

Programming Stand-Alone Access Control Systems using TELPRO™ Programmer.



TELPRO™ PROGRAMMER

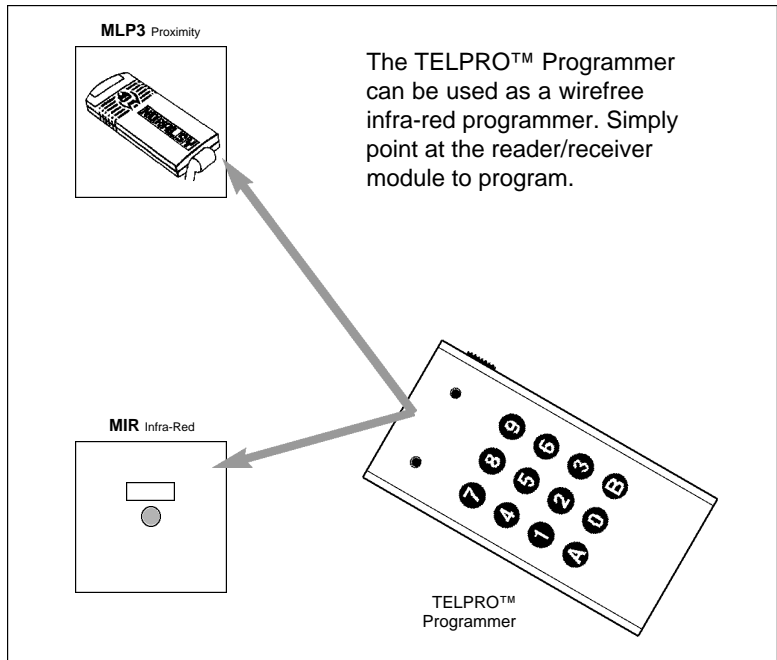
The TELPRO™ Programmer is a handheld keypad used for programming Noralsy® stand-alone access control systems.

Installation companies only ever need 1n. TELPRO™ Programmer.

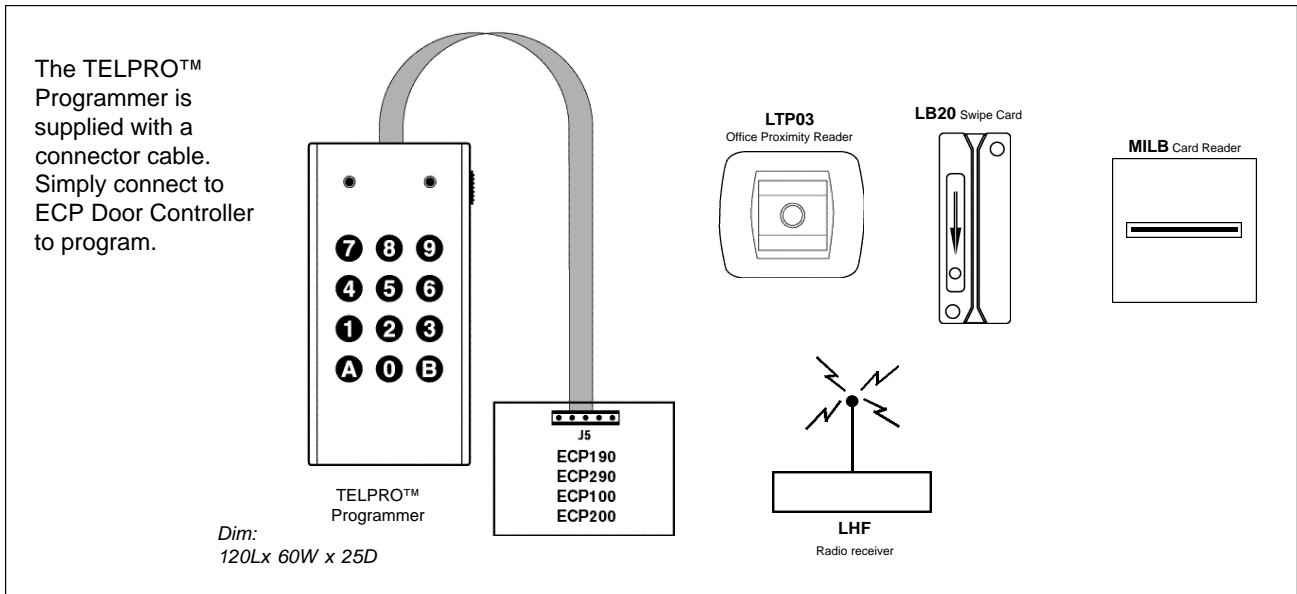
TELPRO™ can be used on any system provided, of course, the Master Code (also referred to as the Engineer Code) which grants access into programming mode is known or, access to the ECP Door Controller itself is available.

The final customer only needs a TELPRO™ unit if they wish to effect programming themselves.

Access Control Modules with integral Infra-Red



Access Control Modules, Readers, Receivers without integral Infra-Red



If the entrance or door panel includes a MICAM/MICIM Keypad Module connected to the ECP Door Controller, all programming can be effected directly via the MICAM/MICIM Keypad ie. TELPRO™ Programmer would not be required. You would also then have the option of having keypad access codes.

Programming using TELPRO™ as a remote wire-free programmer.

Remote Programming Range:

Infra-Red Receiver
Proximity Reader

20 cms - 5 metres
5 cms - 10 cms



Important:

Each press of a button is confirmed (as received) by the reader/receiver by a single beep. Press the TELPRO™ buttons gently.

Flick TELPRO switch to ON - Red LED on the right must light up.
(Remember to turn unit off when finished)

Dimensions (mm):
120L x 60W x 25D

Point TELPRO at the reader/receiver.

Enter the Master Code and wait for the reader/receiver to start beeping every 4 seconds

OR

Flick Programming Switch SW1 and wait for the reader/receiver to start beeping every 4 seconds
(Remember to turn off the programming switch SW1 when you have finished programming).

Follow programming instructions

Note: An incorrect programming operation is signalled by a series of 3 beeps.

Programming using TELPRO™ as a hard-wired programmer

ECP290/ECP200

J5 = Access Point 1
J6 = Access Point 2

Insert the jack connection into the top of the TELPRO unit.

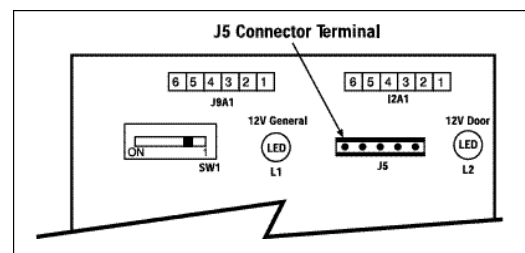
Plug the connector terminal onto J5 on ECP Door Controller.

Enter the Master Code and wait for the unit to start beeping every 4 seconds

OR

Flick Programming Switch SW1 and wait for the unit to start beeping every 4 seconds
(Remember to turn off the programming switch SW1 when you have finished programming)

Follow programming instructions.



Important:

Each press of a button is confirmed (as received) by the Door Controller by a single beep. Press the TELPRO™ buttons gently.

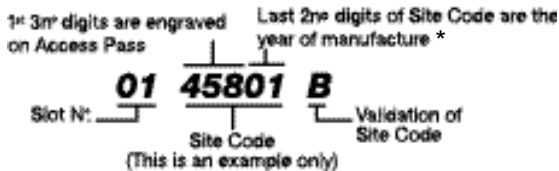
STEP 4

You must now inform the Door Controller of the Site Code of the Access Passes supplied.

The Site Code is always stored in Slot N°. 01.
The Site Code is always a 5 digit number.

Check the Access Pass Information Sheet delivered with the Access Passes. It will tell you the Site Code of the Access Passes delivered.

Example: Site Code = 45801



After a beep enter on the TELPRO:

A sharp beep confirms that you have correctly entered the Site Code. Programming mode beep - every 4 seconds - resumes.

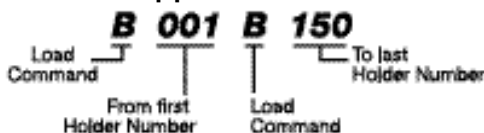
*KBP Proximity Cards have the full site code printed on each card.

STEP 5

You must now inform the Door Controller of the Access Pass Holder Numbers supplied.

Check the Access Pass Information Sheet delivered with the Access Passes. It will tell you which Holder Numbers we have supplied.

Example: 150n°. Access Passes Supplied.....HOLDER NUMBERS 001-150.



***See Tip Wizard on page 13**

After a beep enter on the TELPRO:

A series of 3n°. beeps followed by a sharper beep confirms that you have correctly entered the Holder Numbers. Programming mode beep - every 4 seconds - resumes.

STEP 6

Turn off programming switch SW1 in the Door Controller. You have successfully programmed the system. The Access Passes should now all work.

ADVANCED PROGRAMMING

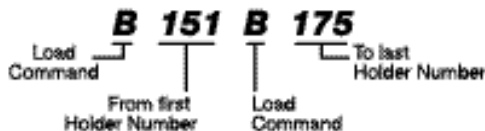
In the following examples of programming we are assuming that the Master Code = 19388. This is purely for demonstration purposes. When programming for real, you must enter the Master Code that you chose and set when the system was installed.

Example A: Block Loading/Validation of Access Passes.

You have just received an additional 25n°. Access Passes for the system. Holder Numbers 151- 175.

Enter the Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO:



A series of 3n°. beeps followed by a sharper beep confirms that you have correctly entered the Holder Numbers. Programming mode beep - every 4 seconds - resumes.

Example B: Deletion of 1n°. Access Pass

You have just been informed that Alan Jones has lost his Access Pass. Alan was Holder Number 074. You have to delete it immediately to restore system security. Enter the Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO: **B 074 0**
 Load Command | Holder Number | Delete Command
 you want to program

A sharp beep confirms that you have correctly deleted Holder Number 074. Programming mode beep - every 4 seconds - resumes.

Example C: Validation of 1n°. Access Pass

You have just received the additional Access Pass ordered for Alan Jones who had lost his earlier in the week. The last 3n°. digits on the Access Pass are 176. Alan Jones is now Holder Number 176 and you have to program the system to accept Holder Number 176.

Enter the Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO: **B 176 1**
 Load Command | Holder Number | Validation Command
 you want to program

A sharp beep confirms that you have correctly programmed new Holder Number 176. Programming mode beep - every 4 seconds - resumes.

Example D: Block Deletion of Access Passes

You have just been informed that a set of 20 Access Passes reserved for visitors and held in reception have been stolen. You have to immediately delete them to restore system security. The Holder Numbers stolen were 080-099.

Enter the Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO: **A 080 A 099**
 Unload Command | From first Holder Number | Unload Command | To last Holder Number

A series of 3n°. beeps followed by a sharper beep confirms that you have deleted the Holder Numbers. Programming mode beep - every 4 seconds - resumes.

Example E: Changing the Relay/Lock Output Time

You have been asked to change the Relay Output Time to 12 seconds.

Enter the current Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO: **00000512**
 Length of Relay Output Time in Seconds

A sharp beep confirms that you have correctly reprogrammed the relay output time for 12 seconds. Programming mode beep - every 4 seconds - resumes.

Example F: Changing the Master Code

You have been asked to change the Master Code to 11821.

Enter the current Master Code 19388 on the TELPRO. Beeps every 4 seconds indicate that you have accessed Programming Mode.

After a beep enter on the TELPRO: **06 11821 0**
 Slot No. | New Master Code | Validation of Master Code
 (This is an example only)

A sharp beep confirms that you have correctly entered the new Master Code. Programming mode beep - every 4 seconds - resumes.

ECP290 DOOR CONTROLLER FOR 2 DOORS - IMPORTANT INFORMATION

FLICKING PROGRAMMING SWITCH SW1.

The access control readers on both doors will start to beep every 4 seconds indicating programming mode status. Only 1 n°. access point (door) can be programmed at a time.

IF USING THE TELPRO PROGRAMMER IN WIREFREE INFRA-RED MODE:

Simply point at the relevant reader to effect programming for its related access point (door). Repeat the process for the 2nd access control reader on the ECP290. Remember to turn off programming switch SW1 when finished.

IF USING TELPRO PROGRAMMER IN HARDWIRED MODE:

Connect as follows:

J5 for the reader connected to **I2A1**, Access Point 1.

J6 for the reader connected to **I2A2**, Access Point 2.

Remember to turn off programming switch SW1 when finished.

Note: Programming mode can, of course, be accessed via entering the Master Code (the code stored in Slot N°. 06) as explained earlier.

ADDITIONAL FEATURES OF ECP290

Activating one of the additional features offered by the ECP290 is very straightforward and involves a very slight modification of Step 1 (see page 3) of the Programming Operation.

Remember: The programming operation has to be effected for each access point (door).

00000508 = Standard Set-Up, adequate for the vast majority of installations. If this is sufficient, simply copy the procedure, as explained on page 3, for both doors.

Mode 2 - Access Pass to Operate Only if Vehicle Present

00200500 = Set-Up, Mode 2



Alarm delay time in minutes. A 00 setting disables the alarm function.

When a valid access pass is presented to the reader, the relay output will be activated for 2 seconds **BUT ONLY IF** the Magnetic Induction Loop (M.I.L) contacts, terminals 1 & 2 of J10A1 or J10A2, have closed ie a vehicle is present. If the M.I.L contacts remain closed for longer than the preset alarm delay time, the access control reader/receiver/keypad will sound an alarm.

Mode 3 - Access Pass to Operate Only if Door Closed

00300500 = Set-Up, Mode 3



Alarm delay time in minutes. A 00 setting disables the alarm function.

The status of the door is controlled by 2no. sets of contacts as follows:

Open Position Reached (OPR) Contacts:	Terminals 2 & 3 of J10A1 (Access Point 1)
Door Open Contacts (DO):	Terminals 3 & 4 of J9A1 (Access Point 1)

Open Position Reached (OPR) Contacts:	Terminals 2 & 3 of J10A2 (Access Point 2)
Door Open Contacts (DO):	Terminals 3 & 4 of J9A2 (Access Point 2)

When a valid access pass is presented to the reader, the relay output will be activated for 2 seconds **BUT ONLY IF** the related Access Point (Door) is closed. If the Access Point (Door) remains open for longer than the preset alarm delay time (DO Contacts OPEN and OPR Contacts CLOSED) or, if the Access Point (Door) is blocked/stuck for longer than the preset alarm delay time (DO Contacts OPEN and OPR Contacts OPEN), the access control reader/receiver/keypad will sound an alarm.

Mode 4 - Dual Security, Access Pass + Keypad Code

00**4**00508 = Set-Up, Mode 4



Relay output time in seconds

User required to present a valid access pass and then enter a valid code or vice versa in order to gain access. A maximum of 27n°. 5 digit keypad codes can be set at any one time. Any 1no. of these keypad codes together with a valid access pass is sufficient to gain entry. This feature is also available on the ECP190 Door Controller.

Mode 5 - Anti-Passback

00**5**00508 = Set-Up, Mode 5



Relay output time in seconds (this is an example only).

For Anti-Passback to operate, terminals 3 and 4 of J9A1 and J9A2 must be connected to the Door Contacts fitted to the controlled doors. This is imperative because the Door Controller cannot operate Anti-Passback if it does not know whether the door was opened or not.

Basic operation is as follows:

The presentation of a valid Access Pass on Door 1 activates the relevant lock release relay. If Door 1 is opened, this Access Pass is immediately and automatically barred on Door 1 until it has been presented on Door 2 with Door 2 then being opened. As soon as this Access Pass is presented on Door 2 with Door 2 being opened, it is immediately and automatically barred on Door 2 until it has been presented on Door 1 with Door 1 then being opened etc etc.

Tip Wizard

Access Passes can be programmed into the access control system even if they have not yet been manufactured by Noralsy®. Your customer may have ordered only 50n°. Access Passes and would have had delivered, for example holders 001-050 on their unique Site Code but, there is nothing to stop you from block programming all 999 holders. It takes the same amount of time to program 1n°. Access Pass into the system as it does to program 999 Access Passes! So, future supplies of Access Passes are already programmed into the system and your customer should only ever have to delete lost or stolen Access Passes!

It is so easy: B001 B999.

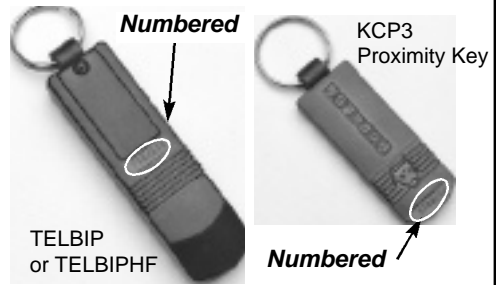
VERY IMPORTANT

Noralsy® Access Passes must not be compared or confused with random Access Passes- for example, certain brands of proximity key - where the onus is on the installation company to “accurately” identify each Access Pass programmed into the system and physically mark them so that they can be “sure” who is issued with what or, those systems, which rely on shadow cards or master keys/fobs for programming purposes.

NORALSY® ACCESS PASSES

ALL ACCESS PASSES ARE VISIBLY NUMBERED

The number of each and every Access Pass is visible. Just by looking at it, you know which Access Pass you have. Noralsy® pre-number each Access Pass because this is the only way you can know for sure what you have received, what you need to program the system to accept (or, reject in the case of loss, theft or non-return) and, who has been issued with which Access Pass.



ALL ACCESS PASSES ARE SITE CODED

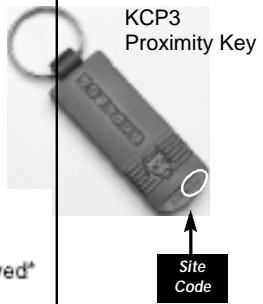


An Access Pass is always part of a unique group referred to as a Site Code and represented by a 5 digit number. Your purchase of Noralsy® Access Passes buys you that group (Site Code) regardless of how many Access Passes you require. That Site Code belongs to you and you alone. Noralsy® will never make an Access Pass with your Site Code for anybody else. That is your security.

The first 3n°. digits of the 5n°. digit Site Code are always engraved on each Access Pass. The last 2n°. digits are usually the year of manufacture.

Example: First 3 digits engraved on Access Pass are **494**.
Year of manufacture 2001, therefore, last 2n° digits of site code are **01**.

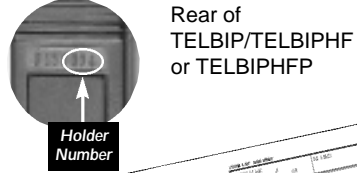
Site Code = **494 01**
 Engraved Not engraved*
 on Access Pass



The full 5n°. digit Site Code is written on the Access Pass Information Sheet supplied by Noralsy® with each delivery of Access Passes.

*The full 5n° digit site code is printed on KBP Proximity Cards.

ALL ACCESS PASSES ARE SEQUENTIALLY NUMBERED



Access Passes are always supplied in groups that are sequentially numbered which simplifies programming because it enables block loading and block deleting of Access Passes. It also means that you can quickly and easily determine which Access Passes are missing and need, therefore, to be deleted in order to restore the integrity of your system.

Last 3 digits engraved refer to Holder Number.

The Holder Numbers supplied are also recorded on the Access Pass Information Sheet.

