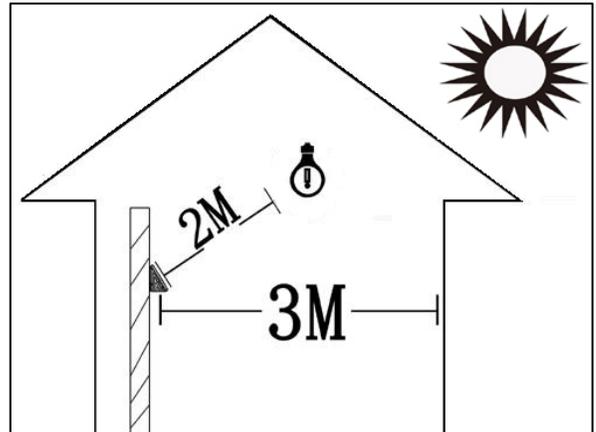
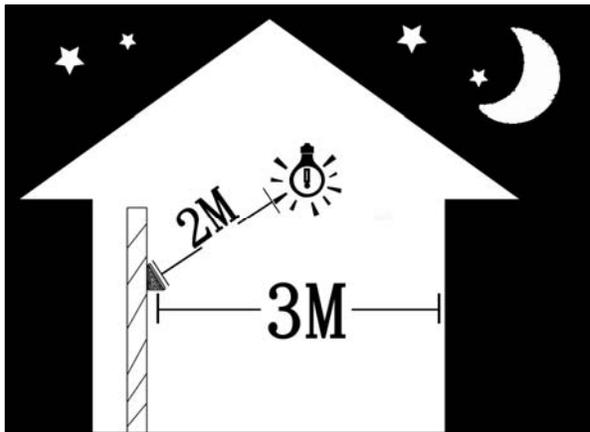


iFace series Quick Start Guide

Installation Environment

Recommended location:



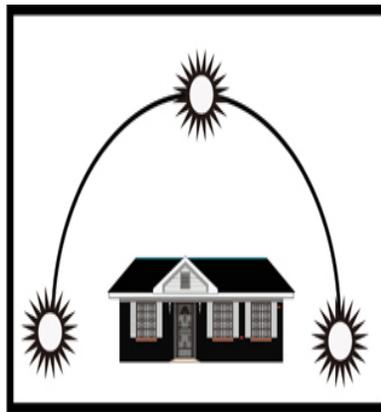
Install the iFace indoors at least 10 feet (3m) away from windows, and 6.5 feet (2m) away from light fixtures.

Preferable light intensity should range between 50-800 Lux

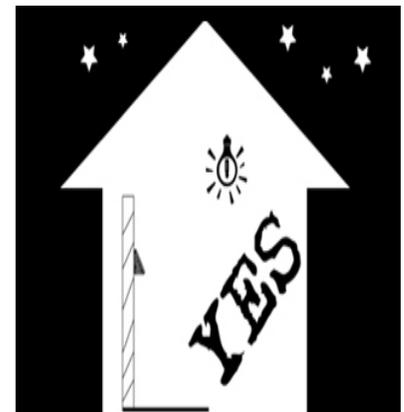
10 Lux



1200+ Lux

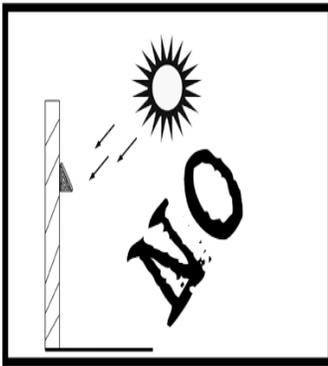


50-800 Lux

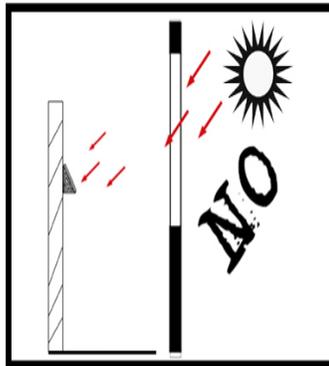


NOT Recommended locations:

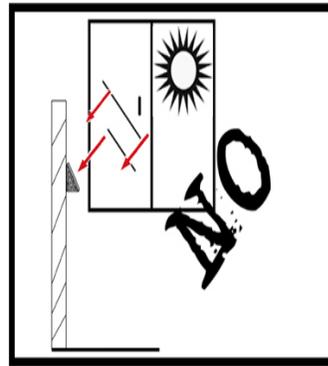
Direct
sunlight
outdoors



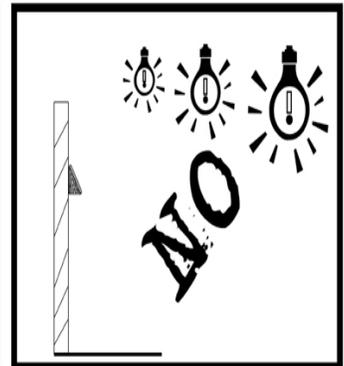
Direct
sunlight
thru window



Indirect
sunlight
thru window



Too close
to light
fixtures

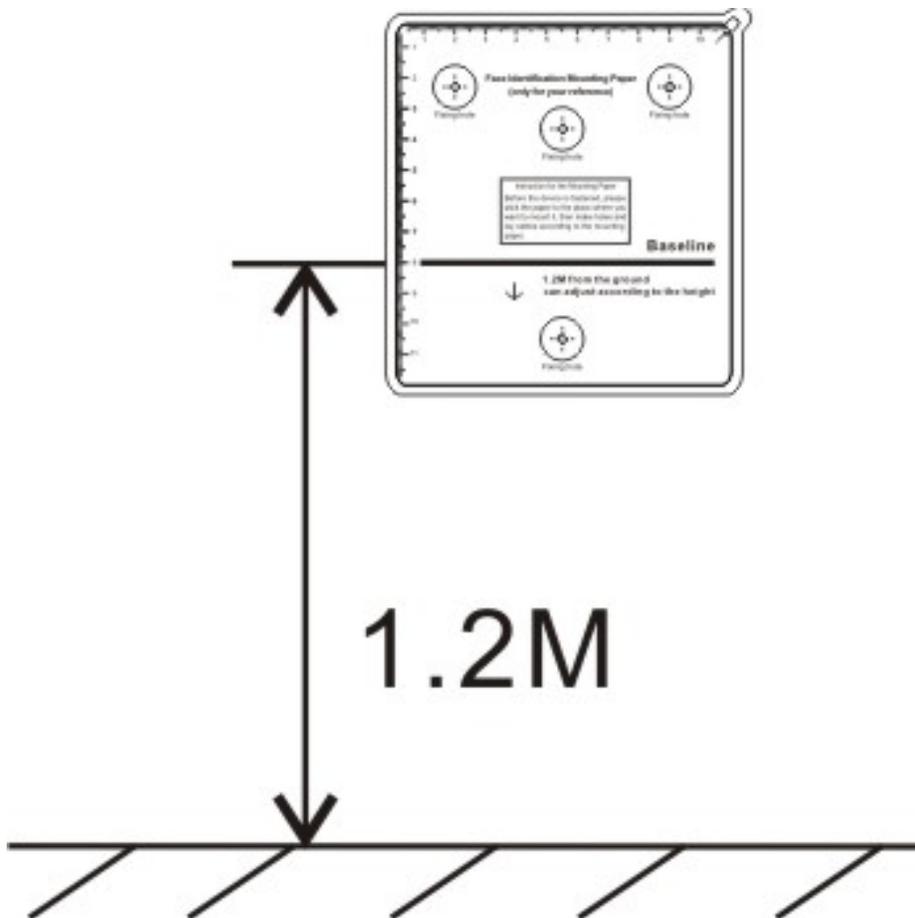


Installation Steps

Step # 1

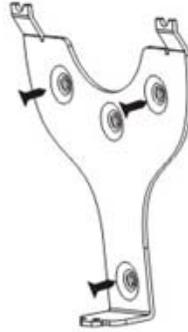
Affix the paper template to the wall and drill three (3) holes within the three (3) marked circles on the paper template.

We recommend affixing the template about four (4) feet (1.2m) above the ground, assuming the average height of your users is 5-6 feet tall (1.5m-1.85m).

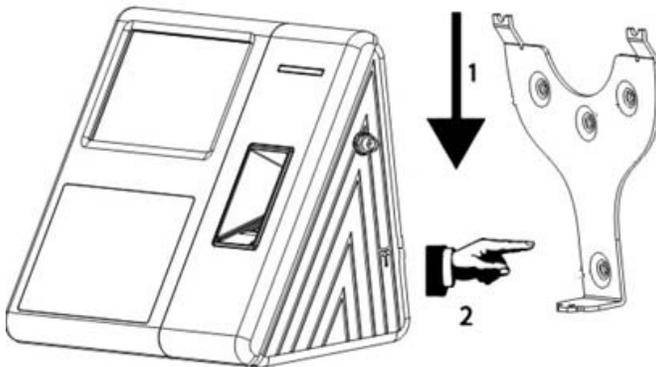


Step #2

Now affix the mounting plate on the wall by drilling three (3) screws into the three (s) circles marked on the paper template.



Then hang the iFace on the mounting plate (top side first).

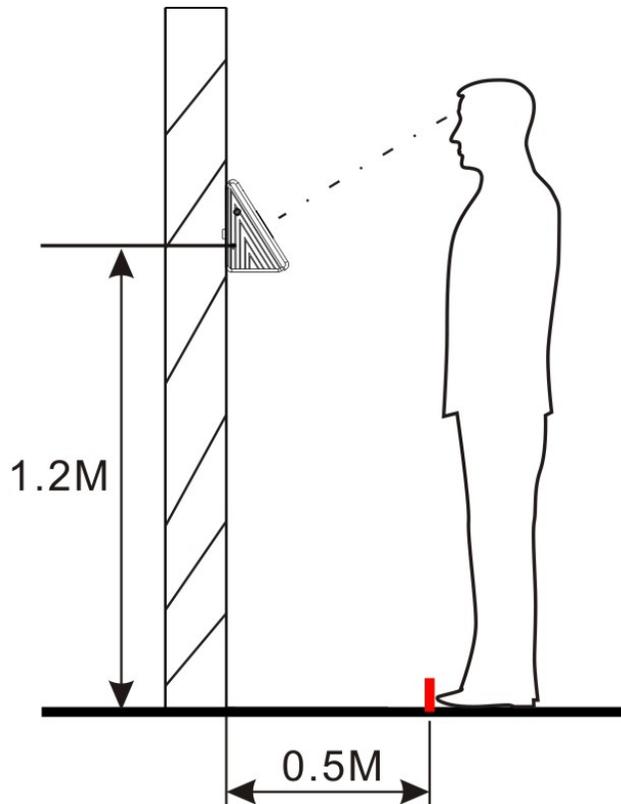


Then secure the iFace to the mounting plate with a screw from below;



Recommended standing-distance from iFace

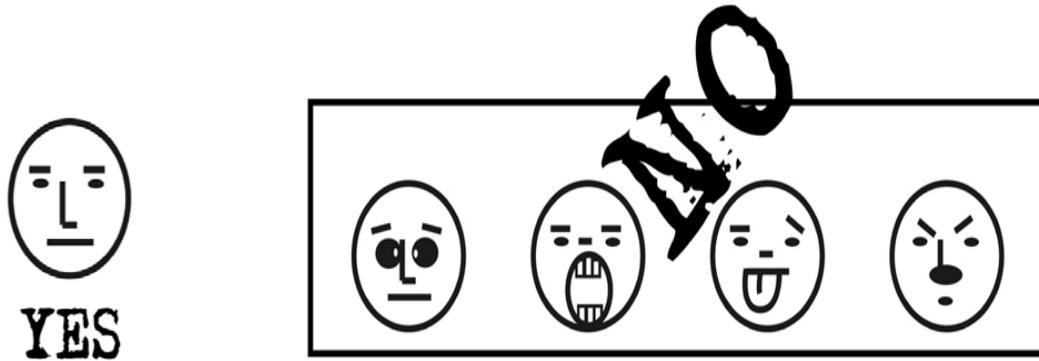
For users 5-6 feet tall (1.5m-1.85m) we recommend users stand about 2 feet (0.5m) from the wall.



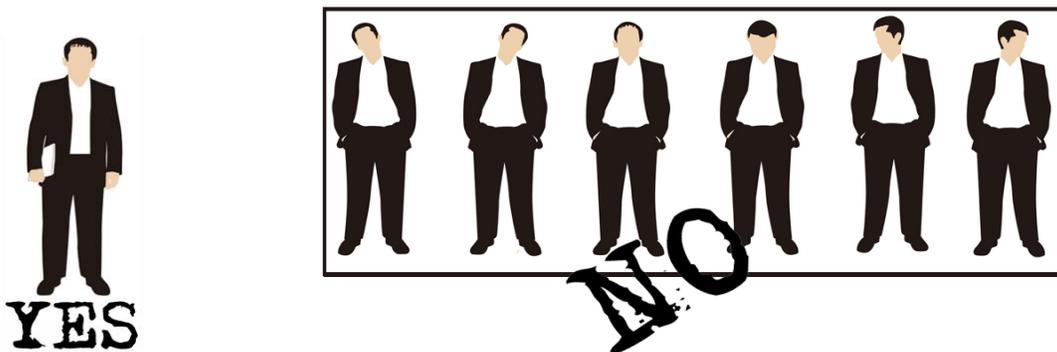
When viewing your image on the iFace display window, step away if your image appears too bright. Step closer if your image appears too dark.

Facial expression and posture (pose) while standing

Recommended facial Expressions vs. poor Expressions



Recommended Posture (pose) vs. poor Posture (pose)



Note: During enrollment and verification, try to have a relaxed unstrained facial expression and stand upright.

Enrollment – Facial Expression

During enrollment, position your head such that your face appears in the center of the iFace display window. The iFace will prompt you how to move your head.

Follow the voice prompts by first gently turning your head left, then right. Then bow your head gently down, then up, and so on. These slight variations of head angles will help the iFace better recognize your face when you attempt verifying.

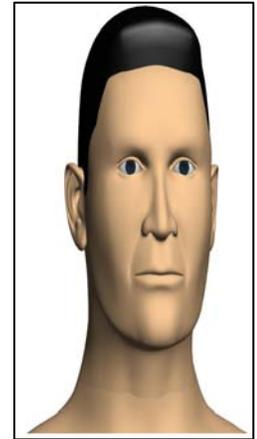
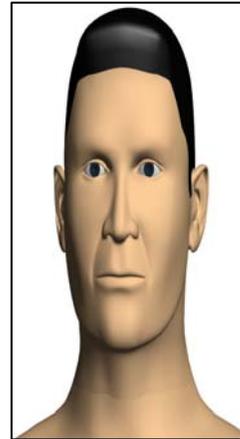
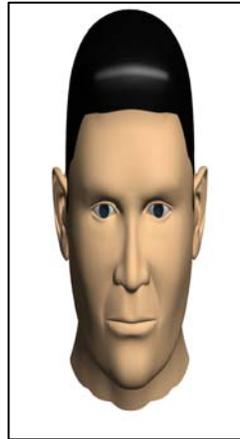
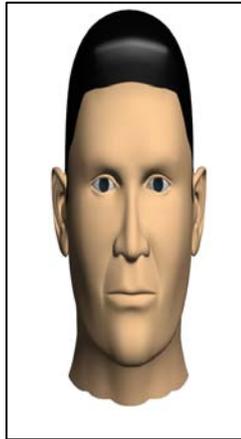
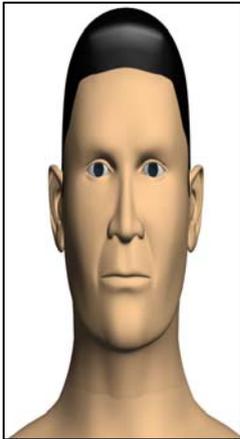
Look
ahead

Look at
screen

Bow
down

Turn
left

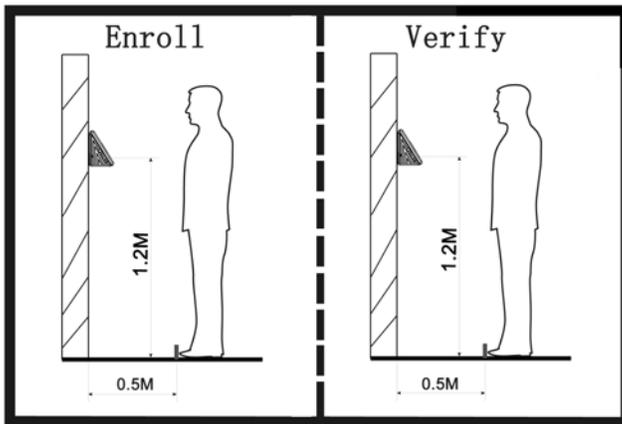
Turn
right



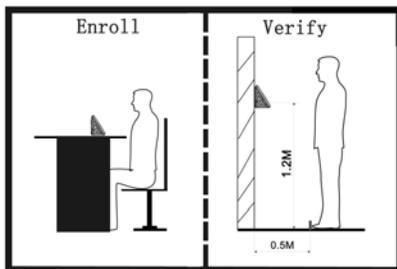
Enrollment and Verification

When enrolling users and then subsequently verifying those users, it's important those users consistently stand (or sit) at the same distance and angle from the iFace.

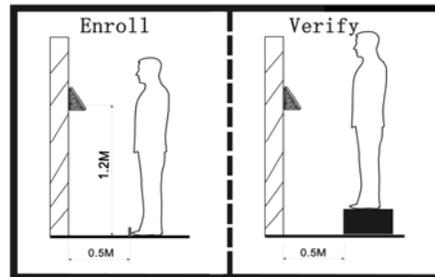
Recommended;



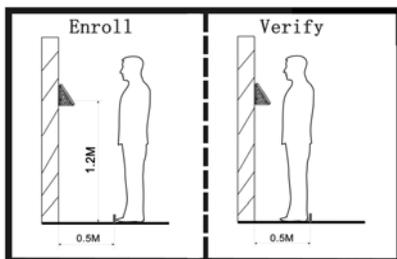
Several wrong ways;



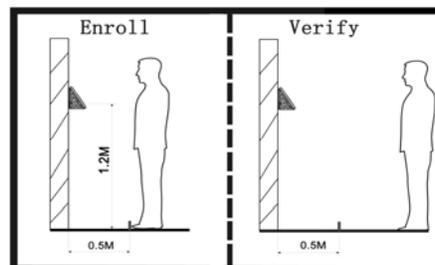
Too high



Too low



Too close



Too far

Enrollment and Verification process

The iFace has four (4) methods of enrollment;

1. **Face**
2. **Fingerprint**
3. **Password**
4. **ID card (optional)**

The iFace has many ways of Identification and Verification;

- ✓ **1:G Face Identification**
- ✓ **1:N Fingerprint Identification.**
- ✓ **ID Card Identification**
- ✓ **Password Identification**
- ✓ **1:1 ID Card plus Face Verification**
- ✓ **1:1 ID Card plus Fingerprint**
- ✓ **PIN plus Face**
- ✓ **1:1 PIN plus Fingerprint**

If you experience difficulty using either **1:G** Face or **1:N** Fingerprint matching, simply switch to **1:1** matching.

Use 1:G (face) or 1:N (fingerprint) for FAST 1-step matching. With one glance or press of your finger, the iFace will query its entire database to see if your face or fingerprint exists.

Use 1:1 (Face or Fingerprint) 2-step matching when you need greater accuracy and reliability.

Step #1; Enter your User ID#.

Step #2; Place your “live” fingerprint on sensor or display your face. iFace will attempt matching your “stored” face or fingerprint with “live” face or fingerprint..

Adjusting Exposure (contrast) of captured Face images

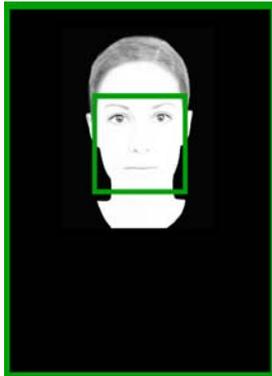
The iFace will automatically adjust the image-contrast according to the environment. If the captured face-image is poor, you can adjust the Exposure setting.

Press MENU on the iFace window display -> SYSTEM -> FACE -> EXPOSURE. Default setting is 300

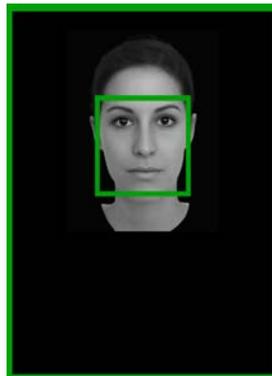
When the captured image is too BRIGHT, then **LOWER** the exposure setting.

When the captured image is too DARK, then **INCREASE** the exposure setting.

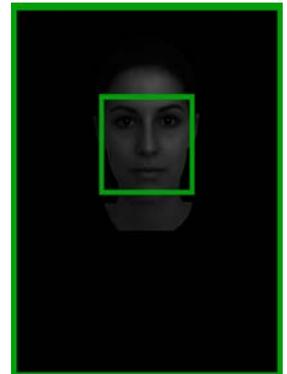
Too bright



Good



Too dark



Switching between Face and Fingerprint Verification

If the iFace display window shows a face, then it is in Face-Verification mode. And If the iFace display window shows a fingerprint, then it is in Fingerprint-Verification mode.

Use the buttons on the window display (or short-cut keys) to switch from Face to Fingerprint Verification.

Use the menu to change the default mode of Verification; MENU -> SYSTEM -> DISPLAY -> DEFAULT VERIFY MODE. Then switch modes.

Grouped Authentication

iFace default setting is “Grouped Face Verification (“1:G”). During face enrollment, iFace will assign Group #1 to the first 100 users. If you wish to change the Group #, press MENU -> User -> [Add] or [Edit] window, then modify the Group #. Only 100 faces can be in Group #1, 50 faces in subsequent Group #'s.

In the face verification window, the current Group # will be displayed and the users in THAT Group # can be identified by face alone, without the need to enter his/her User ID #.

When users in OTHER Group #'s want to identify, they must FIRST enter his/her Group # prior to identifying. The iFace remains programmed on the last recent Group # entered.

Short-cut keys can be used for Group # selection. Press Menu -> Keyboard, then press short-cut keys [F1] - [F5] and set them as Face Group #1 to Face Group #5

Screen Calibration

If the screen display is not reacting to the user's touch properly, the screen can be calibrated by the menu.

Press MENU on the screen -> Calibration.

A "cross-hair" target will appear on the screen.

Press your finger on the center of the cross-hair. After pressing five (5) successive times on the cross-hair, the iFace will return to the main menu automatically. Then press the [Back] key to return to the original window.