Fingerprint Scanner
Garage Operator Manual
FL150

4Ddoors
GARAGE DOORS REDEFINED

Coding the Master Fingerprint

(M1 to M3) - Ensure the Master Fingerprint is not used as a User Fingerprint
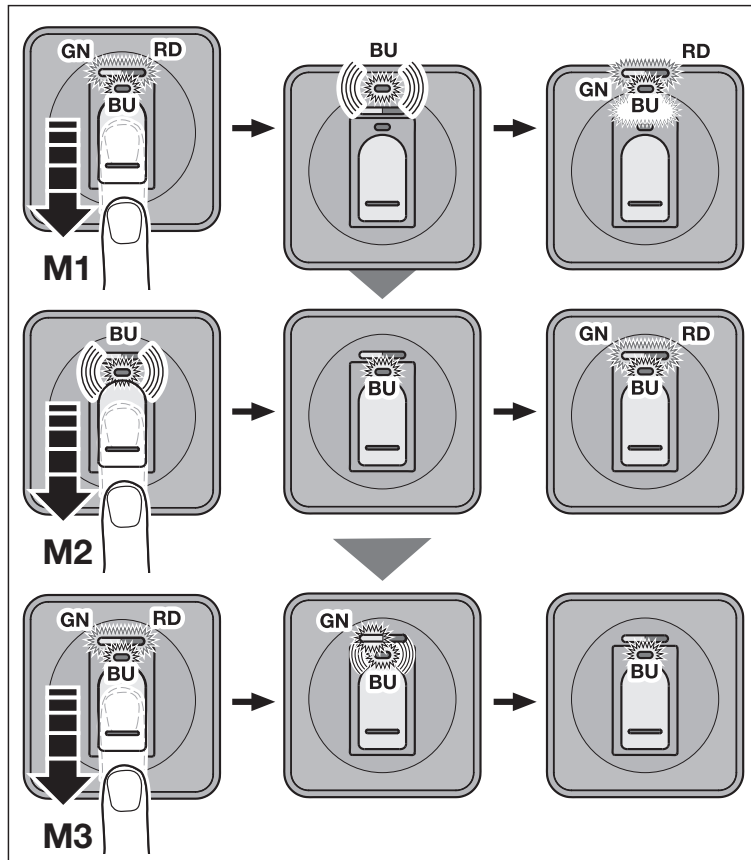
TIME-OUT

During the coding process for the Master Fingerprint, if there is a period of 60 seconds with no activity, a timeout will occur.
This will stop the coding process and it will need to be repeated from the start

In order to properly operate and code the Fingerprint reader, first a Master Fingerprint must be coded into the scanner. This acts as a master key to code in the User Fingerprints to operate the Garage Door.

The Master Fingerprints will be stored as M1 to M3 and can be three of the same finger or three different fingers.

For easier use to later code in User Fingerprints, it is recommended to use one Fingerprint for M1 to M3.
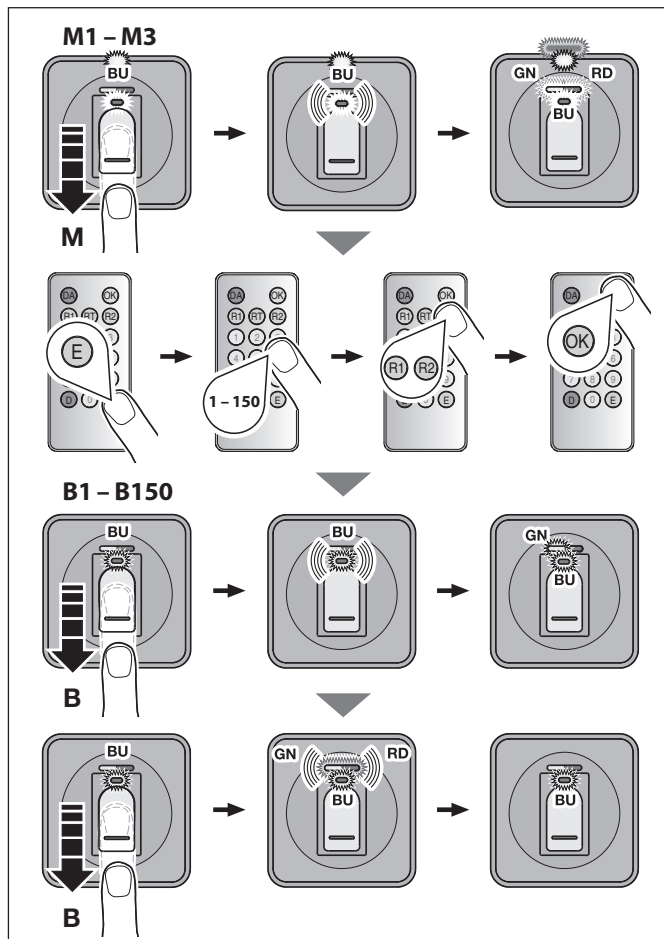Please ensure that the Master Fingerprint is not the same as a User Fingerprint.

1. Drag the first master fingerprint over the scanner
- The blue LED will flash.
- The red and green LED will go out briefly and then remain on.
This shows you can move to the next step

2. Drag the second master fingerprint over the scanner
- The blue LED will flash.
- The red and green LED will go out briefly and then remain on.
This shows you can move to the next step

3. Pull the third master fingerprint over the scanner
- The blue LED will flash
- The red LED will go off.
- The green LED will light up briefly, signally that the Master Fingerprints have been coded successfully.
- The blue LED will remain lit and the Fingerprint Scanner returns to normal operation

The Master Fingerprints are now coded into the scanner

Coding User Fingerprints

(B1 to B150) - Ensure the Master Fingerprint is not used as a User Fingerprint

Before programming User Fingerprints into the Scanner, the Master Fingerprint must already be coded and be used to code in a new User Fingerprint. In order to code a new User Fingerprint the following steps 1 - 6 must be followed for each time.

1. Drag the Master Fingerprint over the scanner.
- The blue LED will flash
- The red LED and green LED will light up briefly

2. On the hand transmitter, press the E button.
- The green LED will light up briefly

3. Use the hand transmitter to enter a number from 1-150 . This will be it's place in the storage space for the scanner. (It is recommended to start at B1)
- The green LED will light up briefly

4. On the hand transmitter, press the RI or R2 button.
- The green LED will light up briefly

5. On the hand transmitter, press the OK button.
- The green LED will light up briefly

6. Drag the User Fingerprint over the scanner
- The blue LED will flash
- The green LED will light up briefly signalling the coding of the User Fingerprint.
- The red and green LED will flash briefly after the User Fingerprint has been coded successfully.
- IF red LED lights up on it's own, this signals there was an error in coding the User Fingerprint. Please try again keeping the finger flat against the scanner.
- The blue LED will remain lit and the Fingerprint Scanner returns to normal operation

The User Fingerprint is now coded into the scanner and is ready for use.

TIME-OUT

During the coding process for the Master Fingerprint, if there is a period of 60 seconds with no activity, a timeout will occur.
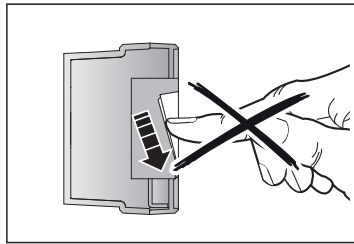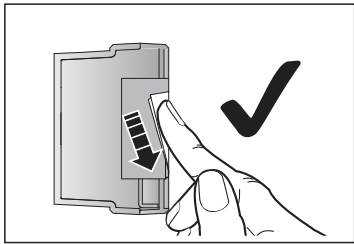This will stop the coding process and it will need to be repeated from the start
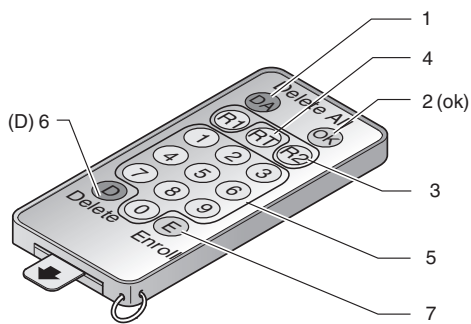
Operation

Once the Master and User Fingerprints have been coded, the scanner is ready to use.

The blue LED will be constantly lit, indicating that the scanner is ready to operate.

Drag your finger over the scanner. When using, please ensure your fingerprint is directly over the scanner and sits flat on the scanner.

- The blue LED will flash when reading a fingerprint
- The green LED will light up when a fingerprint has been read successfully, and the door will open.
- The red LED will light up if a fingerprint was no recognised.

Deleting Individual User Fingerprints

(D) 6

1
4
2 (ok)
3
5
7

1. DA button (Delete All)
2. OK button
3. R1 button / R2 button
4. RT button
5. Numeric keys
6. D button (Delete)
7. E button (Enroll)

Using the Master Fingerprint, an individual User Fingerprint can be deleted.

1. Drag a master finger over the sensor.
- The blue LED will flash.
- The red and green LED will light up briefly.

2. Hold the handheld transmitter directly in front of the scanner.
- On the hand transmitter, press the D button.
- The green LED will light up briefly.

3. Use the hand transmitter to specify the storage space to be cleared B1 — B150
-The green LED will light up briefly.

4. On the hand transmitter, press the OK button.
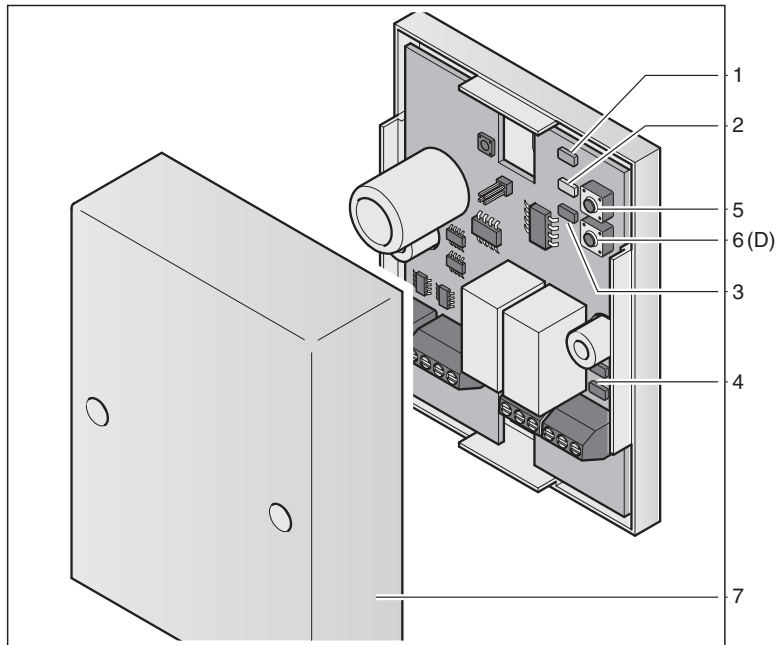- The green LED will light up briefly.

5. Drag the Master Fingerprint over the scanner again.
- The blue LED will flash.
- The red and green LED will flash briefly after the User Fingerprint has been deleted successfully.

6. The blue LED will remain lit and the Fingerprint Scanner returns to normal operation

TIME-OUT
During the coding process for the Master Fingerprint, if there is a period of 60 seconds with no activity, a timeout will occur.
This will stop the coding process and it will need to be repeated from the start

Device Reset

When resetting the Fingerprint Scanner, both Master and User Fingerprints will be deleted.

This will place the Scanner in factory mode, ready to re code new Master and User Fingerprints.
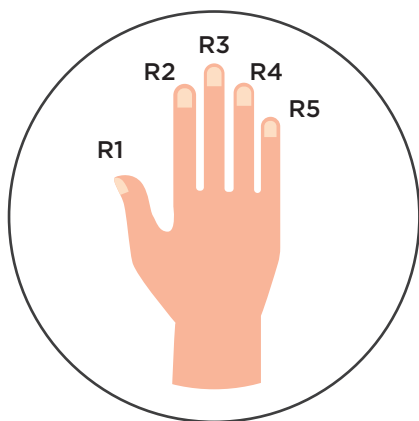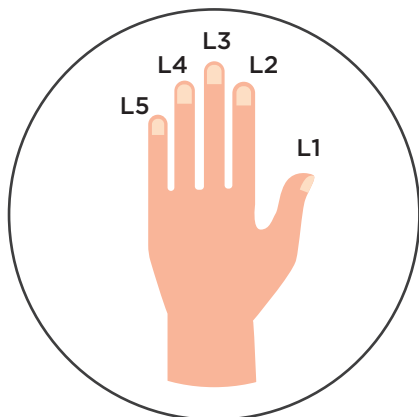
1. Drag the Master Fingerprint over the scanner once.
- The red and green LED will light up briefly

2. Drag the Master Fingerprint over the scanner a second time.
- The red and green LED will flash continuosly.

3. Drag the Master Fingerprint over the scanner for a third and final time.
- The green LED will light up briefly
- All the LEDs (red, green and blue) will now light up and stay lit.

At the Internal Control Unit for the Fingerprint Scanner Operator.

1. Open the housing of the internal control unit.

2. In the Internal Control Unit, press the D button, as shown on the image and hold for 2 seconds.
- The red LED on the scanner will light up during the reset process.

All fingerprints are deleted.

1. LED, green
2. LED, yellow
3. LED, red
4. LED, green
5. P buttons (Pairing)
6. D button (Delete)
7. Housing

Programmed Fingers

TYPE	NAME	FINGER
M1		
M2		
M3		
M4		
M5		
M6		
M7		
M8		
M9		
B1		
B2		
B3		
B4		
B5		
B6		
B7		
B8		
B9		
B10		
B11		

4Ddoors recommends to record and track all fingerprints entered into the Fingerprint Scanner, so it can be easily updated and old fingerprints deleted when necessary. The Fingerprint Scanner holds up to 150 recorded fingerprints, please print more copies of this page as required to record further fingerprint entries.