## Standalone System

#### Description

The Standalone system requires non software and no management equipment to operate with it.

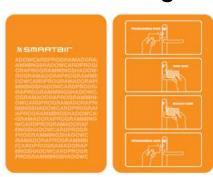


**Escutcheon, Wall Readers and Knob Cylinders are** compatible with this system

Furthermore they can also be found in all technologies:

- Mifare: Using this technology, DESFire and Mifare Cards can be used as User Card
- ISO 15693 and compatible with Skidata, this means that User Cards can use this cards
- iCLASS®

#### 2. Shadow Programming Cards



Programming cards with shadow function allows adding user cards and their shadows so both cards are paired. Only user cards should be used in the installation to enter the door. The shadow is created to cancel user cards in those cases where the user card is lost.

Important: Only one programming card is attended in an installation to be used in all devices. This is for all devices to have the same system code.

Up to 500 user cards can be added in a device.
Up to 100 user PINs can be added in a device.

### 3. Modes: Standard and Passage

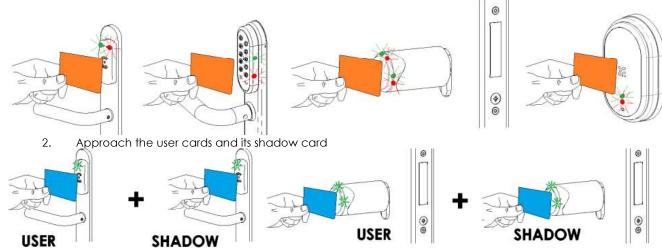
Standard Users and PINs will access the door but they will not have the property to leave the door in passage mode. Passage Mode means that no credential is required to open the door

# 4. ADD Standard Users: CANNOT change to Passage Mode

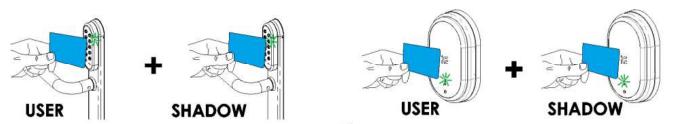
All processes described below have to be done in each door where a USER CARD or PIN will access.

Important: Shadow Function does not apply for user PINs although, a user PIN can be added in the locking plan.

1. Approach the programming card once so the escutcheon changes into programming mode.



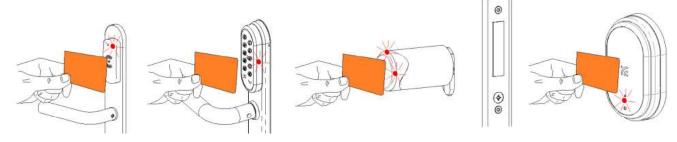
Note: If a user is not paired with its shadow, it will not open the door (red light immediately).



To add a PIN enter a 4 to 6 digit PIN and press : the green light blinks advising that the process has been completed. The escutcheon signals with the blue led when the digit has been entered correctly.



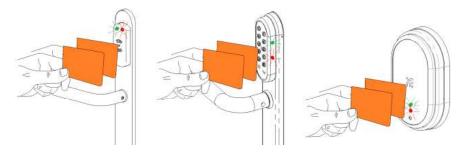
3. When all user and shadow cards are added, approach the programming card and the process ends. If this is not done, the device waits a few seconds finishing the process itself.



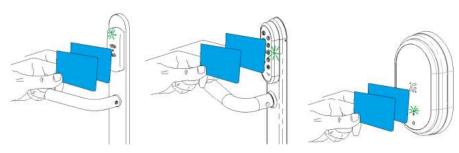
# 5. ADD Users that CAN change to Passage Mode

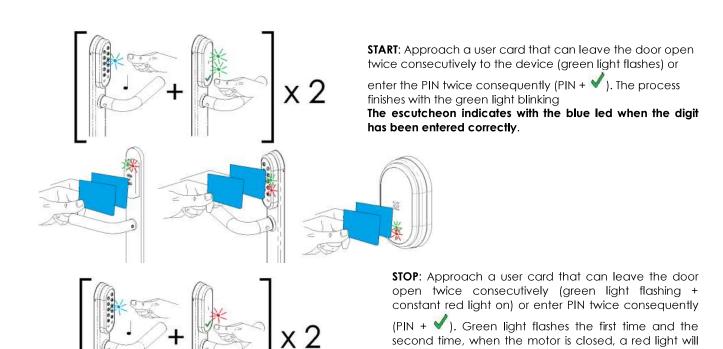
Important: Knob Cylinders cannot be left in Passage Mode

The only difference with the process just described above is that the programming card has to be approached twice consequently to the device to chance into programming mode. Consider that when the card is approached for the second time to the device, the lights blink faster. The rest of the steps are the same.



## 6. Start/Stop Passage Mode





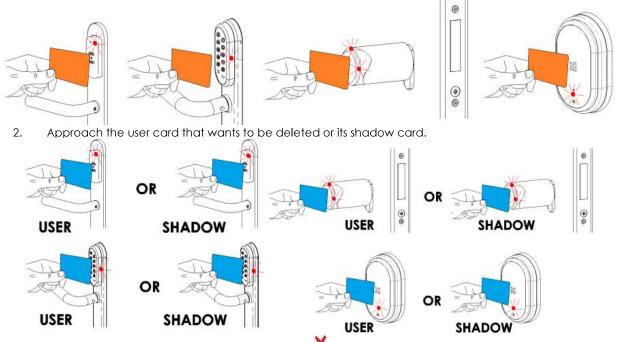
has been entered correctly.

be shown.

The escutcheon signals with the blue led when the digit

# 7. Delete Users (Card and/or PINs)

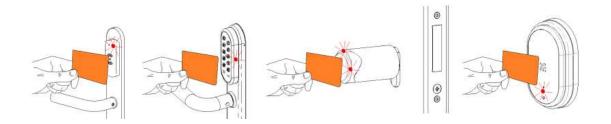
1. Approach the programming card once to change into programming mode.



To delete a PIN enter a 4 to 6 digit PIN and press  $\times$ : the red light blinks advising that the process has been completed. The escutcheon signals with the blue led when the digit has been entered correctly

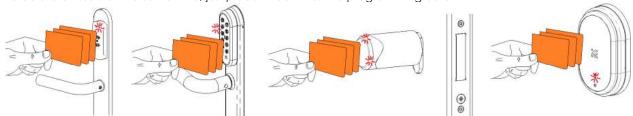


3. When users are deleted, approach the programming card and the deleting process ends. If this is not done, the escutcheon waits a few seconds, and then it finishes the process itself.



## 8. Delete all Users at the same time (Card and PINs)

To delete all users at the same time, just place three times the programming card



# 9. Lights (Low and Very Low Batteries)

**Low batteries**: All users (Cards and PINs) except the Programming Card sign low batteries during the reading, so the red and green led will blink alternatively and afterwards, the green led will blink granting the access.

**Denial: very low batteries.** The Programming Card and all users (Cards and PINs) sign very low batteries. Red and green led blink alternatively and the door is not opened. In this case users cannot be added or deleted.

### 10. Emergency Opening

Connect the emergency power supply kit and place a valid user card or the Emergency Opening Card to open the door and then change the batteries



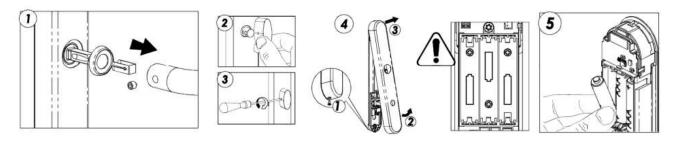
## 11. Battery Replacement

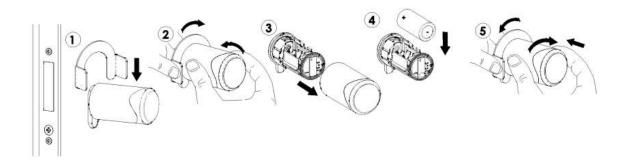
Standard and Keypad Escutcheons use 3 AAA batteries. The Knob Cylinder, a single CR123 battery.

**Note**: Use only batteries approved by the Manufacturer. Any other battery can damage the device and would not guarantee its correct functionality.

Important: No rechargeable or lithium batteries can be used.

The process is done as follows:

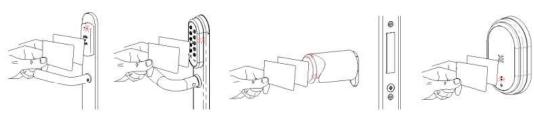




#### 12. Reset Card



It is used to restore default values, this is to say, once the card is approached twice to the device, this will only be opened with manufacturing cards. It is recommended to use this card only in those cases where the Programming Card is lost. In those cases, you have to contact the Manufacturer to order a new one. When the card is approached the first time the red light blinks and the second time, it remains fixed



#### 13. Guarantee

Any mishandling of the products, VOIDS GUARANTEE

If there is any problem with the product, please contact your supplier or distributor on how to proceed for reparation.

### 14. Standards

On behalf of:

**TALLERES DE ESCORIAZA SAU** 

Barrio de Ventas, 35 E-20305 IRUN ESPAÑA

As authorised representative, Alvaro Gílmas Laborde, CFO.

Declares that the product range:

#### **STAND ALONE PROXIMITY DEVICES**

Meets following standards or Technical requirements: Radioelectric Acceptance: ETSI EN 300 220-1:2008

ETSI EN 300 330-1:2006

EMC: ETSI EN 301 489-1: 2008 ETSI EN 301 489-3: 2002

Electrical Safety: EN 60950-1: 2006

And complies with all the provision of the CE directive and corresponding modifications:

RED 2014/53/EU Radio equiment Directive 2014/35/UE Low Voltage Directive

2014/30/UE EMC Directive

CE Marking application year: 2013 Irun, 2013 April the 5th

