PROXIMITY ISO card pack



Initialising a new system



- 1. Take the enrolment card from the new pack.
- 2. Present the enrolment card to the reader.
- 3. The reader beeps and the LED's become lit.
- 4. ALL USERS ARE NOW VALID. Return enrolment card to pack.

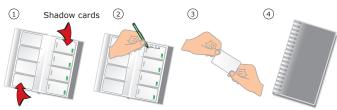
Adding another pack to an existing system



- You need BOTH the enrolment card from the first card pack AND the enrolment card from the new card pack
- 2. Present the ORIGINAL enrolment card to the reader
- 3. Present the NEW enrolment card to the reader
- 4. NEW USERS ARE NOW VALID. Return enrolment cards to pack

Issuing tokens

Each User has a matched pair of tokens. **DO NOT MIX UP THE PAIRS**



User cards

- Across each double page there are 'pairs' of cards a 'User card' and a corresponding 'Shadow card'.
- 2. Write the name of the user on the shadow card.
- $\ensuremath{\mathsf{3.}}$ Issue the matching user card to the user.
- 4. Keep the card pack containing the shadow cards in a safe place.

Bar a user



- 1. When a card is lost or stolen it is important to bar the card from your system to avoid unauthorized access.
- 2. To bar a card, locate it's corresponding shadow card.
- 3. Present this shadow card to the reader. This will bar the user.
- 4. A card can re-validated by presenting the enrolment card followed by that user card to the reader.

WARNING: Do not deal with more than one user at the same time. The security and administration of your system will be seriously compromised if unmarked cards become mixed up.

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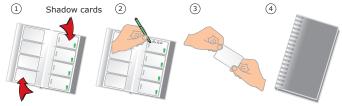


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