

550-867

Additional Instructions

Fingerprint scanner

IMPORTANT READ CAREFULLY BEFORE USE KEEP FOR FUTURE REFERENCE

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1 General information

Machines of the 550-867 class can be retrofitted with a fingerprint scanner.

Users will then have 3 different options to log into the system.

- using a hand scanner and barcode
- · via software
- · using the fingerprint scanner

Components of the kit

Check whether the scope of delivery for kit 0867 590914 is correct prior to setup and connection.

Quantity	Description
1	Fingerprint scanner with USB port
1	USB key with the latest software
1	Additional Instructions 550-867 fingerprint scanner

Fig. 1: Components of the kit



(1) - Fingerprint scanner



2 Setting up the fingerprint scanner

2.1 Determining the software version



Order

- 1. Determine the software version.
- 2. Update the software version if necessary (\square *p. 5*).
- 3. Connect the fingerprint scanner (\square *p.* 9).
- 4. Set up the USB port (☐ *p. 11*).
- 5. Activate the fingerprint scanner (p. 13).

Software versions V16.8 and later make it possible to insert a fingerprint scanner into the machine. Determining the software version that has been installed does not require that a user be logged in. The process does not require a particular security level.

Fig. 2: Determining the software version (1)



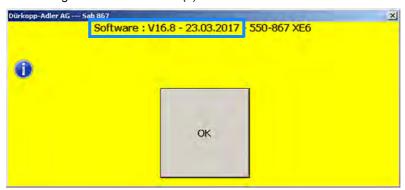


To determine which software version has been installed:

- 1. Tap on the machine name 550-867 XE6 at the top right corner of the start screen.
- ♦ The display switches to:



Fig. 3: Determining the software version (2)



♦ The installed software version is displayed.



2. Confirm with **OK** to close the window.

If the software version is older than version V16.8 (status March 2017), update the software version ($\square p.5$).

2.2 Updating the software



Order

- 1. Determine the software version (\square *p. 4*).
- 2. Update the software version.
- 3. Connect the fingerprint scanner (\square *p.* 9).
- 4. Set up the USB port (p. 11).
- 5. Activate the fingerprint scanner (\square *p. 13*).

Software versions V16.8 and later make it possible to insert a fingerprint scanner into the machine.

For software versions V16.7 and earlier, the software MUST be updated for the fingerprint scanner to function properly.



Information

The latest software version has been included on the USB key.



To update the software on the control panel:

- 1. Switch on the machine (Operating Instructions).
- 2. Log in with security level 2.
- ♦ The display switches to:



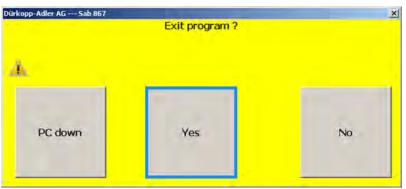
Fig. 4: Updating the software (1)





- 3. Tap the **Exit** button on the start screen.
- ♥ The display switches to:

Fig. 5: Updating the software (2)





4. Confirm with **Yes**.



Important

It is absolutely necessary that you confirm the message with **Yes** instead of with **PC down**. This is the only way to exit the program and leave the control panel switched on. The program must not be open while the software is being updated.

- The control panel shows the Windows user interface.
- 5. Connect the USB key at the control panel.



- 6. Display the data stored on the USB key.
- ♦ The USB key holds the following files:
 - sab_867.exe
 - Options.txt
 - Messages.csv
 - Messages.txt
 - Messages.xlsx
- 7. Minimize the window.

sab_867.exe

- 8. Click on the Windows Start button.
- 9. Select the following path from the options shown to the right of the Start menu: Computer-->Local Disk (C:)-->SABSoft
- This folder already houses a .exe file named sab_867 and a .txt file named Options.



Information

These old files <code>sab_867</code> and <code>Options</code> must be replaced with new files of the same name, which are stored on the USB key. If you do not wish to delete the old files, you need to save them under a different name or in a different location. Otherwise, the new files of the same name will overwrite the old files.

- 10. Rename the old file sab_867 if necessary.
- 11. Copy the new file sab 867 from the USB key to the folder SABSoft.
- Unless renamed previously, the old file sab_867 will now be replaced by the new file sab 867.



Important

The NEW software MUST be named *sab_867* for the fingerprint scanner to work.

Options.txt

- 12. Rename the old file Options if necessary.
- 13. Copy the new file Options from the USB key to the folder SABSoft.
- Unless renamed previously, the old file Options will now be replaced by the new file Options .



Important

The NEW software MUST be named <code>Options</code> for the fingerprint scanner to work. Do not change the entries in the <code>Options.txt</code> file.



Messages.csv and Messages.txt and Messages.xlsx

- 14. Open the folder SystemDB:

 Computer-->Local Disk (C:)-->SABSoft-->SystemDB
- The folder SystemDB may already contain the 3 Message files mentioned above.



Information

These 3 old Message files must be replaced or added by copying the new files of the same name from the USB key.

If the files already exist and you do not wish to delete them, you need to save them under a different name. Otherwise, the new files will overwrite the old files.

- 15. If necessary, rename the files Messages.csv, Messages.txt and Messages.xlsx.
- 16. Copy the new files Messages.csv, Messages.txt and Messages.xlsx from the USB key to the folder SystemDB.



Important

The NEW files MUST be named *Messages.csv*, *Messages.txt* and *Messages.xlsx* for the fingerprint scanner to work. Do NOT change the 3 *Messages* files.

- 17. Close all windows.
- 18. Restart the program of the machine with a double click.
- ♦ The software has been updated.

You can now connect the fingerprint scanner (\square *p. 9*).



2.3 Connecting the fingerprint scanner

CAUTION



Risk of injury!

Risk of injury from tripping or becoming caught.

Route the connecting cable in such a way that no one can trip over or become caught in the cable.

NOTICE

Property damage may occur!

Damage to the connecting cable of the fingerprint scanner.

Lay the connecting cable without kinking and crushing.



Order

- 1. Determine the software version (\square *p. 4*).
- 2. Update the software version if necessary (\square *p. 5*).
- 3. Connect the fingerprint scanner.
- 4. Set up the USB port (☐ *p. 11*).
- 5. Activate the fingerprint scanner (\square *p. 13*).

Fig. 6: Connecting the fingerprint scanner (1)



- (1) Cable opening
- (2) Connecting cable
- (3) Fingerprint scanner





To connect the fingerprint scanner:

- 1. Place the fingerprint scanner (3) on the right next to the machine.
- 2. Feed the connecting cable (2) down through the cable opening (1) and under the tabletop without kinking or crushing the cable.

Fig. 7: Connecting the fingerprint scanner (2)



(4) - Control box



- 3. Insert the connecting cable (2) into the control box (4) under the tabletop.
 - The control box (4) can only be accessed behind the engineered workstation located under the tabletop.
- 4. Switch on the machine (Operating Instructions and Service Instructions).

Fig. 8: Connecting the fingerprint scanner (3)



(5) - USB plug





- 5. Insert the USB plug (5) into control box (4) at the bottom left.
- The fingerprint scanner has been connected.

 The control panel will now show a new USB port COMXX (Qp. 11).



Next, the USB port must be set up at the control panel (\square *p. 11*) and the fingerprint scanner must be activated in the software (\square *p. 13*).

2.4 Setting up the USB port



Order

- 1. Determine the software version (p. 4).
- 2. Update the software version if necessary ($\square p. 5$).
- 3. Connect the fingerprint scanner (\square *p.* 9).
- 4. Set up the USB port.
- 5. Activate the fingerprint scanner (\square *p. 13*).

Once the USB port is connected at the control box, the control panel will display a new USB port. The names assigned automatically by the system vary, however, making it necessary to rename the port.



Important

The USB port used by the fingerprint scanner MUST be named COM19.

COM1-COM15 have already been set up at the control panel.



To set up the USB port for use with the fingerprint sensor:

- 1. Log in with security level 2.
- ♦ The start screen is displayed.
- 2. Press the Windows button to switch to the Windows user interface.
- The control panel shows the Windows taskbar at the bottom.
- 3. Click on the taskbar.
- ♦ The Windows user interface appears.
- 4. Click on the Windows Start button.
- 5. Select the following path from the options shown to the right of the Start menu: Settings > Devices > Device Manager > Ports (Com&LPT)

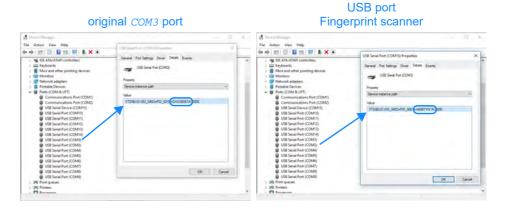


6. Stored in this folder are all USB ports named *COMXX*.

**COM1-COM15 have already been set up at the control panel.

The new USB port will be generated as additional **COM3* port. The USB port must be renamed as **COM19*.

Fig. 9: Setting up the USB port





- 7. Right-click on one of the COM3 ports.
- ♦ The menu opens.
- 8. Select properties.
- 9. Tap Details.
- 10. Select Device instance path in the pull-down menu.
- The original COM3 port is named ...DAUSB001A...
 The USB port of the Fingerprint scanner is named ...A906YYN7A.... This port mus be renamed as COM19.
- 11. To rename the USB port, right-click on the new USB port.
- ♦ The menu opens.
- 12. Select Properties.
- 13. Tap Port Settings.
- 14. Leave the default settings as they are and click on the **Advanced** button.
- 15. For COM Port Number select COM19 from the drop-down menu.
- The USB port for use with the fingerprint scanner has now been set up as COM19 in the system.
- 16. Close the window.
- 17. Switch off the machine.
- 18. Switch on the machine.
- ♦ The settings are saved.



2.5 Activating the fingerprint scanner



Order

- 1. Determine the software version (p. 4).
- 2. Update the software version if necessary (\square *p. 5*).
- 3. Connect the fingerprint scanner ($\square p. 9$).
- 4. Set up the USB port (p. 11).
- 5. Activate the fingerprint scanner.



To activate the fingerprint scanner:

1. Log in with security level 2.

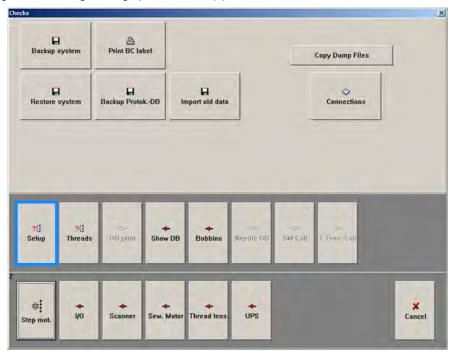
Fig. 10: Activating the fingerprint scanner (1)





- 2. Tap the Check button on the start screen.
- ♦ The display switches to:

Fig. 11: Activating the fingerprint scanner (2)





- 3. Tap the **Setup** button.
- ♥ The display switches to:



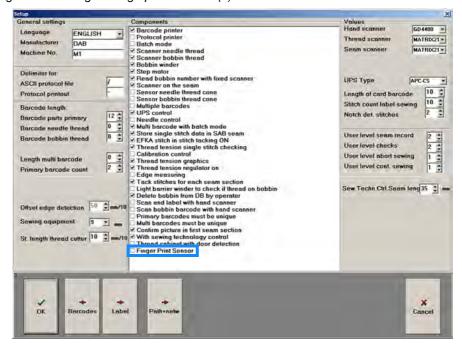


Fig. 12: Activating the fingerprint scanner (3)



- 4. Check the box for the component Finger Print Sensor.
- 5. Confirm with OK.
- ♦ The fingerprint scanner has been activated.



If the fingerprint scanner is not immediately active, tap the **Restart** button to restart the control panel.



3 Operation

3.1 Creating a new user using fingerprint detection

Only users with security level 2 can create new users.



Information

The fingerprint scanner must have already been set up(\square p. 4), i.e. connected (\square p. 9) and activated in the software (\square p. 13).



To create a new user using fingerprint detection:

1. Log in with security level 2.

Fig. 13: Creating a new user using fingerprint detection (1)





- 2. Tap the Access button on the start screen.
- ♦ The display switches to:

Fig. 14: Creating a new user using fingerprint detection (2)





- 3. Tap the **New** button.
- ♦ The display switches to:



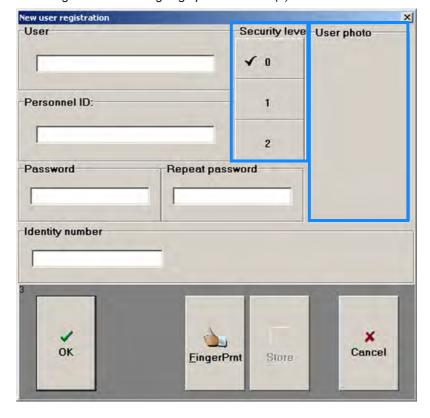


Fig. 15: Creating a new user using fingerprint detection (3)



- 4. Enter **User name**, **Personnel number** and **Password** into the input fields of the same name.
- 5. To define the desired security level for the new user, tap the **0**, **1** or **2** button.
- The check mark on the button indicates which security level has been selected (in this case, **0**).
- 6. To store a user image, tap the **User photo** button.



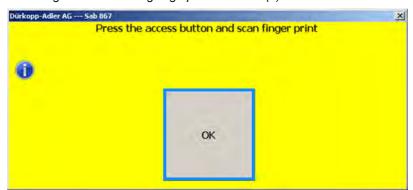
The user photo can also be stored at a later time (\square *Operating Instructions* and \square *Service Instructions*).

The fingerprint must be immediately linked to a user profile as it cannot be added later once the user has been set up.

- 7. Tap the **FingerPrnt** button.
- The display switches to:



Fig. 16: Creating a new user using fingerprint detection (4)





8. Confirm with **OK**.

Fig. 17: Creating a new user using fingerprint detection (5)



(1) - Access button



- 9. BRIEFLY press the access button (1) once.
- The access button (1) flashes once before lighting up green permanently. This indicates that the login procedure using the fingerprint scanner has been started.



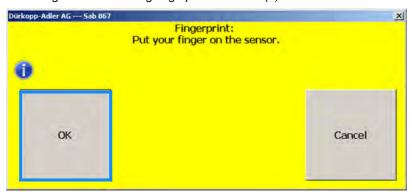
Information

A LONG press on the access button until the button flashes and lights up permanently will start the login procedure using the hand scanner.

The display switches to:



Fig. 18: Creating a new user using fingerprint detection (6)





10. Confirm with **OK**.

Fig. 19: Creating a new user using fingerprint detection (7)

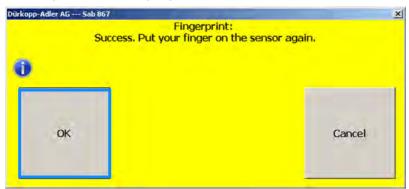


- (2) Fingerprint sensor
- (3) Fingerprint scanner



- 11. Place your finger tip on the fingerprint sensor (2) for approximately 3 seconds.
- ♦ The display switches to:

Fig. 20: Creating a new user using fingerprint detection (8)







If the fingerprint is not detected at all or only in part, the following error message will be displayed:

Fig. 21: Creating a new user using fingerprint detection (9)



This error message is of no consequence. You can scan your fingerprint as many times as necessary until it has been detected successfully 3 times. The process does not have to be canceled.



- 12. Confirm with OK.
- 13. Place your finger tip on the fingerprint sensor (2) for approximately 3 seconds.
- The display switches again to one of the two displays.
- 14. Confirm with OK.
- 15. Place your finger tip on the fingerprint sensor (2) for approximately 3 seconds
- After 3 successful scans, the display will switch to:

Fig. 22: Creating a new user using fingerprint detection (10)





- 16. Confirm with OK.
- An *Identity number* will appear automatically in the input field of the same name.



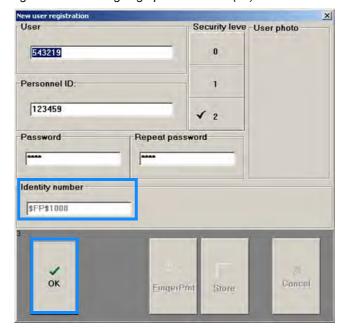


Fig. 23: Creating a new user using fingerprint detection (11)



- 17. Confirm with **OK**.
- ♦ The information for the new user is saved.
- 18. Tap the **Save** button.
- ♦ The new user has been created using fingerprint detection.



3.2 Logging in using the fingerprint scanner

NOTICE

Property damage may occur!

Damage to the fingerprint sensor.

Do not exert excess pressure on the fingerprint sensor.

Fig. 24: Logging on using the fingerprint scanner (1)



(1) - Access button



To log in using the fingerprint scanner (3):

- 1. Briefly press the access button (1) once.
- The access button (1) flashes once before lighting up green permanently, indicating that the login procedures has started.



Information

If pressing the access button too long, you will start the login procedure for the hand scanner rather than the fingerprint scanner.





Fig. 25: Logging on using the fingerprint scanner (2)

- (2) Fingerprint sensor
- (3) Fingerprint scanner



- 2. Place your finger tip on the fingerprint sensor (2) for approximately 3 seconds.
- The control panel switches from the start screen to the start screen of the corresponding security level.



If the fingerprint is not recognized because it is unknown or was captured only partially, a corresponding error message will be displayed. If a user is logged in, they will be logged out automatically.

Repeat the login procedure.



4 Deactivating the fingerprint scanner



To deactivate the fingerprint scanner:

1. Log in with security level 2.

Fig. 26: Deactivating the fingerprint scanner (1)





- 2. Tap the Check button on the start screen.
- ♦ The display switches to:

Fig. 27: Deactivating the fingerprint scanner (2)





- 3. Tap the **Setup** button.
- ♦ The display switches to:



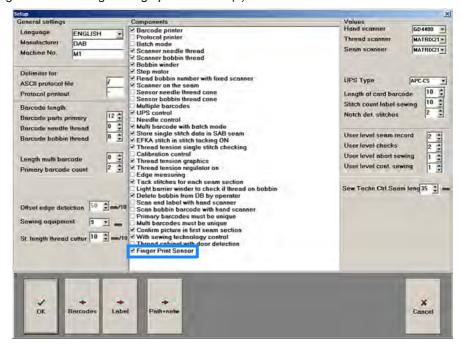


Fig. 28: Deactivating the fingerprint scanner (3)



- 4. Deselect the check box for the component Finger Print Sensor.
- Confirm with OK.
- The fingerprint scanner has been deactivated.



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