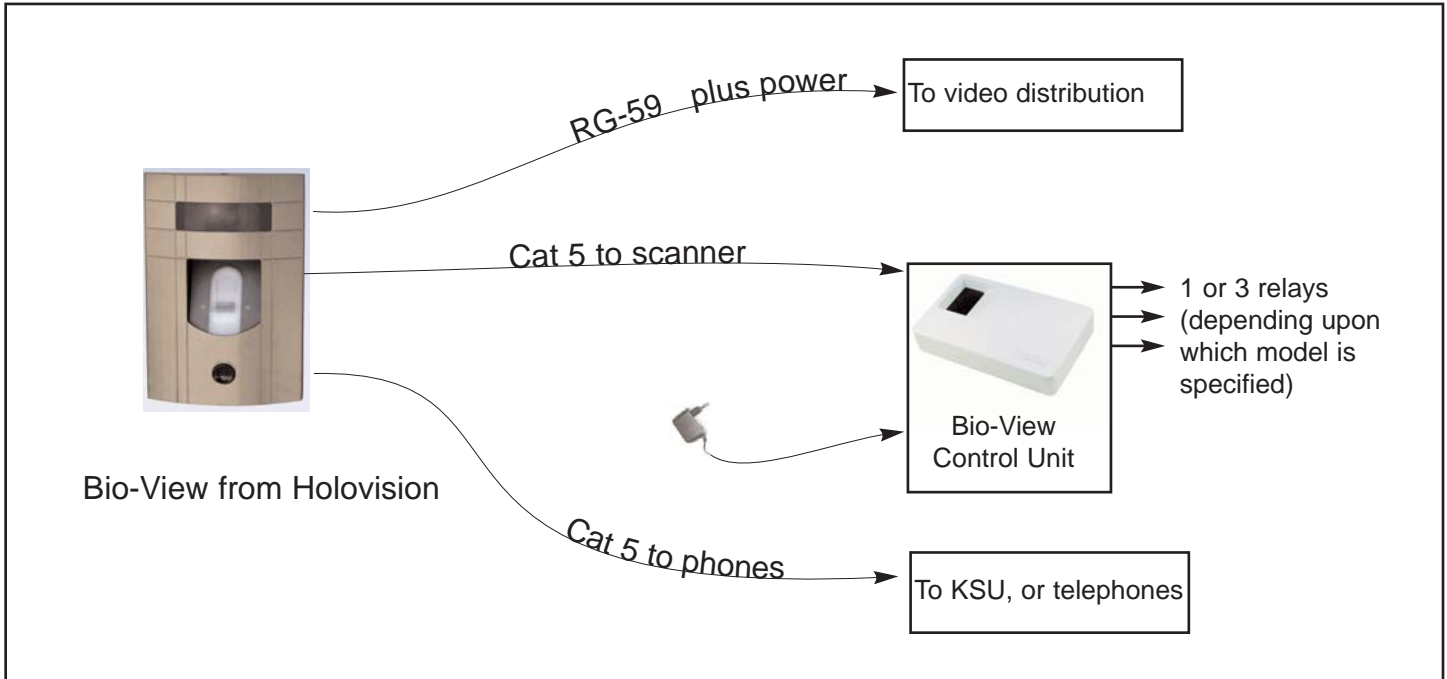


1. Wiring Layout for Bio-View



2. Introduction to Bio-View Stand-alone Access Control Systems (SA1 and SA3)

Holovision's **SA1** and **SA3** biometric access system is designed to control:

- Access through doors equipped with electronic strikes, electric locks, maglocks, etc.
- Operation of alarm systems configured with momentary key-switch
- Garage or gate operator operated by an electric opener
- Any device that is operated by an on/off switch

Holovision's Bio-View eliminates the need for memorizing access codes, or carrying keys, cards, or fobs.

In a typical installation, (depending upon which system is installed) one, two, or three fingers can be used as shown in this example:

- First Finger controls an electric strike
- Second Finger controls arming/disarming of an alarm system
- Third Finger disarms the security system, and sends a silent duress signal.

3. Integration

Basic Relay Monitoring - the system being controlled monitors the relay for a momentary change in status between open and closed.

4. Basic Operation - Access Control

Enrollment - This is a one-time procedure for each user. This involves swiping finger over the Bio-View scanner to extract and store a binary code template that represents the fingerprint's unique biometric signature. No image is stored in the scanner.

Identification - This step involves a user swiping his/her finger over the outside scanner. The binary template of the fingerprint is matched against stored information, and access is granted or denied.

5. System Specifications

Access Control

Finger Capacity - 99 fingers



Maximum number of scanners - 1

Model SA1 - 1 relay NO, NC. Activates for 1-60 seconds

Model SA3 - 3 relays NO, NC. Activates for 1-60 seconds

Time Schedules - None. All users have access all of the time

6. Hardware Description - Access Control

QTY	DESCRIPTION	PICTURE
1 per system	<p>Fingerprint Scanner - (used for enrollment & authentication)</p> <ul style="list-style-type: none"> • Is an outside unit that has dual purpose: a) user enrollment; b) user authentication • It should be installed in a location that is visible and easy accessible to users. • The unit is spray-waterproof, and as such the mounting location should provide adequate protection against heavy rain, snow, showers, and intense sunshine exposure. • To ensure proper operation of the fingerprint scanner, it should be installed at the proper height from the ground to the center of the 400 series rough-in box (50"). • The fingerprint scanner is connected to the control unit by 4 conductors (2 data and 2 power). Data and power conductors should not be run in the same cable. Please refer to the wiring diagram for more info. 	
1 per system	<p>Control Unit – (used for relay control and programming)</p> <ul style="list-style-type: none"> • Is an inside unit that has dual purpose: a) system programming; b) relay control • It should be installed away in a separate and controlled location to prevent tampering. • The control unit can be order with 1 or 3 contact closures. • The control unit provides contact closures with normally open and normally closed relays (NO and NC) • For the system with 3 relays (SA3): <ul style="list-style-type: none"> Each relay is controlled by different finger that is assigned during the enrollment process of the finger. A single scanner control all relays. Only one scanner can be connected to the control unit. • Each relay can be connected to any electrical device or lock such as door strike, magnetic lock, garage door, etc. (Note: these are not supplied by Holovision) 	
1 per system	<p>Power Supply –</p> <ul style="list-style-type: none"> • The system is shipped with a 9 VAC power supply. • Power is applied to the Control Unit (inside unit). • Fingerprint Scanner (outside unit) is powered by the control unit (inside unit) using 2 conductors cable. Data and power conductors should not be run in the same cable. • If battery operation is desired, the system can operate on regulated 12 VDC. 12VDC power supply is not included. 	