Radionics™

D9210B Access Control Interface
Program Entry Guide

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About This Manual

This manual describes the parameters available to the security panel for programming the D9210B Access Control Interface. For a description of the theory of operation and the actual operation of the unit, please refer to the D9210B Operation and Installation Manual.

This manual follows the organization of the *RADXAXS* handler in the D5200 Programmer or D5400 Remote Access Manager. Use the ACCESS Program Record Training Sheet to choose your entries prior to programming the device. Each programming section, program item, and its page number are listed in the table of contents on the following page.

Throughout this manual, programming prompts are shown in bold italic letters when they are used in a sentence. For example, ***Door #*** is the first programming prompt in the *DOOR PROFILE* section of the program. Reference to handlers, modules, categories and sections of the program are shown in italic, capital letters.

For a more complete understanding of the panel and the D9210B Access Control Interface, read the following in addition to this program entry guide:

> Panel Operation and Installation Manual
> Security System Owners Manual
> Security System User's Guide

Other Lettering Conventions used in this manual
D6500 Security Receiver and local printer reports are shown in "typewriter style" letters. For example: ACCESS GRANTED indicates the report sent when the Access Control Interface detects a valid card read.

Generally, words shown in all capital letters with brackets indicate command center displays and command center keys. For example, <ESC> is a key on the command center. Depending on the context of the sentence, all capital letters may also indicate a recommended programming selection.

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DOOR PROFILE

This programming category is used to:

- Assign an area which also activates the D9210B
- Assign a point to the door
- Program the door state to change when the arm state changes
- Allow for the strike relay to activate upon a fire alarm

Door #

Default: **1**
Selections: **1 - 8**

Enter the number of the door you are about to program.

> **NOTE**: The D9412 supports 8 doors; the D7412 supports 2 doors.

D# Entry Area #

Default: **Blank**
Selections: **Blank, 1 - 8**

Assign an area to the door controller. This entry allows the D9210B to be polled activating communication to the panel. This also is the area a user will exit when initiating a request to exit (REX).

1 - 8 -------- The area assigned to the door controller to which the reader will allow access.

Blank ------ Door controller will not function.

> **NOTE**: All SDI devices, regardless of area assigned, will report to Area 1, Account 1 by default upon SDI failure. If a D9210B becomes disconnected, an SDI Fail ## and a MISSING POINT ### event will be created.

> **Programming Tip**: [9210 NOT READY] will appear at this command center when you press the ENTER key if the D9210B is not programmed with a *D# Entry Area*.

D# CC# Scope

Default: **Blank**
Selections: **Blank, 1 - 8**

Enter the Command Center number (CC#) which determines the scope of the user ID's disarming rights. Areas will disarm on the basis of this Command Center's scope and the Authority Level of the user.

1 - 8 -------- This *CC# Scope* determines disarming rights. The user's access level in conjunction with the CC # Scope will determine which areas will be disarmed.

Blank ------ Only the area assigned to the *D# Entry Area* will disarm for this door.

D# Door Point

Default: **Blank**
Selections: **Blank, 1 - 127, 129 - 247**

Enter the point number that will be assigned to this door. This point cannot be used for any other point assignments.

1 - 127, 129 - 247 ----- The point number assigned to this door. Points 128 and 248 are reserved by the panel for internal use.

Blank -------------------- There is no point number assigned to this door.

> **Troubleshooting Tip: IMPORTANT!** When assigning points 1-8 (panel zones), the end-of-line resistors must be removed from the panel. Failure to do so will result in Extra Point trouble conditions upon reboot.

D# Interlock Point

Default: **Blank**
Selections: **Blank, 1 - 127, 129 - 247**

Enter the interlock point number. This point, when faulted, will prevent the door controller from allowing access upon a valid ID read or door request.

Do not assign this point to another door point. You may assign it to another controller thereby having one interlock point prevent multiple controllers from activating.

1 - 127, 129 - 247 ----- The point number assigned to the interlock point. Points 128 and 248 are reserved by the panel for internal use.

Blank -------------------- There is no point number assigned to the interlock point.

> **Programming Tip: CAUTION.** The interlock point will be considered in a normal state if it is bypassed, swinger bypassed, or forced armed. This will result in normal operation of access even if the door is left open.

D# Auto Door?

Default: **No**
Selections: **Yes or No**

Use this program item to unlock the door (latched shunt and strike) automatically when the entry area is disarmed and return the door to the locked state (ready to read IDs) when the area is armed.

Yes -------- When the area assigned in *D# Entry Area #* is disarmed, the door will be in the Hold Open Door state automatically. When that area is armed, the door will return to the Locked Door state.

No ---------- Door state will not be affected by the armed state of the area.

> **Application Note**: The Hold Open Door state cannot be overridden manually.

> **Programming Tip**: Perimeter Armed is considered an armed state for this function.

D# Fire Unlock?

Default: No

Selections: Yes or No

Use this program item to activate the relay for the door strike and shunt the door zone automatically upon a Fire Alarm. This command will override a Secure door and Locked Door state. The relay will activate for all doors with this prompt programmed YES when a Fire Alarm occurs in any area.

Yes -------- Relay will activate and shunt will be applied for the door contact automatically upon a Fire Alarm.

No ---------- Door will remain in its current mode upon a Fire Alarm.

Warning: This will unlock the door regardless of the armed state.

D# DisarmOn Open?

Default: No

Selections: Yes or No

Use this program item to determine whether the door needs to be physically opened prior to disarming the area upon a valid access request. The user initiating the access request must have access levels that allow disarming with ID.

Yes -------- The area will disarm only after the door has been opened for a user with a valid disarm level.

No ---------- The area will disarm whether or not the door has been opened as soon as a user with a valid disarm level has presented a valid token/card.

STRIKE PROFILE

This programming category is used to create a specific door profile on:
- Strike and shunt times.
- Extending strike and shunt times if a door is left open.
- Resetting the strike when the door opens.
- Programming the interlock point.

Door #

Default: 1
Selections: 1 - 8

Enter the door you are programming.

D# Strike Time

Default: 10
Selections: 1 - 240 seconds

Enter the amount of time the relay output for the strike will activate to allow a user to open the door. The strike will activate upon a valid token, Request to Enter (RTE), Request to Exit (REX), and the Command Center [CYCLE DOOR?] function.

Blank ------ Strike Time is not programmed for this door.

1 - 240 ---- The strike will activate for the amount of time programmed.

D# Shunt Time

Default: 10
Selections: Blank, 1 - 240 seconds

Enter the amount of time that the door point will be shunted to allow a user to open the door without causing the point to go into Trouble, Alarm or a faulted condition.

Blank ------ Shunt Time is not programmed for this door.

1 - 240 ---- The shunt will activate for the amount of time programmed.

D# Buzz Time

Default: 2
Selections: Blank, 1 - 240 seconds

Enter the amount of time that the buzzer output will activate to notify the user that the strike has been activated and the door is ready to open. The buzzer will stop as soon as the door is opened.

NOTE: A separate buzzer is required. Many readers have an internal buzzer that is not affected by Buzz Time.

Blank ------ Buzz Time is not programmed for this door.

1 - 240 ---- The buzzer will sound for the amount of time programmed.

D# Extend Time

Default: **10**

Selections: **Blank, 1 - 30 Seconds**

Enter the amount of time that strike, buzz and shunt activation will be prolonged if a door is left open and the shunt time expires. At the end of the programmed extend time, the buzzer will continue to buzz until the door is closed. In addition, if programmed, the point assigned to the door will indicate a Trouble, Alarm or Fault at the command center.

> **NOTE**: [CLOSE DOOR #] display on Command Center will not activate if no time (blank) is programmed.

D# Deact On Open?

Default: **Yes**

Selections: **Yes or No**

This program item determines whether the strike will deactivate immediately upon physically opening the door.

Yes -------- Strike will deactivate when the door is opened after a valid access granted request.

No ---------- Strike will remain activated for the amount of the programmed strike time whether door is opened or closed.

> **Programming Tip**: In order for this function to work, a point needs to be assigned to the door.

> **TO REDUCE FALSE ALARMS**: We recommend that you maintain this programming item as defaulted (**YES**). This will help prevent the door from "bouncing" open and causing a false alarm.

D# RTEShunt Only?

Default: **No**

Selections: **Yes or No**

Use this program item to disable the strike, but still activate the programmed shunt time upon a *Request to Enter* an area.

Yes -------- Programmed shunt time will activate so door can be manually opened.

No ---------- Request to Enter (RTE) automatically activates the programmed strike and shunt time.

> **Application Tip**: Use this parameter when a user can open a door manually without relying on a token/card to activate the strike (such as with a "push bar").

> **NOTE:** When RTEShunt Only is "Yes," Request To Enter events are not logged, reported, or printed.

> ### *D# REXShunt Only?*

Default: No
Selections: Yes or No

Use this program item to disable the strike, but still activate the programmed shunt time upon a *Request to Exit* an area.

Yes -------- Programmed shunt time will activate so door can be manually opened.

No ---------- Request to Exit (REX) automatically activates the programmed strike and shunt time.

Application Tip: Use this parameter when a user can open a door manually without relying on a token/card to activate the strike (such as with a "push bar").

NOTE: When REXShunt Only is "Yes," Request To Exit events are not logged, reported, or printed.

EVENT PROFILE

This programming category is used to determine if events are created for:

- Access Granted and Access Denied
- Door Requests
- Door state changes due to manual (command center) or automatic scheduled or armed state changes (skeds/hold open on disarm, normal on armed) operation.

Door #

Default: **1**

Selections: **1 - 8**

Enter the door you are about to program.

> **Programming Tip**: RTE events require *Access Granted* to be programmed YES.

D# Access Granted?

Default: **No**

Selections: **Yes or No**

This program item determines if ACCESS GRANTED and DOOR REQUEST events are sent to the panel for processing memory, printing, and remote reporting.

A <u>successful</u> access event can be initiated by a:
- valid user ID
- valid door state changed at the command center
- automatically scheduled or armed state changes that hold a door open
- request to enter/exit (RTE/REX).

Yes -------- Access events from this door controller will be sent to the panel for processing.

No ---------- Access events from this door controller will not be sent to the panel for processing.

D# No Entry?

Default: **No**

Selections: **Yes or No**

This program item determines if No Entry events are sent to the panel for processing memory, printing, and remote reporting.

A <u>No Entry</u> event may be caused by:
- invalid or unknown user ID, interlock or secured door, or incorrect authority level
- request to enter/exit (RTE/REX) for door in interlock or secured door.

Yes -------- Access denied events from this door controller will be sent to the panel for processing.

No ---------- Access denied events from this door controller will not be sent to the panel for processing.

D# Enter Request?

Default: No
Selections: Yes or No

This program item determines if Request to Enter (RTE) events are sent to the panel for processing memory, printing, and remote reporting.

Yes -------- A DOOR REQUEST TO ENTER event from this door controller is sent to the panel for processing.

No ---------- A DOOR REQUEST TO ENTER event from this door controller is not sent to the panel for processing.

Programming Tip: RTE events require *D# Access Granted* to be programmed YES.

D# Exit Request?

Default: No
Selections: Yes or No

This program item determines if Request to Exit (REX) events are sent to the panel for processing memory, printing, and remote reporting.

Yes -------- A DOOR REQUEST TO EXIT event from this door controller is sent to the panel for processing.

No ---------- A DOOR REQUEST TO EXIT event from this door controller is not sent to the panel for processing.

Programming Tip: REX events require *D# Access Granted* to be programmed YES.

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