

Description

The ZP3AB-NET1 board is a network interface board designed to connect a number of ZP3 panels in a peer to peer network.

Specification

Description	Network interface board
Compatibility	ZP3 range of panels
Mounting	Inside ZP3 panel on main board at Z-Port 2. (Fig 1)
Wiring	Plug and socket - fixes to allotted space on panel main control board.
Voltage	5V
Current (quiescent)	20mA
Current (max)	50mA

Environmental

Temp range	-10°C to +60°C
Humidity range	10% to 90% RH (non-condensing)

Construction

Dimensions	120mm (H) x 55mm (W)
Weight	62g

Installation Instructions

1. Power down the ZP3 panel.
2. Remove 3 x M4 x 8 screws located around Z-Port 2 on the ZP3 main board. (Fig 1)
3. Replace screws with 3 x M4 x 18 stand off and washers included with the ZP3AB-NET1 board.
4. Align and insert the ZP3AB-NET1 board. Care must be taken to ensure proper alignment and port location.
5. Affix with 3 x M4 x 8 screws and washers (supplied).

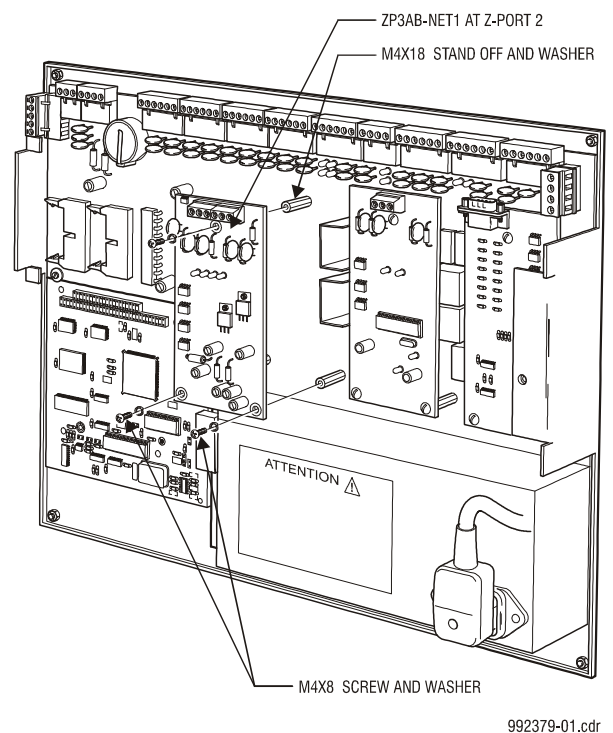


Figure 1

6. Connect RS485 wiring into channel one only.
7. Configure the fail-safe jumpers. At one ZP3 panel, the wiring must be terminated. This is done by connecting the jumpers as shown (Fig 2). All other panels must not be terminated, i.e. their jumpers must be removed.

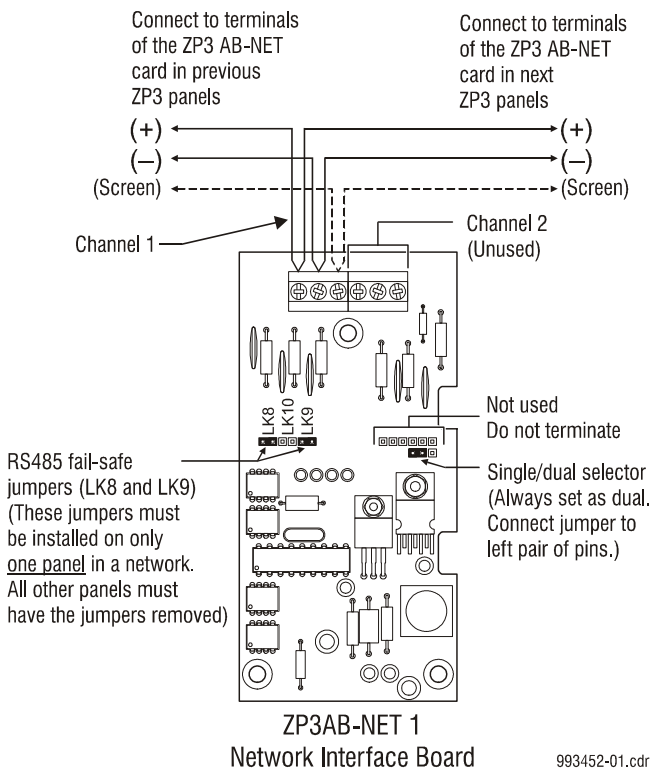


Figure 2

- Power up the ZP3 panel and configure peer to peer network. To be functional, the optional Network Board ZP3AB-NET1 (Zport2) must be configured in software.

Access the communications parameters menu using the following path:

```

SETUP:SYSTEM
CONFIGURATION:PERIPHERAL
COMMS:COMMS PARAMETERS
    
```

To change a setting, move the bracket to the selected item, and press enter.

The parameters are dependent upon the programme being used. The following options are available.

```

Z-PORT      Enter Z-port number [2]
Protocol    [0]   Used for standalone panels
              (not networked)
              [10]  P2P V2
              [9]   Peer-to-Peer networking
Setup      Baud rate:  19200
              Data bits  8
              Parity     Even
              Stop bits  1
    
```