

# Wiegand Controller

Art. No.: 460116

## User manual





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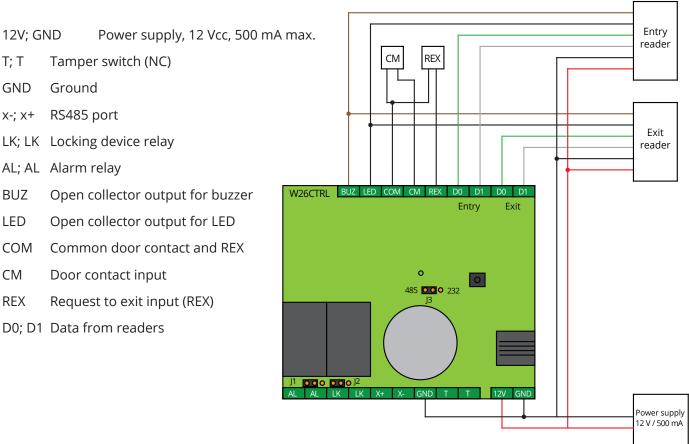
### Two way - One door controller

#### **Specifikations:**

- Controller for one door, 2 readers
- Space for 511 user codes/tags + 1 Master code/tag
- 3584 off-line events with date and time stamp
- Real time clock
- Backup battery for clock, EEProm memory
- Dual-processor
- Fully stand alone or networkable
- Possibillity for stand alone add/delete codes/tags including lost or damaged tags without need to delete all
  users or connect to a PC
- PC connection via RS485 or RS232
- Network connection or direct connection to RS232 serial port
- Locking device relay, NO/NC selectable by Jumper/software
- Alarm relay, NO/NC selectable by Jumper/software
- Door contact input (NC)
- Request to exit button (REX) (NC)
- Inputs for two 26 bit Wiegand readers (In and Out)
- · Open collector outputs for reader LED and buzzer
- · Stand alone reset using wire
- Tamper switch (NC)
- 12 Vcc, 500 mA max. power input.

#### Connections

!!! Caution - read all the instructions in order to assure a proper working of the controller





#### Note:

- 1. In case that you are using just one reader let the other inputs unconnected
- 2. In case that you are not using door contact input, short circuit with a wire between COM and CM. By default door contact input is NC.

#### Jumper configuration:

**J1** - Alarm relay NO or NC

**J2** - Locking device relay NO or NC

J3 - Communication port, RS232 or RS485

#### **Programming:**

By default, the following parameters are set:

- Master code defined (4711)
- No user codes/tags defined
- Door unlock time = 5 seconds
- Door open time = 30 seconds
- Alarm time = 5 seconds
- Invalid code/tag status time = 2 seconds
- Re-lock door active
- Re-lock on opening active
- Door contact type NC
- REX type NC

#### **Parameters description:**

- **Door unlock time** is the maximum activation time for the locking device relay in case of a valid code/tag or REX activation. Defined in seconds from 1 to 255.
- **Door open time** is the maximum allowed time for the door to be left open. This time start from the moment of unlocking the door, that's why the mandatory is to be higher then the door unlock time. If at the end of the door unlock time the door is still open, and "Door still open" event is generated and logged and alarm relay is activated. If you want to let the door to be opened for infinite time, you should set this time at door open time to 255. Defined in seconds from 1 to 255.
- **Alarm Time** is the time for alarm relay activation. It starts from the moment of alarm generation and end of alarm condition. If the door is forced open when alarm relay will be still active for alarm time after closing the door. Same if the door is left open.
- **Invalid code/card status time** is the time for the readers to show the invalid status of a code/tag using LED's and buzzer
- Re-lock door if active the door is re-locked when it is closed or opened, depending of the following setting
- **Relock on opening** is valid only if the previous setting is active. If activated, the door is re-locked when the door is opened, otherwise when it is closing, without waiting for door unlock time to expire.

#### Codes/tags programming:

For codes/tags programming a Master code/tag is needed. This can be keyed/enrolled either by stand alone reset or by a PC. Controller memory is table constructed, from 0 up to 511, where 0 is Master position. We recommend to keep a table in the following format to be able to made a complete code/tag programming.

Position	Code/tag number	User name
0	xx:xxxx	Master code/tag (4711 - default)
1	xx:xxxx	User name 1
2	xx:xxxx	User name 2
511	xx:xxxx	User name 511

With system powered, key in/present Master code/tag. The system goes into stand alone programming. Programming phases are indicated by LED clipping and buzzer sounds, followed by approx. 1 second pause. Each keying/presentation of Master code/tag puts the system in the next programming phase.

- 1. One short activation key in/enroll code/tag in the first free position
- 2. Two short activations delete an existing code/tag
- 3. 3Three short activations delete a lost or damaged tag



#### **!!!** ATTENTION - It is very important to know each code/tag position.

#### Program code/tag in the first free position.

With system on "Program code/tag in the first free position" key in/present the code/tag you want to key in/enroll. This will be stored in the first free position in the table (write down the position). If some error occurs while keying/enrolling, the system will signal with "invalid code/tag", meaning that the code/tag is already stored or the memory is full.

After programming a code/tag, other codes/tags can be programmed directly.

#### Delete an existing code/card.

With the system on "Delete an existing code/tag" key in/present the code/tag you want to delete. That code/tag will be deleted from the memory and that position becomes free. Write down that position as free psition. If deletion cannot be made an "invalid code/tag" signal will be shown on the readers, meaning that the code/tag did not exist in the database. After deleting a code/tag, others can be keyed/presented to be deleted directly.

#### Delete a lost/damaged tag.

With this option you can delete a tag without having that tag. It is very useful in case of lost/stolen/damaged tags. It is possible to delete a tag without deleting all codes/tags and without using a PC - fully stand alone. In this phase it is very important to know the user positions in the database.

With the system on "Delete a lost/damaged tag" present the tag in the position lower than the card we wnat to delete. For instance, if we want to delete tag in position 37 we will present the tag in position 36. If we dont have a tag inposition 36 (36 is free) we will present the tag in position 35 and so on. In ohter words, this phase can be "Delete first tag enrolled after (as position) presented tag".

Again, it is very important to note all positions of tags enrolled or deleted.

#### Stand alone reset and Master code/tag programming.

The Master code/tag can be programmed in the following steps:

- 1. Power off
- 2. Disconnect the CM input
- 3. Short circuit a wire between LED output and CM input
- Power on
- 5. Wait approx. 3 seconds of LED flashing, the system goes into "Program code/tag" phase, as shown by LED/buzzer
- 6. Key in/present the code/tag that you want to become Master code/tag
- 7. At exit of programming user phase power off the system
- 8. Remove the wire between CM and LED
- 9. Reconnect the CM wire from the magnetic contact
- 10. Power on

For security reasons, all users will be deleted before keying/enrolling Master code/tag. The system goes in "Program code/tag" and since all users are deleted, the first code/tag programmed in position 0 becomes Master code/tag.

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