## Optimal positioning of the finger

Optimal: place area of greatest fingerprint movement centrally over the sensor.


## Not so:



The correct placement of the finger is confirmed with a positive acknowledgement signal (1 long tone + green LED).

## Teaching-in a finger

1. Place the finger to be taught-in centrally upon sensor.

2. Shift the finger slightly upwards.

3. Shift the finger slightly downwards.
4. Repeat steps 1-3 until a positive acknowledgment is heard (1 long tone).

$\checkmark$ If a negative acknowledgement is heard after the seventh attempt ( 3 short sounds + red LED), the teach-in of the finger was not successful.
another finger.

## Brief instructions for fingerprint reader

For start-up, the following steps must be implemented in the order shown below:

## I. <br> Install fingerprint reader

$\rightarrow$ LED flashes green

## Create first administrator:

II.

$$
\text { Admin }_{\text {NEW }}(7 x) \rightarrow \text { Progr.NEW }(7 x)
$$

## Create user finger for relay $1 / 2$ :

III.

| $\mathrm{R} 1=$ Admin $\rightarrow$ Progr. $\rightarrow$ Admin $\rightarrow \operatorname{User}_{\text {NEW }}(7 \mathrm{x})$ |
| :--- |
| $\mathrm{R} 2=$ Admin $\rightarrow$ Progr. $\rightarrow$ Progr. $\rightarrow \operatorname{User}_{\text {NEW }}(7 \mathrm{x})$ |

IV. Carry out configurations to fingerprint reader

## Use in door communication system: <br> Assign door opener / switching actuators

## Management commands

| Function | Finger combination | LED | Lay on finger | Tone | Details |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Teach-in first administrator |  | flashes green | Admin $_{\text {NEW }}(7 x) \rightarrow$ Progr.nEw $(7 x)$ | $2 \times$ long | P. 16 |
| Teach-in user finger for relay 1 | Admin $\rightarrow$ Progr $\rightarrow$ Admin | orange | User $_{\text {NEW }}(7 x)$ | $2 \times$ long | P. 18 |
| Teach-in user finger for relay 2 | Admin $\rightarrow$ Progr. $\rightarrow$ Progr. | orange | User $_{\text {NEW }}(7 \mathrm{x})$ | $2 \times$ long | P. 19 |
| Teach-in further administrators | Admin $\rightarrow$ Admin $\rightarrow$ Progr. | orange | Admin $_{\text {NEW }}(7 x) \rightarrow$ Progr.new $(7 x)$ | $2 \times \mathrm{long}$ | P. 20 |
| Delete administrators | Progr. $\rightarrow$ Progr $\rightarrow$ Progr. | flashes red | Admin or Progr. | $1 \times$ long | P. 22 |
| Delete user finger | Progr $\rightarrow$ Progr $\rightarrow$ Progr | flashes red | User | $1 \times$ long | P. 24 |
| Switch illumination on/off | Progr $\rightarrow$ Admin $\rightarrow$ Admin |  |  | $1 \times$ long | P. 25 |
| Switch acknowledgement tone on/off | Progr $\rightarrow$ Admin $\rightarrow$ Progr. |  |  | $1 \times$ long | P. 26 |
| Change relay switching times | Progr. $\rightarrow$ Progr $\rightarrow$ Admin | orange | User $\xrightarrow[\text { Switching }]{\text { n }}$ User | $1 \times$ long | P. 27 |
| Reset to factory settings (delete all) | Admin $\rightarrow$ Admin $\rightarrow$ Admin $_{(5 \text { secs. })}$ | flashes green |  |  | P. 28 |

## Assignments in door communication system

| Function | Start programming mode | LED | Lay on finger | Tone | Details |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Assign switching actuator <br> (individual assignment) | Control device $\rightarrow$ System progr. <br> Switching actuator $\rightarrow$ Progr. | flashes <br> orange | User | $1 \times$ long | P. 32 |
| Assign switching actuator <br> (group assignment) | Control device $\rightarrow$ System progr. <br> Switching actuator $\rightarrow$ Progr. | flashes <br> orange | Admin | $1 \times$ long | P. 33 |
| Assign door opener <br> (individual assignment) | Control device $\rightarrow$ System progr. <br> Control device $\rightarrow$ Door opener progr. | flashes <br> orange | User | $1 \times$ long | P. 32 |
| Assign door opener <br> (group assignment) | Control device $\rightarrow$ System progr. <br> Control device $\rightarrow$ Door opener progr. | flashes <br> orange | Admin | $1 \times$ long | P. 33 |

