



PDN345T

Y2K
COMPLIANT

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I. PRODUCT SPECIFICATION

A. Description

- Input Voltage 12V DC/AC
- 2 lines 16 characters LCD display, Backlit.
- 12-digit keypad up lit.
- 4 buttons: Search name, call and cancel.
- Built-in proximity reader.
- Output: 1 relay output N/O & N/C contact 8A@250V.
- Programmable time open delay.
- Programmable key-in keypad time delay.
- Programmable console time delay.
- Programmable time delay of elevator relay board.
- Stand-by message or running message.
- 10 programmable PIN codes.
- Up to 345 apartments
- 6 badges per apartment total 2070 badges
- Capability to add 4 readers of different technologies (keypad, proximity, infrared, RF...)
- Programming from:
 - Front panel
 - PC
 - Modem
- Connection between the main panel, readers, and telephone line interface unit and elevator relay board via bus RS485.
- Connection between the main panel and PC via RS232.

B. System configuration

- The electronic directory can be connected to:
 - Up to 4 additional readers (for multi-entrance sites)
 - Up to 4 elevator boards total 56 floors optional
 - 1 telephone line interface unit
- Password and PIN codes: 5-digit code must start with A or B as the first digit.
- Message: 16 characters
- Door open delay: 02 seconds
- Key-in keypad delay: 15 seconds
- Console time delay: 60 seconds
- Elevator board time delay: up to 5 minutes programmable per 10 seconds

C. Dip-Switches :

- Dip 1 : OFF without elevator board
ON with elevator board
- Dip 2: OFF access control reader enabled
ON access control reader disabled
- Dip 3 : OFF
ON PC mode
- Dip 4 : OFF normal mode
ON PASSWORD A1111

D. Reset of the Password

Put dipswitch 4 ON for 1 second then switch it back to OFF.

The password is now set back to A1111 its default value.

II. PROGRAMMING FROM FRONT PANEL

Once the panel is switched on, PDN 345T 1.1 is displayed for 6 seconds, then the message HELLO appears (default standby message).

Keypad:

ABC 1	DEF 2	GHI 3
JKL 4	MNO 5	PQR 6
STU 7	VWX 8	YZ 9
SP 10	END 11	VAL 12

Programming mode:

Enter the Password twice (A1111).

The message RESIDENT LIST is displayed.

Press on the B key to enter into the menu.

Press on the A key to identify a badge.

Press on CANCEL to come back to the standby mode.

A. Setting a new resident

Once the B key has been depressed,
The message APARTMENT: is displayed.

Enter the apartment number 000 to 999.

The message NAME: is displayed.

Enter the name of the resident. After each letter entered press B to validate then press >

If dipswitch No.1 is ON

The message FLOOR No.: is displayed.

Enter the floor number 00 or 01 to 56 then press >

The message N : is displayed.

Enter the telephone number (maximum 13-digit number) then press >

If dipswitch No.2 is OFF

The message 4.3.2.1.P: 11111 is displayed.

- The first digit corresponds to reader No. 4,
- The second digit corresponds to reader No. 3,
- The third digit corresponds to reader No. 2,
- The fourth digit corresponds to reader No.1,
- The fifth digit corresponds to panel reader,

All the readers are authorized by default (1); replace the 1 digit by 0 to forbid the selected readers.

Press the > button to keep the same value.

The message BADGE 1 is displayed

- Press B to go to BADGE 2

- Press 0 to enter a badge, the sign flashes, present the badge.

The message BADGE 2 is displayed.

Repeat the same steps to program to other badges

The message APARTMENT: is displayed.

- Enter another resident.

- Press CALL button to go back to the main menu.

The message PLEASE WAIT appears for a couple of seconds, and then the main menu is displayed.

B. Deleting a resident

Select RESIDENT LIST and press B:

The message APARTMENT: is displayed.

Enter the apartment number to delete (example: 002).

The message APARTMENT: 002 is displayed.

- NAME: BROWN

Press on A twice to delete the resident.

The message APARTMENT: is displayed.

Press CALL button to exit from programming mode.

C. Modification of a resident

Select RESIDENT LIST and press B;

The message APARTMENT:

Enter the apartment number (example 003).

The message APARTMENT: 003

 NAME: SMITH

Is displayed and the flashes on the first letter of the name.

- Press 0 to modify the name: the old name is erased, then enter the new name and validate each letter by pressing on B then press > to display the next message.
- Press > to display directly the following message

If dipswitch No.1 is ON

The message FLOOR No: 05 is displayed.

- Enter the new floor number then press >
- Press > to display directly the following message

The message N: 0138513619 and the flashes on the first digit:

- Enter a new telephone number.
- Press on > to access the badge file.

The message BADGE 1 is displayed followed by V if the badge stored

- Press B to keep the badge.
- Press 0 for a new badge.
- Press A to delete the badge.

Repeat the same steps to process the other badges

Press CALL button to exit from programming mode.

D. Identification of a badge

Enter the master code twice, scroll until the message RESIDENT LIST is displayed.

Press A, the message Present badge is displayed.

Present the badge in front of the reader of the directory panel, the message APARTMENT: XXX is displayed indicating the apartment associated to the badge.

NOTE: If the Badge is not valid, the message UNKOWN BADGE is displayed.

- Press CALL button to go back to the main menu
- Press A to identify another badge

In Standby mode:

- Press on the > button the first resident in the alphabetical order is displayed.
- Keep pressing on the > button to scroll the resident list.
- Press on the < button the last resident in the resident list is displayed.
- Keep pressing on the < button to scroll the resident list.

E. How to call a resident if using the directory list

Once you have selected the resident name, press the CALL button.

The message APARTMENT: XXX

- Calling is displayed.

If the relay board controls the elevator, the relay corresponding to the floor of the resident is activated to allow the visitor to access to the apartment by the elevator.

F. How to call a resident by its apartment number

Enter the apartment number, the message:

- APARTMENT: XXX followed by the resident NAME is displayed.

Press CALL button to ring to the resident apartment.

NOTE: If the apartment number doesn't exist, the message INEXISTANT is displayed.

G. PIN Codes

Once the first digit is entered "A" or "B", CODE is displayed. Enter the other 4-digit of the PIN code.

If the PIN code is valid: DOOR OPEN is displayed.

H. Using a Badge

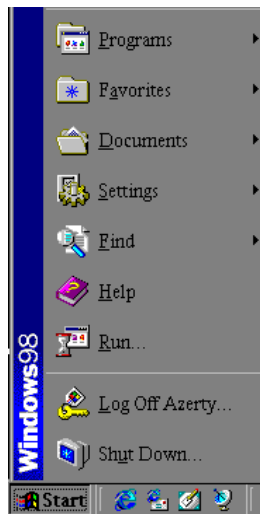
If the badge is valid: DOOR OPEN is displayed.

III. SOFTWARE INSTALLATION

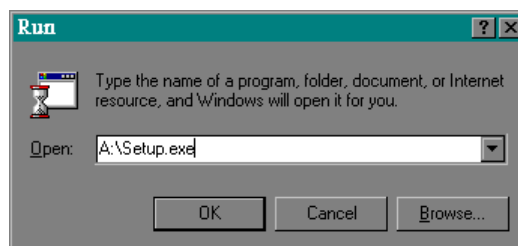
Insert the installation diskette in the floppy disk A, and then click on "**Start**»:



select "**Run**»:

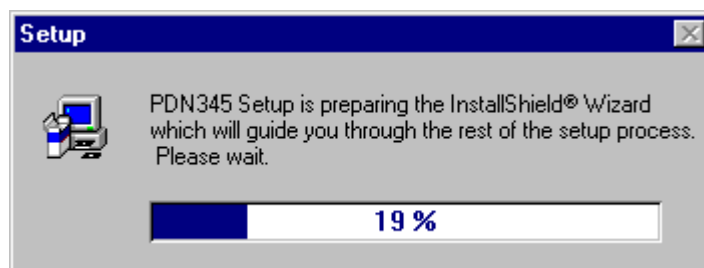


the following window appears:

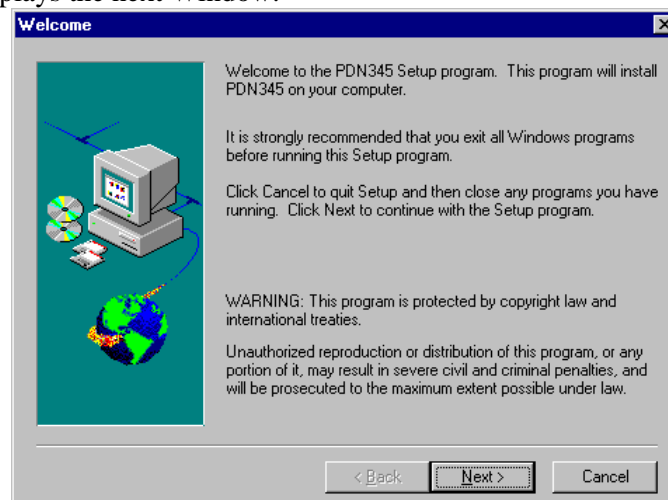


Enter "**A:\Setup.exe**", and click on **OK**.

The Install Shield Wizard Window appears:



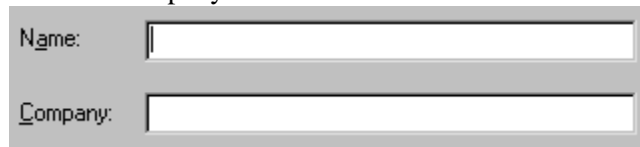
The Setup displays the next Window:



Click on "Next >".

The next window displays the license agreement, click on the "Yes" button to accept this agreement.

Enter your name and the company's name:



A form with two input fields. The first field is labeled "Name:" and the second is labeled "Company:". Both fields are empty.

These two information are necessary if you want to continue the software installation. After entering the information click on the "Next" button.

The next window asks you to choose the destination directory where you want to install the new software. Click on "Next >" to keep the same directory destination, or click on "Browse..." to select another directory:



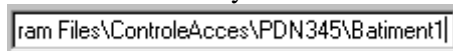
A window titled "Destination Directory" showing the path "C:\Program Files\ControleAcces\PDN345" and a "Browse..." button.

click on the directory field



A text field containing the path "C:\Program Files\ControleAcces\PDN345".

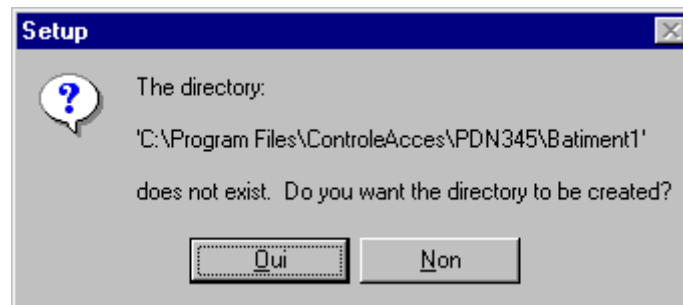
Then enter "\" and the name of the directory:



A text field containing the path "C:\Program Files\ControleAcces\PDN345\Batiment1".

and click "OK".

Since it is a new directory:



A dialog box titled "Setup" with a question mark icon. The text reads: "The directory: 'C:\Program Files\ControleAcces\PDN345\Batiment1' does not exist. Do you want the directory to be created?". There are two buttons: "Oui" and "Non".

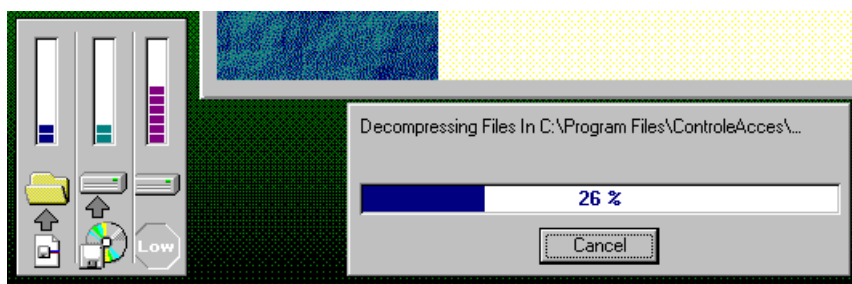
Click "Yes "to create the directory.

Back to the Destination Directory Window, click on "Next >".

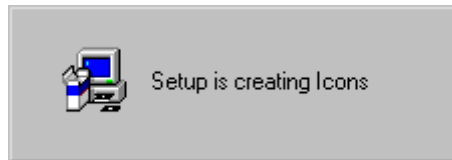
The next window allows you to choose the program group, in which the icon will appear, keep the default value by clicking on "Next" button.

The next window displays the different option you have chosen; check all of them before clicking on "Next >".

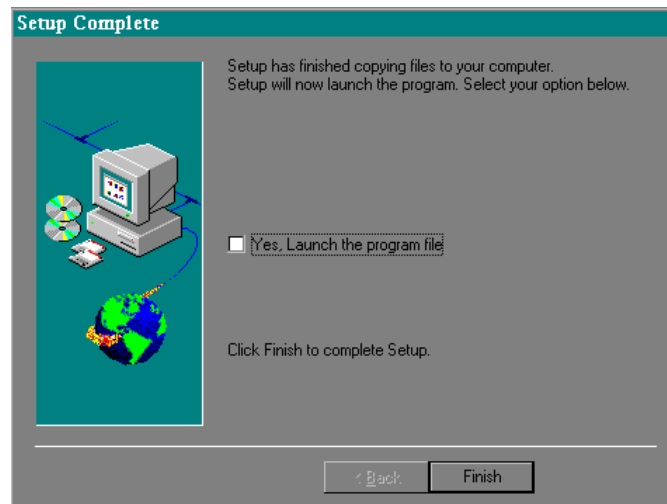
The program is being installed:



Setup is creating the Icons of the PDN/345/C/T/PROX:

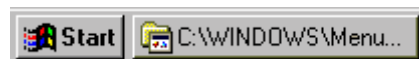


The Setup of the PDN/345/C/T/PROX software is now completed:

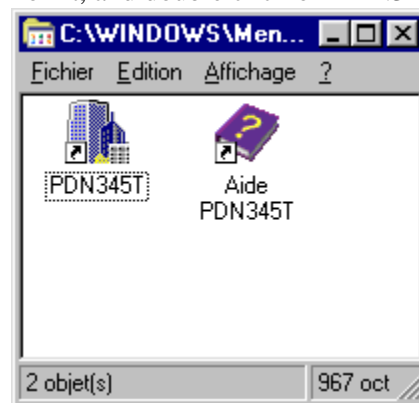


Click on the button "Finish"

Once the installation is completed, a minimized window is created and is next to "Start".



To open the window click on it, and double click on PDN345T icon to run the software,



If you wish to rename the title PDN345T:

- Click on the icon one time,



- Then, click on the icon title,

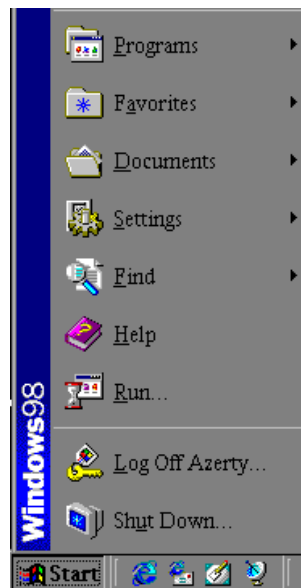


- Enter the new title



- Click one more time on any empty space of the screen.

To launch the UGM software, click on “**Start**” and select “**Program**”



Go to "Access Control" then select PDN345T

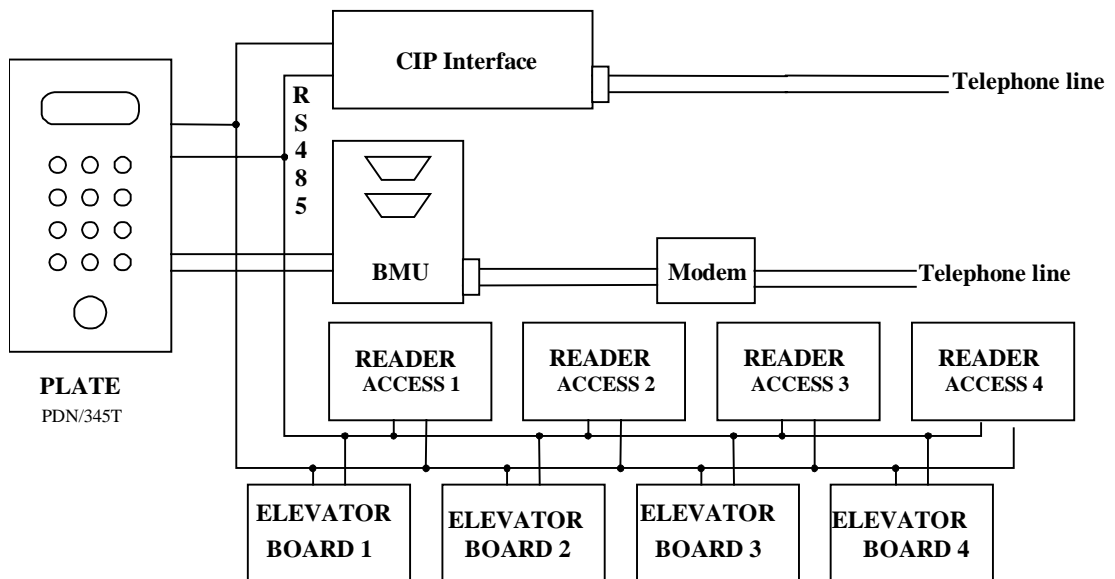
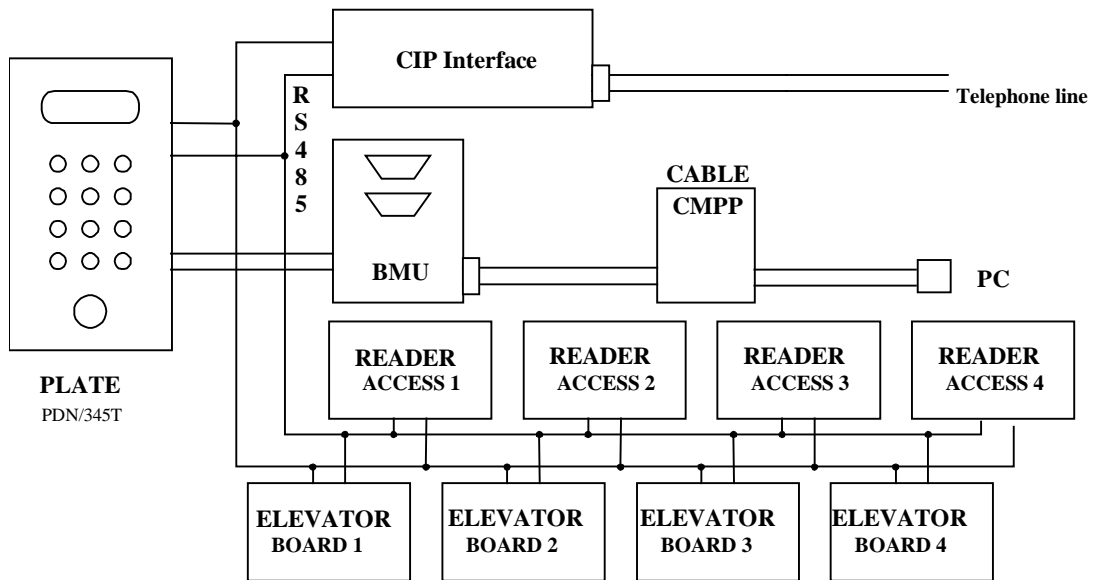
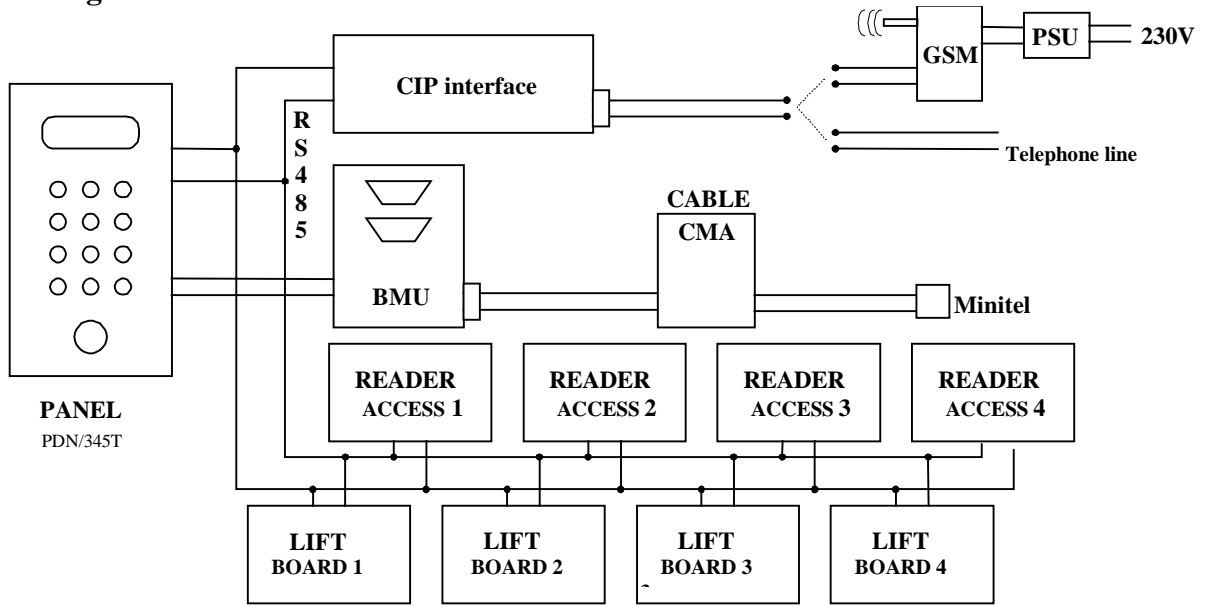


IV. PROGRAMMING VIA THE PC

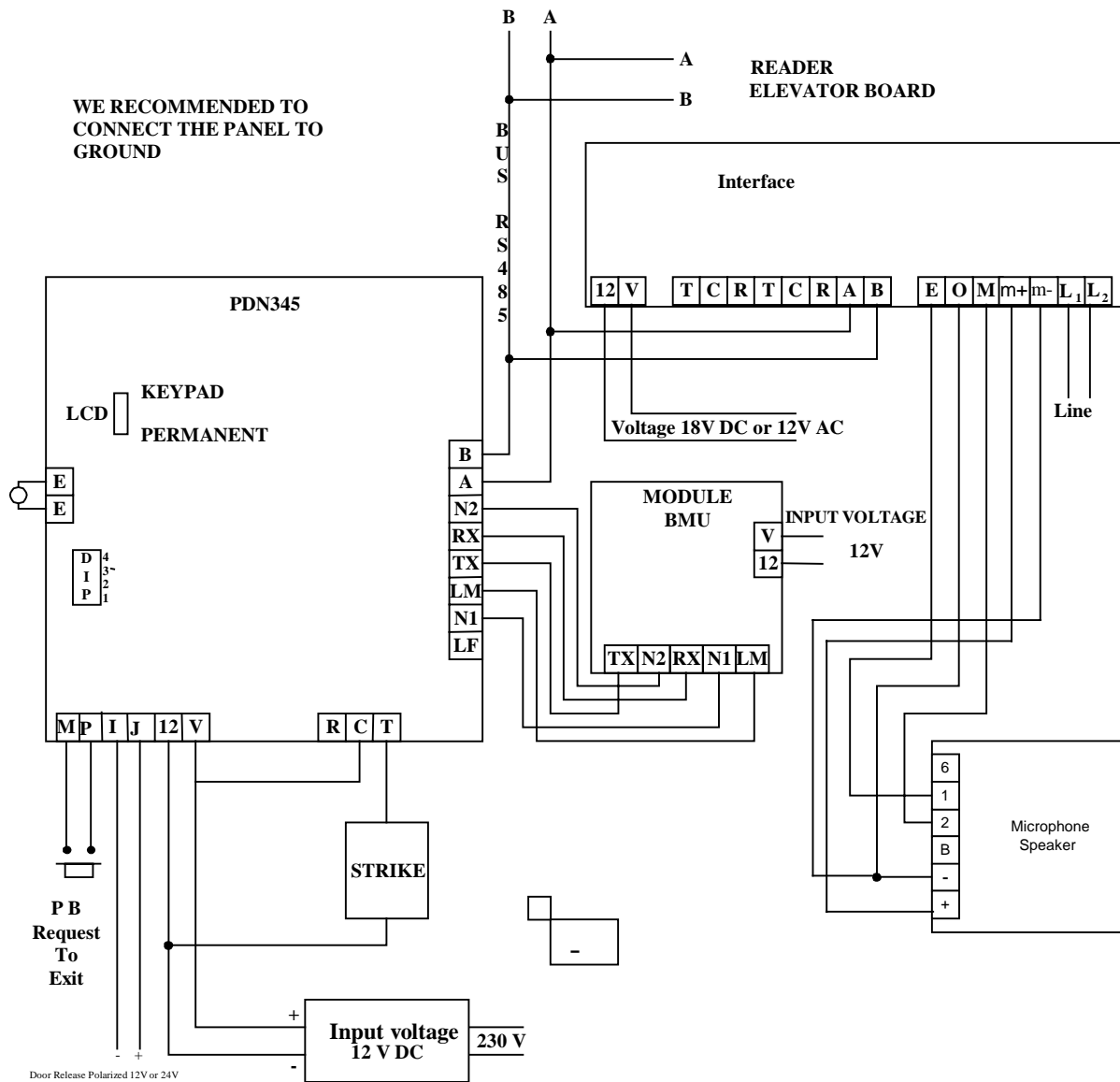
See the help in the software.

V. INDEX

A. Configurations

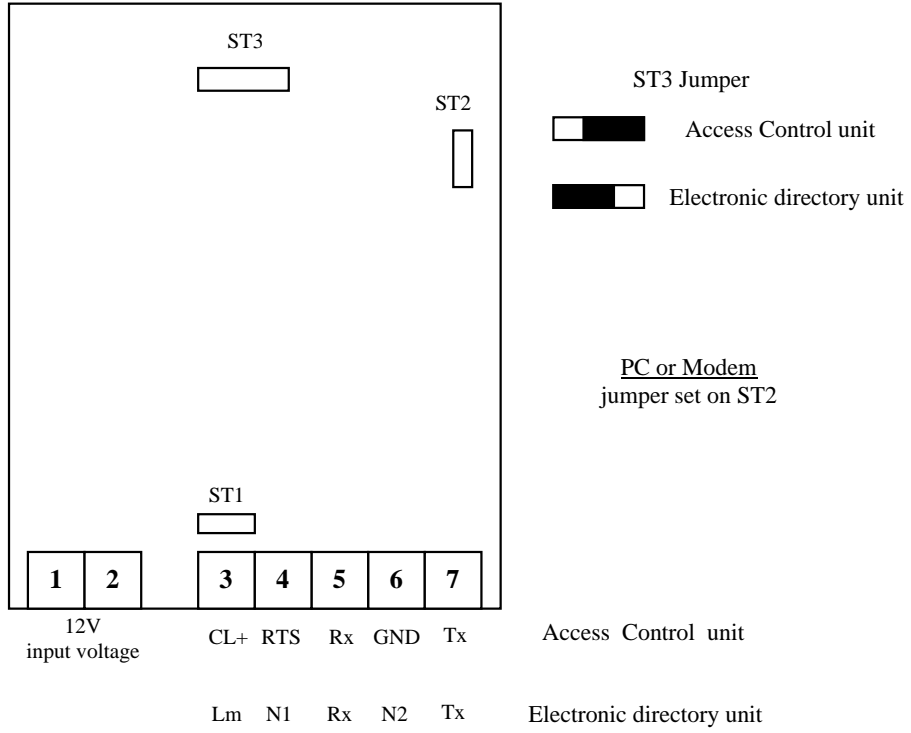


B. Wiring Diagram

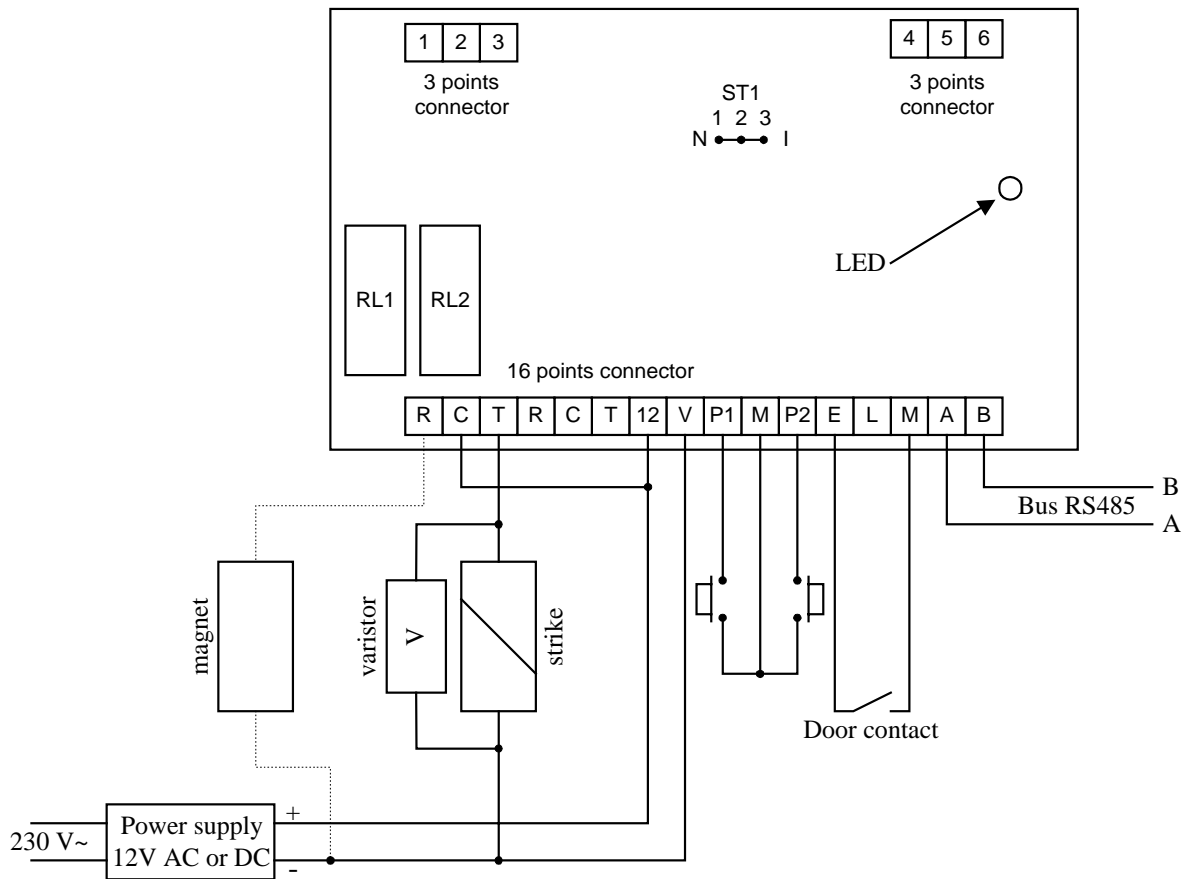


**NOTE : INSTALL THE RESISTOR 120 Ω BETWEEN A & B ON THE LAST UNIT.
USE A TWISTED CABLE SCREENED FOR THE RS485 BUS SYT1 9/10**

C. BMU Interface Module



D. READER Terminals



1. LED status

Installation mode: LED Red: ready to be installed

LED Green: reader installed (put back the jumper on normal position)

Normal mode: LED Orange flashing: normal mode

LED Orange: default in the connection between the reader and the
PDN/345/C/PROX

LED Green: relay activated

LED Red: Forced open door or door left open (door ajar)

LED Green flashing: reader not installed or deleted.

2. 16 point terminal

R N/C contact alarm

C common

T N/O contact alarm

R contact N/C door magnet (+)

C common + power supply

T N/O contact door strike

12V power supply 12 V DC or AC

P1 Exit push button (REX)

M common

P2 External push button

E N/C contact door closed,

L reserved

M common

If the door contact is not used, short circuit E and M of the terminal.

A bus RS485 (all A must be wired between them in chain)

B bus RS485 (all B must be wired between them in chain)

3. 3 point terminal 1,2, 3 & 4, 5, 6

a) Contact Badge

1 terminal 1

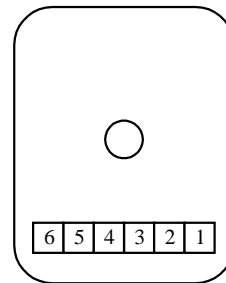
2 terminal 2

3 not used

4 terminal 4

5 terminal 5

6 terminal 6



b) Keypad

1 keypad -

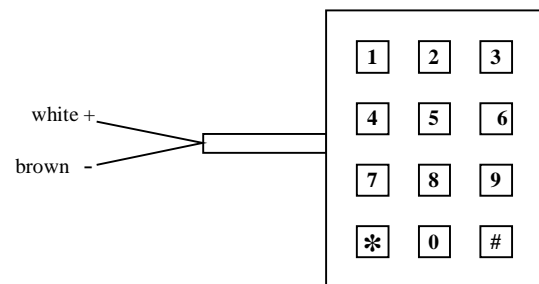
2 keypad +

3 empty

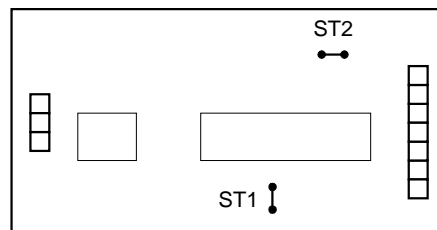
4 empty

5 empty

6 empty



On the PCB of the reader, there are two different jumpers (ST1 and ST2) :



ST1 with the jumper: 5-digit access code

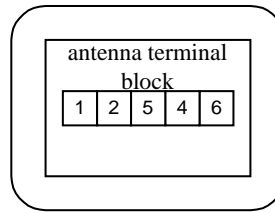
without the jumper: 4-digit access code

ST2 with the jumper: buzzer enabled

without the jumper: buzzer disabled

c) Proximity

- 1 antenna terminal 1
- 2 antenna terminal 2
- 3 Not used
- 4 antenna terminal 4
- 5 antenna terminal 5
- 6 antenna terminal 6

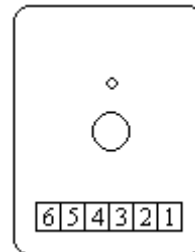


IMPORTANT:

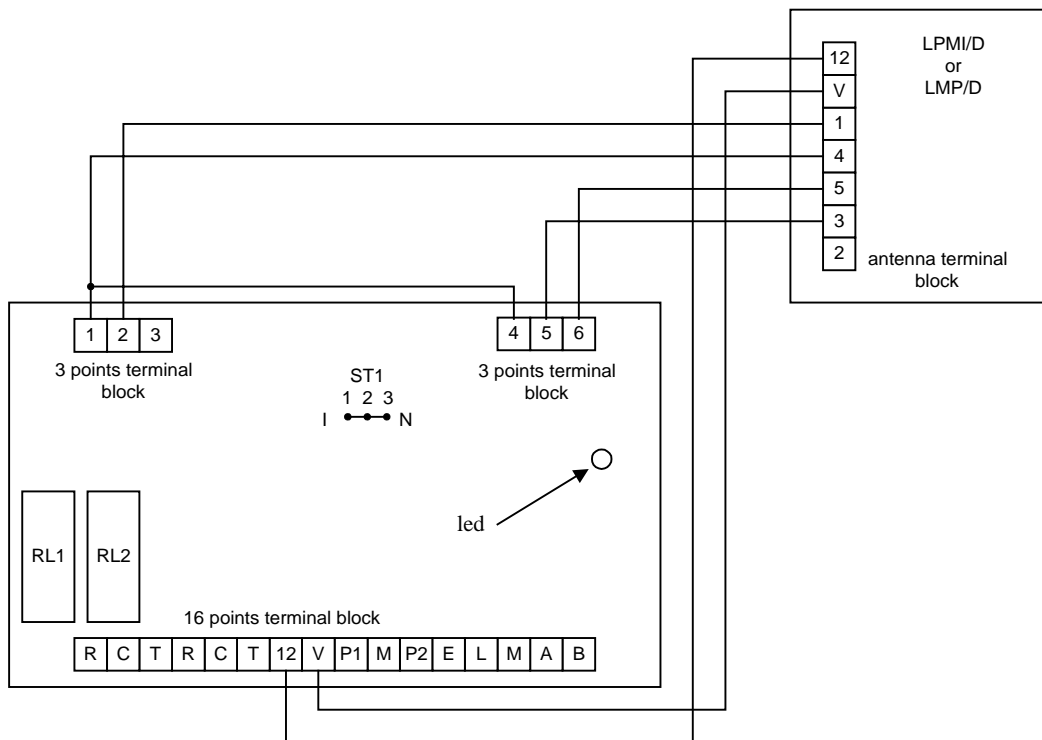
- In case of using two proximity readers in/out on the same door, it is recommended to keep a minimum distance of 20 cm between them in any direction. In case the separation is inferior to 20 cm, the two readers must be moved from each other vertically or horizontally.

d) Infrared

- 1 terminal 1
- 2 terminal 2
- 3 terminal 3
- 4 terminal 4
- 5 terminal 5
- 6 terminal 6



e) Proximity LMPI/D or LMP/D extended distance (50m max)

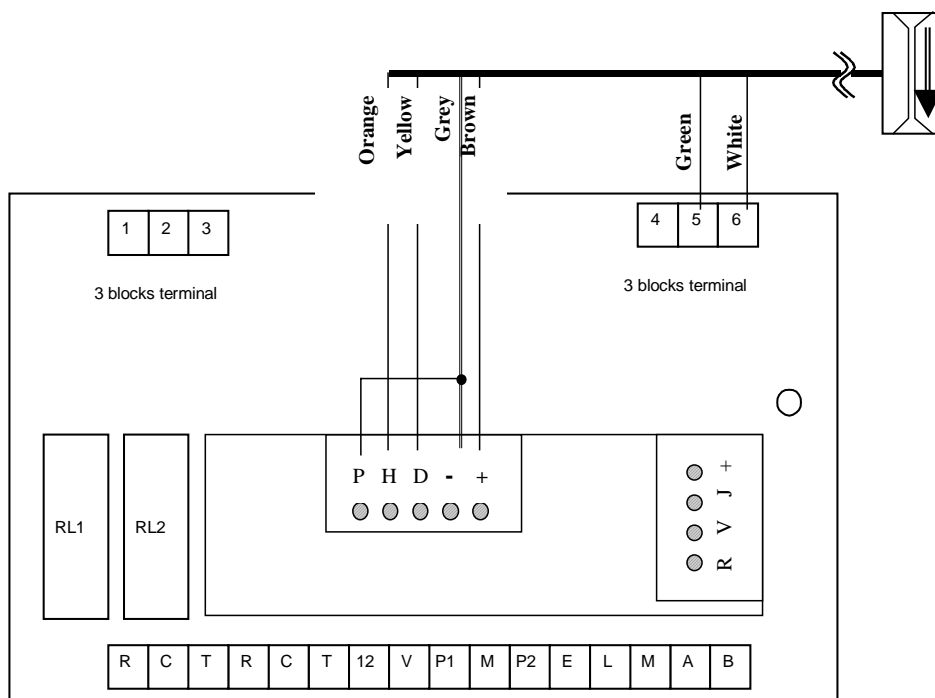


Recommended wire : 3 pairs cable SYT1 9/10 mm

IMPORTANT:

- In case two proximity readers in/out are installed on the same door, it is recommended to keep a minimum distance of 20 cm between them in any direction. Otherwise if the separation is under 20 cm, the two readers must be moved from each other vertically or horizontally.

f) Magnetic stripe reader (format Clock & Data)

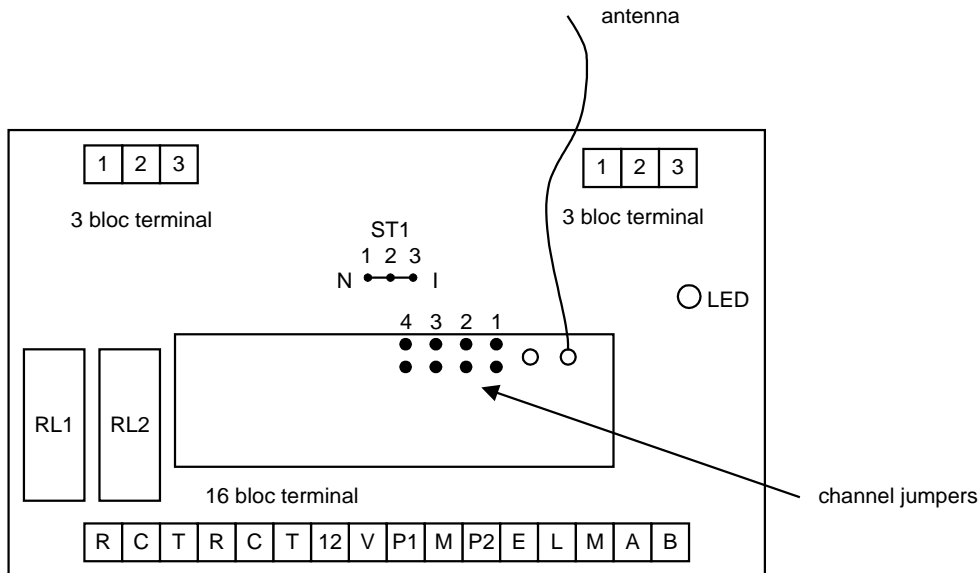


4. Jumper ST1

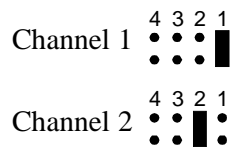
Jumper in position 2-3 : installation mode

Jumper in position 1-2 : normal mode

a) RF reader



the RF reader comes in a plastic enclosure. To select one of the 4 channels insert the jumper:



Replace the antenna if there is any problem receiving the signal from the remote (cable of 0,22 mm² , length 17,3 cm).

5. Jumper ST1

Jumper position 2-3: installation mode

Jumper position 1-2: normal mode

6. Reader default values

Door opened in case a communication problem

Forced open door 1 second

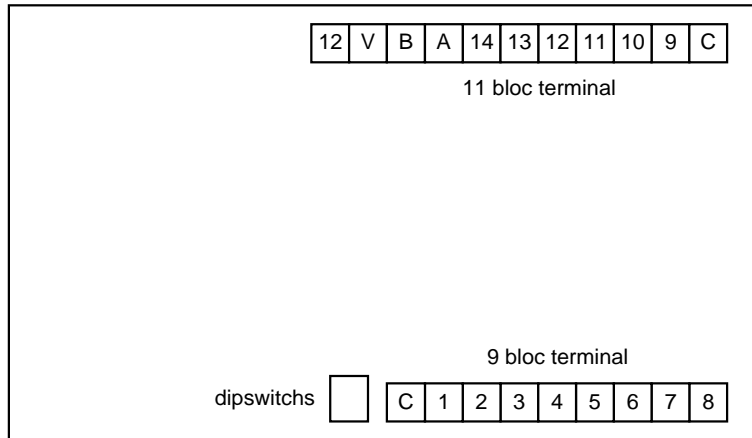
Door ajar (door left open) after 5 minutes

7. Reader set on the elevator board

The first reader controls automatically all the elevator relay boards. It must be mounted in the elevator cage.

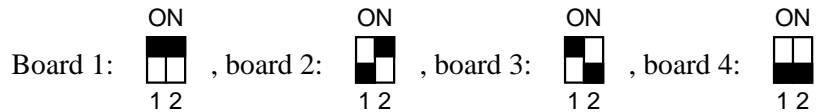
Once a valid badge is presented to the reader, all the relays are activated on the elevator board and then it authorizes to go to any floor.


E. Elevator Relay Board



1. Configuration of the elevator boards

Set dipswitches 1 and 2 according to the board number:



(Switch in position ON: )

Board No.	Floor
1	01 to 14
2	15 to 28
3	29 to 42
4	43 to 56

2. Terminal

C	COMMON
1	RELAY 1
2	RELAY 2
3	RELAY 3
4	RELAY 4
5	RELAY 5
6	RELAY 6
7	RELAY 7
8	RELAY 8
9	RELAY 9
10	RELAY 10
11	RELAY 11
12	RELAY 12
13	RELAY 13
14	RELAY 14

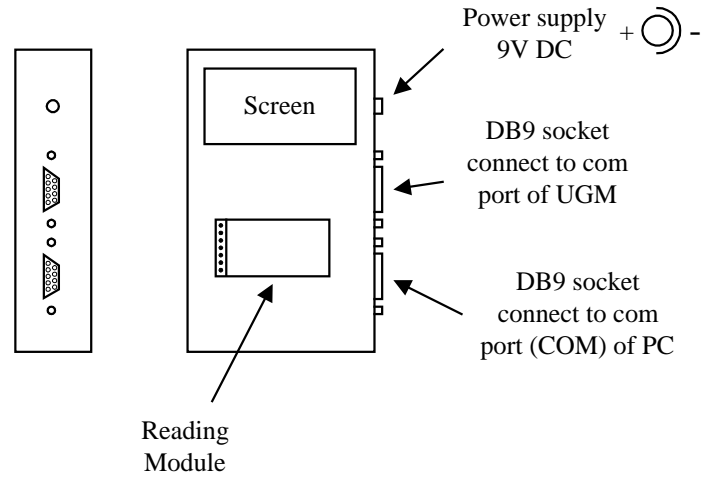
A: bus RS485

B: bus RS485

12 V: input voltage DC or AC 12V

The relays on the elevator board are N/O contacts (normally open).

F. Badge Programming Unit



Present the badge in front of the reading module. The badge code is transmitted to the PC and displayed on the screen. When it is not being used as a programming device the unit displays the badge code number.

