

TOYECORPORATION TOYE

ACCESS CONTROL SYSTEMS

P.O. Box 3997, Chatsworth, CA 91313-3997, Phone (818)-882-4000, Fax (818)-882-5325, www.toyecorp.com

Programming Procedure 4130-OL Offline Module

Hand Program Card Operation

1. To begin the programming sequence use the START card first. The L.E.D. flashes green TWICE* indicating the reader is in programming mode.
2. Enter the numbered cards in sequence that represent the card number you wish to void or re-validate. All card numbers must be five digits, so leading zeros may be required. Be sure that the green L.E.D. flashes TWICE* after each numbered card is presented indicating that it has been read.
3. Complete the programming sequence with the VOID or RE-VALIDATE card, and the green L.E.D. flashes TWICE*.

Notes:

If a regular access card is presented to the other reader when the system is in programming mode, the L.E.D. will flash once red, but the programming sequence will not be interrupted. If a VOID or RE-VALIDATE card is used before a complete card number is entered, the L.E.D. will flash once red, but the programming sequence will not be interrupted. If you want to start over, use the START Card.

*With very old versions of the firmware, the green L.E.D flashes ONCE.

Mass Programming Mode With Dip Switches:

1. Program All Cards Valid - Dipswitch 1 and 2 On
2. Program All Cards Void - Dipswitch 1 On, Dipswitch 2 Off

The Red LED flashes constantly as long as Dipswitch 1 is on

Note: Mass Programming takes only 2 seconds to complete.

Note: Dipswitch 1 MUST be turned OFF to stop Mass Programming and allow Normal Access Card use or Hand Programming. Always turn Dipswitch 1 OFF without disturbing Dipswitch 2, so as to not modify the Mass Programming cycle.

Hardware Setup

Summary of DIPSWITCH functions:

#1: Switch ON = Mass-Programs all Cards VALID or VOID, depending on the setting of Switch #2.

This destroys any previous Hand-Programming of any card.

This also re-synchronizes the APB memory, if APB is in use.

This switch MUST be turned OFF to enable Normal operation.

#2: Switch ON = Programs all cards Valid.

Switch OFF = All cards Void.

Note: At the very first application of power, all cards will be pre-programmed Valid or Void (depending on the state of Switch #2), regardless of the state of Switch #1.

After that, the battery will maintain the card memory until Mass-Programmed or individually Hand-Programmed.

#3 through 6: n/a

#7: Switch ON = Enable Timed APB re-synchronization at 15 minute intervals (starting with last Module reset, or last Card Mass Programming). IMPORTANT: Switch #8 must also be ON.

#8: Switch ON = Enable Hard APB @ module level.

#9: n/a

#10: Relay Diode interconnection

Switch off = Relays are totally independent of each other

Switch ON = Relay 2 "linked" to Relay 1 through diode

Antipassback (APB):

For dual-reader modules, Reader 1 & Reader 2 are APB opposites.

The APB memory is automatically re-synchronized after any module reset, or whenever Dip switch #1 is ON (Card Mass-Programming).

Valet-Exempt cards must be encoded with a site code that is numerically ONE (decimal) higher than the normal cards for a given system.

If a Valet card is used, the module will then skip APB detection, and only check the Hand-Program memory for Valid or Void status of the memory number.

Summary of L.E.D. Operation (New Firmware):

Hand Program Card Red-Green Led operation:

2 Green flashes - Hand-Program Card accepted

1 Red flash - Hand-Program Card error – Examples:

- a. Any Hand Program Card used before the Start Card
- b. Extra Numeric Card used while waiting for the Void or Re-Validate Card
- c. Void or Re-Validate Card used prior to using all five required Numeric Cards

Normal Access Control Card Red-Green Led operation:

3 Green flashes - Card accepted and access granted

1 Red flash - Card access denied – Possible Reasons:

- a. Card site code incorrect
- b. Card ID number is void
- c. Card anti-pass-back violation