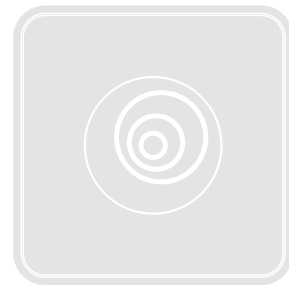


# ETPB

0682 C €



## Transponder reader

Instructions and warnings for installation and use



Nice

## 1 - GENERAL WARNINGS AND PRECAUTIONS

**CAUTION!** ● **Important safety instructions:** ● **These instructions are safety-critical; therefore, read the manual carefully before beginning work.** ● **Keep these instructions.** ● Before commencing the installation, check whether the product is suitable for the desired use (see “Product application limits” and “Product technical specifications”). If it is not suitable, DO NOT continue with the installation. ● Handle the product with care during installation, taking care to avoid crushing, denting or dropping it, or contact with liquids of any kind. Keep the product away from sources of heat and naked flames. Failure to observe the above can damage the product, and increase the risk of danger or malfunction. Should this occur, suspend installation work immediately and contact the Nice Support Service. ● Do not modify any part of the product. Operations other than as specified can only cause malfunctions. The manufacturer declines all liability for damage caused by makeshift modifications to the product. ● The product is not intended for use by persons (including children) with reduced physical, sensory or mental capacities, nor by anyone with insufficient experience or familiarity. ● The product is not intended as an intruder protection system. If you wish to have more effective protection, combine the automation mechanism with other security devices.

## 2 - PRODUCT DESCRIPTION AND INTENDED USE

**ETPB** is a **transponder card reader** in the **ERA** range. It is used to control automations for doors, gates, garage doors, sectional doors and other similar equipment.

It allows you to control and give access to locations and services to authorised persons who have a valid card. The device only works with Nice products equipped with the “BlueBus” technology supporting the control devices. **CAUTION! – All uses other than the intended use, or use in conditions other than those described in this manual should be considered improper and forbidden!** ● The device communicates with the control unit and the other devices present through the “BlueBus” system. This system is based on “parallel” connections without any polarity, effected with 2 conductors carrying the electric power and communication signals. It is possible to connect up to 4 of the following devices to one “BlueBus” control unit: ETPB (transponder card reader), EDSB, EDSIB (combination digital keypads). Each of these devices must have a different address from other devices (created with a jumper – see **Table 1**), so that the control unit is able to recognise each specific device during the “recognition of connected devices procedure”. To ensure safety against fraudulent attempts to replace a device, during the learning procedure, the control unit creates a further encoded link with another device so that it is linked to itself. Further information on the “BlueBus” system can be found in the instruction manual of the control unit. ● ETPB allows you to send a command to the automation only if the user has a card that has been memorised in the reader and is valid for that command. The command is sent when the card is brought close to the reader. The installed memory card (mod. BM1000) can memorise up to 255 cards. Card-command combinations are memorised during the programming operations described in this manual. Alternatively, the memory card can be removed and programmed directly in a Nice programming unit (O-BOX or MOU).

## 3 - PRODUCT APPLICATION LIMITS

● The product can only be connected to a Nice S.p.A. control unit, equipped with “BlueBus” technology that supports the control devices. ● It is possible to connect up to 4 of the following devices to one “BlueBus” control unit: ETPB (transponder card reader), EDSB, EDSIB (combination digital keypads). ● Before installing, read the “Product technical characteristics” chapter to verify whether the conditions in which the product must be used fall within the threshold values defined by the manufacturer.

## 4 - INSTALLATION AND HOOK UP


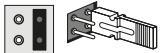
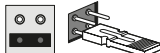
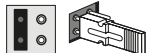
### 4.1 - Installation warnings

● ETPB must be secured to a vertical wall. ● ETPB must be installed in areas that are suitable for its overall size; the area must ensure ease of access for use and maintenance of the product. ● ETPB must be installed in a location that is protected against the risk of accidental impact. ● Install ETPB at a height of 1.5 m from the ground, to facilitate reading of the card. ● ETPB must be installed on a solid surface, to which it can be stably secured.

### 4.2 - Installation steps

● 01. Read the instructions manual of the control unit for the characteristics of the electrical cables to be used. ● 02. Read the warnings at the start of chapter 4 for the positions for securing the devices. ● 03. Prepare the protection sheaths for the electrical cables. ● 04. Secure each device as indicated in **figures 1, 2, 3, 4, 5**. ● 05. **CAUTION! – Before you proceed to make any electrical connections make sure that the power supply is disconnected.** Insert the electrical cables into the protection sheaths and connect the devices in a “parallel” layout (**fig. 6**): it is not necessary to observe polarity. ● 06. If there are several devices in the installation (up to 4 devices, including EDSB / EDSIB combination digital keypads, where present) the position of the jumper in each of these should be changed (**fig. 7**), choosing an address from **Table 1**. **Caution!** – Each device must have a different address from the other

**TABLE 1** - Addressing installed devices

Address - 1	Address - 2	Address - 3	Address - 4
			

devices. ● 07. Power the control unit: the LED “L2” (**Fig. 7**) flashes to signal the type and status of the BM memory installed in the device (see **Table 2** for explanations on the flashes), followed by 5 slow flashes, if the memory is empty. ● 08. Consult the control unit’s instructions manual to find the procedure for the “recognition of the devices connected to the control unit” then run the procedure (this will enable the control unit to individually recognise each “BlueBus” device connected). ● 09. Run the **Programming** procedure for the device, consulting chapters 5, 6, 7, 8. ● 10. After

**TABLE 2** - Signals from LED “L2” concerning the BM memory

Led “L2” signals	Meaning
1 flash (*)	BM60
2 flashes (*)	BM250
3 flashes (*)	BM1000
4 flashes (*)	Indicates that invalid cards have been memorised
5 flashes (*)	Error when reading the memory
(*) – If these flashes are followed by <b>5 (slow) flashes</b> , the memory is empty.	

**TABLE 3** - Acoustic signals from the reader during programming

Acoustic signal	Meaning
1 signal	Indicates that a <u>valid card</u> has been passed in front of the reader.
2 consecutive signals + 1 signal	Indicates that an <u>invalid card</u> has been passed in front of the reader.
3 signals	Indicates the successful completion of programming.
5 signals	Error during a programming operation.
Series of signals	Indicates an error and failure of programming procedure.

programming, read chapter 9 for use of the device; then run the **Testing** procedure shown in chapter 10, to ensure the installed devices are functioning correctly. ● 11. Lastly, complete the installation as shown in **Figures 8, 9**.

## 5 - IMPORTANT PROGRAMMING WARNINGS

### 5.1 - Two programming modes: “Easy” and “Professional”

- ETPB can be programmed using two different and complementary modes:
  - **“EASY” programming mode:** a simple programming mode involving the basic procedures only (see chapter 6) for memorising and deleting cards.
  - **“PROFESSIONAL” programming mode:** a more complex programming mode, with several functions, some of which are specific and suited to professional applications. Procedures in this mode (see chapter 7) include memorising up to 255 cards (the number may vary according to the memory card installed). ● Programming in “Professional” mode requires the use of one or two “MASTER” cards.  
**CAUTION! – “MASTER” cards must be the first cards to be memorised in the reader.**
- The differences between the “Easy” and “Professional” programming modes are found in the programming phase itself and in the resulting performance. In terms the user, the differences are minimal.
- **“Easy” and “Professional” programming modes are mutually exclusive:** i.e. the choice of which mode to be used must be made when programming the first card. If the programming mode has already been chosen (= memory used by at least one program) and the operator wishes to change mode (from “Easy” to “Professional” or vice versa), the ETPB memory must first be deleted.
- During programming, the device emits acoustic signals indicating that it is functioning correctly or that there is an error. See **Table 3** for information on these acoustic signals.

### 5.2 - Relationship between available commands and card modes

- The ETPB reader can send two different commands to the control unit. In this manual these are referred to generically as: **command no. 1** and **command no. 2**. Each of these is assigned a **manoeuvre command** at the factory. The combinations are as follows:
  - **command no. 1** is assigned the **“Step-by-Step”** manoeuvre command;
  - **command no. 2** is assigned the **“Partial Open”** manoeuvre command;
- NB** – The manoeuvre commands assigned at the factory can be changed at any time, as required (see **Table 4** in chapter 8), using the procedures in paragraph 8.3.
- **A card can be memorised using the following commands:**
  - A – with command no. 1;**
  - B – with command no. 2;**
  - C – with both commands (no.1 and no. 2).**



## Chapter 6

### PROGRAMMING CARDS IN “EASY” MODE

#### PROCEDURES

##### 6.1 Easy



**Program a card that is valid for command no. 1 only, or valid for command no. 2 only, or valid for both commands (no. 1 and no. 2)**

**PLEASE NOTE** – Programming cannot be repeated once finished. To program more cards, use the procedure in paragraph 8.1.

01. Press the “T” key (fig. 7): the reader emits acoustic tones every 30 seconds...
02. ...choose the command from the options provided and run the action indicated:
  - to program **command no. 1** = pass the new card **once** in front of the reader.
  - to program **command no. 2** = pass the new card **twice** in front of the reader.
  - to program **both command no. 1 and no. 2** = pass the new card **3 times** in front of the reader.
03. After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds of passing the last card. **Note** – Any of the three options can be chosen for each new card.
04. To terminate the procedure, wait more than 10 seconds after passing the last card.

**PLEASE NOTE** – Additional functions in “Easy” mode are described in Chapter 8.



## Chapter 7

### PROGRAMMING CARDS IN “PROFESSIONAL” MODE

- In “Professional” mode, cards can be programmed for each user (or group of users). This makes it easier to add or remove cards according to need.
- These procedures allow you to program the required number of cards (up to 255, depending on the BM memory installed), to delete some, to count them, to erase the entire memory and use other specific functions.
- Execution of procedures in “Professional” mode involves the use of one or two “MASTER” cards. A “MASTER” card is a normal card that must be programmed at the start of the “Professional” programming procedure, when the BM memory is still empty. The following “MASTER” cards can be created:

- **“MASTER-1” “MASTER-2”**: these are alternatives to the “SINGLE MASTER” card. “MASTER-1” is used to store command no. 1; “MASTER-2” is used to store command no. 2.
- the **“SINGLE MASTER”** card is an alternative to “MASTER-1” and “MASTER-2”. It stores on a single card command no. 1, command no. 2 or both commands (no. 1 and no. 2).

**PLEASE NOTE** – “MASTER-1” AND “MASTER-2” are used to create two separate groups of cards (cards in a group can activate only one of the two available commands). **Alternatively**, if two sets of cards are not needed, a single card can be programmed, called the “SINGLE MASTER”, which performs the tasks of both “MASTER-1” and “MASTER-2” and also allows the creation of cards to enable both commands.

- A “MASTER” card can only be used to program other cards, to erase all programming and to lock or unlock an automation. Thus, it cannot control an automation in the same way as a normal card. **CAUTION! – Do not lose the “MASTER” cards created.**

## — Programming “MASTER” cards —

Programming the “MASTER” cards is the first operation to be carried out and should be done when the reader’s memory is still empty. In practice “MASTER” cards are the first card which must be placed up to the reader for at least 5 seconds. **CAUTION! – To program “MASTER” cards, use only one of the available procedures (7.1 or 7.2).**

### 7.1 Professional



**Program MASTER-1** (memorises cards that enable command no. 1) and **MASTER-2** (memorises cards that enable command 2)

**CAUTION!** – This procedure is an alternative the one described in paragraph 7.2. May only be carried out if the reader memory is empty.

01. Make sure the reader’s memory is empty.
02. Hold a new **card (this will be “MASTER-1”)** in front of the reader for at least 5 seconds. After 5 seconds have elapsed, the reader emits 3 consecutive acoustic signals and 1 single signal.
03. After the signals, remove the card from the reader.
04. Place another **new card (this will be “MASTER-2”)** in front of the reader and hold it there for at least 5 seconds. After 5 seconds have elapsed, the reader emits 3 consecutive acoustic signals and 1 single signal.
05. After the signals, remove the card from the reader.

### 7.2 Professional



**Program the SINGLE MASTER** card (memorises cards which enable commands no. 1 and no. 2 individually or both together)

**CAUTION!** – This procedure is an alternative the one described in paragraph 7.1. May only be carried out if the reader memory is empty.

01. Make sure the reader’s memory is empty.
02. Hold a **new card** in front of the reader for at least 5 seconds. After 5 seconds have elapsed, the reader emits 3 consecutive acoustic signals and 1 single signal.
03. After the signals, remove the card from the reader.
04. Hold the **same card** in front of the reader and keep it there for at least 5 seconds. After 5 seconds have elapsed, the reader emits 3 consecutive acoustic signals and 1 single signal.
05. After the signals, remove the card from the reader.

## — Programming normal cards —

### 7.3 Professional



**Program (with MASTER-1) the cards that enable command no. 1**

01. Pass **MASTER-1** in front of the reader once.
02. Pass the **new card** in front of the reader once. **Note** – After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds of passing the last card.
03. To terminate the procedure, pass **MASTER-1** once in front of the reader or wait more than 10 seconds after passing the last card.

Additional cards can be memorised at any time by repeating this procedure from the beginning.

### 7.4 Professional



**Program (with MASTER-2) the cards that enable command no. 2**

01. Pass **MASTER-2** in front of the reader once.
02. Pass the **new card** in front of the reader once. **Note** – After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds

of passing the last card.

03. To terminate the procedure, pass **MASTER-2** once in front of the reader or wait more than 10 seconds after passing the last card.

Additional cards can be memorised at any time by repeating this procedure from the beginning.



## 7.5 Professional

### Program (with the SINGLE MASTER) the cards that enable command no. 1

01. Pass the **SINGLE MASTER** in front of the reader once.
02. Pass the **new card** in front of the reader once. **Note** – After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds of passing the last card.
03. To terminate the procedure, pass the **SINGLE MASTER** once in front of the reader or wait more than 10 seconds after passing the last card.

Additional cards can be memorised at any time by repeating this procedure from the beginning.



## 7.6 Professional

### Program (with the SINGLE MASTER) the cards that enable command no. 2

01. Pass the **SINGLE MASTER** in front of the reader once.
02. Pass the **new card** in front of the reader twice. **Note** – After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds of passing the last card.
03. To terminate the procedure, pass the **SINGLE MASTER** once in front of the reader or wait more than 10 seconds after passing the last card.

Additional cards can be memorised at any time by repeating this procedure from the beginning.



## 7.7 Professional

### Program (with the SINGLE MASTER) the cards that enable commands no. 1 and no. 2

01. Pass the **SINGLE MASTER** in front of the reader once.
02. Pass the **new card** in front of the reader three times. **Note** – After the first card, other cards can be programmed by repeating point 02 for each one within 10 seconds of passing the last card.
03. To terminate the procedure, pass the **SINGLE MASTER** once in front of the reader or wait more than 10 seconds after passing the last card.

Additional cards can be memorised at any time by repeating this procedure from the beginning.



## 7.8 Professional

### Erase (using a MASTER...) one or more memorised cards

01. Pass the MASTER (\*) in front of the reader twice.
02. Pass the **card to be erased** in front of the reader once. **Note** – After the first card, other cards can be erased by repeating point 02 for each one within 10 seconds of passing the last card.
03. To terminate the procedure, pass the **MASTER** (the same one used in step 01) once in front of the reader or wait more than 10 seconds after passing the last card.

(\*) – Use MASTER-1, MASTER-2 or the SINGLE MASTER, according to the group to which the card belongs.

Additional cards can be erased at any time by repeating this procedure from the beginning.



## 7.9 Professional

### Count (using a MASTER...) memorised cards

This procedure enables you to count the number of cards memorised with command no. 1, or command no. 2, or both commands.

**01.** Pass the **MASTER(\*)** in front of the reader three times. This sets of a series of acoustic signals with the following meanings:

- **3 tones = 1 hundred** (e.g.: 1 series of 3 tones corresponds to 100 cards).
- **2 tones = 1 ten** (e.g.: 3 series of 2 tones corresponds to 30 cards).
- **1 tone = 1 unit** (e.g.: 4 series of 1 tones corresponds to 4 cards).
- **10 series of tones = zero.**

(\*) – Use MASTER-1 or MASTER-2 according to the group (command no. 1 or command no. 2) to which the cards to be counted belong. To count all memorised cards (regardless of which commands they activate) use the SINGLE-MASTER card.



## 7.10 Professional

### Limit (using a MASTER...) the use of a card to a restricted number of times

Each card has an associated counter which is updated automatically every time the card is used. When the counter reaches zero the card is disabled. The number of times set by the factory is unlimited. This procedure allows you to set a limit to the number of times a card can be used. The maximum number that can be associated with a card is 999. Any higher values will enable unlimited use.

- 01.** Pass the **MASTER(\*)** in front of the reader four times. After 2 seconds the reader issues 3 acoustic signals and enables hundreds.
- 02.** Next, pass the required card in front of the reader the number of times corresponding to **hundreds** of units to be programmed (10 times = unlimited use).
- 03.** After 2 seconds the reader issues 2 acoustic signals and enables tens.
- 04.** Next, pass the required card in front of the reader the number of times corre-

sponding to **tens** of units to be programmed.

- 05.** After 2 seconds the reader issues 1 acoustic signal and enables units.
- 06.** Next, pass the required card in front of the reader the number of times corresponding to the **units** to be programmed.

(\*) – Use MASTER-1 or MASTER-2 or the SINGLE MASTER according to the group (command no. 1 and/or command no. 2) to which the cards with limited use belong.



## 7.11 Professional

### Block automation using any MASTER card

- 01.** Pass any **MASTER** in front of the reader seven times.
- 02.** Hold the same **MASTER** used in step 01 in front of the reader and wait for the reader to emit 1 acoustic signal.
- 03.** After the signal, remove the card from the reader. **Note** – If the procedure has been carried out correctly, the reader emits 3 acoustic signals.



## 7.12 Professional

### Unblock automation using any MASTER card

- 01.** Pass any **MASTER** in front of the reader seven times.
- 02.** Hold the same **MASTER** used in step 01 in front of the reader and wait for the reader to emit 2 acoustic signals.
- 03.** After the signal, remove the card from the reader. **Note** – If the procedure has been carried out correctly, the reader emits 3 acoustic signals.



## 7.13 Professional

### Erase the entire memory using any MASTER card

This procedure deletes all data in the reader's BM memory, including the "MASTER" cards programmed at the start.

- 01.** Pass any **MASTER** in front of the reader five times.



02. Wait for the reader to emit 3 acoustic signals.
03. At the end of the third acoustic signal, immediately hold up the same **MASTER** used in step 01 and keep it in front of the reader.
04. Wait for the reader to emit 5 acoustic signals.
05. At the end of the fifth acoustic, remove the **MASTER** immediately from the reader: the device emits 3 acoustic signals and then , flashes slowly 5 times to signal that the memory is empty.
06. Lastly, rerun the procedure for the "recognition of the devices connected to the control unit", by consulting the control unit manual.

At the end of this procedure, the device will have to be re-programmed. **Note** – at the start of a new programming operation, the user can once again choose which mode to use ("Easy" o "Professional").

.....  
**PLEASE NOTE – Additional functions in "Professional" mode are described in Chapter 8.**

## 8 - FURTHER DETAILS – PROCEDURES COMMON TO BOTH "EASY" AND "PROFESSIONAL" PROGRAMMING MODES

### 8.1 - Memorise a new card using another previously programmed card

This procedure requires a previously programmed card, whose commands (commands no. 1 and/or no. 2) will be used by the new card.

01. Hold the new card in front of the reader and keep it there for at least 5 seconds. Remove the card.
02. Pass a previously programmed card in front of the reader 3 times.

03. Pass the new card in front of the reader once. Repeat this operation to memorise another card.

---

## 8.2 - Erase the entire memory

This procedure deletes all data in the reader's BM memory, including any previously programmed "MASTER" cards.

01. Press and hold the "**T**" key (**fig. 7**) on the reader. LED "**L1**" stays lit for 3 seconds, then flashes 3 times and...
02. ...release the button exactly during the third flash. After a few moments, LED "**L1**" flashes a few times and, after a few seconds, if the operation has been carried out successfully, the reader emits 3 acoustic signals and 5 slow flashes to confirm that the memory is empty.
03. Lastly, rerun the procedure for the "recognition of the devices connected to the control unit", by consulting the control unit manual.

At the end of this procedure, the device will have to be re-programmed. **Note** – at the start of a new programming operation, the user can once again choose which mode to use ("Easy" o "Professional").

---

## 8.3 - Change the manoeuvre command assigned to a card (using procedures 8.3.1, 8.3.2, 8.3.3)

This function enables you to change the manoeuvre command assigned by the factory to a card (read paragraph 5.2) and choose the new command from the "Manoeuvre command" column in **Table 4**. **Caution!** – Some commands might be different from those run by the control unit to which the reader is connected (see the instructions manual for the control unit).

---

### 8.3.1 - Procedure to change manoeuvre commands no. 1 or no. 2, with a card programmed to enable **A SINGLE COMMAND**

01. Pass the **card whose manoeuvre command you wish to change** in front of

the reader. The reader emits an acoustic signal and immediately enables the manoeuvre. At the same time LED “L1” (fig. 7) flashes, then pauses to signal the type of manoeuvre in progress.

02. Choose the new required manoeuvre from **Table 4** and make a note of the “L1” LED flash signals associated with the manoeuvre.
03. Press the “T” key (once or twice) to display the list of available commands, until you have set the manoeuvre command chosen in point 02 (every time the key is pressed, LED “L1” flashes once more than for the previous time).
04. Pass the card used in point 01 in front of the reader: the reader emits an acoustic signal and immediately enables the new manoeuvre; at the same time, LED “L1” flashes then pauses to signal that the new manoeuvre has been set.

### 8.3.2 - Procedure to change manoeuvre command no. 1, with a card programmed to enable BOTH COMMANDS

01. Hold the **card whose manoeuvre command you wish to change** in front of the reader. The reader emits an acoustic signal and, after 1 second, emits another enabling the manoeuvre. At the same time LED “L1” (fig. 7) flashes, then pauses to signal the type of manoeuvre in progress.
02. Choose the new required manoeuvre from **Table 4** and make a note of the “L1” LED flash signals associated with the manoeuvre.
03. Press the “T” key (once or twice) to display the list of available commands, until you have set the manoeuvre command chosen in point 02 (every time the key is pressed, LED “L1” flashes once more than for the previous time).
04. Hold the card used in point 01 in front of the reader. The reader emits an acoustic signal and after 1 second, emits another, immediately enabling the new manoeuvre. LED “L1” flashes, then pauses to signal that the new manoeuvre has been set.

### 8.3.3 - Procedure to change manoeuvre command no. 2, with a card programmed to enable BOTH COMMANDS

01. a) - Pass the card in front of the reader (**the card whose manoeuvre command**

**is to be changed**): when you hear an acoustic signal, remove the card immediately from the reader; then...

- b) - (**within 2 seconds**) **re-pass** the card in front of the reader. The reader emits an acoustic signal and immediately enables the manoeuvre. At the same time LED “L1” (fig. 7) flashes, then pauses to signal the type of manoeuvre executed.
02. Choose the new required manoeuvre from **Table 4** and make a note of the “L1” LED flash signals associated with the manoeuvre.
03. Press the “T” key (once or twice) to display the list of available commands, until you have set the manoeuvre command chosen in point 02 (every time the key is pressed, LED “L1” flashes once more than for the previous time).
04. a) - Pass the card used in point 01 in front of the reader: when you hear an acoustic signal, remove the card immediately from the reader; then...  
b) - (within 2 seconds) re-pass the card in front of the reader. The reader emits an acoustic signal and immediately enables the manoeuvre. At the same time LED “L1” (fig. 7) flashes, then pauses to signal the type of manoeuvre set.

**TABLE 4** - Manoeuvre command associated with command no. 1 or command no. 2 of a card

Led “L1” signal	Manoeuvre command
1 flash + pause	STEP-BY-STEP (associated with <u>command no. 1</u> ) by factory
2 flashes + pause	OPEN
3 flashes + pause	CLOSE
4 flashes + pause	PARTIAL OPEN (associated with <u>command no. 2</u> ) by factory
5 flashes + pause	STOP
6 flashes + pause	COURTESY LIGHT

## 9 - USE OF CARDS AFTER MEMORISATION – GUIDE FOR THE INSTALLER AND THE END USER

- USE of the ETPB reader is based on recognition of the code that is unique to each card and is memorised in the reader. When a card is held up to the reader, it transmits its identifying code. If the code is in the ETPB memory, the reader transmits command no. 1 or command no. 2 to the control unit (i.e. the command given to that card during programming). If the card is not memorised, the ETPB reader emits an acoustic error signal.
- **To control the automation, the user should be in possession of one or more memorised cards and should receive the following information from the installer in order to be able to use the card correctly:**
  - **COMMAND NUMBER:** this is the command that the reader sends to the automation when the card is passed in front of the reader: **command no. 1**, or **command no. 2**, or **both commands** (no. 1 and no. 2).
  - **TYPE OF MANOEUVRE:** the manoeuvre (e.g.: **partial open or other...**) associated with the command (no. 1 or no. 2).
  - **CARD USE PROCEDURE:** this is the method to be used when passing the card in front of the reader. The use procedures vary depending on the number of commands a card can transmit to the automation through the reader.

### ● How to use a card that can enable a SINGLE command

#### ● **To send command no. 1**

Pass the card in front of the reader: the reader emits an acoustic signal and immediately enables the manoeuvre.

#### ● **To send command no. 2**

Pass the card in front of the reader: the reader emits an acoustic signal and immediately enables the manoeuvre.

### ● How to use a card that can enable TWO commands

#### ● **To send command no. 1**

Hold the card used in front of the reader. The reader emits an acoustic signal and after 1 second, emits another, immediately enabling the manoeuvre.

#### ● **To send command no. 2**

1) - Pass the card in front of the reader: when you hear an acoustic signal, remove the card immediately from the reader; then...

2) - (within 2 seconds) re-pass the card in front of the reader: the reader emits an acoustic signal and immediately enables the manoeuvre.

- If LED “L2” flashes, read **Table 5** for the meaning of these signals.

**TABLE 5** - Signals from LED “L2” concerning the “BlueBus” system

Led “L2” signal	Meaning
<b>Steady on</b>	Reader synchronised with “BlueBus” system.
<b>3 flashes + 1 pause</b>	Reader NOT synchronised with “BlueBus” system.
<b>2 flashes + 1 pause</b>	Reader not addressed (no jumper).

## 10 - TESTING

After programming, it is important to check that the reader and memorised cards function correctly as follows:

- a) - Verify that the instructions specified in Chapter 1 - "General warnings and precautions" have been observed.
- b) - Read chapter 9 for instructions on correct use of the cards and the reader.
- c) - Pass a valid card (memorised by the reader) in front of the reader and observe whether the automation runs the command. If the command is not run, read chapter 11 - "Troubleshooting".
- d) - Continue checking as described in the previous point, using other card memorised in the reader.

## 11 - BASIC TROUBLESHOOTING (Troubleshooting)

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- **If LED "L2" flashes (see Table 5):** ensure that the jumper is properly positioned; if necessary, sync the reader to the "BlueBus" system, rerunning the "recognition of the devices connected to the control unit", procedure in the manual of the control unit.
- 
- **(if several readers are connected to the same control unit). If the command is not executed after passing a valid card in front of the reader and LED "L2" starts to flash:** check the address of every connected "BlueBus" device (read point 06 of paragraph 4.2).
- 
- **If after passing a valid card in front of a reader no acoustic signal is emitted:** check that the BM memory is inserted properly.
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- **If after passing a valid card in front of a reader LED "L1" flashes to signal that the reader has activated the command, but the automation has not run the manoeuvre:** rerun the "recognition of the devices connected to the control unit" procedure (read point 08 of paragraph 4.2); or check that the automation is not blocked and unblock if necessary using procedure 7.13.
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- **If the keypad does not switch on:** use an appropriate instrument to verify whether the "BlueBus" network is powered (VDC).
-

## 12 - MAINTENANCE OF THE PRODUCT

The product does not require special maintenance operations. It is recommended to clean external surfaces using a soft damp cloth. Do not use aggressive or abrasive substances such as detergents or solvents.

## 13 - SCRAPPING THE PRODUCT

This product constitutes an integral part of the automation system, therefore it must be disposed of along with it. • As when installing the product, when the product reaches the end of its service life, it must be scrapped by a qualified technician. • This product is made up of different types of material, some of which can be recycled while others must be disposed of. Seek information on the recycling and disposal systems envisaged by the local regulations in your area for this product category. **Caution!** – some parts of the product may contain pollutant or hazardous substances which, if disposed of into the environment, may cause serious damage to the environment or physical health. • As indicated by this symbol, the product may not be disposed of as domestic waste. Separate the waste into categories for disposal, according to the methods envisaged by current legislation in your area, or return the product to the retailer when purchasing a new version. **Caution!** – Local legislation may envisage serious fines in the event of abusive disposal of this product. • Packaging materials must be disposed off in accordance with local regulations.



## TECHNICAL FEATURES

**WARNINGS:** • All technical specifications stated in this section refer to an ambient temperature of 20°C (± 5°C). • Nice S.p.a. reserves the right to modify its products at any time deemed necessary, while maintaining the same intended use and functionality.

- **Type:** access control system by card (use models available in Nice product catalogue), passive transponder, 125 kHz, 32 bit read only.
- **Technology used:** “BlueBus”.
- **Lighting:** Red LED, front of reader.
- **Length of connection cable:** see instructions manual of control unit for connections from a “BlueBus” device to the control unit.
- **Power:** the reader is operated from the control unit via the “Bluebus” system.
- **Absorbed current:** 2 “BlueBus” units.
- **Read distance:** with card in front of reader, maximum distance of 4 cm.
- **Memory capacity:** 1 BM1000 card contains up to a maximum of 255 codes (cards). Other cards with different memory capacities can be installed.
- **Insulation:** class III
- **Housing protection rating:** IP 54
- **Operating temperature:** -20 °C to +55 °C
- **Use in acid, saline or potentially explosive atmosphere:** No
- **Installation:** vertical wall.
- **Dimensions (mm):** 70 x 70 x h 26
- **Weight:** 265 g