PXL-500 Tiger Controller Installation Guide

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1.0 PXL-500 Tiger Controller

This document contains basic information for the installation of the PXL-500 Tiger Controller. For complete information, see the *PXL-500/PXL-510 Tiger Controller Quick Start Guide* (P/N 01918-001).



Figure 1: The PXL-500/PXL-510 Controller



2.0 Reader Connection



* Refer to the Wiegand Reader's documentation for the color of this wire.

Figure 2

3.0 Modem/DB-9M to PXL/TB-12 Serial Port Connection

The Keri Systems part number for this cable is KDP-929M. To use the KDP-929M, cut off one end of the cable and wire it to the TB-12 connector as shown in Figure 3.



Figure 3: Modem/DB-9M to PXL/TB-12 Serial Port Connection



4.0 Resetting the Controller's RAM

If you're turning system power on for the first time or have just changed the EPROM/PIC, the PXL-500/PXL-510 controller's RAM must be reset before performing any other action. This clears any spurious information that may be in the RAM in preparation for entering your access control information. Before applying power, insert a jumper across pins 1 and 2 of JP10 on the controller. Hold the S1 Options Button down and turn the controller's power on. The beeper for the reader attached to the controller will beep as power comes on followed by a beep-beep indicating the controller's firmware has reset the controller's RAM. Release S1. If the optional Alpha/Numeric Display has been installed, it will display a "SYSTEM RESET" message. Turn system power off and remove the jumper on JP10. The controller is now ready to be powered up and receive information from *Doors*.

NOTE: Resetting the system RAM completely erases all information within the PXL-500/PXL-510 controller. If there is any information in system RAM from an access control installation and the system RAM is reset, the information in the controller is lost and cannot be recovered.

4.1 Viewing the Controller's Address

To view the controller's address, click S1. The controller's address will appear on the address display for 2 to 3 seconds.

4.2 Setting the Controller's Address

NOTE: When the controller's address is changed, the RAM is automatically reset. A Total Update must be performed from Doors.

To set the desired operating address for the controller, verify the jumper to JP10 is NOT installed. Hold the S1 Options Button down and turn the controller's power on. The beeper for the reader attached to the controller will beep as power comes on. Release S1. The address display LEDs then become active and the controller's address can be set. If an Alpha/ Numeric Display is connected to the controller, "ADDRESS CHANGE" will appear on the display. The address range is from 1 to 128 (the Master Controller must be set to address 1).

Quickly double clicking S1 toggles between increasing and decreasing the controller address. The top LED character will display either a "+" or a "-" to show which direction is active. A single click of S1 changes the controller address by 1. If you're at address 128, a +1 click will roll the address over to 1; conversely, if you're at address 1 a -1 click will roll the address over to 128. Holding S1 down rapidly scrolls through the addresses.

After the new address has been set, you must wait approximately 30 seconds after releasing the S1 button. There is a timer in the controller's firmware that assumes that after 30 seconds of inactivity (no address clicks), the entered address is the desired address for that controller. When the 30-second timer expires, there will be a beep-beep-beep from the reader indicating the controller has recognized and accepted the new address and the address LEDs will turn off. If an Alpha/ Numeric Display is connected to the controller, "UNIT ##" will appear on the display (where ## is the controller's address). To ensure the address change will be recognized by *Doors*, power down the controller. Then, after verifying the JP10 jumper is NOT installed, apply power to the controller. The controller is now ready to be used under the new address.



5.0 Contact Keri Systems

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