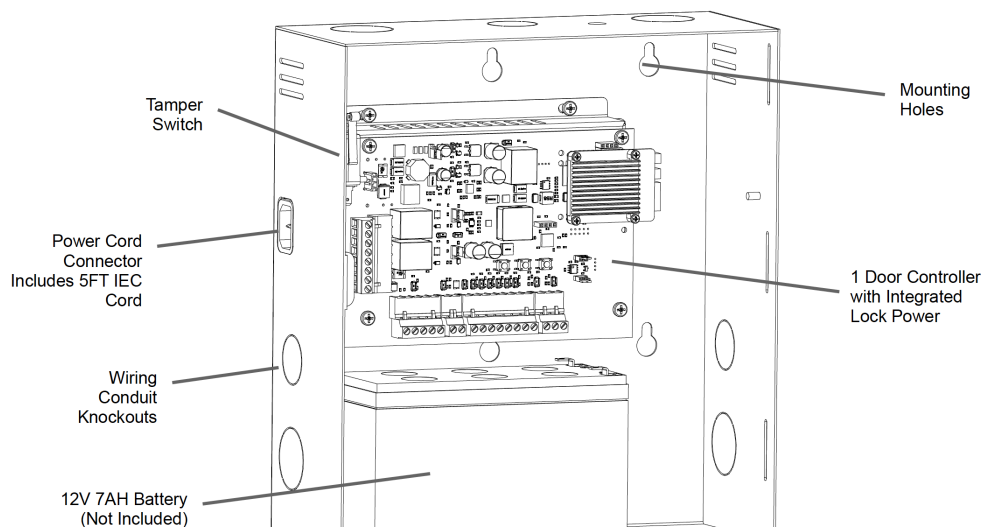


AP1 One Door Panel

User Guide

Mounting the Enclosure

- 1.) The metal enclosure should be mounted vertically on a wall in a secure location. Run all wires to the enclosure location and label the wires according to their use.
- 2.) Remove the enclosure's door by first unlocking the door and removing the door's ground wire. The door may be lifted out of the hinge slots which will provide room for mounting and connecting wires to terminals.
- 3.) Locate the enclosure on the wall and level. Mark the mounting holes on the wall and remove the enclosure and install anchors appropriate for the type of wall and mounting conditions. The mounting slots are sized for use with 1/4 inch hex head lag screws. Use a length suitable for the mounting conditions but typically not less than 3/4 inch long.
- 4.) **DO NOT DRILL** the mounting holes while the enclosure is in place on the wall. Dust and debris from drilling will contaminate and damage the electronics.
- 5.) Partially insert mounting screws into the top two mounting holes and hang the enclosure on the screws. Check for level, insert the lower screws and tighten all four mounting screws.
- 6.) Run the wires through the knockout holes and connect to the appropriate terminals (see following sections of the manual for wiring details). **Note:** Tie down loops are located in the enclosure and are used to provide strain relief for field wiring connections to the controller.
- 7.) Reinstall the door and reconnect the door's ground wire.



1 Door System with Integrated Lock Power Features and Mounting Locations

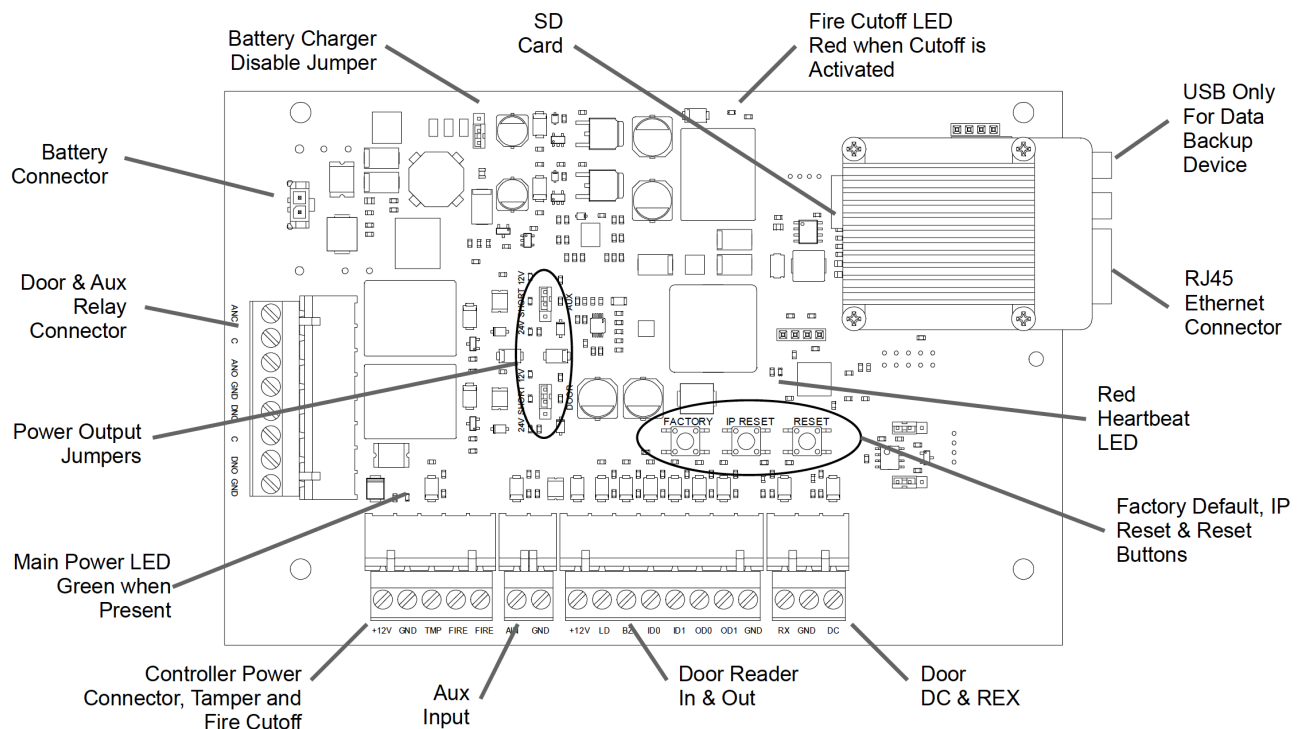
The controller has the ability to supply either 12V or 24V DC power to the door lock and Aux output. This can be set individually for each of the two outputs. LED's indicate if the output power is set to 12V DC (GREEN LED), 24V DC (AMBER LED) or if the output is overloaded (RED LED). NOTE: The maximum output current for each of the two outputs is 375mA @ 24V or 700mA @ 12V.

Battery Connection

The enclosure provides space and charging for one 12V 7AH sealed lead acid battery. When primary AC power is lost, the battery will provide standby power until the battery voltage reaches approximately 11V DC at which point the system will shutdown until main power is restored.

- Use caution when installing the battery. Incorrect use can damage the battery, power module or can cause shock or fire.
- Connect main AC power before installing the battery. Depending on the condition of the battery, the system may power up when connecting the battery without an AC power connection.
- Only connect one battery to the power module. Do not connect multiple batteries in parallel or in series.
This will damage the system and void the warranty.
- The battery charger provides a maximum charge rate of approximately 900mA and will maintain the charge on a fully charged battery. Ensure that this does not exceed the battery manufacture's rating.
- Replace the backup battery every 2 to 3 years.
- Properly dispose of old batteries.

The illustrations below show the features of the controller:



The output voltage can be individually set for each of the outputs. Jumpers are used to set the output voltage and LED's show the status of the output voltage.

Powering On and Connecting to a Network

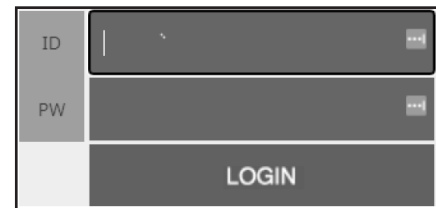
Controllers must be located in a secure area and connected to a network that is protected by a security system (firewall, etc.). A Static IP address should be used when a controller is configured as a server controller. Client controllers may use DHCP.

In most cases, the controllers IP address will have to be changed to allow the controller to be recognized by the local network. The IP address is changed as follows:

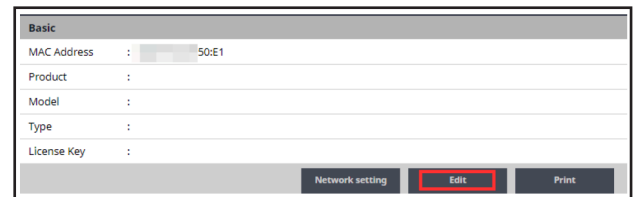
1. Connect a programming computer directly to the Ethernet port of the controller. A standard CAT-5 cable is used for direct connection. A crossover cable is not required.
2. Assign a static IP address to the computer of 192.168.0.10. For instructions on how to change the static IP address of a Windows computer visit: <https://support.microsoft.com/en-us/help/15089/windows-change-tcp-ip-settings>
3. The factory default IP address of the controller is 192.168.0.250. Open a web browser, such as Google Chrome, and enter the default IP address into the address bar.

TIP: As an alternative to directly connecting a cable, the Smart IP Finder utility can be used to change the controller's IP address. See the section below on how to use the utility.

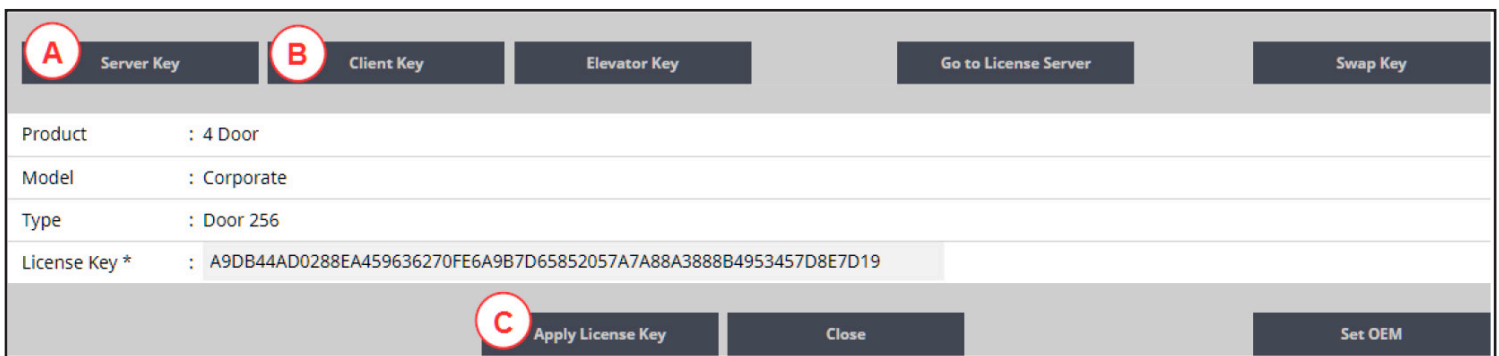
4. The controller's login page is displayed as shown. To login enter the default User ID: admin and default **PW:** admin NOTE: After you login with admin/admin, as an added security feature, you will be required to reset the password.

The login page features a vertical stack of three input fields. The first field is labeled 'ID' and the second is labeled 'PW'. Both fields have a small 'x' icon on the right side. Below these fields is a large 'LOGIN' button.

5. Controllers can be licensed as a server or a client. After first time login, the license page is displayed. To get a license key, first click on the Edit button.

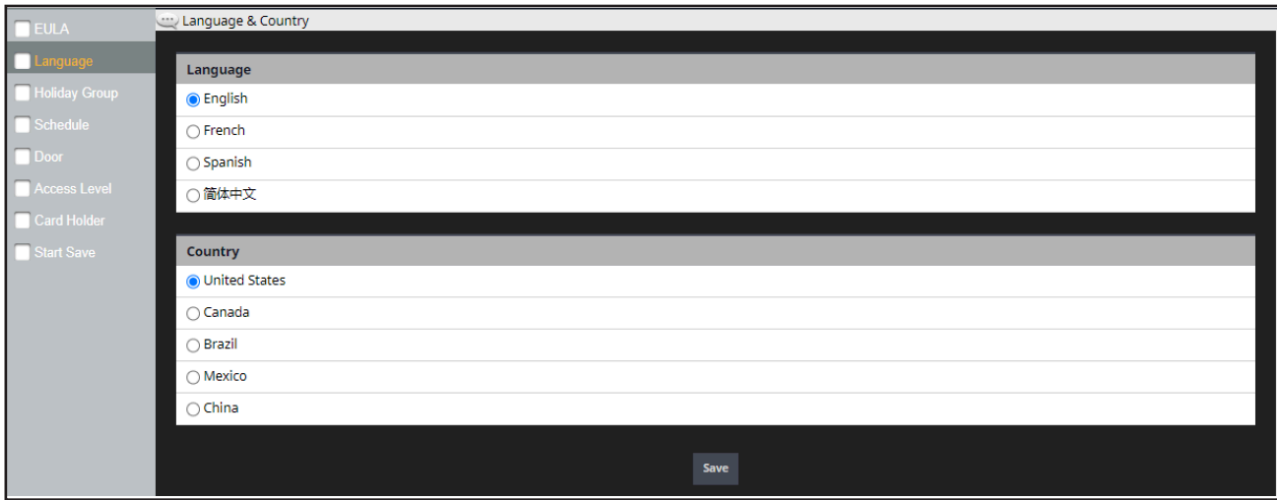
The license page has a 'Basic' tab at the top. Below it are several rows with labels and values: 'MAC Address' with '50:E1', 'Product', 'Model', 'Type', and 'License Key'. At the bottom right, there are three buttons: 'Network setting', 'Edit' (which is highlighted with a red border), and 'Print'.

On the next page, click on A, the Get License Key for a SERVER or click on B, the Get Client Key for a CLIENT. Click OK to confirm and the license key will be auto populated. Finish by clicking C, Apply License Key and the controller will restart.

This page contains several buttons at the top: 'A Server Key', 'B Client Key', 'Elevator Key', 'Go to License Server', and 'Swap Key'. Below these are four rows of information: 'Product : 4 Door', 'Model : Corporate', 'Type : Door 256', and 'License Key * : A9DB44AD0288EA459636270FE6A9B7D65852057A7A88A3888B4953457D8E7D19'. At the bottom, there are three buttons: 'C Apply License Key', 'Close', and 'Set OEM'.

NOTE: The controller needs to access the Internet to obtain a license key.

6. When the controller is licensed for a server, after logging in and reviewing the EULA, the system configuration Wizard is started. You must scroll to the bottom to accept and proceed. The Wizard is a guide that can be used to collect the basic information required to set up a system.



7. The network configurations may be accessed through the Sitemap by first clicking the icon at the bottom of the page, then clicking IP Address under Network Settings.



8. After entering the network information, click Save & Reboot and the controller will reboot. Typically rebooting will take less than 2 minutes.

9. After disconnecting the programming computer, the controller is ready for the local network.

NOTE: System data may be lost if the controller is powered down without performing Save Data.

Basic			
IP Type *	:	<input type="radio"/> DHCP <input checked="" type="radio"/> Static	
IP Address *	:	192.168.0.200	
Subnet Mask *	:	255.255.255.0	
Gateway *	:	192.168.0.1	
DNS Server 1	:	1.1.1.1	(Optional)
DNS Server 2	:	8.8.8.8	(Optional)
HTTP Port	:	80	(Default 80)
HTTPS	:	<input type="checkbox"/> (Check Box to Enable: Required for RMC)	
HTTPS Port	:	443	(Default 443)
<div>Save & RebootResetCancelUpload cer-key</div>			

NOTICE ONLY CONNECT THE CONTROLLER TO A SECURED NETWORK BEHIND A FIREWALL

Adding Clients to Systems

Some systems have the ability to add additional controllers to increase the number of doors, inputs or outputs or control elevators. Clients are configured through the system's server, but must first be linked to the server.

Setting the Client's Network

- 1.) Connect a programming PC directly to the controller as described in the section Preparing for the Network.
- 2.) Login using the default ID: admin and default PW: admin NOTE: After you login with admin/admin, as an added security feature, you will be required to reset the password.
- 3.) After login, the client's network page is displayed. Click Edit.
- 4.) Change the IP address of the client controller.
- 5.) Enter the IP address of the server controller and the server's port number (the default port number is 20000).
- 6.) Enter the password and click Save.

Network Information

IP Type *	:	<input checked="" type="radio"/> DHCP <input type="radio"/> Static
IP Address *	:	192.168.0.250
Subnet Mask *	:	255.255.255.0
Gateway *	:	192.168.0.1
DNS Server 1	:	(Optional)
DNS Server 2	:	(Optional)
HTTP Port	:	80 (Default 80)

Server Information

Server IP *	:	192.168.0.200
Port *	:	20000 (Default 20000)


ID, Password


ID *	:	admin
Password *	:	*****

Buttons: Save, Reset, Cancel

Annotations:
- Change IP address of Client or set to DHCP (recommended)
- Enter server's IP address and Port number
- Enter password and click Save

Linking the Client to the Server

1. Login to the system's server.
2. After logging in, browse to the Site Management and select Client Management.
3. The client will appear in the client management list. Click on the  button to connect the client to the server.

No	Name	Type	IP Address	MAC Address	Alive	Version	Model No	
1	Client 1	Door 1	192.168.0.55	02:01:C1:DC:9B:99	On	5.00-01d	A1	

[1]

Click to connect Client to Server

NOTE: After you connect the client to the server, the client's password will be reset to match the server's password

System Configuration and Programming

The controller is programmed and managed using a web browser on any computer connected to the local area network. The controller's basic settings can be programmed using the Wizard tool. The Wizard tool helps ensure the that required settings are configured for normal operation.

For specific programming instructions, refer to the End Users Programming Guide.