

Operating instructions

System 106
fingerprint-module
5551 ..



GIRA

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Start-up

The fingerprint module can be put into operation and configured using the Gira Keyless In app or manually on the device. You must choose an operating mode when starting up the module. It is more complex to change this after the start-up phase. We recommend using the app to start up the module. The Gira Keyless In app is free to download from various app stores.

Apple iOS



Android:



Starting-up with the Gira Keyless In app



1. Download the Gira Keyless In app to the administrator's mobile device:
2. Start the app and follow the instructions on the screen.



Activation code

The activation code required for start-up can be found on the enclosed safety card.

Start-up procedure

For start-up the fingerprint reader, the following steps must be implemented in the order shown below:

III. Create first administrator (page 8)

Admin_{NEW} (15x) → Progr._{NEW}
(15x)

IV. Create user finger (from p. 10)

Admin → Progr. → Admin → User_{NEW} (15x)

V. Carry out configurations on the fingerprint reader (from page 11)

VI. Use in door communication system (from p. 20)

or

Use without door communication system (from p. 21)

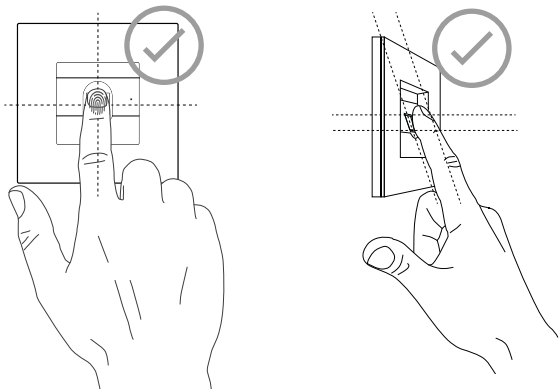
Optimal positioning of finger

To ensure the fingerprint module functions properly, fingers must be placed correctly during both the teaching-in process and subsequent operation. It is important that the finger area with the most prominent fingerprint swirls (centre of fingertip) is detected by the fingerprint sensor.

For this reason, place fingers as shown.

Optimal:

The area of greatest fingerprint movement centrally on sensor.



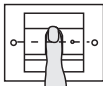
Fingers that cannot be taught in

It is not possible to teach in fingers that are wet or damp. The module may also be incompatible with certain other finger types, although this is a rare occurrence.

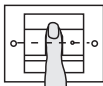
Basics for the teaching-in of a finger

For the teaching-in of a finger, the finger to be taught-in is repeatedly laid on. It is important to vary the position of the finger with repeated laying on by a few millimetres each time, so that the fingerprint reader can register the largest possible finger area.

1. Place the finger to be taught-in centrally until an acknowledgement tone is heard.

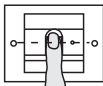


2. Shift the finger slightly upwards.



3. Shift the finger slightly downwards.

4. Repeat steps 1 – 3 until 1 long acknowledgement tone is heard and the LED lights up green



Users with very dry, greasy or moist skin may need to place the finger they wish to teach in up to 15 times. A negative signal (3 short tones) will be heard immediately if a finger has already been recognised or a fingerprint has insufficient features (or features that have already been recognised).

If a negative signal (3 short tones) is heard after the 15th attempt, the finger has not been successfully taught in.

If this happens, place the finger again (step 1) or use another finger. Follow the instructions above for this.

Teaching-in first administrator

Admin_{NEW} (15x) → Progr._{NEW} (15x)

Before first start-up, an administrator must be created. If no administrator has been taught-in, the LED of the fingerprint reader flashes green.

An administrator consists of an administrator finger and a programming finger.



Administrator and programming fingers

Administrator and programming fingers cannot be used for subsequent switching actions.

Teaching-in first administrator:

✓ The LED flashes green.

Teaching-in new administrator finger:

1. Lay the administrator finger on until a short acknowledgement tone is heard.
 - ✓ During laying on the LED lights up red, after removal orange.
 2. Lay the administrator finger on again (vary position slightly) until a short acknowledgement tone is heard.
 3. Repeat step 2 until 1 long acknowledgement tone is heard and the LED lights up green.
The administrator finger was taught-in successfully.
- ✓ The LED lights up orange. Now teach-in the programming finger within 10 s.

Teaching-in new programming finger:

4. Lay the programming finger on until a short acknowledgement tone is heard.
 - ✓ During laying on the LED lights up red, after removal orange.
5. Lay the programming finger on again (vary position slightly) until a short acknowledgement tone is heard.
6. Repeat step 5 until 1 long acknowledgement tone is heard and the LED lights up green.

The programming finger was taught-in successfully.

 - ✓ The first administrator was taught-in successfully.
7. Enter administrator with administrator and programming finger into the table on page 24.

Teaching-in user finger

Admin → Progr. → Admin → User_{NEW} (15x)

Start mode:

1. Lay the **administrator finger** on until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange.
2. Lay the **programming finger** on until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **administrator finger** on until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then orange.

Teaching-in new user finger:

4. Lay the user finger on until a short acknowledgement tone is heard.
✓ During laying on the LED lights up red, after removal orange.
5. Lay the same finger on again (vary position slightly) until a short acknowledgement tone is heard.
6. Repeat step 5 until 1 long acknowledgement tone is heard and the LED lights up green.
✓ The user finger was taught-in successfully.
7. Enter the user in the table on page 25.
✓ The LED lights up orange, further user fingers can now be taught-in.

Teaching-in new administrator finger:

1. Lay the administrator finger on until a short acknowledgement tone is heard.
- ✓ During laying on the LED lights up red, after removal orange.
2. Lay the administrator finger on again (vary position slightly) until a short acknowledgement tone is heard.
3. Repeat step 2 until 1 long acknowledgement tone is heard and the LED lights up green.
The administrator finger was taught-in successfully.
- ✓ The LED lights up orange. Now teach-in the programming finger within 10 s.

Teaching-in new programming finger:

4. Lay the programming finger on until a short acknowledgement tone is heard.
- ✓ During laying on the LED lights up red, after removal orange.
5. Lay the programming finger on again (vary position slightly) until a short acknowledgement tone is heard.
6. Repeat step 5 until 1 long acknowledgement tone is heard and the LED lights up green.
The programming finger was taught-in successfully.
- ✓ An administrator was taught-in successfully.
7. Enter the administrator in the table on p. 24.

Deleting administrator

An administrator is deleted by deleting one of the two fingers (programming or admin finger). When one of the fingers is deleted, the other finger of the administrator also loses its function.



The final administrator cannot be deleted.

If there is only one taught-in administrator remaining in the Fingerprint reader, it cannot be deleted.

Admin. → Progr. → Progr. → Progr. → Deleting administrator

or

Admin. → Progr. → Progr. → Admin. → Deleting administrator

Starting mode:

1. **Lay on the administrator finger** until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange.
2. **Lay on the programming finger** until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange twice.
3. **Lay on the programming finger** until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes red.

Deleting administrator:

4. Lay on the programming or administrator finger to be deleted until a short acknowledgement tone is heard.

- ✓ The LED lights up orange. The Fingerprint reader generates a positive acknowledgement signal:
Deleting the administrator was successful.
 - ✓ Three brief acknowledgement tones signify that an unknown finger was laid on or there is only one taught-in administrator remaining in the Fingerprint reader, and it cannot be deleted.
5. Remove the deleted administrator from the table on page 24.

Admin. → Progr. → Progr. → Delete user

Start mode:

1. Lay the **administrator finger** on until a short acknowledgement tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange.
2. Lay the **programming finger** on until a short acknowledgement tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **programming finger** on until a short acknowledgement tone is heard.
 - ✓ The LED briefly lights up green, then flashes red.

Delete user finger:

4. Lay on the user finger to be deleted until a short acknowledgement tone is heard.
 - ✓ The LED lights up orange. The fingerprint reader generates a positive acknowledgement signal:
The finger was deleted successfully.
 - ✓ 3 brief acknowledgement tones signify that an unknown finger was laid on.
 - ✓ The LED flashes red. Further user fingers can be deleted.
After approx. 10 s the procedure is terminated.
5. Remove deleted user fingers from the table on page 25.

Reset to factory settings – delete all assignments

The fingerprint reader can be reset to the state of delivery. In this case, all user and administrator assignments are lost.

Admin → Admin → Admin (5 s) = State of delivery

Resetting fingerprint reader:

1. Lay the **administrator finger** on until a short acknowledgement tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange.
2. Lay the **administrator finger** on until a short acknowledgement tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **administrator finger** on for 5 s.
 - ✓ During these 5 s brief acknowledgement tones are heard, the LED simultaneously flashes red.
 - ✓ 1 long acknowledgement tone is heard, the LED lights up green.
 - ✓ The LED flashes green.

The device is now in the state of delivery. All previous settings have been reset, all user- and administrator fingers have been deleted.



Important! **Administrator also deleted**

Before reprogramming, an administrator must first be created (see page 8).

Switching illumination of contact surface on/off

Factory setting: The night illumination of the fingerprint reader contact surface is activated.

Progr. → Admin → Admin = Setting changes

Changing illumination setting:

1. Lay the **programming finger** on until a short acknowledgment tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange.
 2. Lay the **administrator finger** on until a short acknowledgment tone is heard.
 - ✓ The LED briefly lights up green, then flashes orange twice.
 3. Lay the **administrator finger** on until a short acknowledgment tone is heard.
 - ✓ The fingerprint reader generates a positive acknowledgment signal.
- The night illumination changes its status.

Switching acknowledgement tones on/off

Factory setting: Acknowledgement tone is activated.

Progr. → Admin → Progr. = Setting changes

The acknowledgement tones are activated/deactivated as follows:

1. Lay the **programming finger** on until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange.
2. Lay the **administrator finger** on until a short acknowledgement tone is heard.
✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **programming finger** on until a short acknowledgement tone is heard.
✓ The fingerprint reader generates a positive acknowledgement signal.
The acknowledgement tone is switched over.

Switch system programming mode on/off

Progr. → Progr. → Progr.

Start mode:

1. Lay the **programming finger** on until a short acknowledgement tone is heard.
 - ✓ The LED lights up red while the finger is being placed and flashes orange when it is lifted.
 - ✓ The LED briefly lights up green, then flashes orange.
2. Lay the **programming finger** on until a short acknowledgement tone is heard.
 - ✓ The LED lights up red while the finger is being placed and flashes orange when it is lifted.
 - ✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **programming finger** on until a short acknowledgement tone is heard.
 - ✓ The fingerprint reader generates a positive acknowledgement signal. The system programming mode is switched on.
 - ✓ The LED flashes orange.
4. The system programming mode is switched off automatically after 7 min or after entering:

Progr. → Progr. → Progr.

- ✓ The fingerprint reader generates an acknowledgement tone. The system programming mode is switched off.
- ✓ The LED stops flashing.

Use without door communication system

Switch DCS bus power supply on/off

Progr. → Progr. → Admin.

1. Lay the **programming finger** on until a short acknowledgment tone is heard.
 - ✓ The LED lights up red while the finger is being placed and flashes orange when it is lifted.
 - ✓ The LED briefly lights up green, then flashes orange.
2. Lay the **programming finger** on until a short acknowledgment tone is heard.
 - ✓ The LED lights up red while the finger is being placed and flashes orange when it is lifted.
 - ✓ The LED briefly lights up green, then flashes orange twice.
3. Lay the **administrartor finger** on until a short acknowledgment tone is heard.
 - ✓ The fingerprint reader generates a positive acknowledgment signal. The DCS bus power supply is switched on.

For switching off, repeat steps 1. to 3..

i **First, start-up the door communication system**

Before programming of the fingerprint reader is begun, the door communication system must be started up.

Direct assignment/group assignment

Assignment differentiates between:

- **direct assignment** of individual user fingers to an individual switching actuator
- **group assignment** of all user fingers to a switching actuator. With group assignments, all user fingers assigned to the fingerprint reader trigger a switching action with the switching actuator.

During programming, an admin finger is laid on instead of a user finger.

i **Advantage of group assignment**

With group assignments, all taught-in user fingers in a programming step are assigned a common switching actuator. User fingers that are also assigned at a later date to the fingerprint reader can switch this common switching actuator without further programming.

Assignment

User-specific switching actuator/door opener

User fingers must be taught-in in the fingerprint reader beforehand (from page 10).

1. Press the "Systemprogr." button on the control device for 3 s to start programming mode.
 - ✓ The LED at the control device flashes. The fingerprint reader generates an acknowledgement tone and the LED flashes orange. The operating mode LED of the switching actuator flashes.
2. Press the button "Progr." at the switching actuator (or the button "Türöffnerprogr." of the control device), until the LED next to the button flashes.
 - ✓ The fingerprint reader again generates an acknowledgement tone.
3. Lay on the user finger to be assigned.
 - ✓ The fingerprint reader generates a positive acknowledgement signal:
The switching actuator was assigned successfully.
4. Press the "Systemprogr." button on the control device to exit the programming mode.



Delete assignment of user - switching actuator

To delete the user - switching actuator assignment, the teach-in procedure is repeated.

The assignment cannot be deleted via the switching actuator (press programming button 6 s)

Assignment of user - group switching actuator/door opener

Assigning all taught-in user fingers in the fingerprint reader to a group switching actuator:

1. Press the "Systemprogr." button on the control device for 3 s to start programming mode.
 - ✓ The LED at the control devices flashes.
The fingerprint reader generates an acknowledgement tone and the LED flashes orange. The operating mode LED of the switching actuator flashes.
2. Press the button "Progr." at the switching actuator (or the button "Türöffnerprogr." of the control device), until the LED next to the button flashes.
 - ✓ The fingerprint reader again generates an acknowledgement tone.
3. Lay on admin finger.
 - ✓ The fingerprint reader generates a positive acknowledgement signal.
The switching actuator was assigned successfully.
4. Press the "Systemprogr." button on the control device to exit the programming mode.



Delete assignment of user - switching actuator

To delete the user - switching actuator assignment, the teach-in procedure is repeated.









The assignment cannot be deleted via the switching actuator (press programming button 6 s).

Table for start-up documentation







In the following tables the fingers of the administrators or users can be marked as references.

The example administrator selects the thumb of the left hand as the admin finger, and the index finger of the right hand as programming finger.

Administrators

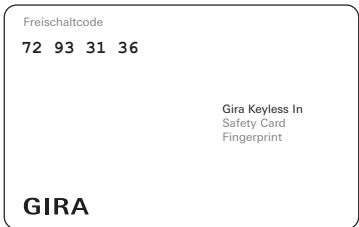
Administrator	Admin finger	Programming finger
Example administrator		
		
		
		

Users

User / Function	User finger
	
	
	
	
	
	

Procedure when the administrator is no longer available.

If an administration finger is lost or the system administrators are no longer available, the fingerprint modules can no longer be administered. For this reason it is recommended to teach-in an admin/programming finger pair from two or even three people (see page 11).



If an administrator is no longer available, the fingerprint reader along with the accompanying security card should be sent to the Gira Service Center. A resetting to factory settings is carried out there, meaning all administrators and users are deleted.

Warranty

The warranty is provided in accordance with statutory requirements via the specialist trade.

Please submit or send faulty devices including the corresponding safety card, postage paid together with an error description, to your responsible salesperson (specialist trade/installation company/specialist electrical trade).

This will forward the devices to the Gira Service Center.

Gira

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