

ACT

access control TECHNOLOGY



Operating & Installation Instructions for ACTSmart 2 Product Range

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Installation Notes

- Remember to Factory Default the ACTSmart before programming
- Remember to place the supplied varistor across the terminals of the door strike coil to protect the relay contacts
- Don't mount the ACTSmart Prox units near RF sources (Eg mobile phones, radio transmitters, computer monitors) or metal surfaces.
- Remember that the ACTSmart PIN and Prox units **default to Card operation**. Card and PIN operation must be programmed in. (*See Programming ACTSmart Options section, Options 39, 40 and 41*).
- Don't power the unit from a switch-mode power supply. Use a linear regulated power supply.
- Never use the on-board relay to switch AC mains voltage. An external relay, electrically isolated from the ACTSmart should be used for this purpose
- Remember to change the programming code.
- Don't power the ACTSmart from an AC power supply on a networked system. An AC power supply may only be used on a standalone ACTSmart.
- The ACTSmart2 version is not compatible with the earlier version of ACTSmart. Cards and fobs for one version will not work on the other. The devices may NOT be networked together.

Important

As with any Access Control system, always ensure there is an alternate means of escape in the event of the unit failing to operate due to power loss or in the event of fire.

Product Specification

Number of Users	1000
Supply Voltage	12 - 24 V DC (linear PSU) or AC (standalone only)
Current Consumption	50mA (nominal), 80mA (maximum)
Output Current Sink	100mA
Operating Temperature	-10 to +50 degrees C
Door Open Time	0 - 255 seconds
Max. ACTSmarts per network	8
Length of network	1.4km maximum
Relay Contact Rating	5A / 250Vac
Programmable Inputs	1
Programmable Input/Outputs	2
Controller Size	Flush Mount: 100 x 110 x 20 mm Surface Mount: 100 x 110 x 35 mm
Controller Weight	200 grams
Water Resistance	High IP67
Construction	Rugged Polycarbonate housing with stainless steel keys and potted electronics.

Ordering Information

Model	Part Number
ACTSmart <i>Proximity Only</i>	ACT 1070
ACTSmart <i>PIN and Proximity</i>	ACT 1080
ACTSmart <i>PIN Only</i>	ACT 1090

30 Second Programming Guide

(For typical Standalone System)

1. Enter Programming Mode.

Press **x** button followed by the programming code (default is 9999)
The LED will flash amber.

2. Add a Batch of Cards (ACT 1080 only)

Press 10, then present the first card in the batch followed by the last card in the batch.
Press **✓** button to complete.

3. Add a PIN Code

Press 12, and then enter a 4-digit PIN code.
Press **✓** button to complete.
(On ACT 1080 set *Option 40 - Card or PIN.*)

4. Set Desired Door Relay Active Time

Press 20, and then enter the desired number of seconds from 000-255 (three digits with **leading zeros**). Press **✓** button to complete.

5. Change Programming code

Press 23, then enter new 4-digit programming code.

6. Exit Programming Mode

Press the **x** button. The LED turns red.

The ACTSmart is now ready for normal use.

Note: The ACTSmart may be returned to its factory default condition at any time by entering the programming mode and pressing 80 followed by the **✓** button.

For information on programming the advanced features and networking the ACTSmart range, please refer to the complete programming guide.

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Programming Summary

Code	Function	Default
10	Add Card Batch	
11	Delete Card Batch	
12	Add PIN Code	
13	Delete PIN	
14	Add Card and PIN	
15	Delete Card and PIN	
16	Add Card Batch using keypad	
17	Delete Card Batch using keypad	
18	Add Random Card	
20	Set Door Relay Time	5 seconds
21	Set Door Ajar Time	30 seconds
22	Set Guest Buzzer Time	2 seconds
23	Change Programming Code	9999
24	Change Number of PIN Digits	4
30	Door Chime	Off
31	Silent Operation	Off
32	Lock-saver (Anti Tailgating)	Off
33	Toggle	Off
34	Door Forced Alarm	On
35	Door Ajar Alarm	On
36	Guest Button	On
37	Duress Codes	Off
38	Network Master	Off
39	Card and PIN	Off
40	Card or PIN	Off
41	Card and any PIN	Off
50	Set Programmable Input	Door Release Button
51	Set AUX I/O 1	Door Contact
52	Set AUX I/O 2	Door Alarm
53	Quick I/O Setup	
60	Assign Door Numbers	
61	Find Door Number	
62	Find Door Numbers	
70	Add Card Batch for Second Door	
71	Add PIN code for Second Door	
72	Add Card and PIN for Second Door	
73	Add Random card for Second Door	
80	Default Unit	

ACTSmart Operation

The ACTSmart family consists of Proximity only, Pin and Proximity and PIN only units. Each ACTSmart can operate in standalone mode. Up to 8 ACTSmart devices can be connected on a RS485 network. The ACTSmart will support a maximum of 1000 tokens. A token may be a card or a PIN code. Each unit is contained in a rugged polycarbonate housing, with stainless steel keys and potted electronics, allowing for indoor and outdoor installation.

Programming the unit is achieved via the keys and LED. For quick and easy installation, the ACTSmart has a default configuration, which is suitable for most installations. Cards and PIN codes can be programmed into the ACTSmart very quickly. ACT recommends that the user keep track of the Cardholders and PIN users on the system by using the *User List* at the end of the manual. Make copies of this sheet and enter each Users details on it. This will allow users to be deleted later on, even if a card is lost or a user forgets their PIN code.

To improve security, PIN codes may be up to 6 digits in length. Normally *only card users* are allowed access through the ACTSmart PIN and Prox unit. For maximum security, the unit may be programmed to require all users to enter a PIN code after presenting a card. For lower security applications, another programming option allows access to PIN only users. A duress code feature is also available

The built-in inputs and outputs are programmable, allowing the ACTSmart to be used in a wide variety of applications from simple door access, to cash offices and fire exits. Each unit also has built-in tamper monitoring for improved security.

ACT also provide an easy-to-use PC application (ACTWinSmart), which allows the installer to configure systems quickly. Up to 8 ACTSmart units may be connected to the PC. The end-user may also use ACTWinSmart to monitor day-to-day activity, add new users etc.

ACTSmart Programming

Press the **✕** button followed by the programming code (initially 9999). The LED will flash amber while in programming mode. If **✕** is pressed at any time or no key is pressed within 30 seconds, programming mode is exited. If the LED flashes green during programming, then a card presentation is expected. If the LED flashes red, then a keypress is expected. While the ACTSmart is busy performing a task, (Eg. Defaulting memory, adding cards), the green led will turn on and the buzzer will sound an elongated tone.

Note: In most Programming Menus there is a step that is marked (optional)*. This setting only applies to a *Networked System* (see Programming a Network System).

Adding a Card Batch:

Step	Keypad Entry	Operation
1	10	Add Card Batch
2	Present Card	First card in Batch (lowest number card)
3	Present Card	Last Card in Batch (highest number card)
4	Enter 1-8, (optional)*	Select each door this batch enabled for
5	Press ✓	End programming card batch - <i>Note:</i> the buzzer will sound while cards are loaded into memory.

Deleting a Card Batch:

Step	Keypad Entry	Operation
1	11	Delete Card Batch
2	Present Card	First card in Batch (lowest number card)
3	Present Card	Last Card in Batch (highest number card)
4	Enter 1-8, (optional)*	Select each door this batch deleted from
5	Press ✓	End delete card batch - <i>Note:</i> the buzzer will sound while cards are deleted from memory.

Adding a PIN:

Step	Keypad Entry	Operation
1	12	Add PINs (Make sure <i>Option 40</i> is set on PIN and Prox units.)
2	0001-9999	4 - 6 digit PIN code
3	1-8, (optional)*	Select each door this PIN is valid for
4	Press ✓	End programming PINs

Deleting a PIN:

Step	Keypad Entry	Operation
1	13	Delete PINs
2	0001-9999	4 - 6 digit PIN code
3	1-8, (optional)*	Select each door this PIN is deleted from
4	Press ✓	End deleting PINs

Adding a Card and PIN:

Step	Keypad Entry	Operation
1	14	Add Card and PIN (Make sure <i>Option 39</i> is set on PIN and Prox units.)
2	Present Card	
3	0001-9999	4 - 6 digit PIN code
4	1-8 (optional)*	Select each door this Card & PIN is valid for
5	Press ✓	End programming Card and PINs

Deleting a Card and PIN:

Step	Keypad Entry	Operation
1	15	Delete Card and PIN
2	Present Card	
3	1-8, (optional)*	Select each door this Card & PIN is deleted from
4	Press ✓	End deleting Card and PINs

Adding a Card Batch using the keypad:

Step	Keypad Entry	Operation
1	16	Add Card Batch
2	Enter 10-digit card number	10-digit First Card number with leading zeros . Eg. Card 54321 enter 0000054321.
3	Enter 10-digit card number	Second Card number
4	1-8, (optional)*	Select each door to which these cards are enabled
5	Press ✓	End Adding Card Batch — <i>Note:</i> the buzzer will sound while cards are loaded into memory.

Deleting a Card or Card and PIN using the keypad:

Step	Keypad Entry	Operation
1	17	Delete Card or Card and PIN
2	Enter 10-digit card number	10-digit Card number with leading zeros . Eg. Card 54321 enter 0000054321.
3	1-8, (optional)*	Select each door this Card is deleted from
4	Press ✓	End deleting Card (Card and PIN)

Add Random Card:

Step	Keypad Entry	Operation
1	18	Add random card
2	Enter 1-8, (optional)*	Select each door these cards enabled for
3	Press ✓	
4	Present Card	Add card
5	Present Card (optional)*	Repeat for all other cards to be added
6	Press ✓	End adding cards

Set Door Relay Time:

Step	Keypad Entry	Operation
1	20	Set Door Relay Time - (default 5 seconds)
2	Enter 3 digit time	000-255 seconds - (leading zeros required).
3	1-8 (optional)*	Select each door this timer is set for
4	Press ✓	End setting Door Relay Timer

Set Door Ajar Time:

Step	Keypad Entry	Operation
1	21	Set Door Ajar Time - (default 30 seconds)
2	Enter 3 digit time	000-255 seconds - (leading zeros required).
3	1-8 (optional)*	Select each door this timer is set for
4	Press ✓	End setting Door Ajar Time

Set Guest Buzzer Time:

Step	Keypad Entry	Operation
1	22	Set Guest Buzzer Time - (default 2 seconds)
2	Enter 3 digit time	000-255 seconds - (leading zeros required).
3	1-8 (optional)*	Select each door this timer is set for
4	Press ✓	End setting Guest Buzzer Time

Change Programming Code:

Step	Keypad Entry	Operation
1	23	Change Programming code
2	0001-9999	New 4 - 6 digit programming code

Change Number of PIN Digits:

Step	Keypad Entry	Operation
1	24	Change Number of PIN digits
2	4-6	Select number of PIN digits in range 4 to 6. When set, the codes require leading zeros Eg. Code 9999 becomes 009999 for 6 digits.

Set SmartLock Code:

Step	Keypad Entry	Operation
1	25	Set SmartLock code
2	0001-9999	New 4 - 6 digit SmartLock code
3	1-8 (optional)*	Select each door this code is set for
4	Press ✓	End setting SmartLock code

Programming ACTSmart Options:

Step	Keypad Entry	Operation
1	30-41	Select Option Number
2	0 or 1	0 = Off, 1 = On
3	1-8, (optional)*	Select each door this option is set for
4	Press ✓	End setting options

Option	Function	Default	Operation
30	Door Chime	Off	When set, whenever the door contact is opened, the built-in buzzer makes a chime sound and the buzzer output activates for 2 seconds
31	Silent Operation	Off	When set, the keypad operates silently, that is no audible tones (key-presses or confirm tones) are produced from the built-in buzzer
32	Lock-saver (Anti Tailgating)	Off	When set, and when the door relay is active (following a valid code or button release), the door relay timer is truncated to 2 seconds when the door contact opens. This ensures that irrespective of programmed relay time, the door will be locked as soon as it closes, and any person following will have to enter a code.
33	Toggle	Off	When set, the door relay toggles for each valid entry. The green LED flashes when the door is toggled open.
34	Door Forced Alarm	On	When set, the buzzer output / door alarm output is activated if the door contact opens when the door is locked. The output is deactivated when a valid card or PIN is next entered. This is useful for monitoring fire doors etc.
35	Door Ajar Alarm	On	When set, and the door contact has been open for longer than the time programmed into the door ajar timer, the buzzer output / door alarm output is activated. Closing the door and presenting a valid card or entering a valid PIN deactivates the output.
36	Guest Button	On	When set, (default) and when the ✓ key on the keypad is pressed, the buzzer output is activated for the duration programmed in the guest buzzer timer.
37	Duress Codes	Off	When set, and when a duress PIN is entered, the door is opened normally and the Door Alarm output activated. A duress PIN is any valid PIN with one added to the last digit. The output will be reset when a valid user enters. When the duress option is set, avoid using PINs that are different by 1.
38	Network Master	Off	Set one device on the network to be the Master.
39	Card and PIN	Off	When set, only Card and PIN users are admitted. This is only valid for ACTSmart PIN and Prox units.
40	Card or PIN	Off	When set, either a valid Card or valid PIN will open the door. This is only valid for ACTSmart PIN and Prox units.
41	Card and any PIN	Off	In this mode, a valid card and any valid PIN code will open the door. This is only valid for ACTSmart PIN and Prox units. This mode allows all users to have a common PIN code to use with their cards.

Setting Programmable Input Function:

Step	Keypad Entry	Operation
1	50	Set Input Function (Door Release button is default)
2	0-6	Select I/O Function Code (see below for explanation of codes)
3	1-8 (optional)*	Select each door this function is valid for
4	Press ✓	End programming Input Function

Setting AUX I/O 1 Function:

Step	Keypad Entry	Operation
1	51	Set AUX I/O 1 Function (Door Contact is default)
2	00-12	Select 2-digit I/O Function Code (see below)
3	1-8 (optional)*	Select each door this function is valid for
4	Press ✓	End programming AUX I/O 1

Setting AUX I/O 2 Function:

Step	Keypad Entry	Operation
1	52	Set AUX I/O 2 Function (Door Alarm is default)
2	00-12	Select 2-digit I/O Function Code (see below)
3	1-8 (optional)*	Select each door this function is valid for
4	Press ✓	End programming AUX I/O 2

I/O Function Codes:

Code	Function	Operation
0	Door Contact	Input required if you wish to monitor Door Forced or Door Ajar
1	Fire Alarm Override	When this input is high, the door is opened and the green LED flashes (See Fire Alarm Override Connections diagram). If this is wired into the <i>Master Smart</i> , then all doors on the network will open.
2	Lock Door	When this input is low, the door locks and the red LED flashes.
3	Card and PIN	When this input is low, then only users who enter both Card and PIN will be admitted. This option is only valid on an ACTSmart PIN and Prox.
4	Card or PIN	When this input is low, a valid Card or a valid PIN will open the door. This option is only valid on an ACTSmart PIN and Prox.
5	Door Release Button	When this input is low, the door opens.
6	Second Door Release Button	When this input is low, any I/Os configured as Second Door Lock will open for the Door Lock Time.
7	Interlock	This normally behaves as an input and locks the door while the input is low. While the door relay is active or the Door Contact is open, it becomes an active output. (See Interlock Connections diagram).
8	Door Alarm	This output activates while an alarm is present - A door alarm may be a door forced, door ajar, tamper or duress.
9	Follow	This output follows the state of the door relay.
10	Buzzer	This output activates for Door Chime or Door Alarms.
11	SmartLock	This output controls a SmartLock device for Secure doors.
12	Second Door Lock	This output will activate for the Door Lock Time when a valid card or PIN is presented. See commands 70-73.

Quick IO Setup:

Step	Keypad Entry	Operation																																	
1	53	Set Input Output Functions (0 - is default)																																	
2	0-9	Select a code																																	
		<table border="1"> <thead> <tr> <th>Prog Input</th> <th>AUX IO 1</th> <th>AUX IO 2</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Door Release Button</td> <td>Door Contact</td> </tr> <tr> <td>1</td> <td>Door Release Button</td> <td>Door Contact</td> </tr> <tr> <td>2</td> <td>Door Release Button</td> <td>Door Contact</td> </tr> <tr> <td>3</td> <td>Door Release Button</td> <td>Door Contact</td> </tr> <tr> <td>4</td> <td>Door Release Button</td> <td>Fire Override</td> </tr> <tr> <td>5</td> <td>Door Contact</td> <td>Follow</td> </tr> <tr> <td>6</td> <td>Door Contact</td> <td>Follow</td> </tr> <tr> <td>7</td> <td>Door Contact</td> <td>Door Alarm</td> </tr> <tr> <td>8</td> <td>Fire Override</td> <td>Interlock</td> </tr> <tr> <td>9</td> <td>Card And PIN</td> <td>Interlock</td> </tr> </tbody> </table>	Prog Input	AUX IO 1	AUX IO 2	0	Door Release Button	Door Contact	1	Door Release Button	Door Contact	2	Door Release Button	Door Contact	3	Door Release Button	Door Contact	4	Door Release Button	Fire Override	5	Door Contact	Follow	6	Door Contact	Follow	7	Door Contact	Door Alarm	8	Fire Override	Interlock	9	Card And PIN	Interlock
Prog Input	AUX IO 1	AUX IO 2																																	
0	Door Release Button	Door Contact																																	
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6	Door Contact	Follow																																	
7	Door Contact	Door Alarm																																	
8	Fire Override	Interlock																																	
9	Card And PIN	Interlock																																	
3	1-8 (optional)*	Select each door this function is valid for																																	
4	Press ✓	End Quick IO setup																																	

Adding a Card Batch for Second Door:

Step	Keypad Entry	Operation
1	70	Add Card Batch for Second Door <i>(I/O function code 12 must be set for the Aux O/P)</i>
2	Present Card	First card in Batch (lowest number card)
3	Present Card	Last Card in Batch (highest number card)
4	Enter 1-8, (optional)*	Select each door this batch enabled for
5	Press ✓	End programming card batch. Note: the buzzer will sound while cards are loaded into memory.

Adding a PIN for Second Door:

Step	Keypad Entry	Operation
1	71	Add PINs <i>(Make sure Option 40 is set on PIN and Prox units.) (I/O function code 12 must be set for the Aux O/P)</i>
2	0001-9999	4 - 6 digit PIN code
3	1-8, (optional)*	Select each door this PIN is valid for
4	Press ✓	End programming PINs

Adding a Card and PIN for Second Door:

Step	Keypad Entry	Operation
1	72	Add Card and PIN <i>(Make sure Option 39 is set on PIN and Prox units.) (I/O function code 12 must be set for the Aux O/P)</i>
2	Present Card	
3	0001-9999	4 - 6 digit PIN code
4	1-8, (optional)*	Select each door this Card & PIN is valid for
5	Press ✓	End programming Card and PINs

Add Random Card for Second Door:

Step	Keypad Entry	Operation
1	73	Add random card for Second Door <i>(I/O function code 12 must be set for the Aux O/P)</i>
2	Enter 1-8, (optional)*	Select each door these cards enabled for
3	Press ✓	
4	Present Card	Add card
5	Present Card (optional)*	Repeat for all other cards to be added
6	Press ✓	End adding cards

Programming a Network System

Up to 8 ACTSmart devices can be connected on the network. See the ACTSmart Network Installation diagram to complete the necessary connections.

Programming Door Numbers

To allow some users through a door and prevent access to other users, each ACTSmart on the network must be given a door number (1-8). An ACTSmart Proximity Only Unit requires a door number if it is to be programmed with advanced options.

Set a Master

Set **one** device on the network to be the Master. This device will be used for programming the entire network and should be a PIN and Prox unit. The Master is automatically assigned door number 1. The other ACTSmarts on the network (door numbers 2-8) are referred to as Slave Units. No programming is allowed on a Slave (except to default it - see Restoring Factory Defaults).

Enter programming mode. Press buttons 3,8 followed by 1 to set the device to be the Master. The rest of the units on the network are assigned door numbers by following the procedure below:

Assign Door Numbers:

Step	Keypad Entry	Operation
1	60	Assign Door Numbers
2		Any ACTSmart units without a door number start to beep. The number of beeps is determined by the door number to be programmed. Eg. If door 5 is to be programmed, all unassigned ACTSmarts will beep 5 times.
3	Present card or press key on Slave	This operation should take place on the desired door number. The ACTSmart stops beeping.
4		Repeat step 2 until all ACTSmarts have been assigned a door number.
5	Press ✓ on Master	End programming door numbers

Assigning Users to Doors

When each ACTSmart has been given a unique door number, then users may be given access through specific doors. In most programming menus, there is an optional step to program specific doors. For example, when programming a Card Batch, the user may select which doors the Card Batch applies to (Step 4 in Adding Card Batch, see above). Skip this optional step if programming is to apply to all doors on the network.

Checking Network Programming

The door number of any ACTSmart on the network can be found using the menus below. This is a useful check to perform to verify communications from the Master to the Slave units and to check that the Door Numbers have been assigned correctly.

Find Door Number:

Step	Keypad Entry	Operation
1	61	Find Door Numbers
2	1-8	Enter the door number to be found. The ACTSmart assigned the door number starts to beep.
3	Press a key or present a card	To stop the ACTSmart beeping.

Find All Door Numbers:

Step	Keypad Entry	Operation
1	62	Find Door Numbers
2	Press ✓	Each ACTSmart beeps their door number
3	Press key or present card at each ACTSmart	To stop the ACTSmart Beeping

Adding a Slave to the Network

Another Slave can be added to the network by defaulting it first (see below) and then assigning it a door number from the Master.

Removing a Slave from the Network

To remove a Slave unit from the network, simply disconnect it from the network.

Replacing a Slave Unit

To replace a Slave Unit, remove the old Slave from the network. Default the new Slave and add it to the network. Assign a door number to it from the Master.

Replacing the Master Unit

If the Master Unit needs to be replaced, then replace it with a Slave unit already on the system, (as it will have all the card/PIN information), and make it the Master. Add a new, defaulted Slave to the network in place of the swapped-out Slave. Then assign a Door number to the new Slave - make sure it is the Door number of the old Slave.

Restoring Factory Defaults

Enter Programming code followed by 80 followed by ✓. If this is done on the Master ACTSmart then all ACTSmarts on the network are defaulted (including the Master). If it is done on a Slave then only the Slave is defaulted.

If the programming code has been forgotten, power up with the *tamper open* (by removing the main unit from the mounting plate or the surface mount collar), while holding down the ✕ key. Release the ✕ key and then enter the default Programming Code (9999).

Defaulting memory takes 3-4 seconds. During this time, the buzzer will sound an elongated tone.

Programming ACTSmart Prox Only

To program an ACTSmart Prox Only device, a Programming Card must be assigned to the ACTSmart. The Programming Card may be **any** proximity card. To set the Programming Card into the ACTSmart Prox, power up the device with the tamper open (by removing the main unit from the mounting plate or the surface mount collar), and immediately present a card twice. (*Note:* ACT recommends using an ACTSmart PIN and Prox device if a network is required).

Adding a Card:

Step	Present	Operation
1	Programming Card	Add Card
2	Present new Card	Card added to the Prox only
3		If more cards to be added, repeat from Step 1

Deleting a Card:

Step	Present	Operation
1	Programming Card	
2	Programming Card	Delete Card
3	Present Card to be deleted	Card deleted from Prox only
4		If more cards to be deleted, repeat from Step 1

Programming the Door Relay Time:

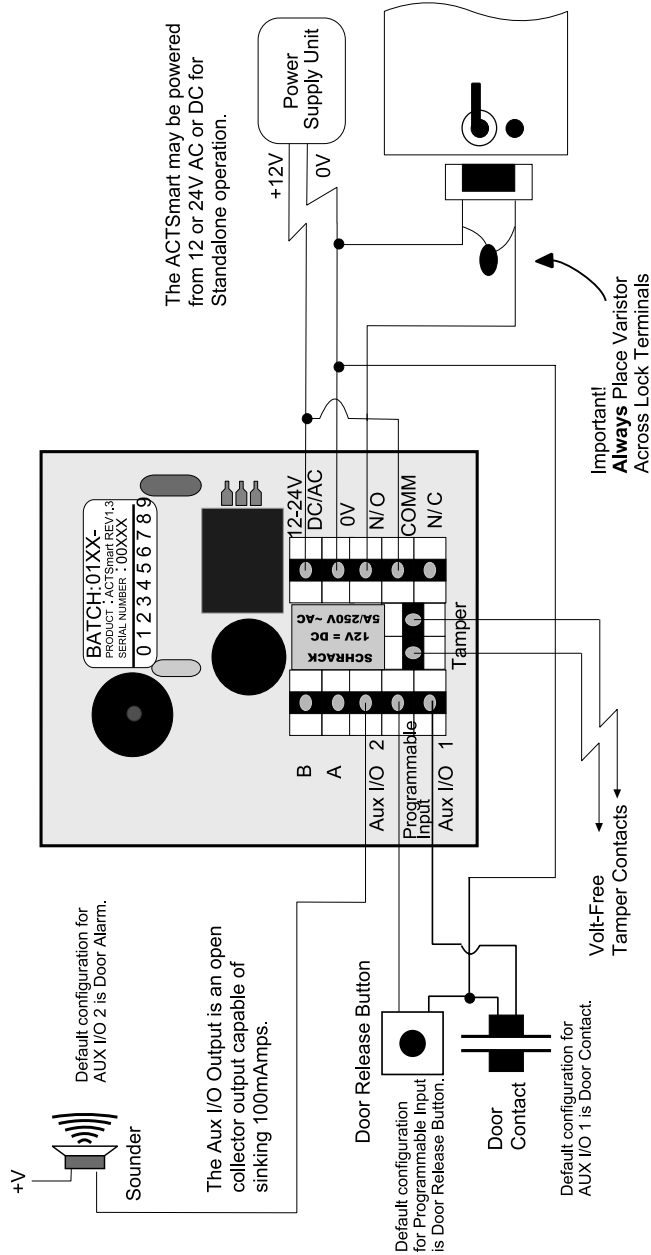
Step	Present	Operation
1	Programming Card	
2	Programming Card	
3	Programming Card	Wait for 4 seconds, Buzzer sounds indicating timing... wait required period.
4	Programming Card	Buzzer stops - timer set.

Default ACTSmart:

Step	Present	Operation
1	Programming Card	
2	Programming Card	
3	Programming Card	
4	Programming Card	Buzzer sounds intermittently and the LED flashes RED to warn you are about to default the system
5	Present Card (Not Programming Card)	Default ACTSmarts. <i>Note:</i> This deletes the Programming Card.



ACTSmart Standalone Installation Diagram

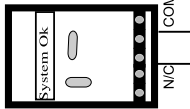


Note: To program the various Input and Output operations for the ACTSmart unit, please refer to page 10.

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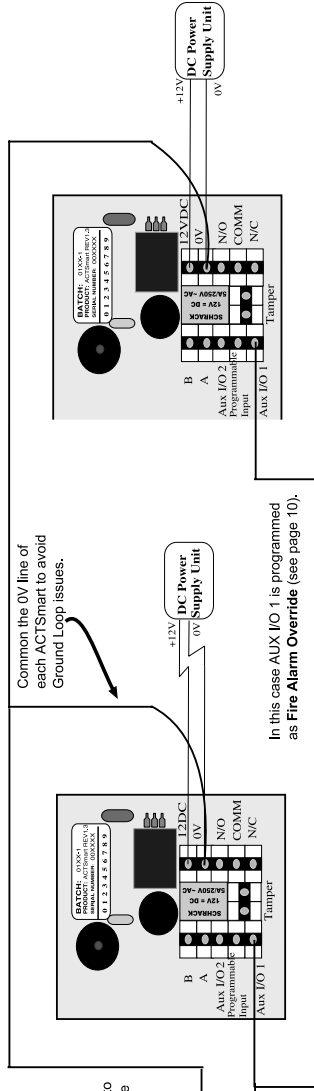
Fire Alarm Panel



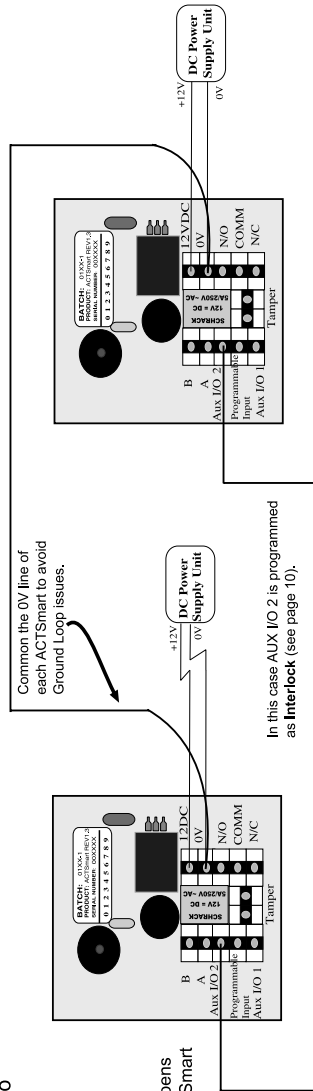
Note:
0V line of ACTSmart system is connected to the common of the fire alarm panel relay.

Constant 0V supplied to the ACTSmart AUX I/O from the fire alarm panel. If 0V is removed, the doors open.

ACTSmart Fire Alarm Override Connections



ACTSmart Interlock Connections



Note:
To program the Fire Alarm Override and the Interlock, please refer to page 10 of the manual.

In this case, when one ACTSmart opens the door, the door on the other ACTSmart is locked and prevents access.

Link the AUX I/O terminal, programmed for Interlock, on each ACTSmart.

Access Control Technology, Unit 8, Tallaght Business Park, Whitestown, Dublin 24, Ireland.
Tel: 353-1-4622585 Fax: 353-1-4622587 Web: <http://www.accesscontrol.ie> E-mail: sales@accesscontrol.ie



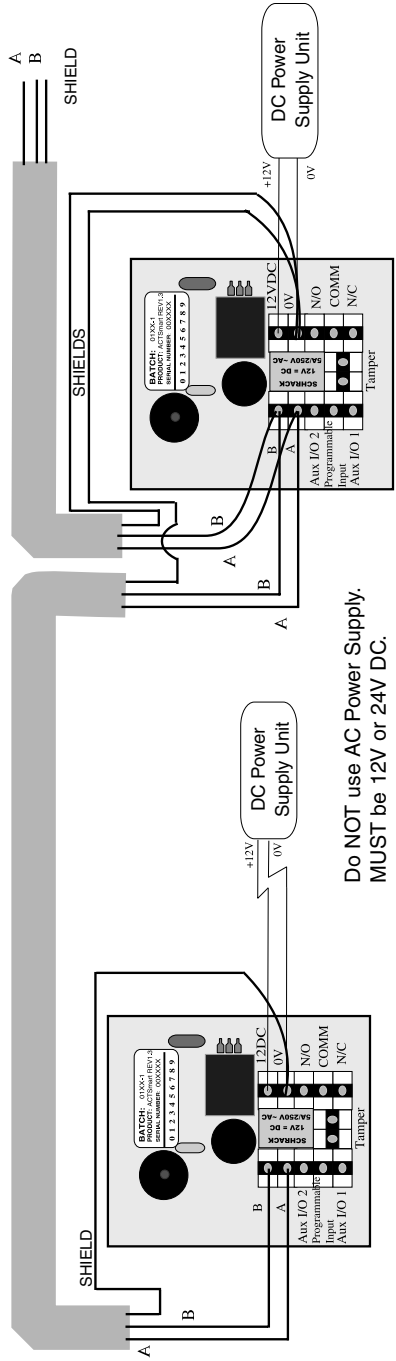
ACTSmart Network Installation Diagram

Note:
When networking the ACTSmart units, common the 0V of each ACTSmart to avoid ground loop issues.

Network cable is single shielded twisted pair, Belden 9501 or similar.

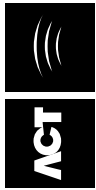
Total cable length maximum 1.4km

Continue daisy chain to remaining ACTSmart units on the network (maximum 8).

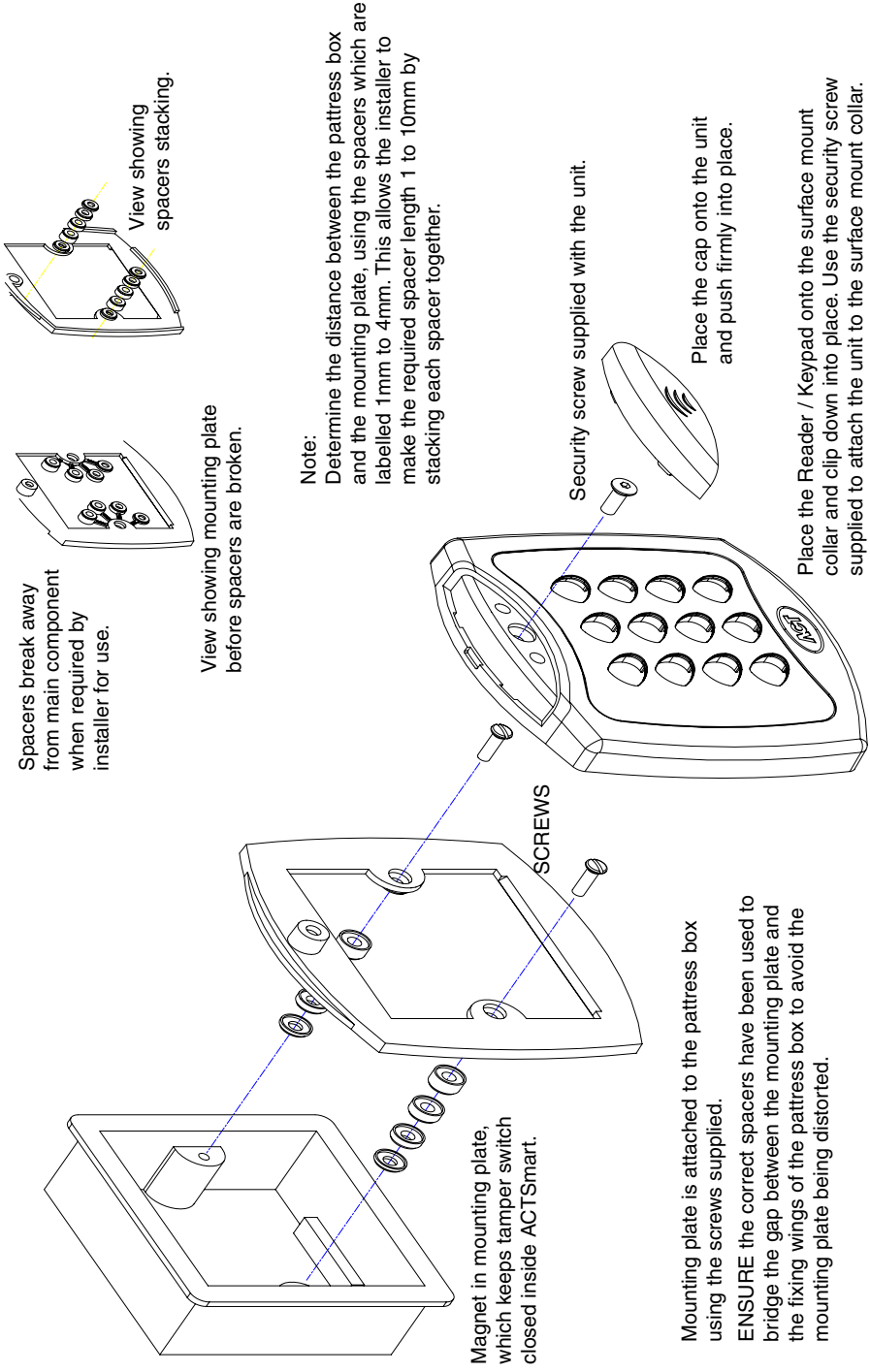


Do NOT use AC Power Supply. MUST be 12V or 24V DC.

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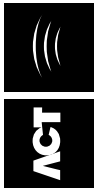


ACTSmart Mounting Instructions for Flush-Mount Unit

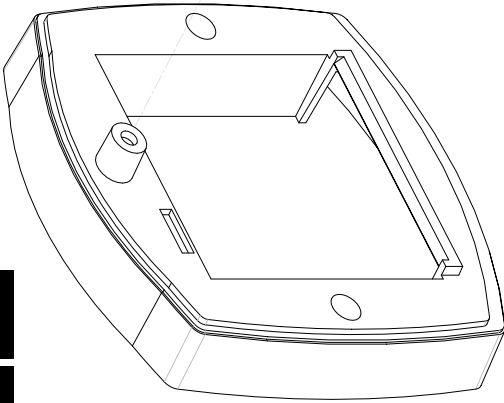


Mounting plate is attached to the pattriss box using the screws supplied.
ENSURE the correct spacers have been used to bridge the gap between the mounting plate and the fixing wings of the pattriss box to avoid the mounting plate being distorted.

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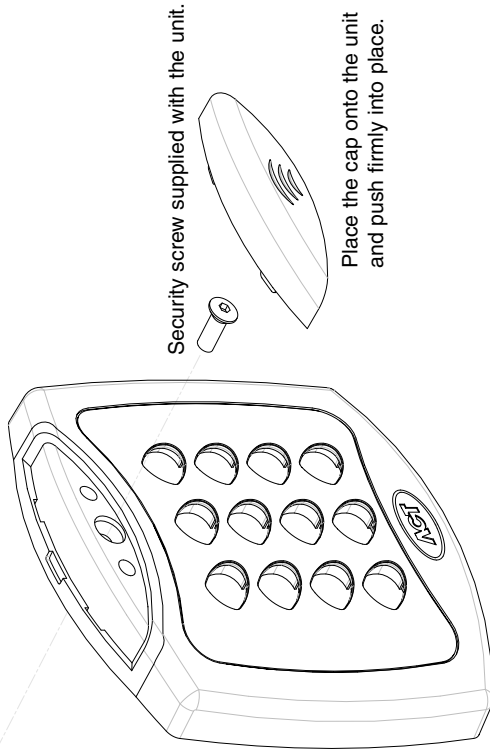


ACTSmart Mounting Instructions for Surface Mount Unit



Magnet in surface mount collar, which keeps tamper switch closed inside ACTSmart.

The surface mount collar is mounted on the wall using the fixing kit supplied in the box.



Security screw supplied with the unit.

Place the cap onto the unit and push firmly into place.

Place the Reader / Keypad onto the surface mount collar and clip down into place. Use the security screw supplied to attach the unit to the surface mount collar.

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