# TAGBASE -250

# PLUG-IN RECEIVER BASE AND TAG CARDS AND KEYS DECODER

## English

**DERREKA** 



- F1 Circuit protection fuse (500mA)
- B1 Programming buzzer

A beep (approx. 1 second): user key programming has been activated using the master key A long beep (approx. 3 seconds): a key cannot be registered as the memory is full Two short beeps: a key has been correctly programmed

Three short beeps: a master key has been correctly programmed

TAGMEMO Memory to store TAG card and key codes

- **RE** Plug-in receiver with monochannel/bichannel decoder (not included)
- L1 Reader 1 TAG cards and keys (not included)
- L2 Reader 2 TAG cards and keys (not included)
- ANT1 Antenna to improve radio reception (not included)
- D1, D2 DIPs for programming TAG cards and keys

D1=OFF and D2=OFF: operation mode

- D1=ON and D2=OFF: programming user keys
- D1=OFF and D2=ON: programming first master key
- D1=ON and D2=ON: programming second master key
- DL1 Power supply (ON)
- DL2 RUN/OK (reader signal)
- LRL1 Relay RL1 activated
- LRL2 Relay RL2 activated

#### 1 DESCRIPTION

#### Warnings

The TAGBASE board is designed to carry out the following functions:

- **LTREA signal decoder** (TAG proximity key reader) providing a voltage-free relay output in output RL1.
- base for bi-channel plug-in radio receiver with decoder, providing up to two voltage-free relay outputs: an RL1 output for the first channel of the monochannel/ bichannel radio receivers, and a second RL2 output for the second channel of the bichannel radio receivers.
- ▲ Install the device only to fulfil the functions described in these instructions. Inappropriate use may lead to failures and hazardous situations.

#### 2 INSTALLATION AND START-UP

#### Installation

- **1** Secure the device using appropriate means.
- 2 Make the connections as shown in the diagram:
- **2-wire connection**: the reader sends the data through the power wire (+).
- **S-wire connection:** the reader sends the data through a wire independent from the power wire.

This mode is recommended when the 2-wire connection is not reliable, due to external interference (long cable length or high voltage lines).

- If the decoder is supplied with 12VDC, a 3-wire connection is obligatory.
- **3** Insert the memory card in the decoder's TAGMEMO connector.
- **4** Connect the electrical power supply.

#### Using the optional plug-in receiver

If required, a plug-in receiver with decoder can be inserted in the RE connector. If the receiver is monochannel, the first channel is assigned to RL1, with RL2 remaining unused. If it is bichannel, the first channel is assigned to RL1 and the second channel to RL2.

Follow the instructions for the receiver in order to programme the radio codes.

#### **Configuration of PRL1 and PRL2**

PRL1 and PRL2 can be used to configure the behaviour of outputs RL1 and RL2 respectively (monostable, timed or bistable). RL2 is only in use with bichannel radio receivers. Adjustment is as follows:

- Left position: monostable
- Intermediate positions: timed (minimum 1 second, maximum 254 seconds approximately)
- Right position: bistable

#### **Technical characteristics**

- Power supply P230V, 50Hz or 12-24V AC/DC.
- Voltage-free RL1 and RL2 relay outputs (impulse signal, timed or bistable, programmable with PRL1 and PRL2 respectively).

RL2 only applies when using bichannel radio receivers.

- Possibility of connecting up to two readers with just two wires (power output with modulation detector).
- Possibility to store up to 250 keys. Greater capacity can be achieved by using memory MEMO1000 (1000 codes).
- Possibility of programming one or two master keys to register new keys without opening the decoder box.

#### Programming master keys

Master key: key used by the administrator of the installation to register new user keys without handling the decoder.

- The master key is only used to activate memory programming and register new user keys, it cannot be used as a user key.
- **1** A memorised user key cannot be used as a master key.
- The master keys and the user keys are physically the same, although the decoder interprets their codes in a different way.
- Two master keys can be programmed, one for each combination of DIPs.
- **1** To **programme the first master key**, place D2 in "ON" (up).
- **2** Position the key to be programmed as the master key close to the reader.

If the decoder receives the code correctly, it stores it in the memory and gives out a programming conformity sound (three short beeps).

- **3** Place D1 and D2 in "OFF".
- **4** To **programme the second master key**, repeat operations 1, 2 and 3 with both DIPs (D1 and D2) in ON.
- Any master keys programmed in the memory will be deleted when programming new ones.

#### **Programming user keys**

Ensure the memory has sufficient free space to programme new keys.

#### **Programming using the DIPs**

- 1 Place D1 in "ON" (up).
- **2** Position the new key to be programmed close to the reader.

**I** If the decoder receives the code correctly, it stores it in the memory and gives out a programming conformity sound (two short beeps).

- **3** Repeat point "2" with each key to be registered as a user key.
- 4 Place D1 in "OFF" (down).

#### Programming with the master key

■ The master key must have been programmed first.

**1** Position the master key close to the reader.

If the decoder receives the code correctly, it enables programming of the memory to store new user keys and gives out a beep lasting approximately 1 second. **2** Position the new key to be programmed as the user key close to the reader.

If the decoder receives the code correctly, it stores it in the memory and gives out a programming conformity sound (two short beeps).

**3** Repeat point "2" with each key to be programmed as a user key.

If 10 seconds pass without any programming, memory programming mode is disabled and functioning mode is enabled.

#### Delete master keys

New master keys must be programmed in order to delete master keys, see "Programming master keys". The new memorised keys delete the previously memorised master keys.

#### Delete user keys

In order to delete the user keys, change the memory for a new one or delete the memory with the PC IRTAGPROG console.

#### Use

To use the device, position the two DIPs (D1 and D2) in OFF.

### **3** TROUBLESHOOTING

# A Before carrying out any maintenance operation, disconnect the device from the power supply.

Problem	Cause	Solution
The buzzer beeps (short continuous beeps) when the power supply is connected	The memory card (TAGMEMO) is not inserted	Insert the memory card
The relay is not activated when the key is brought near the reader (DL1 off)	Absence of power in the decoder	Establish the power supply voltage
	F1 blown	Replace F1 using another of the same value and investigate the cause of the failure
The relay is not activated when the key is brought near the reader (DL1 on, DL2 lit up in red)	The key is not programmed in the decoder memory or is not a valid key	Programme a valid key
	Reader or connections defective, or connections too long	Check the reader and the connections. If the reader installation is two-wire, proceed with three-wire installation.
The relay is activated when the key is brought near the reader (DL1 on, DL2 lit up in green when the key approaches the reader) but the control board does not carry out the order	The key is valid and correctly programmed: control board connections defective	Check connections