CONFIGURATION

MAIN PAGE

On this menu, the user can overview system operations.

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The menus can be changed on the right side of the window.

| Icons color meaning | | | | |
|---------------------|-----------------------------------|---------------------|--|--------------------------|
| × | Gray This condition doesr | | n't have to be met because it's disabled | |
| × | Grayed out This condition is ena | | abled, but it can't be met right now | |
| × | Yellow | This condition must | be met and is waiting for the person to do it | |
| × | Green | Everything is okay, | you're clear to enter | |
| × | Orange From now on you ca | | n enter only with L2 allowance | |
| × | Red Something is wrong | | , you must not enter | |
| Status overview | | | | |
| × | Occupation status and limit count | | It shows occupied status and remaining cour people | nt to the limit of |
| × | Disinfector status | | It shows if person had applied a disinfector | |
| × | Allowance status | | It shows if person has a fever and if he wear | s a facemask |
| × | × Card reader | | It shows if the use of entry card is needed and the user's level of access | |
| × | Confirmation status | | It shows if the receptionist had left you in an access | id the person's level of |
| × | Enter status | | It shows if person should enter or exit | |

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This is the gate status overview.

| G | Gate status overview | |
|---|----------------------|---|
| 1 | Door sensors | It TOF sensor detects person, the entrance arrow light (right) turns on for the people coming in, or the exit arrow light (left) turns on for the people going out |
| 2 | Semaphore status | If both red and green light are turned on, the entrance conditions must be met (card, face sensor, disinfector,), if the green light is turned on you can enter, if the red light is turn on you can't enter. If the semaphore beeper is turned on along with a red light, the person must exit the building immediately. Beeper can be disabled on the System setup menu or it can be set that it resets when the person exits the building |
| 3 | Gate status | It shows if gates are closed or open. Smart Gate system works with all kind of gates: normal, revolving door, sliding door, airport metal detector |
| 4 | Presence status | It shows if the presence sensor has been triggered |

| 5 Thermo and mask camera status | It shows if person has a fever and if he wears a face mask. It can be set, in the System setup menu, on permission mode, which means the doors are closed and they open if you pass the temperature and mask condition (among the others). Or it can be set on prevention mode, which means the doors are open, but they close if you don't pass that condition | |
|---------------------------------|---|--|
| 6 Disinfector status | It shows if a person applied disinfector | |
| 7 Code reader | It shows the status of access | |
| Configuration | | |
| Set count | Set count for total number of people counted in space | |
| Confirm L1 | If the condition for L1 access are met, the button will become enabled | |
| Confirm L2 | If the condition for L2 access are met, the button will become enabled | |
| Reset alarm | Resets alarm | |
| Gate auto/gate opened | Switches between gates opening automatically with security measures or opening manually. When they can be opened manually it usually means it's because of emergency and everyone must leave the building immediately | |

ACCESS SETTINGS

On this menu, the code and access status can be added.

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| Configur | Configuration | |
|-----------|--|--|
| Edit code | Manually input new user's code, alternatively you can scan it with the card scanner | |
| Туре | Set user level of access, which are L1 for normal users, L2 for VIPs and UL unlimited access (employees) | |
| Code list | All the users are saved here, choose user to edit it's code and type, holds up to 100 users | |
| Search | Checks the code list for desired code, which is inputted in the edit code section. The code number and type are then returned | |
| Save | Saves the created edit code | |
| Clear | Clears the edit code and type | |
| Delete | Deletes the code from the code list | |

SYSTEM SETUP

When the system is connected and turned on, the technician sets these settings.

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| Configuration | |
|-------------------|---|
| Limit 1 | This is the limit for normal access, everyone can enter. After this limit is reached, only VIPs and employees can enter (no more L1 access) |
| Limit 2 | This is the limit for VIP access, L2 and UL can enter. After this limit is reached, only employees can enter (UL access only) |
| Counting type | Choose if the counting of people is with digital IO or communication |
| Presence time-out | Set how long the presence sensor is active after detecting someone |

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| Entry gate time-o | 1111 | Set how long the entry doors are open after the TOF sensor has letected someone | | |
|---|--------|---|--|--|
| Exit gate time-out | | et how long the exit doors are open after the TOF sensor has letected someone | | |
| Alarm duration | S | ets duration time of the alarm | | |
| Alarm heener | | nable or disable alarm beeper | | |
| Reset alarm on e | xit E | nable or disable the reset of alarm on exit | | |
| allowance cond | lition | have to be met if everything is enabled: disinfection and must be met and then just one of other two conditions leans either reader or confirmation condition | | |
| Disinfection | | Sets if disinfection is necessary for user's level of access, sets time-out that triggers after check | | |
| Allowance | | Sets if face mask and temperature check is necessary for user's level of access, sets time-out that triggers after check | | |
| Reader | | Sets if scanning card on the reader is necessary for user's level of access, sets time-out that triggers after check | | |
| Confirmation | | Sets if receptionist confirmation is necessary for user's level of access, sets time-out that triggers after check | | |
| Allowance type | | If set on permission, door opens when user is clear to enter after ok allowance check, if set on prevention, door closes when users fails allowance check | | |
| Internet access | 5 | | | |
| Enable push to server | | nable connection to the cloud server (allow controller to send eriodical push message to server) every 30 seconds | | |
| Test | Se | Send push message instantly | | |
| Reset | Re | Reset number of sent messages | | |
| Push timer | Sł | hows countdown after which the push message will be sent | | |
| Messages | | umber of all sent messages and number of successfully sent ressages | | |
| Roundtrip | | me it takes the message to get to server and the response to ome back | | |
| code is s code is s Master code scanned they are | | code which employee has on a card or qr code. When the master is scanned, red an green light will start flashing. If the master is scanned, then normal cards are scanned and master code is ned again, all the normal cards will be added to the code list (if aren't already on it) and they will be granted L2 access. If master is scanned and then scanned again, all the entries on code list will eleted | | |
| send LAN code sen | | nned code is not on the code list for that device, a query will be to other devices in the system. If it gets the response from other ce, that the code is on it's list, access is granted | | |
| Process LAN code query | Enab | le to process code query and send back answer | | |
| LAN query Set quer | | uery timeout. If the device that sent query doesn't get answer in me, it refuses access | | |
| Autodetect | 1 | arches for other controllers in the network and opens a menu with d controllers. If the other controller is chosen, you manage this one | | |
| Parameters con | | | | |
| Init parameters | Set p | parameters to the ones saved in permanent memory | | |
| | | | | |

| Save parameters | Save set configuration to the permanent memory | |
|-----------------|---|------|
| Read narameters | Read parameters from the permanent memory and write them to work parameters | work |
| Read parameters | parameters | |

DISPLAY SETTINGS

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| | ers configu | uration for alphanumeric display |
|--------------------|--|---|
| Line 1 | | |
| Presence | | Set text that will be displayed on first line when proximity detector detects someone |
| Advertisir | ng 01-09 | Set text that will be displayed when proximity detector isn't detecting anybody |
| Advertisir | ng text time | Set timer at which the advertising text changes |
| Line 2 | | |
| Counters | | Displays number of people with L1 and with L2 access in the building |
| Line 3 | | |
| Enter | | Set the text that will be displayed when person is allowed to enter |
| Disinfect | | Set the text that will be displayed when person has to disinfect hands |
| Camera | | Set the text that will be displayed when person has to look at the camera |
| Confirm | | Set the text that will be displayed when waiting for confirmation to enter |
| Code | | Set the text that will be displayed when person has to scan the code |
| Occupied | | Set the text that will be displayed as long as the limit of people inside is reached |
| Fever | | Set the text that will be displayed if fever is detected |
| Exit | | Set the text that will be displayed if the person has to exit the building |
| Paramet | ers configu | uration for graphic display |
| Caption | | |
| Full | Set text tha | at will be displayed if the place is full |
| Level 2 | Set text that will be displayed when the limit of people for L1 access is reached and only people with L2 access are allowed to enter | |
| Level 1 | Set text tha | at will be displayed if no limit of people is reached |
| Alarm | Set text tha | at will be displayed if alarm is triggered |
| | | at will be displayed if warning is triggered |
| Text | | |
| Enter Set the text | | t that will be displayed when person is allowed to enter |
| Disinfect | Set the tex | t that will be displayed when person has to disinfect hands |
| Camera | Set the tex | t that will be displayed when person has to look at the camera |
| Confirm | Set the tex | t that will be displayed when waiting for confirmation to enter |
| Code | Set the tex | t that will be displayed when person has to scan the code |
| | | |

| Occupied | Set the text that will be displayed as long as the limit of people inside is reached |
|----------|--|
| Fever | Set the text that will be displayed if fever is detected |
| Exit | Set the text that will be displayed if the person has to exit the building |

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