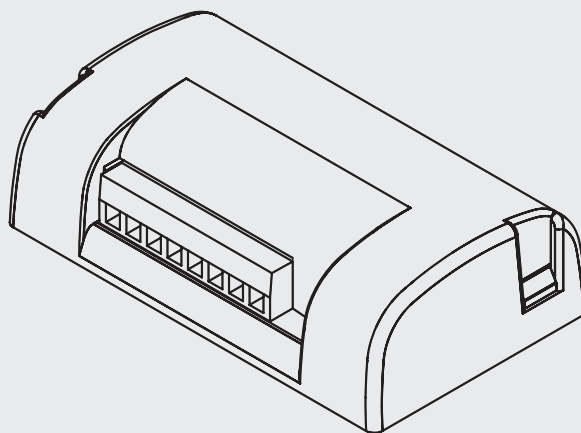# BE.PROXY
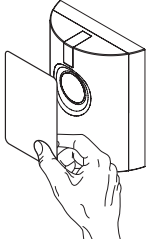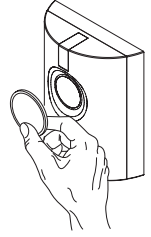# BE.READ

BENINCA®
TECHNOLOGY TO OPEN

CE

1
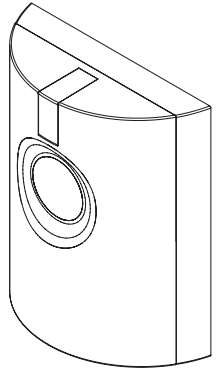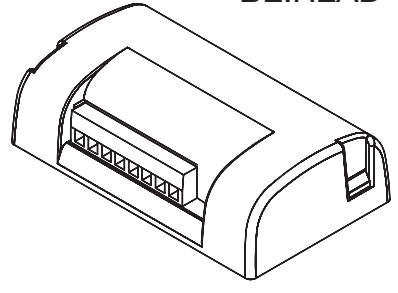
BE.PROXY

BE.READ

TEO CARD

TEO

TO.GO2/4T

2

BE.PROXY 1

ON
1　4

ANT　TX
1　2　3　4

BE.READ

L1
L2
L3　PGM

J4
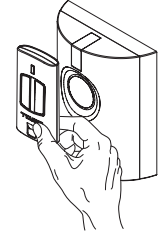
1°ch　2°ch　24V ac dc　TX

⊕　⊖

BE.PROXY 2

ON
1　4

ANT　TX
1　2　1　2

⊕　⊖

3

1

2
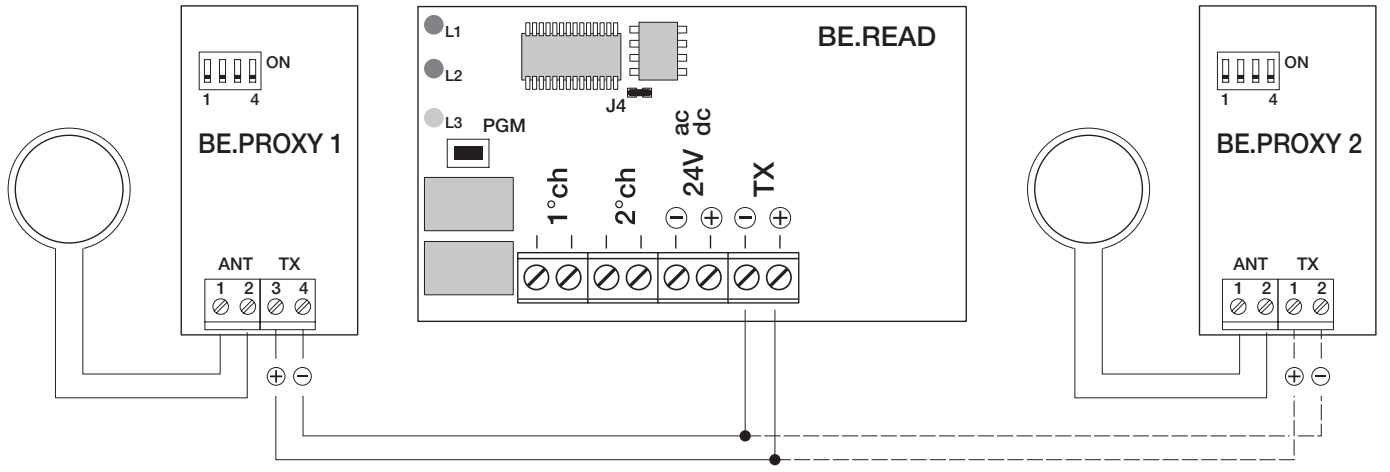
3
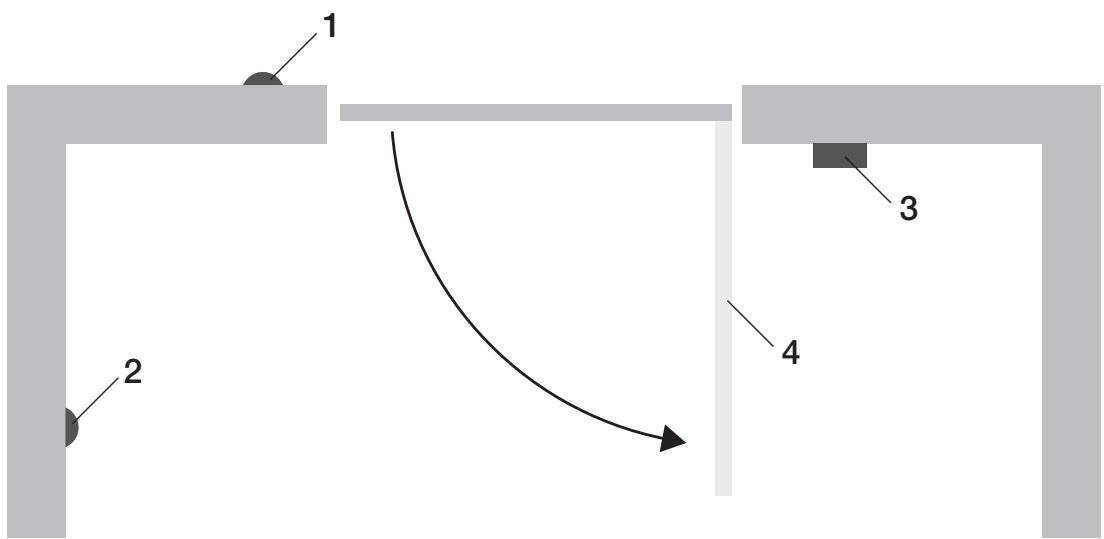
4

BE.READ/BE.PROXY

This system for the reading and decoding of transponder is composed of:
- **BE.PROXY**, card reader to be applied to wall or on column.
- **BE.READ**, two-channel receiver for the decoding of cards.
- **TEO CARD**, transponder card, 55x85mm standard size
- **TEO**, transponder, key-ring shape.
- **TO.GO2/4T**, 2 or 4 channel transmitter with built-in transponder

One or two BE.PROXY readers can be connected to each BE.READ receiver, as shown in the wire diagram, Fig.2.

A typical installation is shown in Fig. 3:
1 BE.PROXY, access (external)
2 BE.PROXY, exit (internal
3 BE.READ with remote control unit - WARNING: it includes the opening control relays. This unit shall therefore be installed in a protected position to avert any tampering.
4 Automatic opening

Specifications of the BE.READ Receiver	
Power supply	24 Vac/Vdc
Outputs	2 channels Max load: 500mA-48Vac/dc.
Max distance between BE.READ/ BE.PROXY	40m by using a shielded cable
Number of card codes that can be memorised	250
Protection class	IP30
Operating temperature	from -20°C to +70°C

Specifications of the BE.PROXY Reader	
Number of conductors	2
Indications	LED and buzzer
Protection class	IP54
Operating temperature	from -20°C to a +70°C

Input/output functions, BE/READ receiver	
1-2	Output, channel 1* (500mA-48Vac/dc max)
3-4	Output, channel 2* (500mA-48Vac/dc max)
5-6	Input, power supply, 24 Vac/Vdc (5-,6+)
7-8	Serial input for code receipt from reader.
*Outputs 1-2 are already factory preset as normally open contacts (N.O.). They can be modified to a normally closed contact (N.C.) by following indications shown in the paragraph "To change the NO/NC output contact".	

Input/output functions, BE/PROXY reader	
1-2	Serial output for code transmission

CONFIGURATION OF THE RECEIVER

Two operating modes are available:
Basic and Advanced.
BASIC mode functions:
- Storage of card codes in memory**
- Erasing of card codes
- Complete erase of memory

The BASIC mode requires that the PGM basic button be pressed on the BE.READ receiver during memorizing phases of cards. .

* For simplicity purposes, from now on the term "card" will mean any accessory equipped with transponder.*

ADVANCED mode functions :
- Storage of card codes in memory
- Erasing of card codes
- Enabling/disabling of buzzer.

The ADVANCED mode requires that a special MASTER card be provided, through which other cards can be stored in memory with no need to access the receiver.

MESSAGES OF THE SYSTEM THROUGH BUZZER AND LED

Activation of the system or reset of power supply after a cut-off: You can hear 1 long beep from BE.PROXY (approx. 1s).

Reception of a valid code:
You can hear 1 long beep from BE.PROXY with corresponding flashing of the LED.

OK message:
You can hear 3 long beeps from BE.PROXY and the LED flashes three times. .

ERROR message:
You can hear 5 short beeps from BE.PROXY with corresponding flashing of the LED. LED L1.

BASIC MODE

To store card codes on channel 1
1 Move DIP1 to ON.
2 Press the PGM button, the greed LED L2 flashes.
3 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK message.

To store other cards in memory, repeat from point 2.
At end of programming, move DIP1 back to OFF.

To store card codes on channel 2
1 Move DIP2 to ON.
2 Press the PGM button, the greed LED L2 flashes.
3 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK message.

To store other cards in memory, repeat from point 2.
At end of programming, move DIP2 back to OFF.

To store card codes on channel 1 and 2
1 Move DIP1 and DIP2 to ON.
2 Press the PGM button, the greed LED L2 flashes.

3 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK message.

To store other cards in memory, repeat from point 2.

At end of programming, move DIP1/2 back to OFF.

To erase a card code
1 Press the PGM button twice. The green LED L2 flashes with a frequency of 2 flashes followed by an interval.
2 Hold the card to be erased from memory near the BE.PROXY reader, which responds with the OK message.

To erase other cards, repeat from point 2.

Complete erase of memory
Press the PGM button and keep it pressed for 15s. The red LED L3 and the green LED L2, which are initially switched off, start flashing in an alternate way. When they stop flashing, the erase operation is completed.

WARNING: If the advanced mode is not used, the J4 jack must be opened by means of a welder (Fig. 2) in order to protect the receiver from the creation of MASTER cards.

ADVANCED MODE

Creation of the MASTER card.
1 Move DIP3 to ON.
2 Move the card destined to be the MASTER card, to the BE.PROXY reader, which responds with the OK message.
3 Move DIP3 back to OFF.

It is recommended to clearly mark the MASTER card and keep it in a safe place for any future need.

It is not possible to create more than one MASTER card, and any further attempt in this sense will cause an ERROR message. To create a new MASTER card, memory should be completely erased (see BASIC mode) thus erasing also the previous MASTER card.

To memorise a card code on channel 1
1 Hold the MASTER card near the reader,
   you should hear one 3s beep from the buzzer and the LED should be lit with solid light, followed by 1 beep/second with corresponding flashing of the LED.
2 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK message. The buzzer then returns to the wait mode and 1 beep/second is emitted with corresponding flashing of the LED.
3 For the following cards to be to be stored in memory, proceed as described at point 2.
5 At end of operation, hold the MASTER card near the reader, you should hear 2 beeps of 3sec from the buzzer with corresponding flashing of the LED.

To memorise a card code on channel 2
1 Hold the MASTER card near the reader,
   you should hear one 3s beep from the buzzer and the LED should be lit with solid light, followed by 1 beep/second with corresponding flashing of the LED.
2 Hold the MASTER card near the reader again,
   you should hear 2 beeps/second from the buzzer, with corresponding flashing of the LED.
3 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK message. The buzzer then returns to the wait mode and 2 beeps/second are emitted with corresponding flashing of the LED.
4 For the following cards to be stored in memory, proceed as described at point 3.
5 At end of operation, hold the MASTER card near the reader, you should hear 2 beeps of 3sec from the buzzer with corresponding flashing of the LED.

To memorise a card code on channels 1 and 2

1 Hold the MASTER card near the reader,
   you should hear one 3s beep from the buzzer and the LED should be lit with solid light,
   followed by 1 beep/second with corresponding flashing of the LED.
2 Hold the MASTER card near the reader again,
   you should hear 2 beeps/second from the buzzer with corresponding flashing of the LED.
3 Hold the MASTER card near the reader again,
   you should hear 3 beeps/second from the buzzer with corresponding flashing of the LED.
4 Hold the card to be memorised to the BE.PROXY reader, which responds with the OK
   message. The buzzer then returns to the wait mode and 3 beeps/second are emitted with
   corresponding flashing of the LED.
5 For all the following cards to be stored in memory, proceed as described at point 4.
6 At end of operation, hold the MASTER card near the reader, you can hear two 3s beeps
   from the buzzer, with corresponding flashing of the LED.

To erase one card code

1 Hold the MASTER card near the reader,
   you should hear one 3s beep from the buzzer and the LED should be lit with solid light,
   followed by 1 beep/second with corresponding flashing of the LED.
2 Hold the MASTER card near the reader again,
   you should hear 2 beeps/second from the buzzer, with corresponding flashing of the LED.
3 Hold the MASTER card near the reader again,
   you should hear 3 beeps/second from the buzzer, with corresponding flashing of the LED.
4 Hold the MASTER card near the reader again,
   you should hear 4 beeps/second from the buzzer, with corresponding flashing of the LED.
5 Hold the card to be memorised near the BE.PROXY reader, which responds with the OK
   message. The buzzer then returns to the wait mode and 4 beeps/second are emitted with
   corresponding flashing of the LED.
6 For the following cards to be erased, proceed as described at point 5.
7 At end of operation, hold the MASTER card near the reader, you can hear two 3s beeps
   from the buzzer, with corresponding flashing of the LED.

To disable the Buzzer

1 Move DIP1 and DIP2 to ON.
2 Hold the MASTER card near the reader,
   the LED lights up. The buzzer is disabled.
3 Move DIP1 and DIP2 back to OFF.

To enable the Buzzer

1 Move DIP1 and DIP2 to ON.
2 Hold the MASTER card near the reader,
   you can hear 2 beeps from the buzzer, with corresponding flashing of the LED. The buzzer
   is enabled.
3 Move DIP1 and DIP2 back to OFF.

HOW TO USE THE CARDS

Cards memorised on one single channel cause the immediate switch as they are placed near
the BE.PROXY reader.
As regards cards memorised on both channels, proceed as follows:
If channel 1 is to be activated, approach the card to the reader once.
If channel 2 is to be activated, quickly approach the card to the reader two times (within 2s).

CHANGING THE OUTPUT CONTACT (N.O. <> N.C.)

If necessary it is possible to change the N.O. (normally open contact) present on the output channels 1 and 2 to a N.C. contact (normally closed). On the board there are some weld-on contacts near the relays (see figure alongside): the J2 contacts refer to channel 1, the J3 contacts refer to channel 2:

Using a welding machine for electronic items, remove the weld that connects the contacts B-C and make a jumper between the contacts A-B.