



# SmartAir Stand-Alone Configuration and Setup

## 1) SYSTEM ARCHITECTURE

The SmartAir Stand-Alone Locks and Readers utilise Programming Cards for Adding and Deleting User Cards. With Stand-Alone technology, there is no requirement for Software, Computers, Card Encoders or Portable Programmers

## 2) INTRODUCTION

Stand-Alone Programming can be performed using one of two different Programming Cards;

### RED Programming Card

- One Card is programmed for each User
- Up to 500 User Cards can be programmed to each Escutcheon or Reader
- To delete a specific User Card, it must be returned and the Red Programming Card used to delete it from the Locks' memory/database.
- If the User Card is lost, stolen or not returned, the Card cannot be deleted from the Lock memory
- If the User Card is not returned but needs to be deleted, the Lock must be reset and all User cards learnt in again
- Presenting the RED Programming Card at the Lock 3 times, deletes the entire User Database.

### ORANGE 'SHADOW' Programming Card

- Two Cards are programmed for each User, the User Card and a 'Shadow' User Card. The Manager keeps the 'Shadow' User Card
- Up to 250 Users can be programmed to each Escutcheon or Reader
- If the User Card is lost, stolen or not returned, the Manager can use the 'Shadow' User Card to delete the specific User
- There is no need to reset the Lock and lose the entire User Database

Both Programming Methods also allow for 'Passage' mode Users. Passage mode Users can present their card to a Reader, twice in succession, to place the lock into 'Passage' mode. 'Passage' mode is free access mode, leaving the Lock unlocked permanently until 'Passage' mode is de-activated.

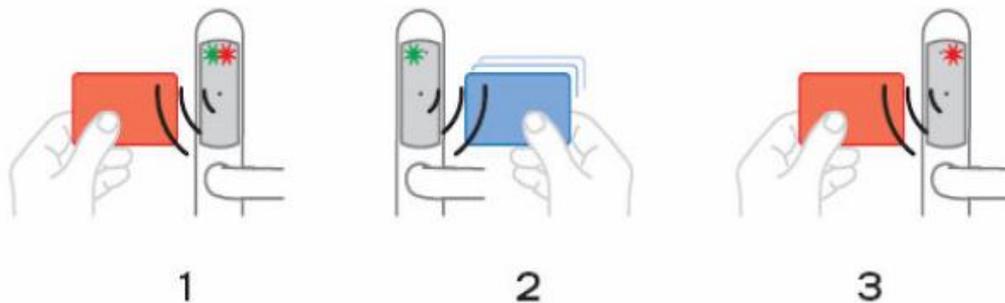
### LOST PROGRAMMING CARDS

On a site, if the Programming Card is lost, all Readers must be hardware reset, using the 2 Pins inside the cover of the internal part of the Escutcheon, a new Programming Card purchased and the learning process started again.

### 3) RED PROGRAMMING CARD USE

#### 3.1 Adding User Cards

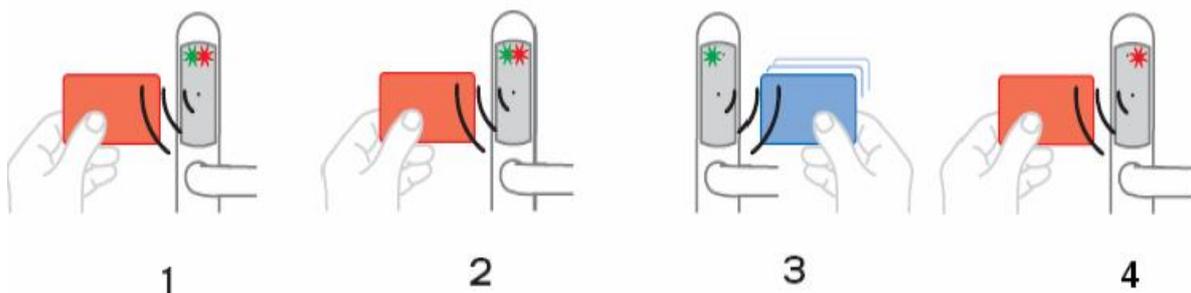
- 1) Present the RED Programming Card to the Reader.
- 2) Both the Green & Red LED's will slow flash for a period of up to 5 Seconds
- 3) During this period, present a User Card you wish to learn into the Reader
- 4) The Green LED will flash fast for 3 Seconds
- 5) When the Green LED flashes slowly, present the next User card to learn
- 6) When all User Cards have been learnt, present the RED Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



#### 3.2 Adding 'Passage' Mode Users

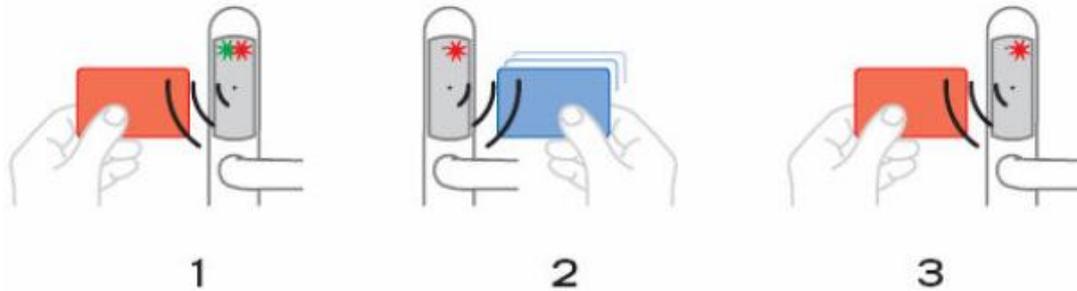
'Passage' Mode Users are able to place the Lock into 'Passage' mode. 'Passage' mode is free access and puts the Lock in 'Unlock' mode until 'Passage' mode is turned off.

- 1) Present the Red Programming card to the Reader Two Times in succession
- 2) Both the Green & Red LED's will fast flash for a period of up to 5 Seconds
- 3) During this period, present a User Card you wish to learn into the Reader with 'Passage' mode
- 4) The Green LED will flash fast for 3 Seconds
- 5) When the Green LED flashes slowly, present the next User card to learn
- 6) When all 'Passage' mode User Cards have been learnt, present the RED Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



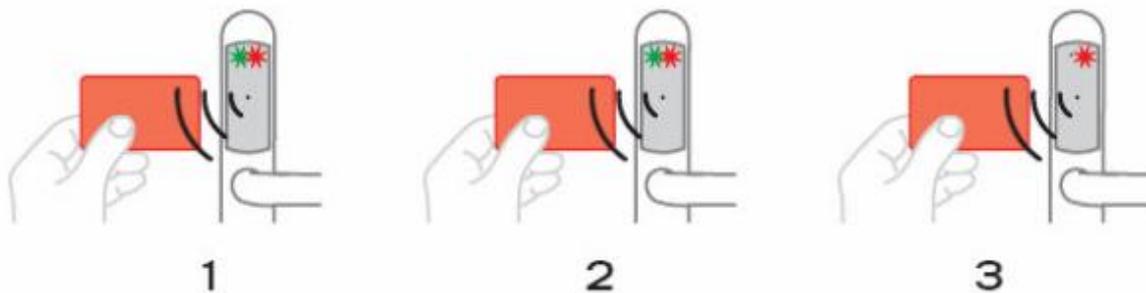
### 3.3 Deleting User Cards, Standard & 'Passage' mode

- 1) Present the RED Programming card to the Reader
- 2) Both the Green & Red LED's will slow flash for a period of up to 5 Seconds
- 3) During this period, present the User Card you wish to delete from the Reader memory
- 4) The Red LED will flash fast for 3 Seconds
- 5) When the Red LED flashes slowly, present the next User card for deletion
- 6) When the required User Cards have been deleted, present the Red Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



### 3.4 Cancelling All User Cards

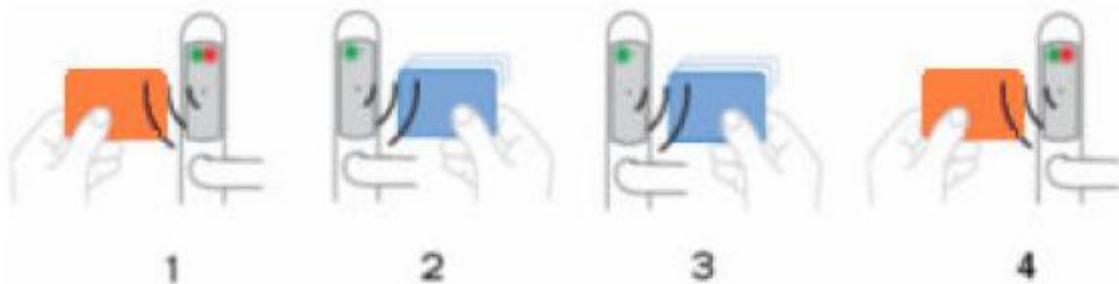
- 1) Present Red Programming Card to the Reader Three times in succession. This operation will delete all User Cards in the Reader's memory/database.



## 4) ORANGE 'SHADOW' PROGRAMMING CARD USE

### 4.1 Adding User & Shadow Cards

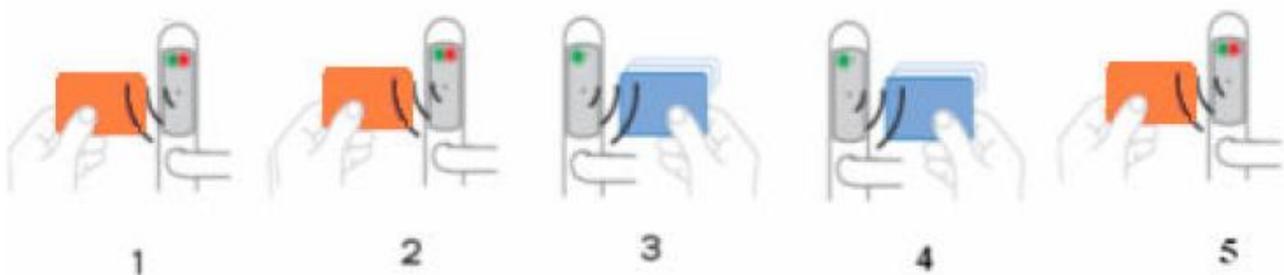
- 1) Present the Orange 'Shadow' Programming card to the Reader
- 2) Both the Green & Red LED's will slow flash for a period of up to 5 Seconds
- 7) During this period, present a User Card you wish to learn into the Reader
- 8) The Green LED will flash fast for 3 Seconds
- 9) When the Green LED flashes slowly, present the User's 'Shadow' card to learn
- 10) When all User & Shadow Cards have been learnt, present the RED Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



### 4.2 Adding 'Passage' Mode Users

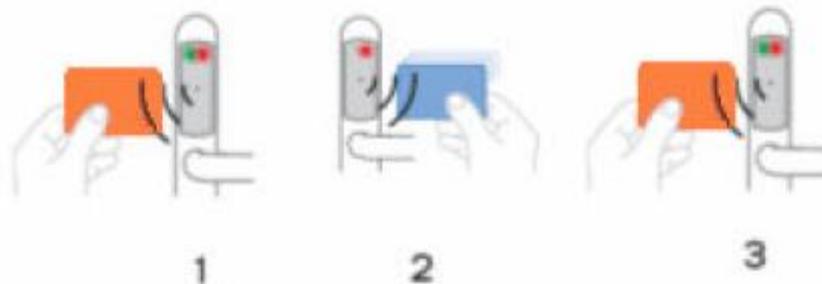
'Passage' Mode Users are able to place the Lock into 'Passage' mode. 'Passage' mode is free access and puts the Lock in 'Unlock' mode until 'Passage' mode is turned off.

- 1) Present the Orange Programming card to the Reader Two Times in succession
- 2) Both the Green & Red LED's will fast flash for a period of up to 5 Seconds
- 3) During this period, present a User Card you wish to learn into the Reader with 'Passage' mode
- 4) The Green LED will flash fast for 3 Seconds
- 5) When the Green LED flashes slowly, present the User's Shadow card to learn
- 6) Continue Steps 3, 4 & 5 to add all User and User Shadow 'Passage mode cards
- 7) When all 'Passage' mode User Cards have been learnt, present the RED Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



#### 4.3 Deleting User Cards, Standard & 'Passage' mode

- 7) Present the Orange Programming card to the Reader
- 8) Both the Green & Red LED's will slow flash for a period of up to 5 Seconds
- 9) During this period, present either the User or corresponding User 'Shadow' Card you wish to delete from the Reader memory
- 10) The Red LED will flash fast for 3 Seconds
- 11) When the Red LED flashes slowly, present the next User or 'Shadow' card for deletion
- 12) When the required User Cards have been deleted, present the Orange Programming Card to close the Programming mode. The Reader will also leave Programming mode automatically after 5 Seconds of inactivity



#### 4.4 Cancelling All User Cards

- 1) Present the Orange Programming Card to the Reader Three times in succession. This operation will delete all User Cards in the Reader's memory.



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