

Paxton10 Training

We offer practical hands-on training for our Paxton10 system. The training sessions are designed to provide the essential knowledge needed to install Paxton Access products. This will ensure installation is always correct, reducing time taken to fix errors on site and improve your profits.

Our method of short lectures followed by practical hands-on sections allow installers as much time as required to use the products within the classroom. Training includes installation techniques and fault finding as well as useful information regarding the administration and use of the systems.

Hands-on training

The sessions are designed to allow installers time with the hardware and become familiar with the systems in a practical way. During the session each team will need to set up a system combining access control and camera hardware, and program via laptops. All this equipment is provided on the day.







During the training the following equipment with be provided for use in the session:





Paxton10 Training

The session is crucial for anyone installing Paxton10. This course will cover everything you need to know to install and configure the Paxton10 hardware. Combining next generation access control and video management on one user-friendly, online interface means you can manage the security of your site easily. The system includes simple door management, IP surveillance cameras, wireless access control, door entry and Bluetooth smart credentials.

The Paxton10 System

- System architecture
- Network requirements
- Paxton10 Server setup

Access Control

- Paxton10 door controller wiring
- Reader hardware and Bluetooth modes
- Using Entry and PaxLock Pro with Paxton10
- Alarm integration
- Device mapping

Video Management

- Paxton10 camera range
- Camera installation
- Using 3rd party cameras in Paxton10
- Video storage options

Paxton10 User Interface

- The power of grouping and user management
- Setting up custom rules
- Multisite configuration
- Remote management of Paxton10

Common Troubleshooting

- Understanding hardware management
- Basic controller and camera troubleshooting
- Replacing controllers















