

« New card recorded: nnnn:ccccccc », where nnnn is the number of the card and ccccccc the code read from the card.

When the procedure is completed (no more card to be recorded), press the (CLR) key to exit this recording mode. (the system will automatically exit this recording mode if no card is swiped during 30 seconds). The system will then return to the Programme Mode See also notes in par. 4.2.3

4.2.2 Recording cards in series: Command '09 ent'

Cards in series are cards with a 8 digit code which is incremented from card to card. (Ex.: 12345678, 12345679, 12345680, etc.)

Each card code must be recorded in the memory under a card number chosen by the user. Because all the cards codes are in ascending order, it is possible to block record them in one command as follows:

1- Type '09 ent' . The system displays 'First card No.:'

2- Type the number of the first card to be recorded followed by Ent. (Example: '0001 ent' if first card must be recorded under number 1.) *Note this is the system number not the card code.* The system displays 'First card code:'

3- Type the 8 digits code of the first card, followed by Ent.

Example: '12345678 Ent' if the code of the first card is 12345678.

(If this code is unknown, Pass/Present the card through the card reader and press 'Ent'. The system will read the code of this card.)

The system displays 'Last card No.:'

4- Type the number of the last card to be recorded followed by 'Ent'.

Example: If you have 450 cards, each one with a code incremented by 1, and the first card number was 0001, then the last card number is 0450.

The system then prompts on the first line:

The number of the first card (0001 in our example) followed by its code (12345678 in our example)

On the second line, the number of the last card (0450 in our example) followed by its code computed by the system (12346128 in our example, i.e. 450 cards after 12345678)

5- Type Ent to confirm or CLR to cancel. The system returns to the Programme Mode.

As soon as confirmed by 'Ent', the system will record these 450 card codes in less than 1 second !

In fact, DoorPass has recorded in its memory each card number along with its card code as follows:

Card Number:	Card code:
0001	12345678
0002	12345679
:	:
0450	12346128

4.2.3 Recording cards with a code known by the user: command '09nnnncccccc ent'

Type '09nnnncccccc ent' where nnnn is the number of card to record and ccccccc its code. (for example type '09011812345678 ent' to record under number 118 the card with code 12345678).

If no card is already recorded under the specified number nnnn and if the code ccccccc is not yet in memory, the new card is recorded.

Notes :

1- If a card read as a code already recorded in the memory (belonging to another card) an error message is displayed and the system quits the recording process and returns to the Programme Mode.

2- If a card is recorded under a number already used by another card, the system will display:

« card No. exists. Overwrite ?? »

Press the Ent key to confirm or the CLR key to cancel. If confirm, the new card will be recorded instead of the previous one.

3- In the case of magnetic cards, the system, by default, read the first 8 digits of the card track. If the card has more than 8 digits and if the first 8 digits of all the cards are identical (this may occur on credit cards where the first digits may be for example the bank code), it will be necessary to read on the card track 8 digits which are different from card to card. To do that, use command 04 (see par.4.2.5)

4- In the case of 26 bits decimal Wiegand card, use command 04 (see par.4.2.5) to select this format.

4.2.4 Deleting a card: command '09nnnnF2'

Type '09 nnnn F2' to delete card no.nnnn. Note that the 'F2' key is used here instead of the 'ent' key.

Example: to delete card No.0001, type '090001 F2'

4.2.5 Changing the card format: command 04.

4.2.5.1 Magnetic or Bar codes cards

The system, by default, reads and records the first 8 digits of a magnetic card. In the case all the cards get the same 8 first digits (this can occur on credit cards for example), it is necessary to read other 8 digits from the cards, digits which are different from card to card, to be able to differentiate the cardholders. To read other 8 digits use command 04 as described hereunder. This command allows also to define a Site code, i.e. a code common to all the cards of the facility:

04 SS ss CC 08 ssssssss ent

Where:

SS=Site code position, between 00 to 37, ss=Site code length, between 00 to 08

CC=Card code position, between 01 to 37.

ssssssss= Site code. (8 digits. If the site code is less than 8 digits, complete with zeros)

Examples:

Cards of a company gets 8 different digits on position 15:

```
2233445500000001111111000000
22334455000000002222222000000.
22334455000000003333333000000
  ↑                ↑
Position 0        Position 15
```

- 1- To teach the system to read from position 15, the following command must be used once, (after init. command 00 for example): **'040000150800000000ent'**.
- 2- In this example, the code 22334455 (8 digits) is common to all the cards and is recorded in position 0 of the cards. To programme the system to check also this Site code, type command: **'040008150822334455ent'**
- 3- To return to the default value (Card code on position 00, no Site code), type the command: **'040000000800000000 ent'**

4.2.5.2 Wiegand cards

The system, by default, reads and records the 32 first bits of a Wiegand card, in a binary format. (If the cards get less than 32 bits, it records all the bits read).

- Some 26 bits format cards get the first 16 bits printed out in decimal on the card itself. To enable the system to read only this 16 first bits, in decimal, type command 04 as follows: **'040000010800000000 ent'**

- This same format may use the 8 next bits as a Site code, also in decimal. To enable the system to check also this Site code, type command 04 as follows:

'0400030108ccc00000 ent' where ccc is the Site code itself in 3 digits.

Example: To programme the system to read Wiegand 26 bits decimal cards, with a Site code of 238, type command: **'040003010823800000 ent'**

Note: For more details on card format, see DDS publication 'Card Format Doc. No.02TE010'.

4.3 GENERAL COMMANDS

Enter the system Programme Mode as described in par. 4.

4.3.1 Change the User Code : command 10

By default, the User Code to access the Programme Mode is '3141'. To change it, type command 10: **'10uuuu ent'** where **uuuu** is the new User code.

Exemple: to change the User Code from 3141 to 1234, type **'101234 ent'**

Note: Once a new user code is programmed by this command 10, the default code 3141 will be also available only if jumper DS1/5 of the controller board is set to ON.

4.3.2 "Anti-passback" Function : command 13

This feature is available only if a second reader is used (to control the exit of a one-door system): when activated, a same card may no access twice the same reader: it must successively pass reader 1 (entrance) and then reader 2 (exit) and vice versa.

To activate the Anti-passback feature, type: **'131 ent'**, to cancel it, type: **'130 ent'**.

NOTE:

Anti Pass Back (APB) is restricted to the doors on each controller only. Where multiple doors are installed anti-passback will not work if you pass a card through reader 1 of controller 1 and then try and exit via reader 2 of controller 2. There is no global APB control of the system.

4.3.3 Keypad mode: commands 18 and 19.

When a keypad code is requested, it is possible to use either a general code, common to everybody, or a PIN, Personal Identification Number. This command allows the user to define which mode and which code is defined.

4.3.3.1 General keypad code.

To define a general keypad, type command '**19kkkk ent**' where kkkk is the general keypad code.

Example: To set the General keypad code to 1234, press: '**191234 Ent**'

Note: Command '**18 Ent**' will display the general keypad code defined.

4.3.3.2 PIN code.

1- First, type '**190 ent**' to programme to request the PIN code (and not the General code).

2- Then, define each PIN using command '**19nnnnkkkk ent**'

Where: **nnnn** is the card number and **kkkk** is the code (PIN) of this card.

Example: To give PIN code 5893 to card number 786, press: '**1907865893 Ent**'

Note: Command '**18nnnn Ent**' will display the PIN code of card Number nnnn.

4.3.4 Door open time: command 12.

The door open time defines how long the relay which control the door opener will be operated after a door open request.

For door 1, type '**121dd ent**', for door 2, type '**122dd ent**' where **dd** is the door open time, in seconds

Example: To set door No.2 open time to 2 sec, type in : '**12202**'

4.3.5 Door alarm mode: command 45

Once the system initialised by command 02 , door alarm (through Input I1 for door 1 and input I2 for door 2) is activated in the two following cases:

- Door is forced opened (i.e. input is activated but the door has not been opened by the system)

- The door is unlocked by the system but is left open more than a specific delay, pre-defined to 10 seconds.

This command 45 allows to change the mode and the delay as follows:

For door 1, type '**451mdd ent**', for door 2, type '**452mdd ent**'

Where **m =0**: Immediate alarm if door forced open or after delay 'dd' if left open.

m =1: Alarm always after delay 'dd', even if door forced open.

dd: Alarm delay, in x5 seconds.

Example:

To set door 1 alarm to be raised always after 20 sec., type: '**451104 ent**'

To set door 2 alarm to be raised immediately if door is forced open or after 30 seconds the door has been left open, type: '**452006 ent**'

Note: The door alarm consists of a specific alarm message printed and the activation of Relay No.3 until door is closed.

4.3.6 Input status programming: command 43

To programme the input status (N.O: normally open or N.C.: normally close) use the command: **'43 ii m ent'**

where :

m = 0 for N/O (Normally open) or 1 for N/C (Normally closed).

ii = Input number to programme: 01 for I1, 02 for I2, 03 for I3 and 04 for I4.

4.3.7 Relay Activation/Disactivation. Commands 22 and 23.

The system has 3 internal relays which can be activated or deactivated with the following commands:

Activate one relay. Type: **'22 rr ent'**

Where **rr** is the number of the relay to activate: 01, 02 or 03 for relay 1, 2 or 3.

Example: To activate relay No.1, type: **2201' Ent'**

Note: Once activated, the relay will stay activated till command 23 is used.

Deactivate one relay. Type: **'23 rr ent'**

Where **rr** is the number of the relay to deactivate: 01, 02 or 03 for relay 1, 2 or 3.

Example: To deactivate relay No.1, type: **2301' Ent'**

4.4 REPORTS

DoorPass prints the events (Cardholders transactions and alarms) as soon as they occur and record them into its events buffer.

These events may be printed at any time using the following commands.

4.4.1 Last movements. Command 60

The system keeps in its internal buffer the 1200 last transactions: cardholders movements and alarms.

It is possible to print all these movements, or specific ones only as follows:

Print all the recorded movements. Type: **'60 ent'**

Print all the recorded movements from a specific date. Type: **'60ddmm ent'**

Where **ddmm** is the date to start printing the movements.

Example: To print all the movements that occurred from the 15th of January, type-in: **'601501 ent'**.

Print all the recorded movements of a specific card from a specific date.

Type: **'60ddmmnnnn ent'**

Where **ddmm**: date from which the movements of the card selected must be printed.

nnnn: Card number selected.

Example: To print all the movements of card No.0050 since the 15th of January, type: **'6015010050 ent'**.

The print out may be stopped at any moment by pressing the CLR key

4.4.2 Last alarms. Command 61

The system keeps in its internal buffer the 1200 last transactions: cardholders movements and alarms.

It is possible to print all these alarms, or specific ones only as follows:

Print all the recorded alarms. Type: '**61 ent**'

Print the recorded alarms that occurred from a specific date. Type: '**61ddmm ent**'

Where **ddmm** is the date from which to print the movements.

Example: To print all the alarms that occurred since the 15th of January, type-in: **611501' Ent'**.

The print out may be stopped at any moment by pressing the CLR key

4.4.3 Print out filter. Command 79

By default (after initialisation with command 02), the controller will print out (through its serial port) all the transactions (cards' movements and alarms) as soon as they occur.

Command '**79n ent**' may change this print out as follows:

n=0: Print out Cards' movements and Alarms (default) **n=1:** Don't print out any transactions

n=2: Print out Alarms only **n=3:** Print out Cards' movements only.

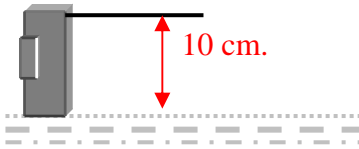
Example: To set the system to print out only the Alarms as soon as they occur, type: 792 (ent)

APPENDIX A: COMMANDS SUMMARY

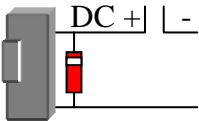
DESCRIPTION	COMMAND	EXAMPLE	PAGE
First Setup			
Erase all the Memory	00 Ent		7
Erase the TRN. Buffer	001 Ent		7
System initialisation	02 Ent		8
Set time and date	01 hhmm ddmmyy D Ent hhmm =Hour, minute ddmmaa =day/month/year D =Day in the week (Ex.: 1:Sunday)	To set time and date at 08:30, Monday the 19th of February 94, type: '0108301902942 Ent'	8
Change User Code	10uuuu Ent , uuuu =new User Code The default code 3141 stays active if DS1/5 on.	'101234 Ent' 1234=New User Code.	11
Card recording			
Record a card	09 Ent : with dialogue 09 nnnn Ent : recording from card No.nnnn. 09nnnncccccccc Ent : Recording the card with code ccccccc under number nnnn.	090001 Ent 09000112345678 Ent Recording the card with code 12345678 under number 1.	9 8 10
Delete a card	09 nnnn F2 : delete card No.nnnn.		10
System Format	04 SS ss CC 08 ssssssss Ent SS : Site code position ss Site code size CC card number position. (on 4 digits always) ssssssss Site code itself. (non significant digit must be 0) Note: The position of the first digit recorded is 0	040506120400856756 (Ent) Format the system as follows: - Position 5: site code in 6 digits with value 456756. - Position 12: card number (on 4 digits always)	10
General			
Antipassback	Activation: 131 Ent , Desactivation: 130 Ent		11
Keypad mode	<input checked="" type="checkbox"/> General keypad mode: 19 kkkk Ent kkkk : General keypad code. <input checked="" type="checkbox"/> PIN mode: 190 Ent + 19nnnnkkkk Ent nnnn : card number kkkk : PIN code	191234 Ent will define 1234 as the general keypad code. 1900015678 Ent card number 1 gets pin=5678.	11
Door open time programming	<input checked="" type="checkbox"/> Door 1: 121nn Ent <input checked="" type="checkbox"/> Door 2: 122nn Ent nn : Door open delay, in seconds.	12102 Ent will set the door No.1 open time to 2 sec.	12
Door alarm mode programming	<input checked="" type="checkbox"/> Door 1: 451mdd Ent <input checked="" type="checkbox"/> Door 2: 452mdd Ent m : 0 if immediate alarm is door forced opened or after delay dd if left opened. 1 if alarm after delay dd in both cases dd : Door open delay before alarm, in x5 seconds..	451104 Ent Programme door 1 alarm to be raised always after that door 1 has been left opened more than 20 sec.	12
Alarm input programming	43iim ent ii: Alarm input, from 01 to 04 m: 0 Input in N/O (Normally Open) 1 Input in N/C (Normally Close)	43011 Ent Programmes input I1 in N/C mode	13
Relay activation/deactivation	<input checked="" type="checkbox"/> Relay No.rr (from 01 to 04) activation : 22rr Ent <input checked="" type="checkbox"/> Relay No.rr (from 01 to 04) deactivation): 23rr Ent	2204 Ent activates relay No.04 until command 2304 Ent which will deactivate it.	13
Print card holders movements	<input checked="" type="checkbox"/> Print all the card holders movements recorded: 60 Ent <input checked="" type="checkbox"/> Print all the card holders movements recorded from the date ddmm: 60ddmm Ent <input checked="" type="checkbox"/> Print all the movements recorded of card No.nnnn from the date ddmm: 60ddmmnnnn Ent	6015010001 Ent Prints all the movements of card No.1 from the 15/01	13
Print alarms	<input checked="" type="checkbox"/> Print all the alarms recorded: 61 Ent <input checked="" type="checkbox"/> Print all the alarms that occurred since ddmm:		14

APPENDIX B: ELECTRICAL INTERFERENCE PROTECTION

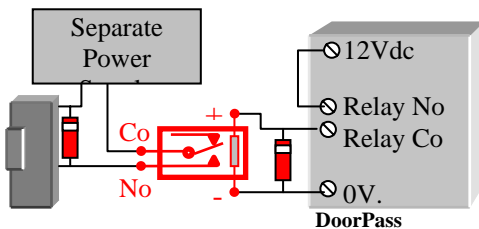
To prevent electrical interferences, respect carefully the following rules:



1. Never pass the door release cable near other cables: it must be at least 10cm from all other cables.

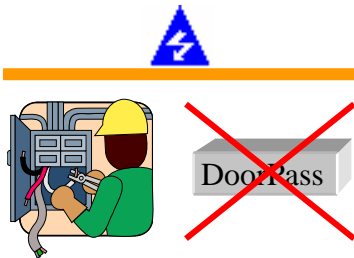


2. Use always a diode across the door release if it is DC powered

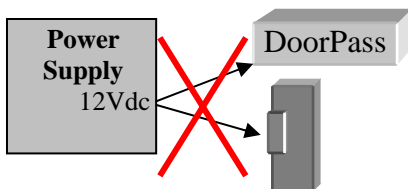


3. If the door release rated voltage is more than 24Vac/dc, or more than 1A current consumption, use an intermediate relay.

4. Never use the system cables ducting or conduit to run wires from another system, like loud bells, electric door releases from other systems, etc ...



5. Never install a controller or its cables near a high voltage line or a heavy-duty electric devices (Motors, transformers, high voltage sources, roller shutters, lift motors, etc...)



6. Never use the same power supply for the controller AND the door release