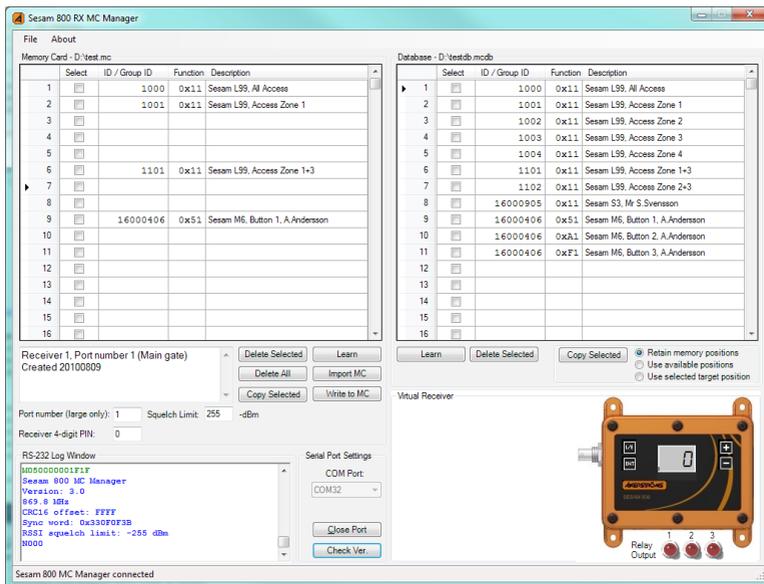


## OPERATING MANUAL

## SESAM 800 RX MC Manager





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# 1 Intended readers

This user manual describes the functionality of the SESAM 800 MC Manager system and is intended for installation and service technicians. This user manual is a supplement to the SESAM 800 L99 800RX ,RXD and RX DIN manual.

# 2 Introduction

The SESAM 800 Memory Manager is a tool to simplify the installation, configuration, testing and maintenance of large-scale SESAM 800 installations.

# 3 Software and Hardware Installation

Program Requirements:

- Windows XP/Vista/Windows 7
- Microsoft .NET Framework 3.5
- SESAM 800 MC Manager USB Receiver v 3.0 or newer

Run setup.exe and follow the instructions.

The program requires Microsoft .NET Framework 3.5. If the framework is not previously installed the user will be prompted to download and install it.

Install windows driver for the USB receiver from the following site:  
<http://www.ftdichip.com/Drivers/VCP.htm>

Connect the SESAM 800 USB Receiver to a free USB port on the computer.

The SESAM USB Receiver will be powered by the USB port.

## 4 Transmitter/Group ID

All SESAM 800 transmitters have a factory pre-programmed unique identity (ID). This ID is a number between 1000000 and 16777214

In addition to the pre-programmed unique ID, the SESAM L99 has support for Group ID. A Group ID consists of a six digit number that the user can configure on the transmitter. Transmitters with the same Group ID is considered identical by the controlled receivers. This means that transmitters can be organized in groups. This increases the flexibility and simplifies the maintenance on large installations. Each memory card/receiver is capable of storing up to 500 transmitter/group IDs, one for each position on the memory card.

### 4.1 Configuration of the Group ID in the transmitter.

This is described in the Operation manual for SESAM 800 L99, RX, RXD and RX DIN.

## 5 Running the program

1. Connect the USB receiver to the PC
2. Start the program from Windows Start-Menu or the shortcut on the desktop.
3. From the main window, select the COM Port to which the receiver is connected and press the Open Port button.
4. The bottom row of the main window should now read “SESAM 800 MC Manager connected”.

Note! The USB receiver must be connected to the PC before the program is started. Check the “Ports (COM & LPT)” section in Windows Device Manager if unsure of the COM port number. The USB receiver should be listed as “USB Serial port (COMxx)”.

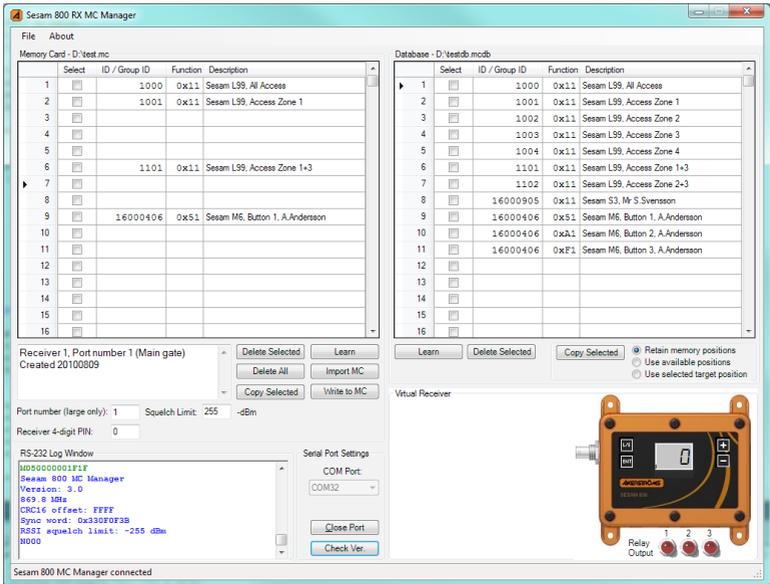


Figure 1. Program main window

Upon connection, the receiver firmware version and current configuration will be displayed in the RS-232 Log Window.

A memory card edit window is displayed at the top left of the main window. Here the user can create or edit the content of a SESAM 800 memory card.

A database window with a list of transmitters in the system is displayed at the top right.

To the lower left is a RS-232 terminal window showing all communication between the PC and the receiver.

Lower right shows a virtual receiver where the user can test the configuration of the memory card.

## 6 Memory card

Each SESAM 800 RXD receiver has a memory card containing the configuration of the receiver. An instruction for how to remove the memory card from the receiver can be found in the Operating manual for SESAM 800 L99 800RX, RXD and RX DIN.

### 6.1 Attach the memory card to the MC Manager box

Make sure the lever of the memory card holder is pointing upward when attaching the card. The component side of the memory card should be facing the word “Card” on the holder. Gently press the 4 legs down in each hole and push the lever down to the right to attach the card.

## 7 The MC manager database

### 7.1 Adding transmitters to the database

It is recommended that all transmitters in a large-scale SESAM 800 system are added to the program database. Transmitters can be added either manually or learned automatically. Each database position consists of a transmitter/group ID, function code and an optional description.

The database list is to the right of the main program window

The database consists of 500 positions.

## 7.2 Adding a transmitter automatically to the database

This is the recommended method of adding transmitters to the database if you have the transmitter available.

### 7.2.1 Learn

If you have the transmitter available and want to add it to the database do as following:

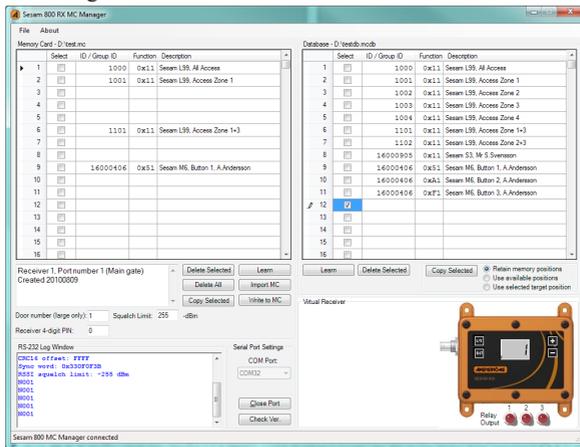


Figure 2. Select a position

1. Select a position by clicking the box in the selection column beside the position number.
2. Click on the learn button directly below the database table.
3. Click on the up arrow on the transmitter and the transmitter ID number will be shown in the ID/Group ID column. The function column will automatically be set to 0x11, if a different function set up is desired change directly in the function column. An appendix of function codes is to be found in chapter 13.
4. Fill in the description field with a comment about the transmitter or group.

### 7.3 Adding a transmitter manually to the database

This method can be done if you already know the transmitter/group ID and do not have the transmitter available.

Start with adding the Transmitter or group ID at the database position you want to use.

Group ID's must be a number between 1 and 999999.

Pre-programmed unique ID's use a number between 1000000 and 16777214

The function column will automatically be set to 0x11, if a different function setup is desired change directly in the function column. An appendix of function codes is to be found in chapter 13.

It is recommended to fill in the description field with a comment about the transmitter or group.

### 7.4 Deleting a transmitter from the database

Select position(s) in the database window and press the "Delete selected" button directly below.

To clear the entire database, delete the database file from the working directory and restart the program. See the database window title for the file name.

### 7.5 Save database to file

If the database table information is changed it can be saved by using the Save database command.

1. Use the menu under File, in the upper left corner.
2. Select Save database ...

To make a copy of the database use the "Save database as ..." command.

## 7.6 Print database

To print the database use the “File / Print database ...” command.

# 8 Import MC to Memory card table

Retrieve all information from the inserted Memory Card in the MC memory manager and display the data in the memory card table. This function is useful for editing the content of an existing memory card. The function can also be used for making copies of a memory card.

Press “Import MC” button 

## 8.1 Copying a transmitter from the Memory Card to the database

This method can be used when you have a memory card with transmitters not already in the database. To copy a single position from the memory card table select the source position from the memory card table and select the target position in the database. Press the Copy Selected button directly below the Memory Card table.

# 9 Adding and deleting transmitters to the Memory Card table

The Memory Card table displays the information that will be written to or has been read from the inserted memory card. Transfer between the database and memory card goes via the memory card table.

The memory card table consists of 500 positions which is the maximum capacity of a memory card.

## 9.1 Copying transmitters from the database to the memory card table

1. Select the position(s) in the database you want to copy to the memory card table.

**Select between:**

- Retain memory position  
to ensure that the unique transmitter or group will be saved at the same position as in the database.
  - Use available position  
if the position of the transmitter has no significance. The transmitter will be added to the first available position.
  - Use selected target position  
if manually selected position is required. Select the position in the memory card table that the database information shall be copied to.
2. Click the Copy selected button.

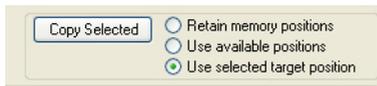


Figure 3. Copy

3. Don't forget to write it to the Memory card before removing it. See chapter 9.2.

### 9.1.1 Learn

Use this function to automatically add transmitter ID information to the selected position in the memory card table.

1. Select a position by clicking the box in the selection column beside the position number.
2. Click on the learn button  directly below the memory card table.
3. Click on the up arrow on the transmitter and the transmitter ID number will be shown in the ID/Group ID column.

## 9.2 Write memory card table to MC

Write the information from the Memory Card table to the to the memory card inserted in the MC memory manager.

Press “Write to MC” button 

Note- the description field will not be written to the memory card.

## 9.3 Save memory card table to file

Memory Card table information can be saved as a backup and / or to be used for more than one receiver.

1. Use the menu under File, in the upper right corner.
2. Select Save memory card file
3. Name and save the card file in a secure place.

## 9.4 Load memory card file to memory card table

1. Use the menu under File, in the upper left corner.
2. Select Open memory card file
3. Find the saved file and open it.

The table can now be edited and/or written to the inserted memory card.

## 9.5 Print Memory Card

To print the memory card table use the “File / Print Memory Card...” command.

## 9.6 Delete Selected

Select position and press the “Delete selected” button. 

## 9.7 Delete All

Press the “Delete all” button  and confirm by pressing the Yes button in the upcoming question frame.

## 9.8 Squelch level

This setting is used when the operating range of the system must be reduced. The setting corresponds to the minimum signal level that must be attained for the receiver to process the command. Use a value between 50 and 105 (-dBm). The setting 50 will reduce the operating range to a couple of meters. Use the setting 255 to disable the squelch function.

## 9.9 Door Number

This setting is used to configure the door number in the receiver. The receiver will only respond to SESAM Large transmitters displaying this door number.

The door number setting only applies to SESAM L99 transmitters.

## 9.10 Receiver 4-digit PIN

Note! Receiver PIN lock is supported on receiver versions 3.0 or newer.

This setting is used to set/display the 4-digit PIN lock on the receiver. If set, all receiver buttons will automatically be locked at startup. Enter 0 in this field to disable the PIN lock.

Automatic copy mechanism. If the PIN-code set on the memory card matches the PIN-code previously set in the receiver, an automatic memory update will be performed the next time the receiver is started. There is no need to delete all the settings on the receiver first. This method is necessary when using Sesam 800 RX receivers without display.

## 10 The Memory Card is ready to use after:

Before using the memory card the content of the memory card table must be written to it by pressing “Write to MC” 

It is now safe to remove the card from the memory card holder. Flip the lever up and gently lift the card straight up.

## 11 Virtual Receiver

In the virtual receiver window the user can test the current configuration of the memory card. The Virtual Receiver will act as a standard SESAM receiver. Before testing, press the “Write to MC” button to download the current configuration to the receiver. Use the SESAM transmitters in to the database during the test.

### 11.1 LCD Window

The LCD Window indicates the configured door number in the receiver. The door number is only used when using SESAM L99 transmitters. If no door number is configured the display shows “---”.

## 11.2 Relay output

The relay output indicates which function that the transmitter sends out.

1 = Up

2 = Stop

3 =Down



Figure 4. Virtual receiver

## 12 Updating a receiver using a memory card

### Method 1

1. All settings in the receiver must be deleted before inserting the updated memory card, see receiver manual.
2. Power off the receiver and insert the updated memory card.
3. Power on the receiver

### Method 2

If the pin code is previously set in the receiver and the updated memory card contains the same pin there is no need to delete the settings in the receiver.

The receiver will automatically be updated at power-up if the pin code in the receiver and the memory card is the same.

## 13 Function Codes appendix

0x11 = 3-Relay (Up/Stop/Down) functionality, default setting

0x51 = 1-relay functionality, button 1 activates relay 1

0xA1 = 1-relay functionality, button 2 activates relay 2

0xF1 = 1-relay functionality, button 3 activates relay 3







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