SMARTair™

TS1000 Portable Programmer

25YEAR MECHANICAL WARRANTY

LOCKWOOD

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Introduction

The SmartAir Access Control system is based mainly on products either running autonomously, running without connection to a Management computer, or Wireless Online where they do communicate continuously with the SmartAir Management software server.

In the SmartAir range of Escutcheons, Cylinders and E-Motion Cabinet Locks, the control units operate purely on batteries, negating the need for wiring to access control points. The great advantage of these products is that they can be installed on any door, without wiring and greatly reduce installation time, costs and risk of damage. Wall Readers are also available to control Auto Gates & Doors or doors fitted with Electromechanical or Electromagnetic locks. Wall Readers are powered using an external 12VDC power source.

The Portable Programmer is used to transfer information from the SmartAir TS1000 Management Software server to the SmartAir field devices. It can also be utilised to retrieve information from SmartAir field devices including events and configuration data.

Portable Programmer Power

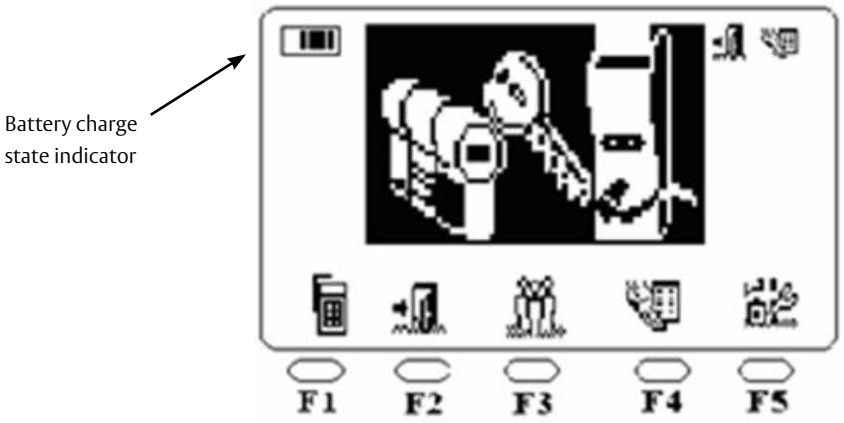
The Portable Programmer is powered with a 6LR61 type 9V DC Transistor alkaline battery.

The programmer switches itself off if it has not been used for 30 seconds to prevent leaving the programmer on when not in use.

The memory of the Portable Programmer is volatile, and hence if we remove the battery or if the battery runs down it will lose all information stored.

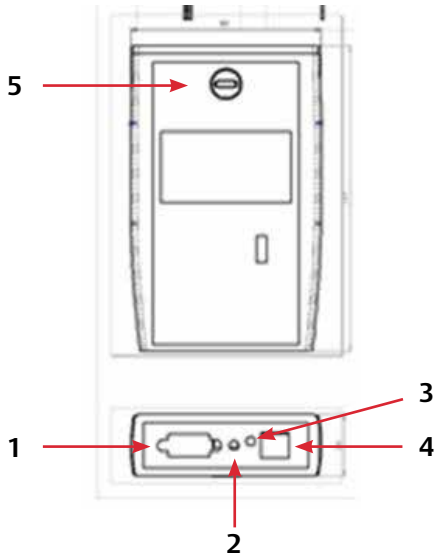
The battery is housed on the bottom base of the Portable Programmer. To extract it, remove the bottom lid of the Portable Programmer.

The Portable Programmer also has an indicator which displays the battery charge level.



There is also a jack on the bottom of the Portable Programmer for connection of an external 9VDC supply.

Connection & Clear Button



1 - RS232 connection to PC

2 - Jack lead connection for Escutcheons & Readers

3 - CLR (Clear) Button

4 - 3.5mm Socket for external 9VDC Power Supply

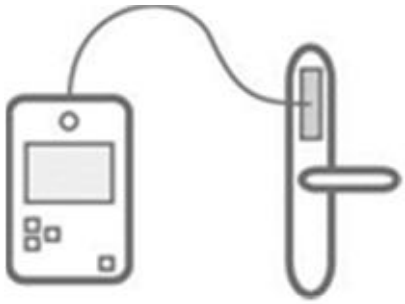
5 - Slot for Software License Key

1 - RS232 Connection to Computer

The Portable Programmer is connected to the computer by means of a RS-232 cable with two connectors of 9 PINS. One is for the computer's serial port and the other for the portable programmer. A USB Convertor is also supplied with the Portable Programmer.

2 - Jack lead connection for Escutcheons & Readers

To connect the Portable Programmer to the Escutcheons and Readers, a special cable is supplied with the Portable Programmer.



3 - CLR (Clear) Button

The Clear button is used to reset the Portable Programmer and test its functionality.

4 - Socket for External 9VDC Power Supply

The Portable Programmer has a connector for an external power supply. When the Portable Programmer is powered by an external supply, there is no consumption on the 9VDC battery. This option saves battery power when the Portable Programmer is used in the field to send and receive data with Escutcheons and Readers.

5 - Slot for Software License Key

With every software license purchased, a Portable Programmer Key is supplied. This is to ensure security of programming data and prevent other Portable Programmers from altering or modifying system parameters with Escutcheons and Readers.

Storage Capacity

The Portable Programmer has a memory of 0.5MB.

The portable programmer receives information about the doors forming part of a locking plan. This includes users who will have access to them, the Timezones in which they will have access, the Calendar of "Public Holidays" etc. Therefore the number of doors that we can transfer to the Portable Programmer will depend above all on the number of users forming part of the installation.

The following table shows the number of doors to load on the Portable Programmer, depending on the number of users per door:

Users/Doors	Doors to load on the PP
50	Up to 1000 doors approx.
100	Up to 500 doors approx.
200	Up to 250 doors approx.
500	Up to 100 doors approx.

The number of events that we can retrieve from the doors also depends on the number of events that we have stored on them. The Escutcheons and Readers can store up to 1,000 events.

If the doors have stored the maximum number of events, we can retrieve events from a maximum of 50 doors in the Portable Programmer.

Portable Programmer Operation

As previously mentioned, the Portable programmer is the link between the management software of the system, installed on the computer, and the Escutcheons/Readers. Using the Portable Programmer, we can transmit or receive information from the Escutcheons and Readers and carry out different tasks.

To transmit information to the Escutcheons and Readers the portable programmer must receive that information from the computer. Therefore, the first thing to do is download the information of the 'Locking Plan' of the installation in question to the Portable Programmer. Once we have downloaded the information, we will be able to carry out tasks further described in this manual.

Transmission of Data to the Portable Programmer

To transmit the 'Locking Plan' of the installation to the P.P we connect it to the computer with the RS-232 cable and we switch it on by pressing the ON/OFF key.

From the PP Menu screen of the TS1000 management software, the 'Locking Plan' is downloaded to the P.P by clicking on the button "Send Data to PP".

When clicking on the 'Send Data to PP' button, the software creates a data file which is sent to the Portable Programmer. The transmission time will depend on the amount of information we are sending.

Once this task is complete, the window will display a message indicating that the information has been transmitted correctly.

Once the data of the Locking Plan has been transmitted to the Portable Programmer we can transfer that information to the Escutcheons and Readers, as explained further in this manual.

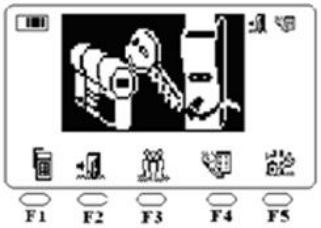
Security Authorisation Key

For security reasons, the Authorisation Key will have to be inserted in the Portable Programmer when carrying out the operations 'Initialise', 'Update' and 'Open' (which are described later) in the Escutcheons and Readers with the Portable Programmer. Otherwise, the operations will not be carried out.

The Authorisation Key guarantees the security of the installation and that there is only one supplied key for each installation/License.

Operation of the Portable Programmer

The main screen of the Portable Programmer is shown in the following illustration



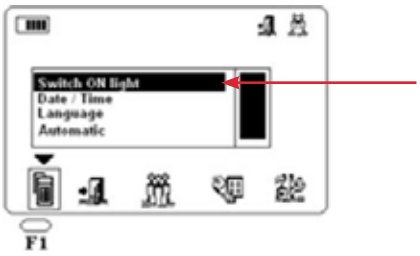
By means of the F1, F2, F3, F4 and F5 function keys, we can access the different menus of the Portable Programmer.

The Function Menu Keys are;

F1 Portable Programmer
F2 Doors
F3 Users
F4 Register of Openings
F5 Installation

F1 Key explained

By pressing the F1 key we access the menu of the Portable Programmer.



- Switch Backlight On or Off
- Date & Time
- Automatic
- Version

Using the Up and Down cursor keys different options can be selected. Once the desired option has been selected, press the OK key.

Switch On/Off Light

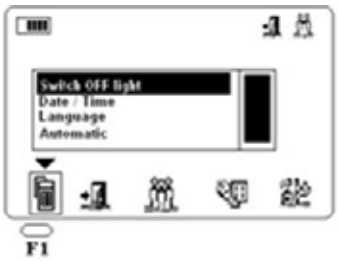
This option switches on/off the screen backlight. It is useful to avoid unnecessary battery consumption, ideally only using the light on low lighting conditions.

The power consumption of the Portable Programmer is 20mA with the screen light off and 30mA with the screen light on.

By default, when the Portable Programmer does not have any data from the locking plan, the light will be switched off. The light will automatically turn off when the data of the Locking Plan has been transmitted. To switch on the light, press "OK" with the selected function.

If we press "OK" in this position, the light will switch on and the Portable Programmer will come back to the main screen.

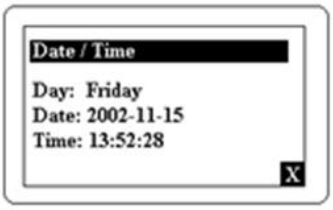
The next time the F1 function key is pressed, we will see the following illustration:



If "OK" button is pressed in this position, the screen backlight will switch off.

Date & Time

After selecting the option 'Date and Time', press "OK" to access that function.



The date and the time of the clock in the portable programmer is displayed. It cannot be modified because the programmer takes the computer's date and time. When we send the information of the Locking Plan from the computer to the portable programmer, the date and time of the computer will also be transmitted. Press (F5) to accept and go back to the main screen of the Portable Programmer

Automatic

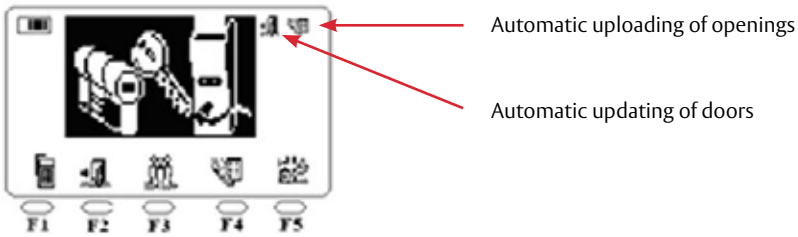
The PP also offers the option to Update doors (Escutcheons and Readers) and Upload Openings automatically. This means that when the Portable Programmer is connected to the door, the PP will automatically send information (if there are any modifications in the Locking Plan of that door) and show the register of openings without having to perform any operations in the programmer.

In order to access the Automatic function, we select that function with the Up or Down cursor keys on the configuration menu and then press "OK".

The Programmer will ask the following question: "Update doors automatically?" To answer yes, press (F4), and to answer no, press (F5).

Once we have chosen the option above (Update), the Portable Programmer will ask us whether we want to Pick Up the Openings automatically: "Do you want get the audit trail automatically?" As in the previous option, to answer yes, press (F4) and to answer no, press (F5).

If the options have been flagged as 'Yes', two symbols will be displayed on the top right corner of the main screen, If No is selected, no symbols will be displayed.

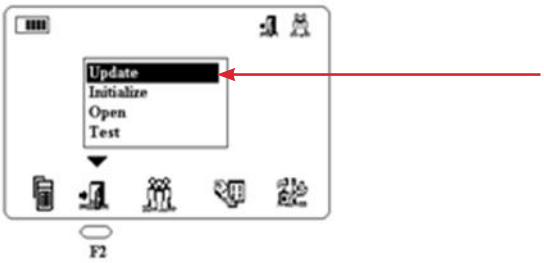


Version

By selecting the Version function of the configuration menu with the Up or Down cursor keys and pressing the "OK" key, the portable programmer shows us its manufacture version. This function will only be required when talking with our Technical Support department.

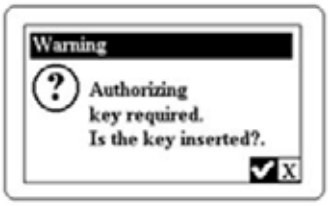
F2 Key explained – DOORS MENU

By pressing F2 on the main screen of the Portable Programmer we access the Doors menu. This menu includes the ensuing operations:



- Update
- Initialise
- Open
- Test
- Manufacturing

To carry out the functions Update, Initialise and Open successfully, the Authorisation Key of the installation License must be inserted in the Portable Programmer.



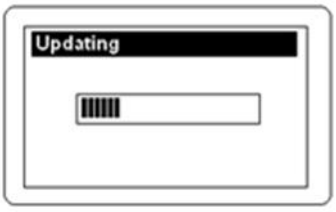
If any of these operations are attempted without inserting the Authorisation Key, on the PP we will see an Error message such as the one in the following illustration:

Update

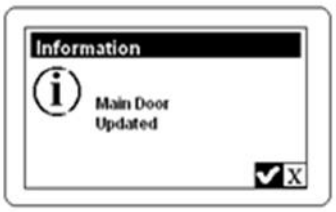
The Update function is used when we need to transfer changes made in the locking plan of a door to an Escutcheon or Reader. That is an Escutcheon or Reader that has already been "initialised" and therefore already belongs to the installation.

Once we have made the necessary changes in the TS1000 management software, we send the data to the portable programmer. From there they are transmitted to the Escutcheon or Reader by means of the Update function.

With the Authorisation Key inserted in the Portable Programmer and the PP connected to the door, press the "OK" to proceed with the Updating.



As the Escutcheons or Readers have already been initialised and therefore registered in the installation, the Portable Programmer will recognise which door it is and immediately update it. The screen of the PP will show:



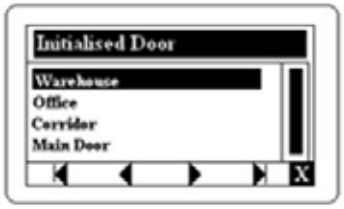
Once the Portable Programmer finishes the operation, the following screen will be shown. Press (F5), to accept and go back to the main menu of the Portable Programmer.

Initialise

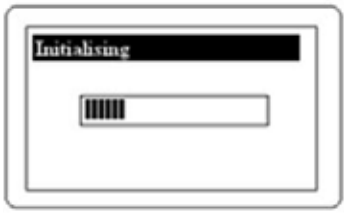
Initialising an Escutcheon or Reader requires that Escutcheon or Reader to be configured in the 'Doors' Menu of the TS1000 Software, Users assigned and a Locking Plan created. This information can then be sent to the Portable Programmer and then downloaded from the PP into the specific item in the field.

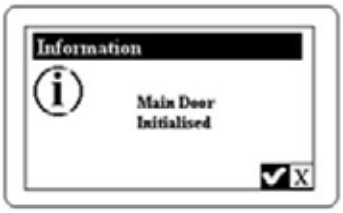
When a product is initialised, it will lose any previous information it may have stored.

Select the "Initialise" function in the Doors menu and press "OK". A screen, as per the below example, will be displayed showing all the Doors downloaded from the TS1000 software, including their descriptions as programmed in the TS1000 'Doors' menu.



The screen shows a list of all the doors of the installation. With the Up and Down cursor keys, select the door that we want to initialise and, with the authorisation key inserted in the PP, press the "OK" key to start initialising.



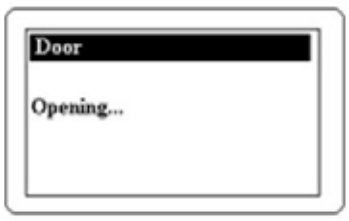


Once this process is complete, a message om the PP will appear stating that the operation has been carried out successfully. Press (F5) to accept and go back to the main menu of the Portable Programmer.

Open

The Open function allows the Portable Programmer to open Escutcheons and Readers, whether due to a low Battery condition in the unit or emergency situation.

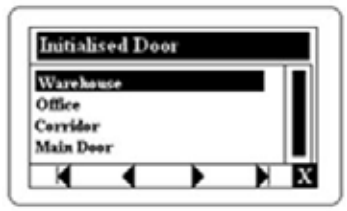
Using the Up and Down cursor keys, select the 'Open' function in the Doors menu of the Portable Programmer. Press the "OK" key and the Portable Programmer opens the door. As previously explained, the Authorisation Key must be inserted in the Portable Programmer to perform this function.

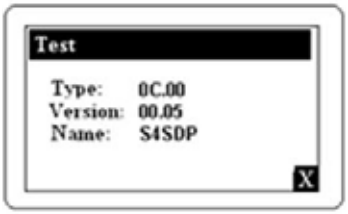


Test

The Test function of the Portable Programmer displays the Type of device and Version

In the 'Doors' menu of the PP, select 'Test' using the Up and Down cursor keys. With Test selected, press "OK" and the test will start.





Pressing "OK" again the Portable Programmer will indicate the date and time of the lock. It will also show the name of the door with which the lock has been initialised with.

F3 Key explained – USERS

This function has no purpose as we currently use Proximity Mifare or iClass Credentials.

F4 Key explained – OPENINGS

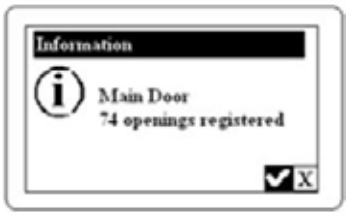
The Openings menu shows the register of events stored in the Escutcheon and Readers.

From the main screen of the Portable Programmer press the F4 function key

Get Audit Trail

The "Get Audit Trail" option uploads the events stored in the Escutcheon or Reader into the Portable Programmer.

Using the Up or Down cursor keys select the "Get Audit Trail" option. Connect the Portable Programmer to the door and press the "OK" key. Immediately the PP will upload the events and display the following screen:

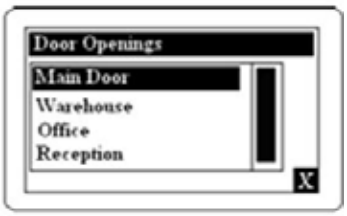


These events are stored in the PP which, when connected to the TS1000 Management Software computer, allow the "Openings" Menu option to upload all the stored events to the software.

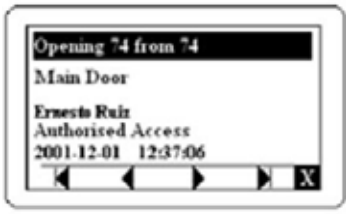
See Openings

The “See Openings” option allows the Portable Programmer to display all openings uploaded from Escutcheons and Readers, without connecting to the TS1000 Management Software computer.

Using the Up or Down cursor keys select the option “See Openings” and press the “OK” key. The display will show a list of all the doors events have been uploaded from.



Select the door whose openings you want to see and press the “OK” key.
The events will be displayed one by one from the last to the first.

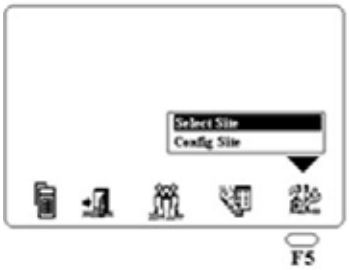


Use the Up or Down cursor keys of the portable programmer to scroll from one stored event to another.

F5 Key explained – INSTALLATION

The Installation Menu manages the locking plans loaded in the Portable Programmer. From the Computer, several locking plans can be downloaded to the Portable Programmer (depending on the memory size of the locking plans). This menu is used to select the installation to work with.

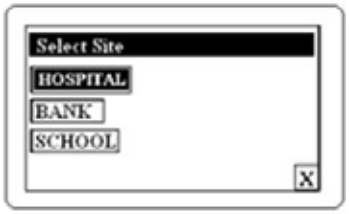
From the main screen of the Portable Programmer select the “Installation” icon (F5). The following screen will be displayed.



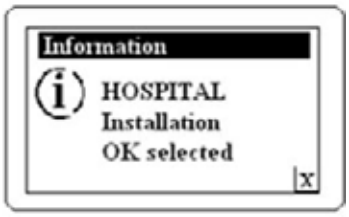
Select Site

The “Select Site” option selection of the Installation to be configured.

Select this option using the Up or Down cursor keys and press the “OK” key. The screen will then display any installations which have been downloaded into the Portable Programmer.



Select the required installation by using the Up or Down cursor keys and pressing the “OK” key.

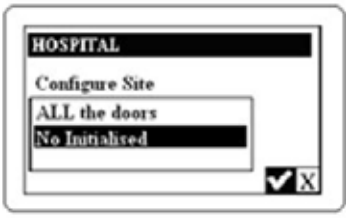


A confirmation message will be displayed.

Configure Site

The “Configure Site” option allows the Portable Programmer user to choose whether they want to see all the doors on the Initialise option of the Doors menu of the portable programmer or only the ones that have not been initialised. In this case, as we initialise cylinders, locks or wall readers the name of the initialised door will disappear from the menu “Initialise”. If we select “ALL the doors” we will see the name of the door even if it has been initialised.

By pressing the “OK” key in the Configure Installation option, the following screen will be displayed.

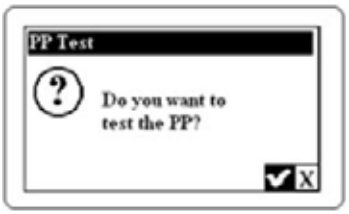


Select the desired option with the Up or Down cursor keys and accept by clicking the tick box or cancel by clicking the cross.

Maintenance or Testing of the Portable Programmer

The CLR key of the Portable Programmer allows a TEST to check the operation of the Portable Programmer itself.

When the CLR button is pressed, the Portable Programmer will display the following question:



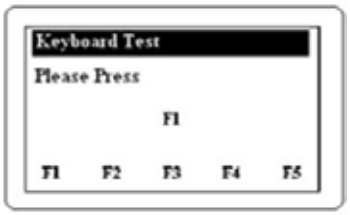
Clicking the tick accepts and starts the test. Clicking the cross cancels the test and returns to the main screen of the Portable Programmer.

The Test checks all internal operations of the Portable Programmer.

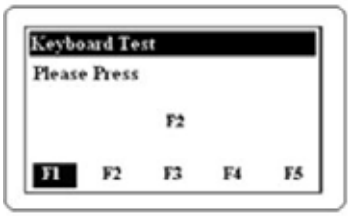
1. Keyboard Test
2. Clock Test
3. Key Test
4. Test of the Key Connector
5. Memory Test of the Portable Programmer

Keyboard Test

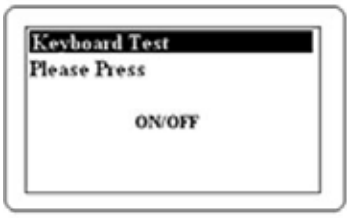
Clicking the tick key starts the keyboard test. The Portable Programmer will ask the user to press all the keys of the keyboard one by one, to check that they work properly.

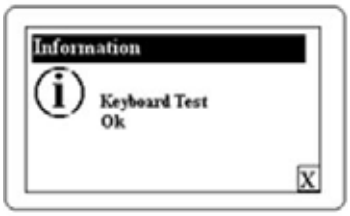


Pressing F1 will advance to the next screen asking for F2 to be pressed. This continues until all keys have been tested



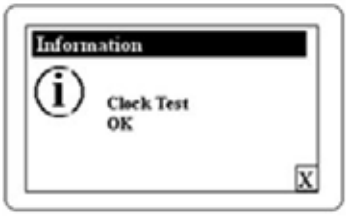
The final key to be tested is the Power button. After this button has tested successfully, a Keyboard test 'OK' message will be displayed.





Clock Test

The Portable Programmer checks its built-in clock. If the result of the test is satisfactory, the following message will be displayed;



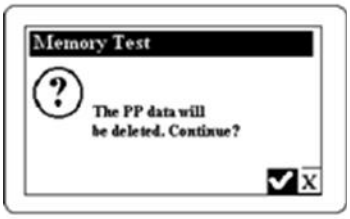
Key Test

This portion of the test is not used as we're utilising Proximity Credentials.

Test of Key Connector

This portion of the test is not used as we're utilising Proximity Credentials.

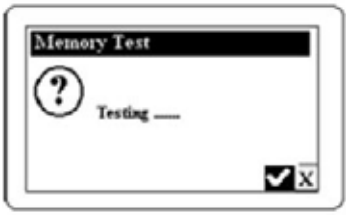
Key Test

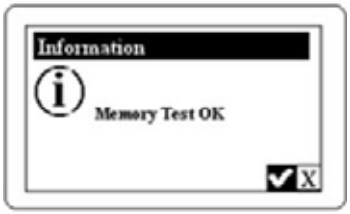


To carry out the "Memory Test" the Portable Programmer needs to delete all data stored in its memory. Before performing this function, the Portable Programmer will for conformation of this operation.

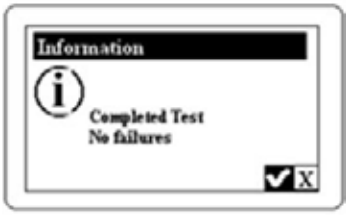
Clicking the cross button will cancel the operation and finish the test of the Portable Programmer.

Clicking the tick key, the Portable Programmer will delete all stored data and it will start the Memory Test.





Pressing "OK" will complete the test of the Portable Programmer. If the Portable Programmer has not detected any faults, the following message will be displayed.



If the Portable Programmer has detected a fault in any of the tests carried out, it will display details of the failed test with either of these categories - keyboard, clock, key, cable with the key or memory. If this occurs, perform another complete test as per the previous steps and if the fault is detected again, contact your supplier.

Lockwood is the leading brand in the Australasian locking industry. With an established reputation for high quality products, this iconic brand provides a wide range of locking solutions to residential housing, commercial, semi-commercial, building and industrial application markets. Lockwood is supported by an extensive distribution and after-sales support network. Our customers include retailers, architects, trade and industrial personnel, locksmiths and security dealers.

Our belief that we manufacture the finest premium products available in today's market place is backed by the Lockwood 25 Year Mechanical Warranty, ensuring that Lockwood continues to keep Australians safe by delivering security and peace of mind.

SMARTair™ offers an intelligent, yet simple, step up from keys, and a cost effective alternative to traditional access control. No bells, whistles, or wires, just sleek, reliable security.

For warranty terms and conditions, please visit **www.lockweb.com.au** or call **1300WARRANTY**

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