



Introducing PROXIMITY - a simple answer to the lost key problem

PROXIMITY gives you control over who has access to your building.

Keys also do this - so what is the difference?

When you lose a key, you have the expense and inconvenience of replacing locks and all the other keys, or you accept that your building is no longer secure.

PROXIMITY access control systems allow you to void an individual 'key' (a card or keyfob). There is no need to replace any locks or 'keys'.

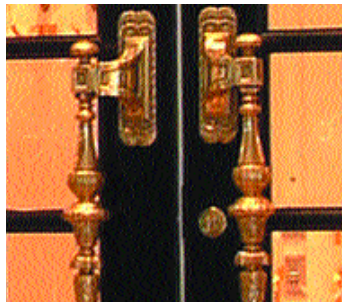
PROXIMITY is a user friendly, reliable and convenient way to unlock a door. No more searching for keys or locks getting jammed.

PROXIMITY is maintenance free.

Companies who use PROXIMITY discover that their building is secure from casual intruders.

PROXIMITY gives easy, convenient access for those who have a right to enter the building.

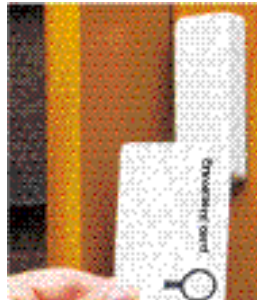
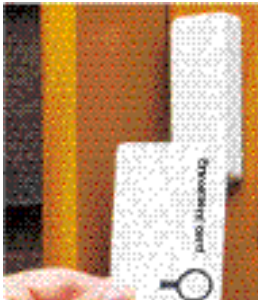
This booklet explains how it works.





6 Simple steps to control

- A PROXIMITY reader is installed
- A card pack is supplied to accompany the reader
- The card pack contains either ten, fifty or one hundred user cards
- The card pack also contains an enrolment card
- The enrolment card is unique to your building
- The installer presents the enrolment card to the reader
- All cards in the card pack are immediately valid for use





All you have to do is issue the cards

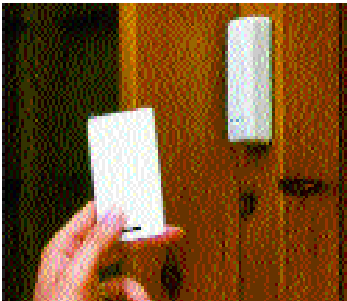
- The card pack contains user cards and shadow cards
- The user cards are in pockets on the left hand side of the wallet
- The shadow cards are in pockets on the right hand side of the wallet
- Simply give a user card to your member of staff
- Record their name on the corresponding shadow card
- The shadow card pockets have a cut out window to make writing on the shadow card easy





Gaining access

- The user presents their card to the reader and the door unlocks
- Cards or keyfobs are easy to carry in a wallet or on a keyring
- Cards and keyfobs have no batteries
- Convenience and ease of access are assured





Lost Card!

- Open the card wallet and remove the shadow card with that person's name on
- Go to the reader and present the shadow card
- The lost user card is now barred
- If found, the lost user card will no longer allow access





It is as simple as that for most system users!

Sit back - enjoy your coffee and relax in the knowledge that your building is secure.

For most situations there is nothing more to learn.

Should you wish to know about PROXIMITY's other more powerful features - read on.





Other cards in your starter pack

In your starter card pack are three useful function cards. These cards are labelled to tell you what they do.

Door open time: This card enables you to set how long a door remains unlocked after a user presents their card. All you do is present the door open time card to the reader. The reader will bleep. Wait for the period of time you wish the door to remain unlocked for - then present the card again. The bleeping will stop.

Silent Operation: Present this card to silence any bleeping noise made by the reader. Present again to turn the bleep back on.

Enrolment Card: This is the card initially used to enrol your system. This card has a secondary use. If you bar a user card which is subsequently found, show the enrolment card to the reader followed by the user card. This will allow that card to gain access again.

Door open time



Silent operation Card

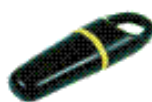


Enrolment card





Members



Admin



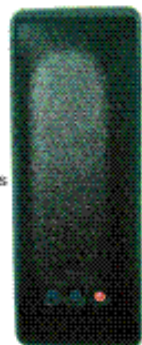
Managers



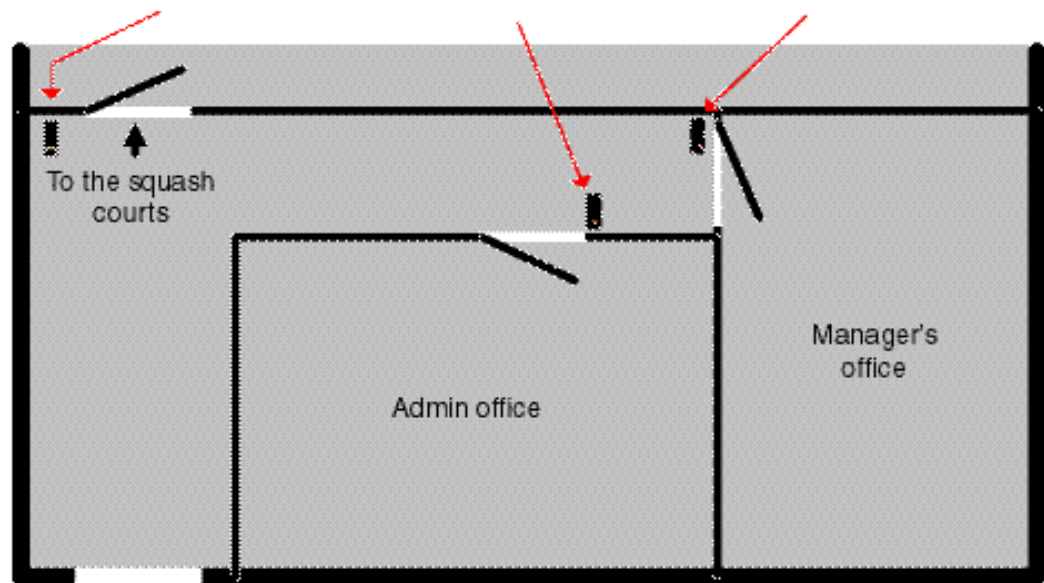
Green, red & amber keyfobs have access




Only red & amber keyfobs have access



Only red keyfob has access



Entrance

 = PROXIMITY reader

Optional Function card pack

This optional card pack allows you to program PROXIMITY's more sophisticated features. The colour zone cards allow you to restrict access to parts of a building. This feature is very simple to set up. Green user cards are in the starter pack. To use zoning, red and/or amber user cards are required.

The zones are set by simply presenting the relevant colour zone card to the reader. If holders of green cards are not permitted access through a door the green zone card should be presented to the reader at that door.

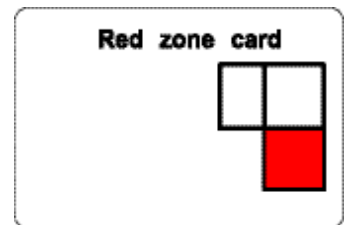
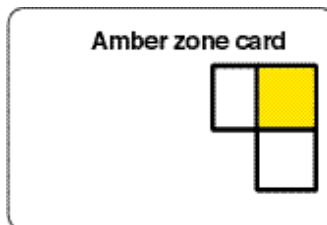
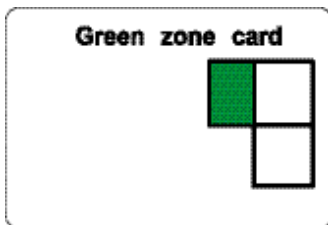
The squash club illustration above is an example of zoning at work.

- green user cards are issued to the members
- amber user cards are issued to the staff
- a red card is issued to the manager

All lights on the reader are illuminated at the entry to the squash courts. All card holders can gain access at this door.

The red and amber lights are illuminated on the reader to the admin office. Only the staff and manager can gain access through this door.

The red light only is illuminated on the reader to the manager's office. Only the manager can gain access through this door.



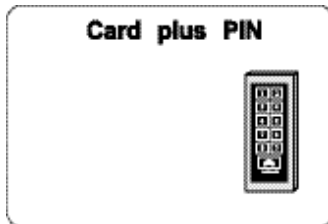
Café Grand Prix

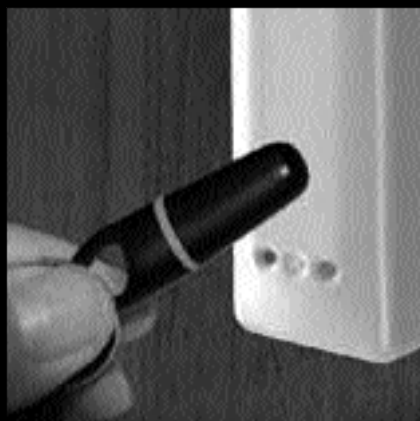


And finally

Card plus PIN: This card is used if you have decided on the added security of having a reader and a keypad. Possibly you would want the reader only in daytime working hours and reader plus keypad out of working hours. This card is presented to the reader to set card plus PIN. It is presented to the reader again to change functionality back to card only.

Bar all users: Ideal for use where you have many users on a system and one door that only a small group of users should have access to. This card is presented to the reader at the restricted access door - this will bar all the user cards from entry. The enrolment card from the starter pack is then presented to the reader followed by the user card of each person who is to be allowed access.





Paxton Access