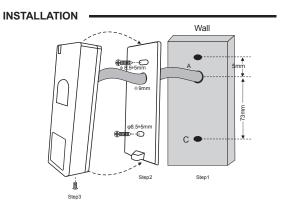
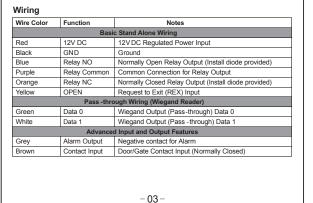
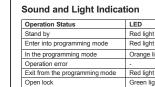


-02-

* (Master Code) #

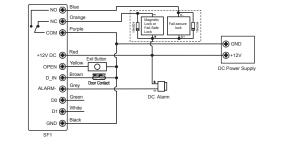






Red light bright Red light shines In the programming mode Orange light bright Operation error Exit from the programming mode Red light bright

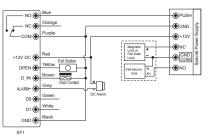
Connection Diagram Lock 1: Fail-Safe Lock or Door/Gate Operator Lock 2: Fail-Secure Lock or Magnetic Lock Common Power Supply



Attention: Install a 1N4004 or equivalent diode is needed when use a commor power supply, or the reader might be damaged. (1N4004 is included in the packing

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Access Control Power Supply



Pass-through: Please check No.4 Pass-through Operation

PROGRAMMING —

GENERAL PROGRAMMING INFORMATION

**SUser ID Number: Assign a user ID number in order to keep track of the users of access fingerprints or cards. The user ID number can be any number from 1~3000. IMPORTANT: User IDs do not have to be proceeded with any leading zeros. Recording of User ID is critical. Modifications to the user require the User ID or card

Remark: User ID 997 and 998 are for Authorized Fingerprints.
User ID 999 and 1000 are for Master Add Fingerprint and Master Delete Fingerprint.
User ID 2999 and 3000 are for Authorized Cards.

> Proximity Card: Any 125KHz industry standard 26bits EM proximity card

Set Master Code

Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
	(Factory default is 123456)
2. Update Master Code	0 (New Master Code) # (Repeat New
	Master Code) #
	(Master code is any 6 digits)
3. Exit Program Mode	*
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Add Fingerprint Users by Auto ID (Allows SF1 to assign Fingerprint to next available User ID, ID number is 1~1000)	
Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
2. Add Fingerprint	1 (Fingerprint) (Repeat Fingerprint)
	Fingerprints can be added continuously
3. Exit	*

Add Fingerprint Users by Specific ID (Allows Master to define a specific ID to the fingerprint, ID number is 1~1000)

Keystroke Combination

* (Master Code) # 2. Add Fin gerprint 1 (User ID) # (Fingerprint) (Repeat Fingerprint) Fingerprints can be added continuously

Add Card Users by Auto ID

Allows SF1 to assign Card to next available User ID, ID number is 1001~3000)

Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
2. Add Card: by Reading Card	1 (Read Card)
OR	Cards can be added continuously
2. Add Card: by Card Number	1 (Input8/10 Digits Card Number) #
3. Exit	*

Add Card Users by Specific ID

Master to define a specific ID to the Card, ID number is 1001~3000)

Programming Step	Keystroke Combination
1. Enter Program Mode	* (Master Code) #
2. Add Card : by Reading Card	1(User ID) # (Read Card)
OR	Cards can be added continuously
2. Add Card : by Card Number	1(User ID) # (Input 8/10 Digits Card
OR	Number) #
2. Add Card: by Block Enrolment	9 (User ID) # (Card Quantity) # (Input 8/10
	Digits Card Number of the First Card) #
3. Exit	*

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SF1 - Simplified Instruction		
Function Description	Operation	
Enter the Programming Mode	* - 123456 - #	
	then you can do the programming	
	(123456 is the default factory master code)	
	0 - New code - # - Repeat the New Code -	
Change the Master Code	(code: 6digits)	
Add Fingerprint User	1 - Fingerprint - Repeat Fingerprint - #	
Add I Ingerprint Oser	(can add fingerprints continuously)	
Add Card User	1 - Read Card - #	
7.00 00.0 000.	(can add cards continuously)	
	2 - Fingerprint - #	
Delete User	2 - Read Card - #	
	2 - User ID - #	
	(can delete users continuously)	
Exit from the Programming Mode	*	
How to release the door		
Fingerprint User	Input Fingerprint	
Card User	Read Card	

now Authorized Cards / Fingerprints Work?

In standby mode, read the Authorized Card or input the Authorized Fingerprint once, the ed LED of SF1 blinks 4 times, then all the valid users are unable to open the door, and he buzzer sounds 3 short beeps (the exit button inside can still open the door); read the Authorized Card or input the Authorized Fingerprint again, the Green LED of SF1 blinks 4 times, then SF1 returns to normal use.

		Delete Users	
		Programming Step	Keystroke Combination
		1. Enter Program Mode	* (Master Code) #
		2. Delete Fingerprint: by Fingerprint	2 (Input Fingerprint)
		OR	Fingerprints can be deleted continuously
		Delete Card: by Reading Card	2 (Read Card)
ı		OR	Cards can be deleted continuously
4		2. Delete Card: by Card Number	2 (Input 8/10 Digits Card Number) #
I		OR	
1		2. Delete Card or Fingerprint: by ID	2 (User ID) #
I		Number	
l	- [OR	
I	- [2. Delete ALL Users	2 (Master Code) #
ı	- 1		*

Master Cards Usage

Using Master Cards to add and delete users		
Add Card or Fingerprint User	Read Master Add Card Read User Card / Input Fingerprint Twice (Repeat Step 2 for additional users) Read Master Add Card Again	
	Read Master Delete Card	

Remark: can also use Master Fingerprints to add and delete users, the operations are the

- 07 -

2. Read User Card / Input Fingerprint Once

(Repeat Step 2 for additional users)

3. Read Master Delete Card Again

Set Relay Configuration
The relay configuration sets the behavior of the output relay on activation.

		2. Pulse Mode	3 (1-99) # (Factory default)
		OR	The relay time is 1-99 seconds
	Keystroke Combination		(1 is 100Sm) (Factory default: 5 seconds)
	* (Master Code) #	2. Latch Mode	30#
rint	2 (Input Fingerprint)		Sets the relay to ON/OFF latch mode
	Fingerprints can be deleted continuously	3. Exit	*
	2 (Read Card) Cards can be deleted continuously	Set Access Mode	
	2 (Input 8/10 Digits Card Number) #	For Multi Cards/ Fingerprints access mode, the interval time of reading cards/inputting fingerprints can not exceed 10 seconds, or else, the SF1 will exit to standby automatically; In each access, the same card or fingerprint can not be used repeatedly, or else, the SF1 will exit to stand by automatically.	
	2 (User ID) #		

Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
2. Card Access ONLY	40#
OR	
2. Card or Fingerprint Access	4 2 # (Factory default)
OR	
2. Fingerprint Access ONLY	4 3 #
OR	
2. Multi Cards / Fingerprints Access	4 4 (2~9) #

Set Alarm		
Programming Step	Keystroke Combination	
Enter Program Mode	* (Master Code) #	
2. Di sable Alarm	50#	
OR		
2. Enable Alarm	5 (1~3) # (Factory default: 1 minute)	
3. Exit	*	

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The strike-out alarm will engage after 10 failed Card/Fingerprint attempts, factory default is OFF, it can be set to deny access for 10 minutes or enable alarm after engaging.

	Programming Step	Keystroke Combination
	Enter Program Mode	* (Master Code) #
	2. Strike -out OFF	5 4 # (factory default)
	OR	
	2. Strike -out ON	5 5 # Access will be denied for 10 minutes
	OR	
	2. Strike -out ON	5 6 # Enable alarm, need enter Valid Card or Fingerprint to silence
′ ;	3. Exit	*
- 1		

Set Door Open Detection
Door Open Too Long (DOTL) Detection
When use with an optional magnetic contact or built-in magnetic contact of the lock, if the
door is opened normally, but not closed after 1 minute, the inside buzzer will beep
automatically to remind people to close the door. The beep can be stopped by closing
the door, master users or valid users, or else, it will continue to beep the same time with
the alarm time set.

Door Forced Open Detection
When use with an optional magnetic contact or built-in magnetic contact of the lock, if the door is opened by force, the inside buzzer and external alarm (if there is) will both operate, they can be stopped by master users or valid users, or else, it will continue to sound the same time with the alarm time set.

Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
2. Disable Door Open Detection	6 0 # (factory default)
OR	
2. Enable Door Open Detection	61#
3. Exit	*
3. Exit	*

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Users Operation & Reset to Factory Default

> Open the door: Read valid user card or input valid fingerprint > Open the door in Multi cards / Fingerprints Mode: Read valid multi cards or fingerprints within 10 seconds.

Combination	> Remove Alarm: Read valid user card or input valid fingerprint, or read master cards,		
ode) #	master fingerprints or input Master Code #		
default)	> To reset to factory default & Add Master Cards: Power off, press the Exit Button, hold it and power on, there will be two beeps, release the button, the LED light turns		
will be denied for 10 minutes	into Orange, then read any two 125KHz EM cards within 10 seconds, the LED will turn into red, means reset to factory default successfully. Of the two cards reading the 1st one is Master Add Card, the 2nd one is the Master Delete Card.		
alarm, need enter Valid Card to silence	Remarks: > If no Master Cards added, must press the Exit Button for at least 10 seconds before		
	- II no master dards added, must press the Exit button for at least 10 seconds before		

release. Reset to factory default, the user's information is still retained.

Set Device ID (Only apply for Fingerprint Users) Programming Step Keystroke Comb ination (Master Code) # 7 (0~255) # (factory default: 0) . Set Device ID

If use SF1 as a Wiegand reader, can set its Device ID for recognition. When input the valid fingerprint, it will output a virtual card number as the way of Wiegand 26 output. For example, if set the Device ID as 255, and the Fingerprint User ID is 3, then it will output the virtual card number as 255,00003 (only apply for Wiegand 26bits input controller).

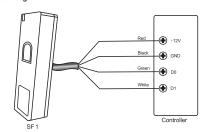
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PASS-THROUGH OPERATION -SF1 can work as a Wiegand output reader to the controller. Below the operations for

adding fingerprint users: 1) Add fingerprint on SF1 (refer to Page 06) 2) Operate the controller to enter into adding card users, then read this added

fingerprint on SF1, this fingerprint's corresponding User ID will generate a virtual card number and send to the controller, the controller save this number, and then the fingerprint added successfully.

Connection Diagram



Set Wiegand Output Format Please set the Wiegand output format of Reader according to the Wiegand input format of the Controller.

Programming Step	Keystroke Combination
Enter Program Mode	* (Master Code) #
2. Set Wiegand output bits	8 (26~44) # (factory default: 26bits)
Or	
Disable Wiegand output	80#
3. Exit	*

PPLICATION -

The SF1 supports the Interlock function. It is of two devices for two doors, and mainly used for banks, prisons, and other places where a higher level security is required

Connection Diagram
Remarks: The Door Contact must be installed and connected as the diagram.

ADVANCED	ΑF

Blue .
NO ⊕ Blue Orange NC ⊕ Purple
DC+ Red Exit Button OPEN Yellow

ALARM Grey

DO Green

D1 White

GND Black Green DO
White D1
Black GND

Let's name the two SF1 as "A "and "B" for two doors "1" and "2"

Enroll the users to the two SF1 (refer to Page 06)

Step 2: Set both of the two readers (A and B) to Interlock function

Programming Step	Keystro ke Combination		
Enter Program Mode	* (Master Code) #		
2. Interlock - OFF	6 2 # (factory default)		
OR			
2. Interlock -ON	6 3 #		
3. Exit	*		
The interlock eneration is finished			

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The interlock operation is finished, When and only door 2 is closed, the user can read the valid card or input valid fingerprint on Reader A, door 1 will open; then when and only door 1 closed, read valid card or input valid fingerprint on Reader B, door 2 will open.

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