

5200

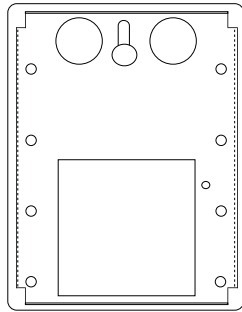
TIME CLOCK OPERATING INSTRUCTIONS

Opening the unit

Remove screw and then grip the back plate in one hand (at points B) and the lid in the other and gently pull apart (Note: The front cover is held on by a screw underneath and will slide away from the back plate when the screw is removed).

Fixing the time clock to the wall

- 1 Drill a hole to take a wall plug and insert a screw (2" x No. 8 or similar). Leave the screw so that it protrudes 20 mm to the underside of the head.
- 2 Hook the back plate (through the keyhole) over the screw so that it hangs on the screw and mark wall through holes A.
- 3 Unhook the back plate and drill holes where marked to suit 2 further screws and wall plugs (2" x No. 8 or similar).
- 4 Fit the back plate securely with all three screws.



Safety

It is important to disconnect mains power before attempting to remove any fuses. This unit should only be connected to low voltage power supplies (12v ac or 12v dc).

Warranty

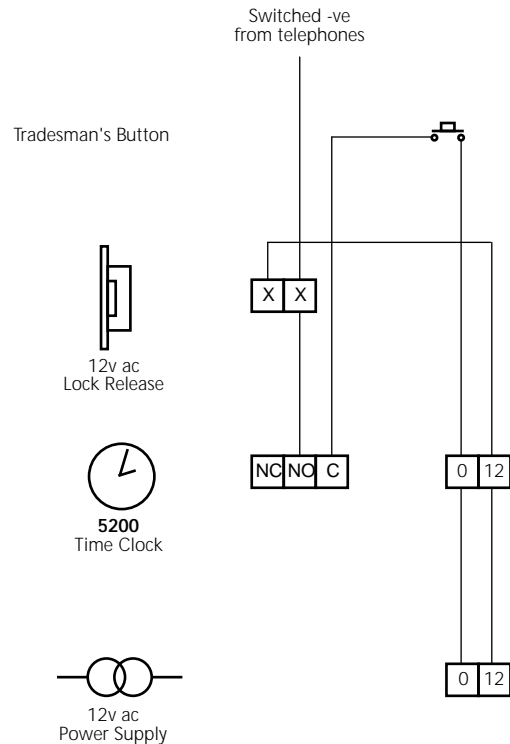
The unit is supplied with 12 months warranty against defects in manufacture.

EC Compliance

This item has been classified as a 'component' and is not within the scope of the EMC directive 89/336/EEC.

Wiring Instructions

Below is an example of the 5200 time clock fitted into telephone entry system for "Tradesman" facility. When the clock displays ON the NO and C terminals are closed.



Electrical Connection

(See safety note)

This unit may be connected to low voltage power supplies (12v ac or 12v dc). Red LED indicates that voltage is present.

Terminal	Function
0	12v ac or -ve (12v dc)
12	12v ac or +ve (12v dc)

Output Connection

Green LED indicates that the relay is energised. Maximum current across the contact is 1 ampere at 24v dc.

Terminal	Function
C	Common
NC	Normally closed relay contacts.
NO	Normally Open relay contacts.



The Access Control Specialists

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Setting the time clock

1 Select Mode

A slide switch on the circuit board allows you to select either 24 HR (ie. every day set the same) or 5 + 2 mode (weekdays set the same and week ends set the same). In 5 + 2 mode the day of the week is also displayed.

Note : Press and hold the button to advance rapidly.

2 Reset

Press and hold all buttons together (for about 2 seconds). This resets the memory. The Colons will flash.

Reset



24 hour mode

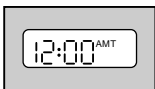


5 + 2 mode

3 Setting Time

Press **SET** and the colons will stop flashing. A flashing "T" will indicate **SET TIME** mode. Press **HRS** to set hours, **MIN** to set minutes. In 5 + 2 mode press **MAN** to set the day.

Set Time



24 hour mode



5 + 2 mode

Time being set



24 hour mode



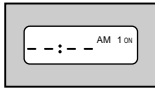
5 + 2 mode

4 Set Programme

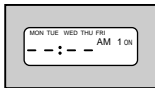
Press **SET** and get into **SET PROGRAMME** mode.

The first ON event can be set by using **HRS** and **MIN** buttons as described above.

Set Programme



24 hour mode



5 + 2 mode

1st ON



24 hour mode



5 + 2 mode

In 5 + 2 mode

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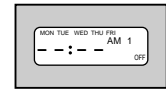
is additionally displayed to show the event being set applies to weekdays only.

Once the first ON event is obtained, press **SET** and then use **HRS** and **MIN** to set the first OFF event.

1st OFF



24 hour mode



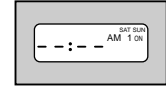
5 + 2 mode

The second / third ON and OFF events can be set using the same procedure.

In 24 HR mode, once the third OFF event has been set, pressing set will return the module to RUN mode.

In 5 + 2 mode, once the third OFF event for weekdays has been set, pressing SET will allow the first ON event of the weekend to be set.

1st ON weekend



5 + 2 mode

The remaining ON and OFF weekend events are programmed using the same procedure as for weekdays.

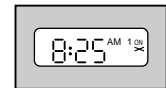
NOTE : All events do not have to be programmed if not required.

A programme once set, can be reviewed by pressing **SET** to sequence through the events. Events can easily be reset by using **HRS** and **MIN** buttons.

5 Suspend

A previously programmed event can be suspended by displaying it using the SET button and pressing the MAN button. An X will be displayed to show the event has been suspended.

Suspend



24 hour mode



5 + 2 mode

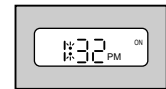
6 Cancelling

An event can be cancelled by using the SET button to display the event. Press HRS until a dash is displayed for hours and then press MIN until dashes appear for minutes. Return to run mode by tabbing through the programme using the SET button.

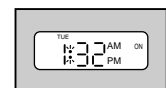
7 Run Mode

When in run mode, the colons flash and the current time is displayed. Alternatively the output status is shown.

Run mode - output ON



24 hour mode



5 + 2 mode

8 Manual Override

When in run mode, pressing the **MAN** buttons reverses the output of the current event. The programme will revert back to normal at the next event. To indicate manual override the output status will flash.