

Model 501

**INSTALLATION
and
OPERATION INSTRUCTIONS**



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Installation and Wiring

Prepare the surface on which the 501 is to be mounted. Wire access is through the back or bottom of the 501 case.

The 501 is housed in a heavy duty stainless steel case and is fairly weather resistant. However, some shelter from direct rain and sun is recommended.

All shielded cables should have the shields tied to the case of the 501 and the case should be tied to a good earth ground.

A good EMI/RFI filter should be tied between the 501 power terminals and the 12 volt AC transformer. Be sure to ground the casing of the filter and keep the filter as close to the 501 unit as possible.

Take care that service loops inside the 501 case are routed properly so that no pinching occurs when the unit is closed and locked.

If Postal Access is a concern, contact Trigon for a Postal Lock Box. Check with the local Post Office for a standard Postal lock. This lock installs inside the Lock Box. The micro switch inside has two wires that connect to the POSTAL terminals of the 501 logic board.

A minimum configuration requires 2 wire pairs of about 22 AWG or heavier. One pair carries 12 VAC to the power input terminals on the 501 logic board and the other pair carries the contact closure from the GATE terminals to the gate strike or gate actuator. If Mag-Lock technology is used, be sure to route this type gate control wire pair separate from all other wires.

A ten wire cable is required if printer functions are to be exploited. See Printer Cable DWG for the pin to pin connections with a 36 pin male Centronics parallel printer interface connector.

Other optional wire pairs:

Wire pair from 501 EXIT terminals to a push button inside perimeter allows a guard or employee to release the gate from inside the secured area.

Wire pair from 501 SENSE terminals to magnetic switch that provides a dry contact closure when the Gate opens. For gate ajar or alarming on forced entry.

Introduction to Model 501:

QuickStart was written for those who want a simple keypad unit; otherwise read this page and 'Memory Management'.

The 501 has a telephone style keypad for data entry. The '#' key is used for termination of data entries. The '*' key is used for clearing an incomplete data entry. Access codes are variable length from 1 to 10 digits. Restriction via clock and anti-reuse is programmable.

A 3 color LED indicates current status.

RED = Access denied
GREEN = Access granted
AMBER = Program Mode active
FLASHING = Keypad input in progress

A special keylock secures the faceplate and internal wiring and electronics. The circuit board inside has the following terminal connections and functions:

Power = 12 VAC at 1 amp
Keypad = cables to the faceplate keypad
Printer = parallel mode interface to a printer
Postal = Gate Override switch for Postal carriers
Exit = Gate Override switch from inside perimeter
Sense = Ajar Status switch from entry gate
Card = interface accepts Trigon Card Readers
Comm = not supported this version (network interface)
Gate = Form C dry contacts for Gate Actuator
Alarm = Form C dry contacts for Alarm Activation
LED = connection to tri-color LED on faceplate
Tone = connection to internal beeper for key down tones
ACS = short cut to Program Mode if bridged

Hardware includes:

Time and calendar clock with battery backup
Memory for 450 to 2500 codes depending on requirements
3 Mhz CPU with power monitor and watchdog circuits
Heavy duty 5 volt power regulator

Programming:

The Model 501 uses a form of Polish Notation for keypad input while in Program Mode. Up to 9 variables can be defined before issuing a 'Command Execute' directive.

Highly flexible memory allocation enables the programmer to select or discard features for maximum memory and programming efficiency.

QuickStart 1

[1.1]

Activating the Program Mode via ACS pins:

Write a 4 digit number here: _____

This will be your Access Code to the Program Mode.

Open unit and locate the 2 pin male header marked 'ACS'. Short these pins together with a screw driver or piece of wire. Now remove the short and close the unit.

If done correctly, the LED on the front will have changed from RED to AMBER. The unit is now in Program Mode.

[1.2]

Storing a New Program Access Code:

Enter '1' followed by the 4 digits hand written on the line above at the unit's keypad. Press the '#' key to complete this line.

Next, enter command '01#'. This command directs the unit to store your Program Access Code in memory.

Exit the Program Mode with the key sequence '00#'. This is the command to resume normal operations. The LED on the front should now be RED again.

Prove you have done this correctly by entering the 4 digits hand written above, followed with the '#' key. If the LED turns AMBER then all is well, otherwise try again from the top.

Again...To exit Program Mode at any time, enter: '00#'

You may now enter and exit the Program Mode any time you wish via the unit's keypad.

If this Code becomes compromised and needs to be changed, go into Program Mode via the Program Code written above and follow the steps shown starting at [1.2]. Be sure to write down the NEW code on the line above. If you lose this code, you can always start again from the top, by shorting the 'ACS' (access) pins. See [1.1] above for the complete procedure.

If 501 operation is just "keypad code opens gate anytime" continue with QuickStart 2, otherwise skip to section on Memory Management.

QuickStart 2

[1.3]

Storing Gate Access Codes into memory:

Go Program Mode if not active already (see QuickStart 1).

- A: Press '1' (LED flashes...waiting for gate code)
- B: Enter 1 to 10 digits for the desired Gate Access Code
- C: Press '#' to complete this entry
- D: Enter command key sequence: '034#'

The Gate Access Code is now stored in memory. Repeat steps 'A,B,C,D' above for each code to be stored in memory.

Exit Program Mode via key sequence: '00#' (LED goes RED)

Try a code now. Example: '1234#'

LED goes GREEN and gate relay closes for preset time.

[1.4]

Setting the Gate Cycle Time:

Go Program Mode if not active already (see QuickStart 1).

- A: Press '1' (LED flashes...waiting for timer value)
- B: Enter 1 to 3 digits (example: '15' = 15 seconds)
- C: Press '#' to complete the timer value
- D: Enter command key sequence: '030#'

Gate Cycle Time is now set.

[1.5]

Erasing a Gate Access Code from Memory:

Go Program Mode if not active already (see QuickStart 1).

- A: Press '1' (LED flashes...waiting for code)
- B: Enter 1 to 10 digits for the desired Gate Access Code
- C: Press '#' to complete this entry
- D: Enter command key sequence: '033#'

The Gate Access Code is now erased from memory. Repeat steps 'A,B,C,D' above for each code to be deleted from memory.

[1.6]

Master Erase:

Go Program Mode if not active already (see QuickStart 1).

- A: Enter command key sequence: '050#'

All memory is now erased and factory presets are assigned.

Unit goes to 'Idle' mode (RED LED) after a Master Erase.

QuickStart 3

[1.7]

Exit Program Mode:

A: Enter command key sequence '00#'

LED goes RED and unit returns to 'Idle' mode.

[1.8]

General Quick Commands:

Go Program Mode if not active already (see QuickStart 1).

'00#' Exit Program Mode
'05#' Disable printer output
'06#' Enable printer output
'021#' Enable/Disable gate ajar alarms
'022#' Enable/Disable entry denied alarms
'038#' Enable/Disable keypad beep tones
'042#' Print memory allocation tables
'044#' Print gate access codes and related data
'045#' Enable Wiegand card reader format
'046#' Enable magstripe card reader format
'050#' Master erase and initialize defaults

"Enable/Disable" is 'reverse the previous behavior'.

[1.9]

Quick Auto programming of gate access codes:

This function saves a lot of time by having the 501 make up a batch of Access Codes and save them to memory.

In order to use this feature, a printer must be hooked up for listing the codes generated by the 501.

A: Decide <how many> Gate Access Codes are required.

B: Press '1', enter <how many>, press '#'.

C: Decide {code length}. (example: '4' digits per code)

D: Press '2', enter {code length}, press '#'.

E: Decide on [seed value]. (example: '1234')

F: Press '5', enter [seed value], press '#'.

G: Enter command key sequence '051#'.

H: Wait for printer to indicate task completion.

I: Enter command key sequence '044#' for listing.

J: Record [seed value] used above for future reference.

If unit is replaced, the same set of codes will be generated if the same [seed value] is used to program the new unit.

Memory Management

Assigning memory allocation parameters indicates that your application needs Restricted Access, Anti-Reuse based on clock criteria, or Audit Data is to be recorded to a printer.

If this does not describe your application, return to 'QuickStart 2', or skip to 'System Control Programming'.

Warning: The following procedure will Auto Erase all original Gate Access Codes in order to re-size the memory.

Choice 1:

'Time Restricted Access' allows setting up time zones numbered 01 to 15. Each Gate Access Code can be made a member of one of these Restriction Zone groups. Remember to assign a Restriction Zone to each Gate Access Code when programming the Access Codes. If zoning is enabled and left undefined when programming Gate Access Codes, Zone 00 is auto-selected. Zone '00' has no restrictions.

To include Restriction Zones enter '21#' now.

Choice 2:

User I.D. is only required when an audit log of activity is being maintained via printer. Remember that each Gate Access Code will need to be assigned a 4 digit User I.D. Code when programming.

To include User I.D. Codes enter '31#' now.

Choice 3:

Anti-Reuse is defined as: "A gate access code can not be re-used again within a specified period of time". This is to prevent someone from using the same code to repeatedly pass through security within a defined period of time. It is also used to prevent someone from using someone else's code if witnessed by the next person in line for example.

To include Anti-Reuse functions enter '41#, 51#' now.
To put these changes into effect enter '02#', now.

Memory is now restructured to support the extra features.

Next, setup your Restriction Zones and set the clock. This is done in the following two sections.

Remember not to use QuickStart functions anymore. Full Feature Programming will follow the Setting Clock section.

Setting Restriction Zones:

The 501 supports 15 Time Zone Packets numbered 01 to 15.
Each single Packet contains:
3 timer windows
1 Day-day term
1 Anti-reuse Time Period

A window has a 'Start Time' and 'End Time' for that day.
Day-day term is 'Start Day' to 'End Day' for the Packet.
Anti-reuse Time Period is from 1 minute to 24 hours.

A window opens at the programmed 'Start Time' and closes at the programmed 'End Time'. While the window is open, entry is allowed via Gate Access Codes to members of that Packet. Three windows per day are allowed to permit entry at first arrival and again at lunch. The extra window is to allow a window to overlap through midnight. Unused windows may be skipped.

Extreme example:

Night shift from 8:00pm to 5:00am with break at 11:30pm.
Working Tuesday to Saturday.
Employees are not permitted random gate access.
This shift's Zone Packet would appear as this:

Window 1.....Start 19:30....End 20:00 (ok early, not late)
Window 2.....Start 23:30....End 23:59 (lapping midnight)
Window 3.....Start 00:00....End 00:30 (1 hour for lunch)
Day-day.....2,6 (Tuesday=2, Saturday=6)
Anti-reuse..03:30 (Cannot Reuse code for 3.5 hours)

Programming would appear as this:

```
'1...10#'   Define Packet number      (01 to 15)
'2...1930#' Define Start Time window 1 (0000 to 2359)
'3...2000#' Define End Time window 1  (0000 to 2359)
'4...2330#' Define Start Time window 2 (0000 to 2359)
'5...2359#' Define End Time window 2  (0000 to 2359)
'6...0000#' Define Start Time window 3 (0000 to 2359)
'7...0030#' Define End Time window 3  (0000 to 2359)
'8...0330#' Define anti-reuse period  (0000 to 2359)
'9...26#'   Define Day-day term       (1-7, to 1-7)
'0...03#'   Data Completed and save it as Packet 10
```

Notes:

Since DATE is not part of a window, then no open window is allowed to have a midnight (date change) occur inside it.

Time is represented as 0000 to 2359 (Military format).

Window Start Time must always be numerically less than the End Time for clock-math to work properly.

For the Anti-Reuse to function at least one window must be setup in a Packet. If a window is not needed, set at least one window Start Time = 0000, End Time = 2359 and set Day-day term = 17. (Monday to Sunday)

If you have a printer, issue command '042#' from Program Mode to check the settings. Values not set will appear as '?' per digit on the printed report.

Setting System Clock:

To set the 501 clock go Program Mode.

Enter '1...mm...#' where mm is minutes as 00 to 59
Enter '2...hh...#' where hh is hours as 00 to 23
Enter '3...d...#' where d is day-of-week 1-7 (1=Monday)
Enter '4...DD...#' where DD is Date as 01 to 31
Enter '5...MM...#' where MM is Month as 01 to 12
Enter '6...yyyy.#' where yyyy is year as 0000 to 9999
Enter '04#' Command complete, use above values

Full Feature Programming:

Setting Gate Access Codes with All Options:

Go Program Mode if not active already. (see QuickStart 1)

A: Press '1' (LED flashes...waiting for Gate Access Code)
B: Enter 1 to 10 digits for the desired Gate Access Code
C: Press '#' to complete this entry

<optional D,E,F defaults to 00 if skipped>

D: Press '2' (LED flashes..waiting for Restriction Zone)
E: Enter 00 to 15 for Restriction Zone Packet number
F: Press '#' to complete this entry

<optional G,H,I defaults to 0000 if skipped>

G: Press '3' (LED flashes..waiting for User I.D.)
H: Enter 0000 to 9999 for User I.D. number for log
I: Press '#' to complete this entry

J: Enter command key sequence: '034#'. One completed!

The Gate Access Code is now stored in memory. Repeat steps 'A-J' above for each Code to be stored in memory.

Erasing a Gate Access Code:

A: Press '1' (LED flashes...waiting for Code)
B: Enter 1 to 10 digits for the desired Gate Access Code
C: Press '#' to complete this entry
D: Enter command key sequence: '033#'

The Gate Access Code is now erased from memory. Repeat previous steps 'A,B,C,D' for each code to be deleted from memory.

Setting the Gate Cycle Time:

- A: Press '1' (LED flashes...waiting for timer value)
- B: Enter 1 to 3 digits (example: '15' = 15 seconds)
- C: Press '#' to complete the timer value
- D: Enter command key sequence: '030#'

Gate cycle timing is now set.

Alarm Functions:

When an alarm condition exists the Alarm Relay will close for a preset time. The Alarm Relay can be tied to an alarm indicator panel, lamp or audio alarm. Tripping the alarm can be caused by several enabled conditions.

Enabling the Alarm Relay:

In Program Mode enter key sequence '013#'. This is a toggle function meaning that if the alarms were shut off, this command will activate them. If they were already activated, they would now be shut off.

Setting the Alarm Relay Cycle Time:

- Press '1' (LED flashes...waiting for Alarm Time)
- Enter '000' to '999' for Alarm Time in seconds
- Press '#' to complete the Time value
- Enter command key sequence '014#'

Setting Alarm Keypad Cancel Code:

The 501 allows a keypad code to be used to cancel a current alarm.

- A: Press '1' (LED flashes...waiting for Code value)
- B: Enter 1 to 10 digits (example: '2468')
- C: Press '#' to complete the Code number
- D: Enter command key sequence: '015#'

While unit is in alarm, using above Code can clear it by the keypad. All it does is set the alarm relay timer to zero for the recent alarm condition.

Setting Tamper Alarm Count:

The Tamper Alarm function will trigger an alarm condition when a certain number of attempts at gate entry are made.

The number of Failed Attempts allowed is set as follows:

- A: Press '1' (LED flashes...waiting for Count value)
- B: Enter number of Counts (example: '5')
- C: Press '#' to complete the Count number
- D: Enter command key sequence: '020#'

Setting Tamper Count to '0' disables this feature.

Gate Ajar Alarm:

The 501 has a set of inputs called 'SENSE' that normally are open. When properly wired to a gate, a closed condition should occur each time the gate opens. If the 501 Gate Relay is energized when the sense contacts close then no alarm exists. However, if the sense contacts close without the 501 authorization, an alarm condition is tripped.

Enter command key sequence '021#' to toggle this feature active or inactive.

Alarm on Access Denial:

Access can be passively denied or actively denied. Passive Denial occurs when a Gate Access Code is not recognized and the tamper count is moved one step closer to trigger. Active Denial occurs when a Time Restricted code is used outside the normal time it is supposed to be valid. To trip an alarm on occurrence of Active Denial:

Enter command key sequence '022#' to toggle this feature active or inactive.

Alarm on a Specific Access Code:

Up to 3 Active Codes can be defined as alarm trips. If someone suspects their assigned Code is being used by some other person, give the user another valid Code. Next, define the stolen code as an Alarm Trip Code. This Code will not allow entry but will trip an alarm condition. How to use the alarm is up to security.

To target a code for alarm:

- A: Press '1' (LED flashes...waiting for Code value)
- B: Enter 1 to 10 digits (example: '12345')
- C: Press '#' to complete the Code number
- D: Enter command key sequence: '023#' flags 1st code.

As mentioned, up to 3 codes can be flagged in this manner. All use the same first three steps A,B and C. Only step 'D' changes. Below are the other two step "D" commands.

- D: Enter command key sequence: '024#' flags 2nd code.
- D: Enter command key sequence: '025#' flags 3rd code.

To deactivate this command, do any step 'D' without steps A,B or C.

Gate Access Duress Code:

A Duress Code is used when someone wants the appearance of using a regular Gate Access Code, which permits entry, while activating an alarm condition at the same time.

To Enable a Duress Code:

A: Press '1' (LED flashes...waiting for Code value)

B: Enter 1 to 10 digits (example: '1234')

C: Press '#' to complete the Code number

D: Enter command key sequence: '026#'

If steps A,B and C above, are skipped, '1379' becomes the default value of the duress code.

Gate Controls:

Latching Gate Open:

Enter command key sequence '027#'. This is a toggle function. First use latches the gate open, the next use will unlatch the gate.

Gate Open Signal Release via Sense Input:

To deactivate the Gate Open signal once the gate is sensed to be open via a contact closure on the 501 sense inputs use the following command:

Enter command key sequence '028#'. This is a toggle function. The effect can be reversed by issuing the command a second time. Note: Gate will be unlocked in this mode until Sense inputs indicate a Gate Open has occurred.

Gate Open Signal Release via Timer:

Press '1' (LED flashes...waiting for Gate Time)

Enter '000' to '999' for time period (in seconds)

Press '#' to complete the Timer value

Enter command key sequence '029#'

Gate Open Signal Release via Time or Sense:

This is the preferred method of Gate Control in that the Gate Open signal is removed immediately on sensed Gate Open status but has a safety timer involved that removes the Gate Open signal within a programmed period.

Press '1' (LED flashes...waiting for Gate Time)

Enter '000' to '999' for time period (in seconds)

Press '#' to complete the timer value

Enter command key sequence '030#'

Loading Access Cards via the Card Reader:

This command allows bulk loading of a batch of cards via the reader. Note: Optional preset of Restriction Zone and starting User I.D. is allowed. User I.D is incremented for every card logged in. Use the keypad '#' key to exit the loading routine. It would be wise to have a printer if using this function because a printout of memory is required to view the Sumcheck code derived from any given card. Sumcheck codes are placed in memory as simple four digit values. Without knowing the Sumcheck value, it is impossible to remove a card code using the keypad only.

<optional A,B,C defaults to 00 if skipped>

A: Press '2' (LED flashes...waiting for Restriction Zone)

B: Enter '00' to '15' for Restriction Zone Packet number

C: Press '#' to complete this entry

<optional D,E,F defaults to 0000 if skipped>

D: Press '3' (LED flashes...waiting for User I.D.)

E: Enter '0000' to '9999' for User I.D. starting number

F: Press '#' to complete this entry

G: Enter command key sequence '037#' and start loading cards via the reader.

Exit this loop via '#' key or by using a repeated card.

Removing Card Codes:

If the card value is known, remove it via keypad as if it were a Gate Access Code. If value is not known then only by entering Card Erase Mode and re-swiping the card can it be deleted from memory.

Card Erase Mode:

Enter command key sequence '036#'. You can now remove one or more cards by swiping them through the reader. Use '#' key to terminate this mode.

Auto Programming Gate Access Codes in Batch Mode:

This function saves a lot of time by having the 501 make up a batch of access codes and save them to memory.

To use this feature requires a printer to be hooked up for listing the codes generated by the 501.

A: Decide <how many> Gate Access Codes are required.

B: Press '1', enter <how many>, press '#'.

C: Decide {code length}. (example: '4' digits per code)

D: Press '2', enter {code length}, press '#'.

E: Decide /starting value/ User I.D. code. (optional)

F: Press '3', enter /starting value/, press '#'.

G: Decide [restriction level]. (optional)

H: Press '4', enter [restriction level], press '#'.

I: Decide on \seed value\. (example: '1234')

J: Press '5', enter \seed value\, press '#'.

K: Enter command key sequence '051#'.

L: Wait for printer to indicate task completion.

M: Enter command key sequence '044#' for listing.

N: Record [seed value] used above for future reference.

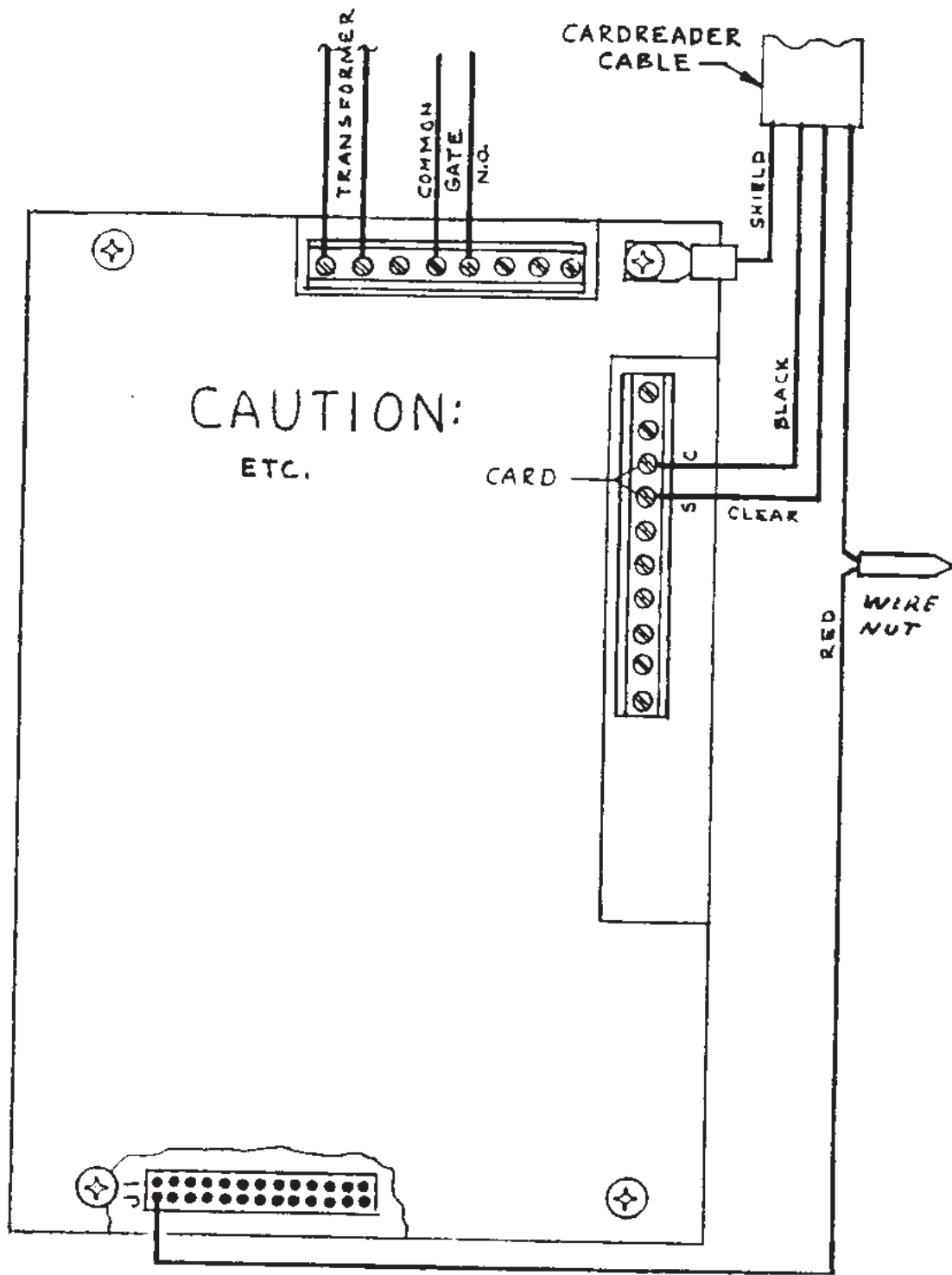
If unit is replaced, the same set of codes will be generated if the same [seed value] is used to program the new unit.

Functions, Enables and Disables:

These command key sequences can only be issued from the Program Mode:

'00#' Exit Program Mode
'05#' Disable printer output
'06#' Enable printer output
'021#' Enable or Disable Gate Ajar Alarming
'022#' Enable or Disable Entry Denied Alarming
'038#' Enable or Disable keypad beep tones
'042#' Print Memory Allocation Tables
'044#' Print Gate Access Codes and related data
'045#' Enable Wiegand Card Reader format
'046#' Enable Magstripe Card Reader format
'050#' Master erase and initialize defaults

'Enable or Disable' means 'reverse the previous behavior each time the command is issued'.



MODEL 501
VIEW INSIDE OPEN COVER

501 KEYPAD+ SHORT INSTRUCTION SHEET

The following is a minimum setup for the 501 Keypad+.

To program a set of User Entry Codes into the 501 Keypad+ you must first put the unit into Program Mode.

*** SETTING UNIT INTO PROGRAM MODE.

Open Unit and short the 2 gold pins marked 'ACS' with a clean screwdriver, being very careful nothing else comes in contact with the 'ACS' pins or metal of the screwdriver. The lamp on the front panel should change to an amber color. An amber lamp color indicates unit is ready to accept programming commands from you.

*** SETTING THE GATE OPEN TIMER.

Determine the gate open time desired. Convert to seconds. Substitute seconds value below where XXX is indicated.

Enter on the front panel: 1 XXX # 030 #

Example: 1 007 # 030 # (would set gate time to 007 seconds)

*** SETTING AN ENTRY NUMBER.

Select an entry number from 1 to 10 digits in length. Write it down for future reference. Substitute this number for the 'EEEE' below. Repeat with different 'EEEE' values until your done.

Enter on the front panel: 1 EEEE # 034 #

Example: 1 2468 # 034 # (would allow entry for user code '2468')

*** DELETING AN ENTRY NUMBER.

Select an entry number to be deleted from the 501 Keypad+. Substitute this number for the 'DDDD' below.

Enter on the front panel: 1 DDDD # 033 #

Example: 1 3579 # 033 # (would remove user code '3579' from memory)

*** MASTER ERASE OF ALL SETTINGS AND ENTRY CODES.

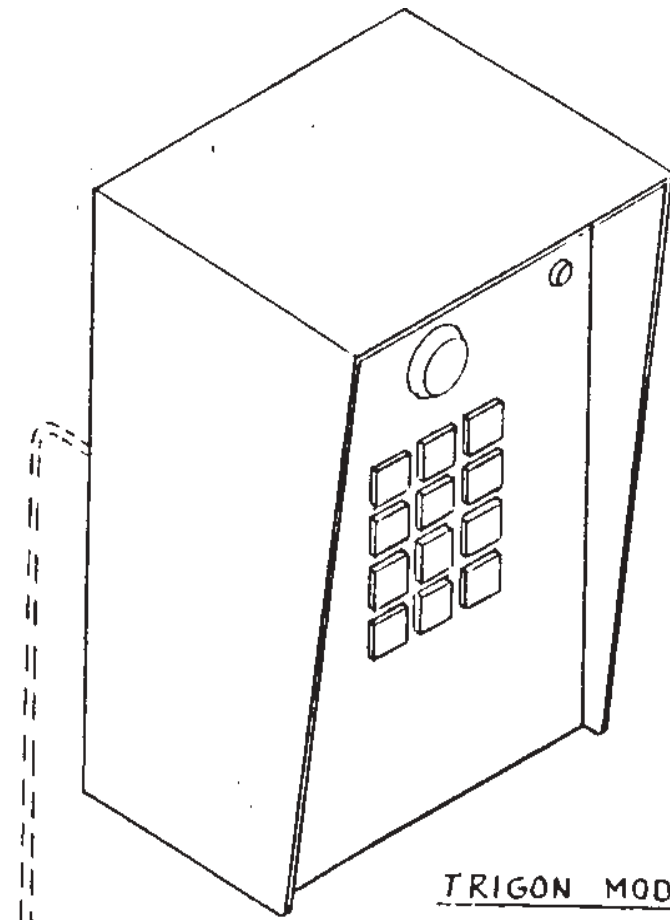
To be sure the unit is completely cleared of mistakes, etc., you may do a 'Master Erase' by entering the followings: " 050# "

*** EXITING THE PROGRAM MODE.

To return the unit to its normal operating mode, enter the following command code: " 00# "

*** QUICK REFERENCE of simple commands: (must be in program mode)

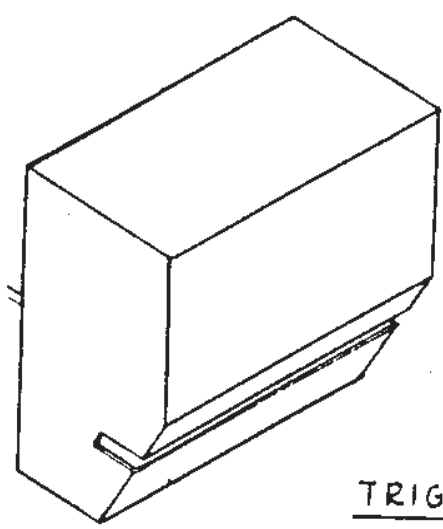
' 05# '.... Disable local printer output.
' 06# '.... Enable local printer output.
' 07# '.... Disable Master Printer status.
' 08# '.... Enable Master Printer status.
' 09# '.... Disable transmission of data to remote printer masters.
' 010# '... Enable transmission of data to remote printer masters.
' 016# '... Disable Master Alarm status.
' 017# '... Enable Master Alarm status.
' 018# '... Disable transmission of alarm request to alarm masters.
' 019# '... Enable transmission of alarm requests to alarm masters.
' 021# '... Toggle function on/off of gate ajar alarm.
' 022# '... Toggle function on/off of entry denied alarm.
' 032# '... Erase all entry codes in memory.
' 038# '... Toggle function on/off of beeper sound.
' 041# '... Toggle function of L.E.D. indicator definition.
' 042# '... Print restriction tables and memory allotment.
' 043# '... Print entry codes for distribution.
' 044# '... Print all entry codes and associated data.
' 045# '... Enable Wiegand card/key format.
' 046# '... Enable Ascii card/key format.
' 047# '... Enable dual mode entry.
' 048# '... Disable dual mode entry.
' 049# '... System memory test. (non-destructive to data)
' 050# '... Erase and initialize everything.



TRIGON MODEL 501



6 FT. CABLE



TRIGON CARDREADER

TYPICAL COUPLING

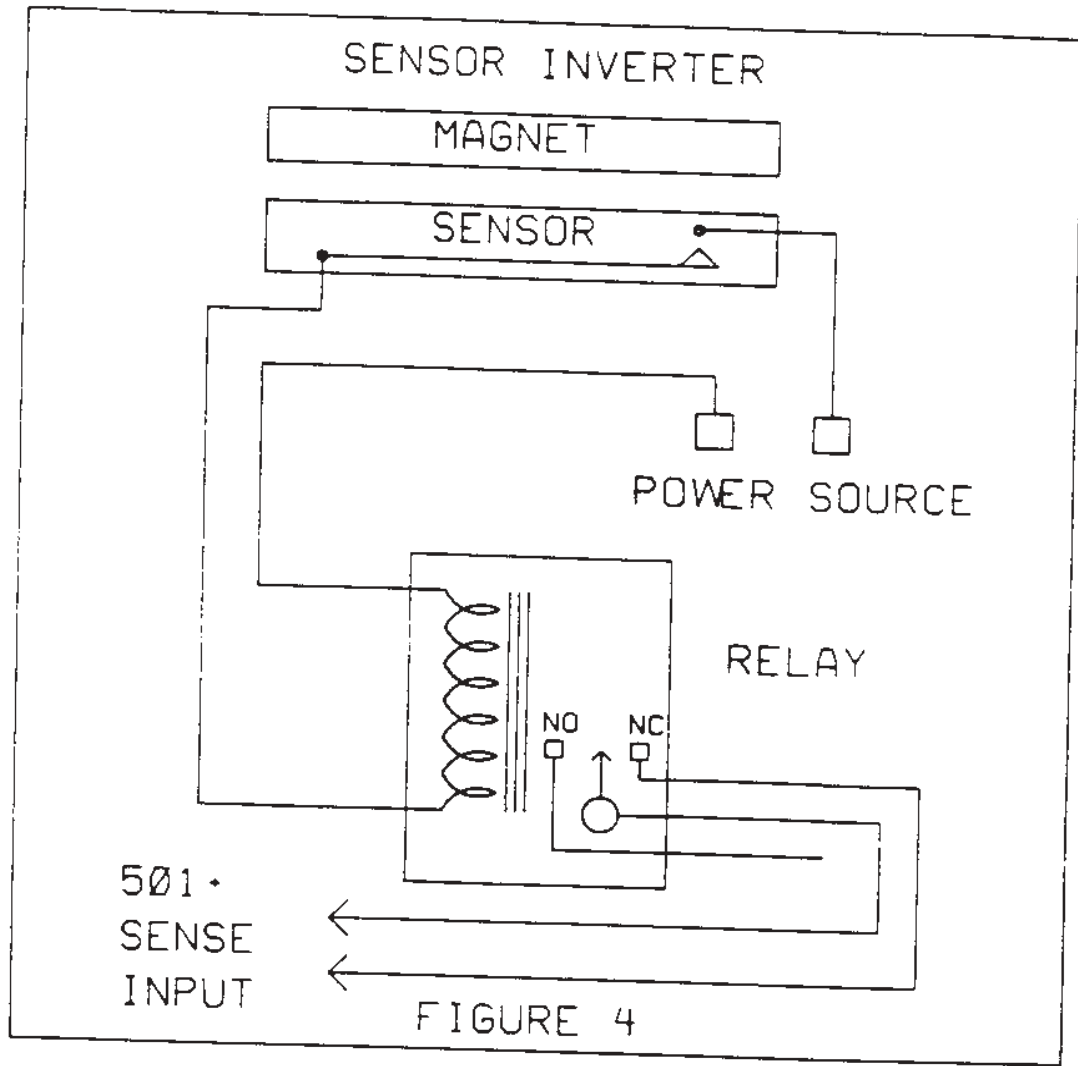
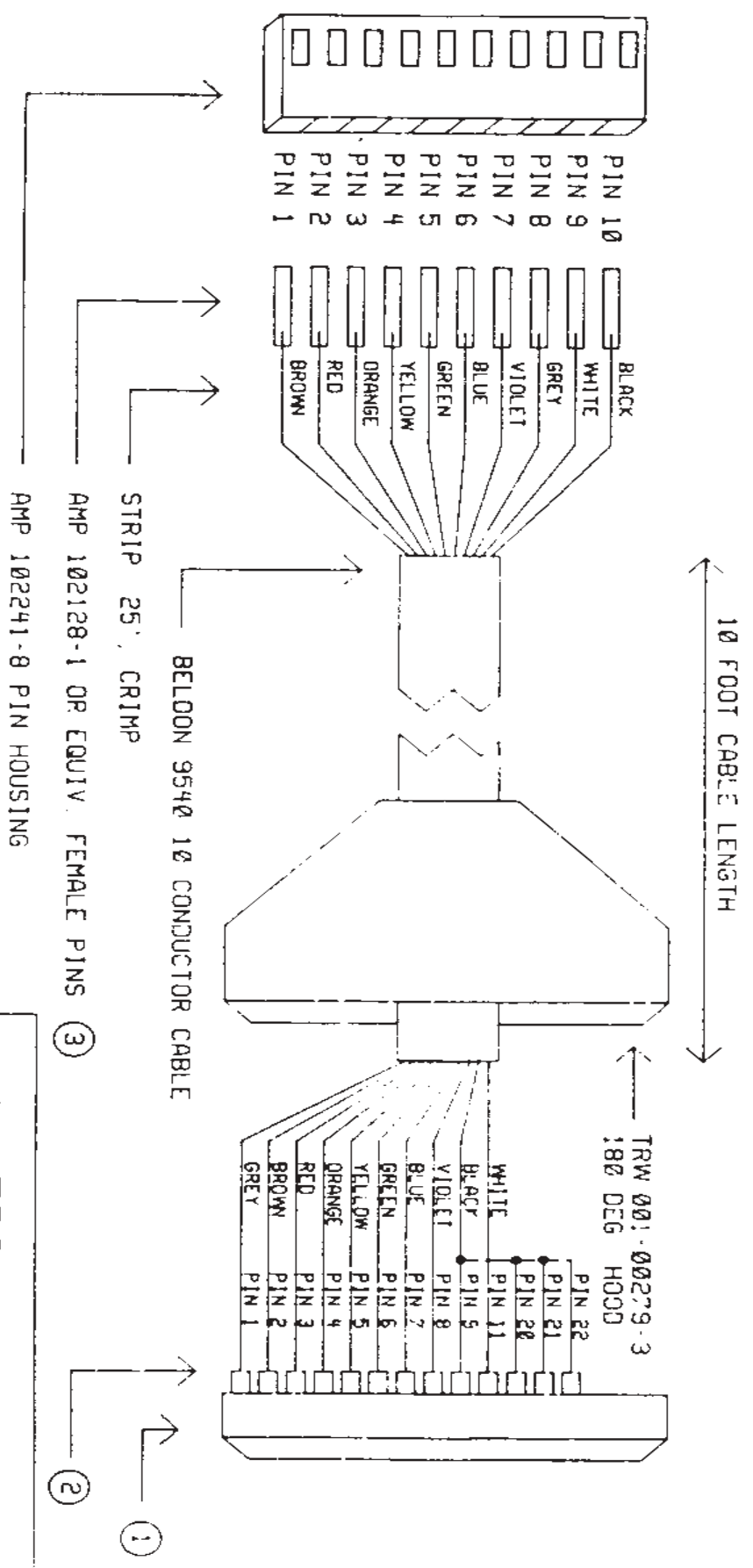



FIGURE 4

501 KEYPAD + PARALLEL TO CENTRONICS CABLE



- 1 TRW 001-00595-5 TO PRINTER
- 2 STRIP .25", SOLDER WITH 5' HEAT TUBE
- 3 DO NOT INSERT PINS INTO HOUSING

 TRIGON	
TITLE: 501 PRINTER CABLE	
SIZE: C DRAWN: _____ ENGR: _____	DRAWING NUMBER: 48830508
SCALE: _____	DATE: _____
SHEET _____	

TRIGON®

501 KEYPAD®

DESCRIPTION

The Trigon Model 501 Keypad is a stand alone, multi-faceted entry control unit capable of recognizing up to 2500 individual security codes. It is constructed of heavy gauge Stainless Steel with a rugged pay-telephone type keypad. The Model 501 Keypad has a built-in clock to support time restricted access and audit trail information to its printer port. Also, a card reader input and three external sense inputs are included to make this unit one of the most versatile of its kind on the market.

OPERATION

Persons wishing to gain entry to a restricted area simply enter their personal one to ten digit code on the 501 Keypad to proceed past a physical barrier. Each keystroke is accompanied by an audible tone and a red/green L.E.D. indicates whether or not entry has been granted. The connection of a Trigon card reader to the 501 provides an alternate means of entry control or can be used in conjunction with the keypad for increased security.

FEATURES

MEMORY CAPACITY – Up to 2500 entry codes in non-volatile memory.

CONTROL OUTPUTS – Two (2) Form-C relay outputs standard (entry and alarm)

CONTROL INPUTS – Three (3) sense inputs standard (postal, exit, and gate sense)

STATUS INDICATOR – Tri-color LED.

PRINTER OUTPUT – Standard parallel output.

CARD READER INPUT – Accepts magnetic stripe or Wiegand Key.

VANDAL AND WEATHER RESISTANT – Constructed of 100% 16 gauge #316 Stainless Steel.

PROGRAMMING – Programming accomplished directly on unit's keypad.

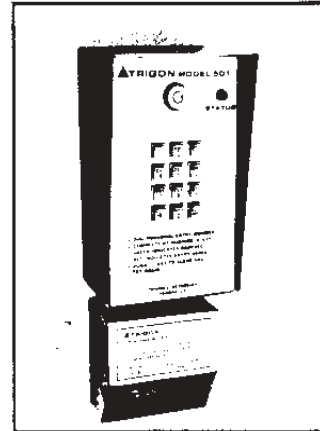
CLOCK – Real-time clock and calendar functions are supported for up to 10 years via lithium battery.

CODE LENGTH – Allows inter-mixture of one to ten digit codes.

TIME RESTRICTIONS – Up to fifteen different time periods can be defined.

ANTI-REUSE – Restricts re-entry for a programmed time period.

SECURITY – Software handles tampering, hostage situations, and entrapment functions.



APPLICATIONS

Ideally suited for secured areas of residential complexes, office buildings, gated communities, medical facilities, industrial facilities, etc. Eliminates the need for unnecessary on-site personnel and/or proliferation of keys.

SPECIFICATIONS

DIMENSIONS – 5.0" wide x 8.0" high x 4.3" deep (max). Weight 7 lbs.

MOUNTING – Surface only.

CONSTRUCTION – 100% 16 gauge #316 Stainless Steel chassis.

POWER – 12 VAC, 1 amp (transformer included).

RELAY CONTACT RATING – 5 amps, 12 VDC 1 amp, 110 VAC

OPERATING TEMPERATURES – 20 °F to 120 °F

WARRANTY – One year limited.

The TRIGON Model 501[®]

POWERFUL, AFFORDABLE ACCESS CONTROL

The Trigon Model 501 keypad can provide your facility an inexpensive way of controlling and monitoring a secured entrance. Expensive computer terminals or alarm panels are not required with the Model 501. This unit provides powerful, affordable access control in one small, rugged case. It is designed for customers who want large alarm/access system features without having to support a host of expensive, complicated equipment. The Model 501 also makes a nice addition to existing systems with its alarm output capability.

UP TO 2500 USER CAPACITY

The Model 501 is a stand-alone, multi-faceted entry control unit capable of supporting up to 2500 different users. Personnel authorized to enter a restricted area controlled by a 501 keypad are issued "entry" codes. These codes may be from 1 to 10 digits in length. The Model 501 grants access to personnel who correctly key in a valid entry code.

15 RESTRICTION LEVELS, ANTI-PASSBACK

Trigon has included many features which allow you to tailor your 501 keypad precisely to your entrance security needs. You may limit when some personnel are allowed to enter using one of 15 available restriction levels. The amount of time between uses can also be controlled. Certain codes can be "tagged" to cause different types of alarms.

PRINTER OUTPUT FOR ON-LINE USAGE REPORTING

A standard parallel printer output is provided for on-demand transaction reports as well as real-time reporting of events as they occur. The printer will show when access is granted, denied, or when alarms exist. Several different types of reports are available on demand of the system administrator. The 501 may be used as a time clock for auditing when employees "clock in."

PERFECT FOR SELF-STORAGE CENTERS

The Model 501 keypad is ideally suited for secured rooms or spaces which need their accessibility limited or monitored, as well as at the front gate of self-storage centers or company refueling points. This unit is designed for indoor/outdoor use in residential complexes, office buildings, gated communities, medical facilities, etc.

SPECIFICATIONS

DIMENSIONS - 5" Wide x 8" High x 4.3" Deep (Max).
Weight: 7 lbs.

CONSTRUCTION - 16 gauge, 100% #316 stainless steel chassis. Designed for indoor/outdoor surface mounting.

POWER - 12 VAC, 1 Amp (transformer included).

CONTROL OUTPUTS - Two Form "C" relays; 5A @ 12 VDC or 1A @ 110 VAC.

OPERATING TEMPERATURES - -20°F to +120°F.

WARRANTY - One year limited.

Contact a TRIGON sales representative today for more information and a free consultation.

TRIGON Electronics . . . the future of security systems technology —

The logo for Trigon Electronics, Inc. features a solid black triangle pointing upwards to the left of the word "TRIGON" in a bold, sans-serif font. Below "TRIGON" is the text "ELECTRONICS, INC." in a smaller, all-caps sans-serif font. The entire logo is enclosed within a thin black rectangular border.

TRIGON[®]
ELECTRONICS, INC.

▲ TRIGON ELECTRONICS, INC.

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