

Recommended wire chart

The chart below indicates recommended wire distances and wire gauges for your **SMS** hardware connections.

Connection	Maximum Distance (ft)	Cable Recommendation
SRCNX (Legacy) Reader Controller to PC/ CIM via RS-232 protocol	50	22 AWG/3 Cond., Strd., Shld
SRCNX Reader Controller to Contact Inputs	2,000	22 AWG/2 Cond., Strd., Twst., Shld
SRCNX Reader Controller Data connection to another SRCNX, VRINX, VIONX-8, SIONX-24, PIM-485, or Schlage VIP Locks via RS-485 protocol	4,000	18 AWG/2 Cond., Strd., Twst., Shld
VRCNX-R/M/A Reader Controller Data connection to a VRINX, VIONX-8, SIONX-24, PIM-485, VRI-1, VRI-2, VI-16IN, VI-16O, Aperio AH-30 Hub or Schlage VIP Locks via RS-485 protocol	4,000	18 AWG/2 Cond., Strd., Twst., Shld
SRCNX Reader Controller Power connection to another SRCNX, VRINX, VIONX-8, SIONX-24 PIM-485, or Schlage VIP Locks. (Over 500' should be powered locally)	250 500	22 AWG/2 Cond., Strd., Shld 18 AWG/2 Cond., Strd., Shld
VRCNX-R/M/A Reader Controller Power connection to a VRINX, VIONX-8, SIONX-24 PIM-485, VRI-1, VRI-2, VI-16In, VI-16O, Aperio AH-30 Hub or Schlage VIP Locks. (Over 500' should be powered locally)	250 500	22 AWG/2 Cond., Strd., Shld 18 AWG/2 Cond., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Magnetic Stripe read head	500	18 AWG/5 Cond., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Wiegand read head	500	22 AWG/5 Cond., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Proximity read head	500	18 AWG/5 Cond., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Bar Code read head	20	22 AWG/5 Cond., Strd., Shld
VRINX Reader Interface to Barium Ferrite read head	500	22 AWG/5 Cond., Twst., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Contact Inputs (supervised)	1,000	22 AWG/2 Cond., Twst., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Contact Inputs (unsupervised)	2,000	22 AWG/2 Cond., Twst., Strd., Shld
VRINX, VRI-1 or VRI-2 Reader Interface to Exit Button	2,000	22 AWG/2 Cond., Twst., Strd., Shld

Abbreviations: Cond. = Conductor; Strd.=Stranded; Shld.=Shielded; Twst. - Twisted