# FINGERPRINT CONFIGURATION

- Place your finger flat on the reading field. The entire area of the reading field should be covered. The fingertip is not read!
- Do not swipe your finger across the reading field! If a finger cannot be detected correctly, the LED pulsates in light yellow-green.
- In order to register admin or user fingers correctly, the fingers must be successfully registered **six times** during the programming process. When registering a finger, slightly vary the position when placing the finger on the reading field. Do not change the finger to be learned during the learning process.
- All programming processes are carried out with the lock in **opened** position.
- If a programming process is not completed correctly, permission and configuration changes will not be accepted. The progamming process or the programming mode are cancelled after 15 seconds of inactivity. The LED flashes red.
- To exit the programming mode without making any changes, wait 15 seconds for the system to automatically cancel the operation.
- The admin finger must not be programmed as a user finger at the same time.
- It is highly recommended to program at least **two admin** fingers.
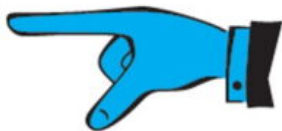
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INSTALLATION MODE

During assembly, you have the option of locking and unlocking the lock with any finger. In this mode, the basic functions (locking and unlocking) can be tested on the lock. There is no processing of fingerprints.

Locking	
Touch die reading field. The LED flashes 2x short red.	🟥 🟥

Unlocking	
Touch die reading field The LED flashes 1x short green.	🟩
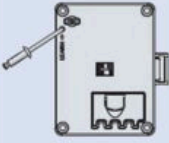
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PROGRAMMING THE FIRST ADMIN FINGER

Irrespective of the required operating mode, an admin finger must always be programmed in advance to further programming and operation. The admin finger can only be programmed when the lock is open. In order to program an admin finger, the finger must be successfully read six times by the fingerprint module. After the admin finger has been programmed, the locking system is in the "assigned use" operating mode. If you want to use the lock in the "shared use" operating mode, change the operating mode. It is highly recommended to program at least two admin fingers.

Start programming mode	Use the programming stick to briefly press the learn button in the lock. The LED on the fingerprint module pulsates light yellow-green.	
Check admin finger	Place the admin finger to be programmed on the reading field until the LED lights up yellow. The finger was captured. The LED flashes 1x long red. The finger is unknown.	
Program admin finger	The LED flashes blue, the reading field is ready to scan your finger.	
	Briefly place the admin finger on the reading field and **remove** it as soon as the LED lights up yellow.	
	The LED flashes 3x green, when the finger has been successfully captured.	
	Repeat the last process **five times**.	5x ↺
	After the admin finger has been programmed, the LED flashes green several time short and 1x long.	

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PROGRAMMING AN USER FINGER IN "ASSIGNED USE" MODE

A maximum of 200 different fingers (admin and user fingers) can be programmed per lock in the "assigned use" operating mode. The lock must be in position open. An admin finger that has already been programmed cannot be programmed as a user finger.

Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	▬ (yellow)
	The LED flashes 1x short green together with one acoustic signal.	▬ (green) 🔊
Check user finger	The LED pulses light yellow-green, the reading field is ready to scan the finger.	▬ ▬ ... ▬ (yellow-green)
	Briefly place the user finger to be programmed on the reading field and **remove** it as soon as the LED lights up yellow. The finger was captured.	▬ (yellow)
	The LED flashes 1x long red. The finger is unknown.	▬ (red)
Nutzer-Finger anlernen	The LED flashes blue, the reading field is ready to scan your finger.	▬ ▬ ▬ ▬ ... ▬ (blue)
	Briefly place the user finger to be programmed on the reading field and **remove** it as soon as the LED lights up yellow.	▬ (yellow)
	The LED flashes 3x green, when the finger has been successfully captured.	▬ ▬ ▬ (green)
	Repeat the last process **five times.**	5x ↺
	After the user finger has been programmed, the LED flashes green several times short and 1x long.	▬ ... ▬ ▬ (green)

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LOCKING AND UNLOCKING IN "ASSIGNED USE" OPERATING MODE

In the "assigned use" operating mode, the user finger must have been programmed beforehand.

The LED flashes 3x short red, if a finger is not authorized or if the finger cannot be read.

Locking		
User finger	Place a programmed user finger on the reading field until the LED lights up yellow.	▬ (yellow)
	The LED flashes 2x short red.	▬ ▬ (red)

Unlocking		
User finger	Place a programmed user finger on the reading field until the LED lights up yellow.	▬ (yellow)
	The LED flashes 1x short green.	▬ (green)
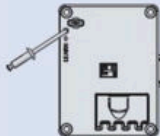
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PROGRAMMING FURTHER ADMIN FINGERS

Additional admin fingers can be programmed on the locking system. The locking system must be open for this programming process.

⚙

Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x short green together with one acoustic signal.	🟩 🔊
Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟨🟩
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 2x short yellow with two acoustic signals.	🟨 🟨 🔊 🔊
Admin-Finger prüfen **New**	The LED pulsates light yellow-green, the reading field is ready to scan the finger. Place the new admin finger to be programmed on the reading field until the LED lights up yellow. The finger was captured.	🟨🟩 🟨🟩 ... 🟨🟩 🟨
	The LED flashes 1x long red. The finger is unknown.*	🟥
Admin-Finger anlernen **New**	The LED flashes blue, the reading field is ready to scan your finger.	🟦 🟦 🟦 🟦 ... 🟦
	Place the new admin finger to be programmed on the reading field until the LED lights up yellow.	🟨
	The LED flashes 3x long green, when the finger has been successfully captured.	🟩 🟩 🟩
	Repeat the last process **five times**.	5x ↻
	After the admin finger has been programmed, the LED flashes green several times short and 1x long.	🟩 ... 🟩 🟩

* If an admin finger that has already been programmed is held on the reading field at this point, this admin finger will be deleted and may have to be programmed again.

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DELETING AN USER FINGER

Individual user fingers can be deleted from the locking system. The locking system must be unlocked for this procedure.

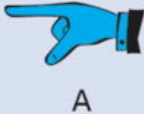|		
Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x short green together with one acoustic signal.	🟩 🔊
Delete user finger	The LED pulsates light yellow-green, the reading field is ready to scan the finger.	🟨🟩 🟨🟩 ... 🟨🟩
	Place the user finger to be deleted on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 3x short red together with three acoustic signals. The finger has been deleted.	🟥 🟥 🟥 🔊 🔊 🔊
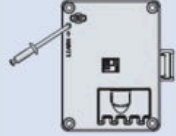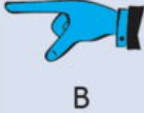
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DELETING AN ADMIN FINGER

Individual admin fingers can be deleted from the locking system. The locking system must be unlocked for this procedure. An admin finger cannot delete itself. This means that in order to delete an admin finger (e.g.: admin finger B), the programming mode must be started with another admin finger (e.g.: admin finger A), which remains programmed into the system.

Start programming mode A	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured. The LED flashes 1x short green together with one acoustic signal.	
Switch programming mode	The LED pulsates light yellow-green. Use the programming stick to press the learn button **once** in the lock. The LED on the fingerprint module flashes 2x short yellow with two acoustic signals.	
Delete admin finger B	The LED pulsates light yellow-green, the reading field is ready to scan the finger. Place the admin finger to be deleted on the reading field until the LED lights up yellow. The LED flashes 3x long red together with three acoustic signals. The finger has been deleted.	

In order to delete all admin fingers at once, the locking system must be reset to the factory delivery status.

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FACILITY MANAGER FUNCTION

A locked lock can be opened for 30 seconds with an admin finger. After 30 seconds, the lock locks automatically. After automatic locking, authorized user fingers can continue to be used both in the "assigned use" operating mode and in the "shared use" operating mode.

Unlocking with admin finger	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured. The LED flashes 1x long green, 1x short green, 1x long green. The lock opens.	
	The LED pulsates light yellow-green for 30 seconds. The LED flashes 2x short red. The lock closes.	

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EMERGENCY OPENING

In the event that one or all authorized user fingers are not available, an emergency opening can be carried out with the admin finger. Please note that the lock remains open after the emergency opening.
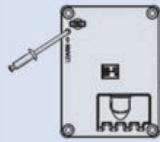
Hausmeisteröffnung	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x long green, 1x short green, 1x long green. The lock opens.	🟩 🟩 🟩
Notöffnung	The LED pulsates light yellow-green for 30 seconds.	🟨🟩 🟨🟩 … 🟨🟩
	Place the admin finger, that unlocked the lock, again on the reading field within 30 seconds, the LED lights up yellow.	🟨
	The LED flashes 1x short green. The lock remains open.	🟩

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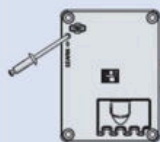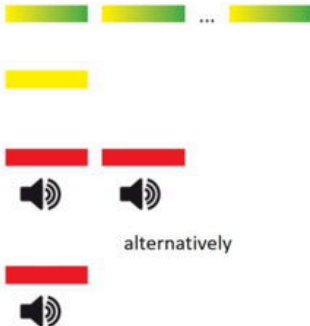
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ACTIVATE / DEACTIVATE AUTO LOCKING

In the "assigned use" operating mode, the auto locking function can be activated and deactivated. For locks in "shared use" mode, this function is skipped in the programming mode. This function is only suitable for locks with a spring-loaded bolt. After activating this function, the lock automatically closes after 10 seconds, once the lock was unlocked. The lock must be unlocked to activate this function.

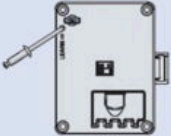|		
Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x short green together with one acoustic signal.	🟩 🔊
Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 … 🟨🟩
	Use the programming stick to press the learn button <u>once</u> in the lock.	
	The LED on the fingerprint module flashes 2x short yellow with two acoustic signals.	🟨 🟨 🔊 🔊

↓ This programming step is skipped, if the lock is in "shared use" mode.

Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 … 🟨🟩
	Use the programming stick to press the learn button <u>once</u> in the lock.	
	The LED on the fingerprint module flashes 3x short purple with three acoustic signals.	🟪 🟪 🟪 🔊 🔊 🔊
Activate / deactive auto locking	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 … 🟨🟩
	Place the admin finger that started the programming mode <u>once</u> on the reading field until the LED lights up yellow.	🟨
	The LED flashed 2x long red with two acoustic signals. Auto locking has been <u>activated</u>.	🟥 🟥 🔊 🔊
	alternatively	alternatively
	The LED flashes 1x long red with one acoustic signal. Auto locking has been <u>deactivated</u>.	🟥 🔊

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⚙️ **TO FACTORY SETTINGS**

After a factory reset, all admin and user fingers are deleted. The locking system is in installation mode and can be locked and unlocked with any finger. To reset the lock, the lock must be unlocked.

Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x short green together with one acoustic signal.	🟩 🔈
Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟩
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 2x short yellow with two acoustic signals.	🟨 🟨 🔈 🔈

↓ This programming step is skipped, if the lock is in "shared use" mode.

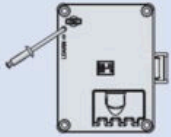|		
Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟩
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 3x short purple with three acoustic signals.	🟪 🟪 🟪 🔈 🔈 🔈
Switch programming mode	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟨🟩
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 4x short red with four acoustic signals.	🟥 🟥 🟥 🟥 🔈 🔈 🔈 🔈
Reset	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟩
	Place the admin finger that started the programming mode once on the reading field until the LED lights up yellow.	🟨
	The LED flashes 3x long red together with three acoustic signals.	🟥 🟥 🟥 🔊 🔊 🔊
	The LED pulsates light yellow-green.	🟨🟩 🟨🟩 ... 🟩
	Place the admin finger that started the programming mode once on the reading field until the LED lights up yellow.	🟨
	The LED flashes 3x long red together with three acoustic signals. The lock is reset to factory settings.	🟥 🟥 🟥 🔊 🔊 🔊
Initialization	The LED flashes 1x long yellow together with one acoustic signal. The lock has been initialized and is ready for use again.	🟨 🔊

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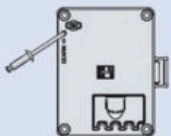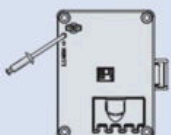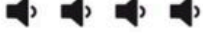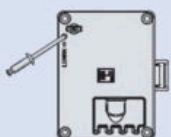
CHANGING THE OPERATING MODE

The lock has two operating modes: "assigned use" and "shared use". You have the option of changing the operating mode when the lock is unlocked.

Start programming mode	Place a programmed admin finger on the reading field until the LED lights up yellow. The finger was captured.	
	The LED flashes 1x short green together with one acoustic signal.	
Switch programming mode	The LED pulsates light yellow-green.	
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 2x short yellow with two acoustic signals.	

↓ This programming step is skipped, if the lock is in "shared use" mode.

Switch programming mode	The LED pulsates light yellow-green.	
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 3x short purple with three acoustic signals.	
Switch programming mode	The LED pulsates light yellow-green.	
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 4x short red with four acoustic signals.	
Switch programming mode	The LED pulsates light yellow-green.	
	Use the programming stick to press the learn button **once** in the lock.	
	The LED on the fingerprint module flashes 5x short turquoise with five acoustic signals.	
Change of operating mode	The LED pulsates light yellow-green.	
	Place the admin finger that started the programming mode once on the reading field until the LED lights up yellow.	
	The LED flashes 1x long red with one acoustic signal. "**Shared use**" has been activated.	
	alternatively	*alternatively*
	The LED flashes 2x long red with two acoustic signals. "**Assigned use**" has been activated.	

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LOCKING AND UNLOCKING IN "SHARED USE" MODE

Locking		
Check user finger	Briefly place an user finger on the reading field and **remove** it as soon as the LED lights up yellow. The finger was captured.	🟨
	The LED flashes 1x long red. The finger is unknown.	🟥
Nutzer-Finger scannen und verschließen	The LED flashes blue, the reading field is ready to scan your finger.	🟦 🟦 🟦 🟦 ... 🟦
	Briefly place the **same** user finger on the reading field and remove it as soon as the LED lights up yellow.	🟨
	The LED flashes 3x green, when the finger has been successfully scanned.	🟩 🟩 🟩
	Repeat the last process **five times.**	5x ↺
	After a successful scanning of the user finger, the LED flashes green several times short and 1x long.	🟩 ... 🟩 🟩
	The LED flashes 2x short red and the lock has been locked.	🟥 🟥
Unlocking		
User finger	Place the scanned user finger on the reading field until the LED lights up yellow.	🟨
	The LED flashes 1x short green and the lock has been unlocked.	🟩

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