Chapter 4 Commissioning

TOUCHLOCK system

CARDLOCK & PROXIMITY system

PROXIMITY KP series keypad

TOUCHLOCK system

Initialising the system

After the system has been wired up, be sure to check over the connections against the wiring diagrams provided before powering up for the first time. When the system is powered up for the first time the control will bleep 3 times a second. This indicates that Switch2 is waiting to be initialised. The RED LED will be on, the AMBER LED will flash slowly and the GREEN LED will be flashing quickly.

- **Press the bell button**
  (The unit will stop bleeping and the GREEN LED flashes faster)
- **Enter your chosen 6 digit programming code* and press the bell button.**
  (The GREEN LED will flash faster still)
- **Confirm your chosen programming code by entering the same 6 digit code and pressing the bell button.**
  (The GREEN LED goes out and the unit will acknowledge that the programming code has been accepted by bleeping twice after a short pause. All LEDs are now on)

*** Note that the programming code SHOULD NOT have the sequence of numbers 1234 in, as this is the default user code**

What is the next step?

The keypad/s now has a default user code 1234. The programming code you just set will let you into programming mode, where configuration changes can be made. The system will work according to the default settings (See **Operation – TOUCHLOCK**).

Check the system operates correctly using the default settings.

- **Type in the user code 1234**
  (The GREEN LED will flash on the keypad/s and the relay will switch over for 7 seconds)
- **Type in the master code you set**
  (There will be 2 beeps to confirm that the correct master code has been entered and the GREEN LED will flash)

- **If a buzzer/bell is connected, press the bell button**

(The buzzer/bell will sound for 1 second each time the bell button on the keypad is pressed)

- **If an exit/remote button is connected, press it.**

(The relay will switch over for the door open time)

- **Check that the Switch2 control unit beeps each time a button is pressed on the keypad.**
-
- **Check that lockout is disabled by pressing more than 20 buttons in a sequence that does not include the user or master code.**

CARDLOCK & PROXIMITY system

* IMPORTANT *

CARDLOCK or PROXIMITY

In all the explanations below, the actions for a CARDLOCK system have been used. These actions are also used with the PROXIMITY system except that the instead of the action “Swiping” a card for a CARDLOCK reader, the term “presenting” a PROXIMIY card applies to PROXIMITY.

As you may notice there is no Arrow LED on the PROXIMITY reader and so any note about this can be ignored with PROXIMITY. Also, **ALL** PROXIMITY readers have a fixed sounder. This means they will always beep if a PROXIMITY card is presented to them.

PROXIMITY vandal proof reader

There are no LEDs on the vandal proof reader! This means visual indication does not apply. The reader will indicate the various actions (presenting a PROXIMITY card etc.) with high (accept) or low (reject) beeps.

Initialising the system

After the system has been wired up, be sure to check over the connections against the wiring diagrams provided before powering up for the first time. When the system is powered up for the first time the control unit will bleep 3 times a second. This indicates that Switch2 is waiting to be initialised. If a CARDLOCK reader is connected the arrow LED will also be flashing.

- **Swipe the enrolment card through the reader**

(All the LEDs will go out and then after about 2-3 seconds all the LEDs will come back on and the unit will beep twice)

Checking the system over

Now that the system has been initialised the operation of the system will need to be checked. It will be working from the default settings (See **Operation – CARDLOCK**)

Check the system operates correctly using the default settings.

- **Check that all the LEDs on the reader are lit up.**
- **Try a number of user cards randomly from the pack/s. Swipe them through the reader.**
  (The GREEN LED will flash and the relay will change state for the door open time)
- **Swipe one of the user cards through a number of times to make sure the reader will read the card every time.**
- **Check that the control unit beeps every time a card is swiped.**

- **Check a user can be barred from the system. Swipe a shadow card through the reader and then swipe the user card through the reader.**
  (The RED LED will flash and the relay will not switch over)
- **Check that the user can be re-enrolled onto the system. Swipe the enrolment card through the reader followed directly by swiping the user card, that was just barred, through the reader.**
  (The AMBER LED will flash and the RED and GREEN LEDs go out. The Switch2 control unit will continually beep until the "Barred" user card is swiped through the reader. The Switch2 control unit will then stop beeping and the LEDs will return to their normal state.)
- **Check that the user card can be used again to gain access.**
  (make sure the relay will switch over for the door open time)

Other checks

- **If an exit button is fitted, check that is releases the lock for the door open time.**
- **If contacts are fitted make sure that auto-lock is working.**
- **If an alarm bell/buzzer has been fitted make sure that this works in a door forced situation.**
- **If a time clock is fitted to hold the door open, make sure the door opens when the contacts are made.**
- **If a time clock is fitted to change coloured zones, make sure the coloured zones change over OK when the contacts are switched.**

PROXIMITY KP series keypad

Initialising the system

When installing PROXIMITY KP series keypads, follow exactly the same sequence described previously for TOUCHLOCK systems.

Note: If a KP system is enrolled, using the PROXIMITY enrolment card, the Switch2 controller will have to be reset in order to initiate any of the combined PROXIMITY keypad modes. The Switch2 must be enrolled as a TOUCHLOCK first.

Chapter 5 Operation

TOUCHLOCK system

CARDLOCK & PROXIMITY system

PROXIMITY KP series keypad

TOUCHLOCK system

Programming Switch2

Switch2 can be programmed using the master code. To understand each setting read the following explanations. For more information on how to program each setting, refer to the Programming Guide.

Single / multiple code mode

By default Switch2 will operate in single code mode, only allowing one 4-8-digit code to operate the door. It is possible to change this code as many times as are needed. If more than one code is required then the unit can be programmed for multiple codes (up to 50). Again, each code can be 4-8 digits long. In either mode it will be possible to set the code as a toggle, normal or duress code. Codes can be easily deleted by using either keypad connected.

*** Note that increasing the number of digits in the user code decreases the chance of the code being guessed by someone randomly pressing keys.**

Master code

This code is used to enter the programming procedure for the Switch2 control unit. It is set during the initialisation of the unit and can be changed later if necessary.

Normal, toggle and duress

The default user code (1234) will be a Normal code. By this we mean it will operate the relay for the door open time. A code can also be programmed in as a Toggle code. This means every time the correct code is entered, the relay output will be toggled from N/C to N/O (See Operation of a relay). Lastly, the code could be programmed in as a Duress code. When this code is entered the relay will switch for the door open time and the 12V alarm output will be activated for 30 secs.

Silent operation

By default the Switch2 control unit will beep when a button is pressed. This can be turned off if necessary. When turned off the control unit does not emit a beep unless it is in programming mode.

Lockout

By default the lockout feature is disabled. To decrease the risk of someone guessing the code by randomly pressing the buttons, lockout can be enabled. If lockout is enabled and someone enters more than 20 incorrect digits, the keypad will stop working completely for 60 seconds. **This time cannot be altered.** Once this time is elapsed the keypad will operate normally.

Door open time

The door open time will be set to 7 seconds as default. This is the time the relay will stay activated for once either a correct code is entered or an exit button has been pressed. The time can be changed to suit the situation and can be set to anything from 1 to 60 seconds.

Remote button

An exit/remote button can be connected to Switch2. It can be set-up to work in one of two ways. The button can be programmed to open the door for the door open time. This is set as default. The button can also be programmed to toggle the relay. This second option will change the door condition to the opposite of its current condition every time the button is pressed.

Data resetting the keypad

The Switch2 control unit can be reset to the default conditions below. It can either be reset from the keypad by following the programming guide or by following the procedure below.

Default Settings

User code	1 2 3 4
Master code	Set by installer when unit is initialised
Code mode	Single
Squeak setting	Activated
Door open time	7 seconds
Remote button	Switch relay for door open time
Lockout mode	Lockout disabled

Chapter 4 Commissioning

TOUCHLOCK system

CARDLOCK & PROXIMITY system

PROXIMITY KP series keypad

TOUCHLOCK system

Initialising the system

After the system has been wired up, be sure to check over the connections against the wiring diagrams provided before powering up for the first time. When the system is powered up for the first time the control will bleep 3 times a second. This indicates that Switch2 is waiting to be initialised. The RED LED will be on, the AMBER LED will flash slowly and the GREEN LED will be flashing quickly.

- **Press the bell button**
  (The unit will stop bleeping and the GREEN LED flashes faster)
- **Enter your chosen 6 digit programming code* and press the bell button.**
  (The GREEN LED will flash faster still)
- **Confirm your chosen programming code by entering the same 6 digit code and pressing the bell button.**
  (The GREEN LED goes out and the unit will acknowledge that the programming code has been accepted by bleeping twice after a short pause. All LEDs are now on)

*** Note that the programming code SHOULD NOT have the sequence of numbers 1234 in, as this is the default user code**

What is the next step?

The keypad/s now has a default user code 1234. The programming code you just set will let you into programming mode, where configuration changes can be made. The system will work according to the default settings (See **Operation – TOUCHLOCK**).

Check the system operates correctly using the default settings.

- **Type in the user code 1234**
  (The GREEN LED will flash on the keypad/s and the relay will switch over for 7 seconds)
- **Type in the master code you set**
  (There will be 2 beeps to confirm that the correct master code has been entered and the GREEN LED will flash)

- **If a buzzer/bell is connected, press the bell button**

(The buzzer/bell will sound for 1 second each time the bell button on the keypad is pressed)

- **If an exit/remote button is connected, press it.**

(The relay will switch over for the door open time)

- **Check that the Switch2 control unit beeps each time a button is pressed on the keypad.**
-
- **Check that lockout is disabled by pressing more than 20 buttons in a sequence that does not include the user or master code.**

CARDLOCK & PROXIMITY system

* IMPORTANT *

CARDLOCK or PROXIMITY

In all the explanations below, the actions for a CARDLOCK system have been used. These actions are also used with the PROXIMITY system except that the instead of the action “Swiping” a card for a CARDLOCK reader, the term “presenting” a PROXIMIY card applies to PROXIMITY.

As you may notice there is no Arrow LED on the PROXIMITY reader and so any note about this can be ignored with PROXIMITY. Also, **ALL** PROXIMITY readers have a fixed sounder. This means they will always beep if a PROXIMITY card is presented to them.

PROXIMITY vandal proof reader

There are no LEDs on the vandal proof reader! This means visual indication does not apply. The reader will indicate the various actions (presenting a PROXIMITY card etc.) with high (accept) or low (reject) beeps.

Initialising the system

After the system has been wired up, be sure to check over the connections against the wiring diagrams provided before powering up for the first time. When the system is powered up for the first time the control unit will bleep 3 times a second. This indicates that Switch2 is waiting to be initialised. If a CARDLOCK reader is connected the arrow LED will also be flashing.

- **Swipe the enrolment card through the reader**

(All the LEDs will go out and then after about 2-3 seconds all the LEDs will come back on and the unit will beep twice)

Checking the system over

Now that the system has been initialised the operation of the system will need to be checked. It will be working from the default settings (See **Operation – CARDLOCK**)

Check the system operates correctly using the default settings.

- **Check that all the LEDs on the reader are lit up.**
- **Try a number of user cards randomly from the pack/s. Swipe them through the reader.**
  (The GREEN LED will flash and the relay will change state for the door open time)
- **Swipe one of the user cards through a number of times to make sure the reader will read the card every time.**
- **Check that the control unit beeps every time a card is swiped.**

- **Check a user can be barred from the system. Swipe a shadow card through the reader and then swipe the user card through the reader.**
  (The RED LED will flash and the relay will not switch over)
- **Check that the user can be re-enrolled onto the system. Swipe the enrolment card through the reader followed directly by swiping the user card, that was just barred, through the reader.**
  (The AMBER LED will flash and the RED and GREEN LEDs go out. The Switch2 control unit will continually beep until the "Barred" user card is swiped through the reader. The Switch2 control unit will then stop beeping and the LEDs will return to their normal state.)
- **Check that the user card can be used again to gain access.**
  (make sure the relay will switch over for the door open time)

Other checks

- **If an exit button is fitted, check that is releases the lock for the door open time.**
- **If contacts are fitted make sure that auto-lock is working.**
- **If an alarm bell/buzzer has been fitted make sure that this works in a door forced situation.**
- **If a time clock is fitted to hold the door open, make sure the door opens when the contacts are made.**
- **If a time clock is fitted to change coloured zones, make sure the coloured zones change over OK when the contacts are switched.**

PROXIMITY KP series keypad

Initialising the system

When installing PROXIMITY KP series keypads, follow exactly the same sequence described previously for TOUCHLOCK systems.

Note: If a KP system is enrolled, using the PROXIMITY enrolment card, the Switch2 controller will have to be reset in order to initiate any of the combined PROXIMITY keypad modes. The Switch2 must be enrolled as a TOUCHLOCK first.

Chapter 5 Operation

TOUCHLOCK system

CARDLOCK & PROXIMITY system

PROXIMITY KP series keypad

TOUCHLOCK system

Programming Switch2

Switch2 can be programmed using the master code. To understand each setting read the following explanations. For more information on how to program each setting, refer to the Programming Guide.

Single / multiple code mode

By default Switch2 will operate in single code mode, only allowing one 4-8-digit code to operate the door. It is possible to change this code as many times as are needed. If more than one code is required then the unit can be programmed for multiple codes (up to 50). Again, each code can be 4-8 digits long. In either mode it will be possible to set the code as a toggle, normal or duress code. Codes can be easily deleted by using either keypad connected.

*** Note that increasing the number of digits in the user code decreases the chance of the code being guessed by someone randomly pressing keys.**

Master code

This code is used to enter the programming procedure for the Switch2 control unit. It is set during the initialisation of the unit and can be changed later if necessary.

Normal, toggle and duress

The default user code (1234) will be a Normal code. By this we mean it will operate the relay for the door open time. A code can also be programmed in as a Toggle code. This means every time the correct code is entered, the relay output will be toggled from N/C to N/O (See Operation of a relay). Lastly, the code could be programmed in as a Duress code. When this code is entered the relay will switch for the door open time and the 12V alarm output will be activated for 30 secs.

Silent operation

By default the Switch2 control unit will beep when a button is pressed. This can be turned off if necessary. When turned off the control unit does not emit a beep unless it is in programming mode.

Lockout

By default the lockout feature is disabled. To decrease the risk of someone guessing the code by randomly pressing the buttons, lockout can be enabled. If lockout is enabled and someone enters more than 20 incorrect digits, the keypad will stop working completely for 60 seconds. **This time cannot be altered.** Once this time is elapsed the keypad will operate normally.

Door open time

The door open time will be set to 7 seconds as default. This is the time the relay will stay activated for once either a correct code is entered or an exit button has been pressed. The time can be changed to suit the situation and can be set to anything from 1 to 60 seconds.

Remote button

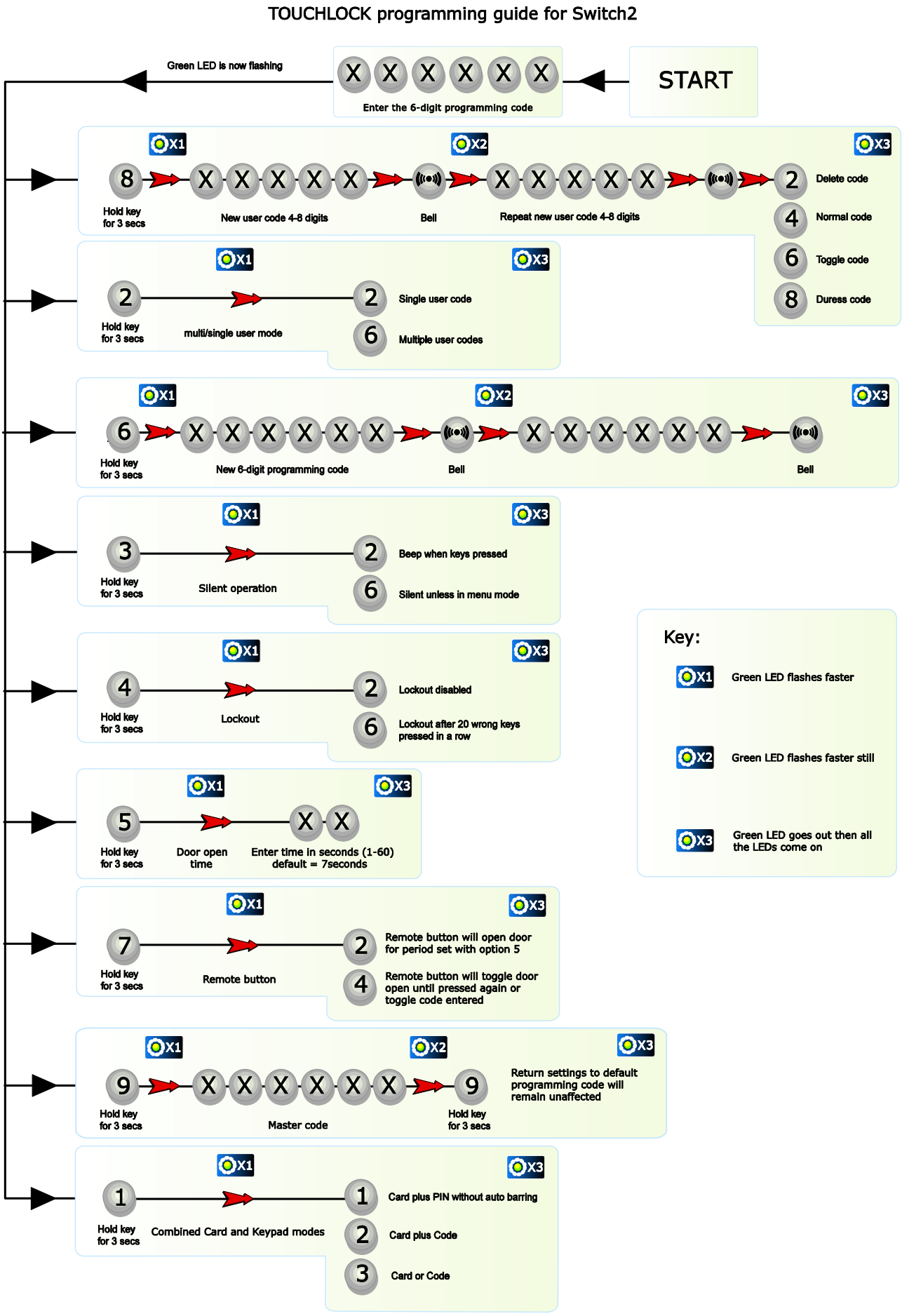
An exit/remote button can be connected to Switch2. It can be set-up to work in one of two ways. The button can be programmed to open the door for the door open time. This is set as default. The button can also be programmed to toggle the relay. This second option will change the door condition to the opposite of its current condition every time the button is pressed.

Data resetting the keypad

The Switch2 control unit can be reset to the default conditions below. It can either be reset from the keypad by following the programming guide or by following the procedure below.

Default Settings

User code	1 2 3 4
Master code	Set by installer when unit is initialised
Code mode	Single
Squeak setting	Activated
Door open time	7 seconds
Remote button	Switch relay for door open time
Lockout mode	Lockout disabled


TOUCHLOCK programming guide for Switch2
START
Enter the 6-digit programming code
Green LED is now flashing
X1
X2
X3
8
Hold key for 3 secs
New user code 4-8 digits
Bell
Repeat new user code 4-8 digits
2
Delete code
4
Normal code
6
Toggle code
8
Duress code
2
Hold key for 3 secs
multi/single user mode
2
Single user code
6
Multiple user codes
6
Hold key for 3 secs
New 6-digit programming code
Bell
Bell
3
Hold key for 3 secs
Silent operation
2
Beep when keys pressed
6
Silent unless in menu mode
4
Hold key for 3 secs
Lockout
2
Lockout disabled
6
Lockout after 20 wrong keys pressed in a row
5
Hold key for 3 secs
Door open time
Enter time in seconds (1-60) default = 7seconds
7
Hold key for 3 secs
Remote button
2
Remote button will open door for period set with option 5
4
Remote button will toggle door open until pressed again or toggle code entered
9
Hold key for 3 secs
Master code
9
Hold key for 3 secs
Return settings to default programming code will remain unaffected
1
Hold key for 3 secs
Combined Card and Keypad modes
1
Card plus PIN without auto barring
2
Card plus Code
3
Card or Code
Key:
X1
Green LED flashes faster
X2
Green LED flashes faster still
X3
Green LED goes out then all the LEDs come on

Chapter 5 Operation

TOUCHLOCK system

CARDLOCK & PROXIMITY system

PROXIMITY KP series keypad

TOUCHLOCK system

Programming Switch2

Switch2 can be programmed using the master code. To understand each setting read the following explanations. For more information on how to program each setting, refer to the Programming Guide.

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*** Note that increasing the number of digits in the user code decreases the chance of the code being guessed by someone randomly pressing keys.**

Master code

This code is used to enter the programming procedure for the Switch2 control unit. It is set during the initialisation of the unit and can be changed later if necessary.

Normal, toggle and duress

The default user code (1234) will be a Normal code. By this we mean it will operate the relay for the door open time. A code can also be programmed in as a Toggle code. This means every time the correct code is entered, the relay output will be toggled from N/C to N/O (See Operation of a relay). Lastly, the code could be programmed in as a Duress code. When this code is entered the relay will switch for the door open time and the 12V alarm output will be activated for 30 secs.

Silent operation

By default the Switch2 control unit will beep when a button is pressed. This can be turned off if necessary. When turned off the control unit does not emit a beep unless it is in programming mode.

Lockout

By default the lockout feature is disabled. To decrease the risk of someone guessing the code by randomly pressing the buttons, lockout can be enabled. If lockout is enabled and someone enters more than 20 incorrect digits, the keypad will stop working completely for 60 seconds. **This time cannot be altered.** Once this time is elapsed the keypad will operate normally.

Door open time

The door open time will be set to 7 seconds as default. This is the time the relay will stay activated for once either a correct code is entered or an exit button has been pressed. The time can be changed to suit the situation and can be set to anything from 1 to 60 seconds.

Remote button

An exit/remote button can be connected to Switch2. It can be set-up to work in one of two ways. The button can be programmed to open the door for the door open time. This is set as default. The button can also be programmed to toggle the relay. This second option will change the door condition to the opposite of its current condition every time the button is pressed.

Data resetting the keypad

The Switch2 control unit can be reset to the default conditions below. It can either be reset from the keypad by following the programming guide or by following the procedure below.

Default Settings

User code	1 2 3 4
Master code	Set by installer when unit is initialised
Code mode	Single
Squeak setting	Activated
Door open time	7 seconds
Remote button	Switch relay for door open time
Lockout mode	Lockout disabled

CARDLOCK & PROXIMITY

* IMPORTANT *

CARDLOCK or PROXIMITY

In all the explanations below, the actions for a CARDLOCK system have been used. These actions are also used with the PROXIMITY system except that the instead of the action “Swiping” a card for a CARDLOCK reader, the term “presenting” a PROXIMIY card applies to PROXIMITY.

As you may notice there is no Arrow LED on the PROXIMITY reader and so any note about this can be ignored with PROXIMITY. Also, ALL PROXIMITY readers have a fixed sounder. This means they will always beep if a PROXIMITY card is presented to them.

PROXIMITY vandal proof reader

There are no LEDs on the vandal proof reader! This means visual indication does not apply. The reader will indicate the various actions (presenting a PROXIMITY card etc.) with high (accept) or low (reject) beeps.

Initialising the system

After the system has been wired up, be sure to check over the connections against the wiring diagrams provided before powering up for the first time. When the system is powered up for the first time the control unit will bleep 3 times a second. This indicates that Switch2 is waiting to be initialised. If a CARDLOCK reader is connected the arrow LED will also be flashing.

All the user cards will now work.

User cards

These are the cards the everyday user of the system will have. They can gain access through a door by **presenting the card to the reader**. If the corresponding colour LED on the reader is lit then the user can enter, assuming they have not been barred. If the card is accepted the GREEN LED will flash (the RED and AMBER go out) and the door can be opened. If the card is not accepted then the RED LED will flash (all the other LEDs will go out).

NOTE: The control unit will beep each time a user card is used unless the system is set for silent operation.

Shadow cards

To bar a user from entering an area guarded by a reader, the shadow card is used. Swipe the shadow card through the reader (the reader beeps once and the control unit beeps twice). If the barred user now tries to use the reader to gain entrance their access will be denied.

Programming Switch2 using function cards

With the CARDLOCK or PROXIMITY reader connected to Switch2 the function cards are used to alter system features. Some function cards come in the starter pack and others come in the function card pack.

Using function cards – Starter pack

Order card

This card is not used in all card packs. If present, it needs to be sent back with an order form if more cards are needed. (See order form located in the card pack for more details)

Enrolment card

This card is used to both initialise the system and re-enrol barred users. It can be swiped through once to initialise the system after it is first powered up (**See Initialising the system**).

If a user has been barred from a door and needs to be re-enrolled the enrolment card is used with the user card.

- First swipe the enrolment card through the reader (The AMBER LED will flash and the RED and GREEN LED will go out. The control unit will continually beep)

- Swipe the user card within 60 seconds. The control unit will stop beeping and the LEDs will return to their normal state. The user card will now be granted access.

Door Open Time card

This card is used to adjust the time the relay is powered. To change the time

- Swipe the card once (all the LEDs go out and the arrow LED flashes. The Switch2 control unit will then beep once per second)
- Swipe the card again after the desired interval (all the LEDs come back on)

Silent Operation card

This card is used to toggle the beeping of the Switch2 control unit on and off. By default the Switch2 control unit beeps when a user card is swiped. If necessary this beep can be silenced by swiping the silent operation card through the reader.

After the card has been swiped the LEDs will go out and the GREEN arrow LED stays on. The unit beeps twice and all the LEDs will come on again. Now the Switch2 control unit will not beep when a user card is swiped. To return to normal operation again, swipe through the silent operation card again.

Fail Open Release card

This is not required for Switch2. (The relay has NO and NC connections – see Diagram)

Using function cards – Function card pack

GREEN, AMBER and RED Zone cards

These 3 cards toggle the GREEN, AMBER and RED access levels on and off. By default all the levels are active (this means all the LEDs are lit up on the reader). This in turn allows users with GREEN, AMBER and RED user cards access through this particular entrance.

If you wish to bar users from a particular colour zone, for example GREEN, take the GREEN zone card and swipe it through the reader. The GREEN LED will go out and the reader will beep. All GREEN user cards will now be barred. To re-enable these users, swipe the GREEN zone card again and the GREEN LED will come back on.

This happens for each colour zone card and its corresponding colour LED.

Remote Release card

This card is not used with Switch2.

Card Plus PIN card

This card is not used with Switch2.

Time Zone card

(Used to replace the door contact function with the time zone function)

The time zone function allows two different sets of colour zones to be set up and then a time clock is used to switch between these two sets at programmed times. (See Wiring – Time Clock). For example, a site may allow full access to all colour zones during the day and then switch to only RED card holders at night.

To enable the time zone function, swipe this card through the reader. The control unit beeps and all the LEDs go out and come back on. To return the 'Contact' input to its default function, just swipe the time zone card through the reader again.

The time clock can now be programmed and coloured zones set up. (To enable/disable coloured zones see - GREEN, AMBER and RED Zone cards).

Set the clock to short together the Contact and Black terminals. Configure the colour zones with their zone cords and observe the LEDs as confirmation. Remove the short from the clock output and set up any changes required in the 'Default' state. The two colour zone sets will then be enabled/disabled depending on the state of the time clock connection.

Bar All Users card

This card should be used if the majority of users on the system need to be barred. The card should be swiped through the reader once. After 2 seconds the control unit will beep twice and the GREEN, AMBER and RED LEDs will go out and come back on. All users will now be barred. To re-enrol individual users back on the system see – Enrolment card.

Relay Toggle card

This card should be used if the output from the Switch2 control unit needs to be a toggle output. Toggle means that instead of the relay opening for a set time and then closing, the relay will stay open until a user card is swiped through the reader to close it again. By default the control unit is set up in timed mode.

To set the system in toggle mode the relay toggle card needs to be swiped through the reader. The control unit will beep twice and the GREEN and AMBER LEDs will go out. The RED and arrow LED lit. (Default condition)

If a user card is swiped through the reader, the relay output will change state and the GREEN LED will come on by itself. If the card is swiped through again the relay state will change back, the RED LED comes on alone - and so on.

To return to the standard relay timed mode, swipe the Toggle card again. The Switch2 control unit will beep twice and all the LEDs will now be on.

Default Settings

User cards ..... all cards encoded will be valid

Zone LED status ..... all LEDs/zones will be on

Squeak setting .....activated

Door open time.....7 seconds

Remote button .....Switch relay for door open time

Time zones ..... Inactive

Relay toggle .....Disabled

PROXIMITY KP keypad

Card plus PIN mode

If Card plus PIN mode is required the KP reader must first be initialised as a TOUCHLOCK keypad. Once this is done Card plus PIN mode can be entered using the programming menu, menu option 1 (see programming chart).

Once in Card plus PIN mode the PROXIMITY card pack can be enrolled, this is done in the same way as for a PROXIMITY system, by presenting the PROXIMITY enrolment card. Unlike in a PROXIMITY system none of the user cards will be valid at the door, as no PIN's have been assigned to cards yet.

To assign a PIN to a card:

- Present the enrolment card to the keypad; the reader will start to beep and the AMBER LED will flash.
- Present the user card, the AMBER and GREEN LED's will flash.
- Enter the PIN number to be associated with the user card.
- Press the bell button, the LED's will flash faster.
- Enter the PIN again to confirm.
- Press the bell button.

The user card and PIN are now valid, when the user card is presented at the keypad the AMBER LED will light indicating that the keypad is waiting for the PIN. When the correct PIN is entered the door will open.

All of the user cards must have a PIN assigned to them in the same way.

Card plus Code mode

If Card plus Code mode is required the KP reader must first be initialised as a TOUCHLOCK keypad. Once this is done Card plus Code mode can be selected using the programming menu, menu option 1 (see programming chart).

Codes can be programmed using the standard TOUCHLOCK methods; multiple codes can be used by activating the multiple codes function on the keypad.

The PROXIMITY card pack can then be enrolled. This is done in the same way as for a PROXIMITY system, by presenting the PROXIMITY enrolment card. All of the cards in the pack will now be valid as in a standard PROXIMITY system but a valid code must also be entered when a user attempts to gain access.

Card or Code mode

Card or Code mode is programmed in exactly the same way as Card plus Code but a user can gain access through the door by either presenting a valid token or entering a valid code.

Chapter 6 Fault-finding

System problems

Reset procedures

System problems

Fault-finding guide

Sometimes problems occur during installation. It is important to be able to find the problem and a fix quickly.

Technical help line

Feel free to contact the Technical help line.

Before calling, run through the following

- Be prepared to give out company details
- Be next to or very near to the system in question
- Have a copy of the instructions ready to hand
- Have the Switch2 control unit serial number to hand
- Have appropriate tools ready to use.

Reset procedure

To set the Switch2 control unit back to its factory settings:

- Disconnect the power
- Disconnect the **GREEN** and **MAUVE** wires from the reader or keypad
- Insert a wire link between the **GREEN** and **MAUVE** terminals
- Reconnect the power (the unit will bleep 4 times)
- Disconnect the power, remove the link wire
- Reconnect the **GREEN** and **MAUVE** wires and then reconnect the power (the unit will bleep 3 times per second)

* IMPORTANT *

When checking equipment connected to the control unit, be sure that all other input/output devices are disconnected. This aids the fault-finding process by testing and proving a single part of the system.