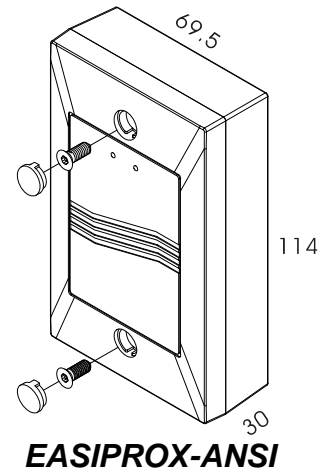
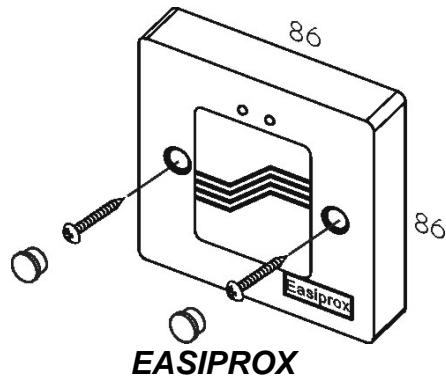


## **EASIPROX** Waterproof Standalone Proximity Reader



### I. Product Characteristic:

- Easiprox has a 2000 cards capacity and a reading time of 0.5-second max.
- Fully Programmable via Master card
- Electronics potted with epoxy compound applications
- Aesthetic and inconspicuous design
- Suitable for fully weatherized indoor/outdoor
- Non-volatile memory stores all programmed information for at least 10 years, even in the event of total power failure.

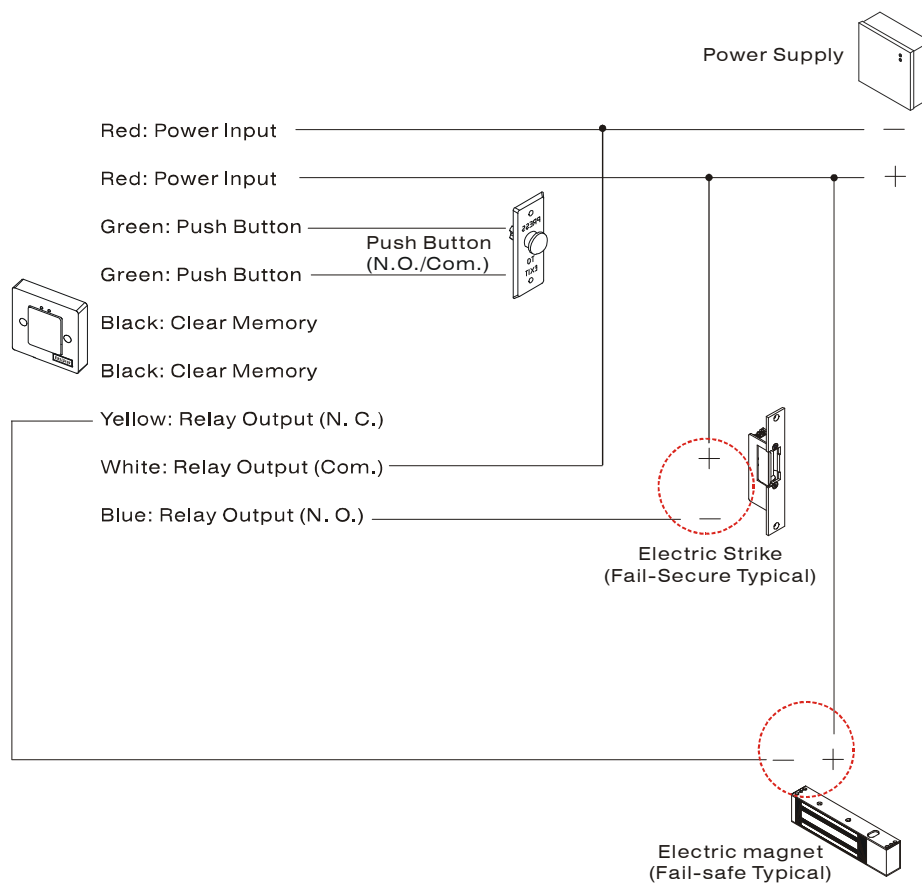
### II. Specifications:

Operating Voltage	12Vdc or ac
Current Draw	Average 45mA, Peak 70mA @ 12Vdc
Transmitting Frequency	125 KHz
Memory Volume	2000 Proximity cards/tokens and PIN codes
Read Range	10~15 cm (Depending on local installation conditions)
Relay Electric Current	3A MAX @24Vdc
Relocking timer	Strike Time: 0.7~42 seconds (adjustable)
Format	Em-400x 64-bit standard R/O or compatible
Case Material	ABS (UL94V0)
Color	Dark gray
Operating Temperature	-20~+70 °C
Ambient Humidity	5~95% relative humidity non-condensing
Visual Signals	3 LED display with audible indication (Red/Yellow/Green)
EMC	Meet CE requirement

III. The indicator signal chart:

	Signal	Condition
User Signals	Yellow	Power on, Stand-by
	Green	Lock relay active
	Red	Invalid Card
Programming Signals	Yellow \ Green Flashing	The memory is empty
	Green Flashing	Into the ADD CARDS MODE
	Red Flashing	Into the DELETE CARDS MODE
	Yellow \ Red Flashing	Into the CLEAR MEMORY MODE
	Yellow Flashing	Into the TIME ADJUST MODE
	Green Blinking	Clearing Memory

IV. Wiring diagram:



Note:

1. The suggested wire gauge is #22~26 AWG.
2. The varistor or diode must be connected across the lock terminal (electromagnet...) operated by the device. The varistor controls the overload produced by the strike coil (EMP).
3. Using a Linear supply power recommended, to prevent power reduction at the card reader.

## V. Operation Instruction

**WARNING: Please read all of operation instruction before proceeding.**

### ■ Setting Master Card

If the GREEN and YELLOW lamps are flashing, it indicates that the memory is empty and that there is no Master Card. All programming is done by using this Master Card.

### ■ Add Cards

Read the Master Card once→ Only the GREEN lamp will light→ Wait for the GREEN lamp to start flashing→ The Easiprox is now in the ADD state.

In this state every Card presented to the Easiprox will operate the relay and be added to memory. Read the Master Card to return to the Stand-by state.

### ■ Delete Cards

Read the Master Card twice with a time between reads of less than 2 seconds→ The RED lamp will light→ Wait for the RED lamp to start flashing→ The Easiprox is now in the DELETE state.

In this state every Card that is presented to the reader will be deleted from the system memory. (Cards can now also be deleted by using the optional Card Simulator.). Once the Card or a group of Cards have been deleted, read the Master Card to return to the Stand-by state.

### ■ Clear Memory

Read the Master Card three times with a time between reads of less than 2 seconds→ The YELLOW and RED lamps will light→ Wait for the YELLOW and RED lamps to start flashing→ The Easiprox is now in the CLEAR MEMORY state.

Now present any Card except the Master Card to the reader and all memory will be cleared. Alternatively, read the Master Card to abort this function. Once the memory is cleared the YELLOW and GREEN lamps will flash to indicate that the memory is empty.

### ■ Totally reset

Power off→ Shorted the Clear Memory ( Black cable ) → Power on→ Wait for the YELLOW and RED lamps to start flashing ( remove the black cable ) → Once the memory is cleared the YELLOW and GREEN lamps will flash to indicate that the memory is empty.

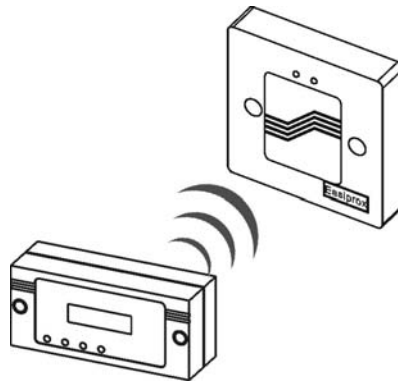
### ■ Time Adjust

This function sets the relay operating time for a push-button input and a valid card read.

Read the Master Card 4 times with a time between reads of less than 2 seconds→ All the lamps will go off→ Wait for the YELLOW lamp to start flashing→ The Easiprox is now in the TIME ADJUST state and each flash of the YELLOW lamp equates to 0.7 second of relay operation time.

Once the desired time is reached (max 42 seconds), read the Master Card to store the time and return to the Stand-by state. If programming mode is required simply allow the YELLOW lamp to flash until it stops automatically (after 61 flashes). The unit will now be in programming mode.

■ Card Simulator / Programmer (optional)



The Card Simulator allows adding and removing any card/card number from the reader memory when the card is lost or not available. One unit can be utilized at different sites but for security reasons it will operate only in conjunction with the Master Card.

The Card Simulator / Programmer cannot be used to gain access. It will only operate together with the reader's MASTER card

➤ **Setting Card Number**

Hold the On/Off button down.

Use the RIGHT ARROW key to move the cursor to the digit to be changed.

Use the UP ARROW key to change the number at the cursor.

Repeat the above until all the digits of the number are correct.

This number is stored in memory and the On/Off button may now be released.

➤ **Battery**

The unit is powered by a PP3 9V battery. Undo the 2 screws at the back of the unit to gain access to the battery.

➤ **Deleting Cards**

The MASTER card must be used to put the reader into the Delete mode.

RED lamp flashes

Place the Card Simulator close to the reader

Hold down the On/Off button and check the displayed number

Press the Send button

The GREEN lamp will flash to verify that the selected number is deleted and then the RED lamp will continue flashing.

Once the card or a group of cards have been deleted, read the Master Card to return to the RUN state.

➤ **Adding Cards**

The MASTER card must be used to put the reader into the Add mode.

GREEN lamp flashes

Place the Card Simulator close to the reader

Hold down the On/Off button and check the displayed number

Press the Send button

The GREEN lamp will go steady and the relay will operate to verify that the selected number is added. The GREEN lamp will then continue flashing.

Once the card or a group of cards have been added, read the Master Card to return to the stand-by state.