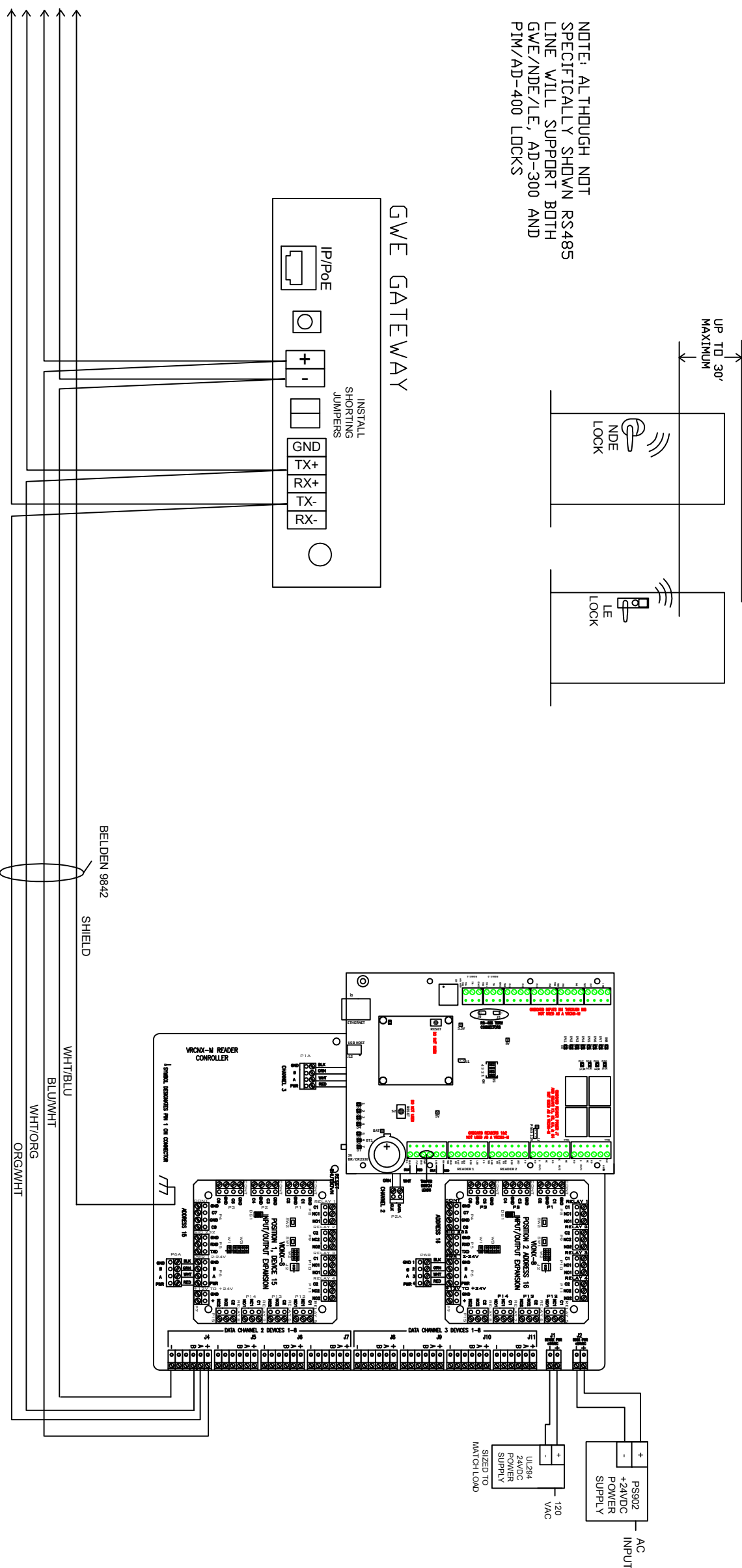


NOTE: ALTHOUGH NOT SPECIFICALLY SHOWN RS485 LINE WILL SUPPORT BOTH GWE/NDE/LE, AD-300 AND PIM/AD-400 LOCKS



- NOTES:
- 1) ALL LOW VOLTAGE WIRING TO BE STANDARD, MULTI-CONDUCTOR COLOR CODED WITHOUT SPLICES.
  - 2) WIRING TO CONFORM TO APPLICABLE NATIONAL, STATE AND LOCAL ELECTRICAL CODES.
  - 3) REFER TO SPECIFIC PRODUCT INSTALLATION INSTRUCTIONS FOR SPECIFIC WIRING REQUIREMENTS.
  - 4) THIS DRAWING IS FOR GRAPHICAL REPRESENTATION OF PRODUCT'S DETAILED IN THE HARDWARE SET ONLY.
  - 5) \* CONDUCTOR COUNT TO BE DETERMINED BY ACCESS CONTROL PANEL PROVIDER.

**OPERATION:**  
 VANDERBILT VRCNX-M READER CONTROLLER SUPPORTS UP TO 16 AD, LE OR NDE SERIES LOCKS SPREAD ACROSS UP TO 8 WIRED DEVICES PER CHANNEL. 2 CHANNELS AVAILABLE IN THIS CONFIGURATION. GWE GATEWAY CAN SUPPORT UP TO 16 NDE LOCKS AND PIM/AD-485 SMS CAN SUPPORT UP TO 16 AD-400 LOCKS EACH. WHEN COMBINING F-PROTOCOL DEVICES GWE, AD-300 AND AD-400 ON THE SAME CHANNEL LIMITED TO 8 WIRED DEVICES AND UP TO 16 AD OR NDE LOCKS COMBINED TOTAL.  
 READERS USING SCHLAGE PROTOCOL MUST RESIDE ON SEPARATE CHANNELS FROM THE F-PROTOCOL AD LOCKS AND ARE NOT ADDRESSED IN THIS DIAGRAM. ONCE YOU CONFIGURE VRCNX-M AS A F1 OR F2 CHANNEL, ITS DESIGNATED FOR SCHLAGE PROTOCOL ONLY LIMITING YOU TO 8 AD-300 HARDWIRED DEVICES OR UP TO 16 WIRELESS LOCKS AND ONLY CHANNEL 2 IS AVAILABLE FOR F-PROTOCOL DEVICES (AS LOCKS).  
 VANDERBILT VRCNX-M CAPABLE OF POWERING GWE, PIM/AD-485 AND AD-300 IN THIS CONFIGURATION IF THEY ARE LOCATED IN LESS THAN 500' OF WIRE RUN TO VRCNX-M CONTROLLER.  
 EARTH GROUND SHIELD ON BELDEN CABLE AT SCRNX-R READER CONTROLLER ENCLOSURE ONLY.  
 UL 294 POWER SUPPLIES USED SHOULD NOT BOND EARTH GROUND TO SIGNAL GROUND. VERIFY SUPPLY IS CORRECTLY SIZED TO SUPPORT LOAD.  
 IF PLENUM RATED CABLE IS REQUIRED USE BELDEN 82942 OR EQUIVALENT.

TITLE:  
**VANDERBILT VRCNX-RM WITH GWE/NDE/LE LOCKS**

**ALLEGIION™**

DWG NO: 111786  
 DRAWN/CHECKED BY: B DOVE 06-05-17  
 REV B

DATE DRAWN: 06-05-17  
 REVISION DATE: 06-20-18  
 APPROVED BY: LYNN WOOD