

The Break Glass detection option allows the customer to monitor and report when the Break Glass device has been activated.

## Requirements for Break Glass detection

Software: ACTWin 2.6B14 or later

Door Controller: ACTpro 3000 Firmware version 1.30 or later or

## How to configure for Break Glass detection

### 1. Connect Break Glass

Connect a zero volt to the "AUX input" pin. When the Break Glass is not activated the AUX input pin is held low at 0 volts. When the Break Glass device is activated the "AUX input" pin will lose the 0 volts (goes high) and report a Break Glass event.

### 2. Enable the Break Glass operation from the

**ACTpro door controller** (ACTpro 3000 1.30 or ACTpro 2000 4.27 or later)

From the menu go to **System setting->Door Settings->Operation** and set the Break Glass option to Y (**Break Glass = Y**). When the Break Glass activation is detected a Break Glass event is generated and the door status changes.

The AUX relay can be configured to fire on a Break Glass event by setting a timezone = 24h against the Break Glass alarm event. Set the Break Glass = 24hrs (or any defined time period) from the menu by going to **System setting->Door Settings->Alarms->Break Glass**.

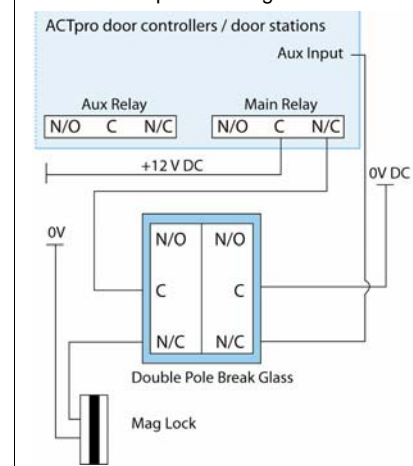
### 3. Enable the Break Glass operation from the ACTWin software (ACTWin 2.6B14)

From the door configuration screen; enable the Break Glass feature in the **Operation** section; when the Break Glass activation is detected a Break Glass event is generated and the door status changes.

The AUX relay can also be configured to fire on Break Glass activation by selecting **Break Glass** in the Aux Relay section.

**Note:** The ACTWin configuration will over write the configuration on the ACTpro controller.

Example: How to wire an energised lock with a double pole break glass.



## How to acknowledge a Break Glass event

Reset the Break Glass device setting the AUX input pin to low (0 volts). Present a valid card or pin to gain access (access granted).

**Note:** The AUX input cannot be used for other features e.g. Interlock or fire override.

