# **Card Editor**

Manual

# Catalog

Chapter 1 Introduction	
Chapter 2 Operating Environment	4
1. Operation Environment	4
2. Software Environment	4
3. Hardware Environment	4
Chapter 3 Function Description	5
1. Main Function	5
Chapter 4 Instruction	6
1. Basic Page	6
2. Print Card	7
2.1 Selection	7
2.2 Print Toolbar	8
2.2.1 Setting the Printing	9
2.2.2 Print Range	10
2.2.3 Layer Selecting	10
2.2.4 List of Object and Data Record Set	11
2.2.5 Card Design Preview Area	12
3. Template	13
3.1 Template Toolbar	13
3.2 Template Classification and Search Bar	13
3.3 Card Information Status	14
4. Create Card	14
4.1 Design Toolbar	16
4.2 Attribute Bar	26
5. Database	35
5.1 Basic Function	36
5.2 Configuration	37
6. RFID	41
6.1 MIFARE Reading	41
6.2 Magnetic Stripe Card Reading	43
6.3 ID Card Reading	45
7. Version Switching	45
8. Version Activation	46
8. 1 Activation	46
8.2 Retrieve Activation Key	51
9. Language Switching	53
10. Online Update	53

# **Chapter 1 Introduction**

Dascom Card Editor is developed based on the advanced technology platform. It is ease of use, powerful and user-friendly, supporting Windows operating system. Its main functions include:

- Multiple design functions, such as image creation, text editing, bar code design and shape design.
- Editable laminating layer printing is a characteristic feature of Dascom Card Editor.
- Powerful database function, supporting ODBC, Excel, Access, Microsoft SQL server, SQLite3, MySQL and other database connection. Clicking the mouse, user can implement the batch printing, which is easy and simple.
- Supports the reading & writing operation of non-contact, contact and magnetic stripe chips, etc. With the secondary developed function modules, the card design and information reading & writing operation can be easily achieved.
- Strong secondary development ability, to develop software and specified function module according to customers' requirement.

#### Differences between versions

●Support ×Not support () Remark

	CardEditor	Basic version	Professional version	Enterprise version
Software installation	Software installation package	•	•	•
	Online activation	•	•	•
	Tag Activation	•	•	•
	Applet activation	•	•	•
	Online Retrieval	•	•	•
	Offline Retrieval	×	•	•
Card design	Overlayer (O\P\UV\H\I\S	•	•	•
	layer)			
	Line	•	•	•
	Rectangle	•	•	•
	Ellipse	•	•	•
	Text	•	•	•
	One-dimensional barcode	• (20)	• (20)	• (20)

	CardEditor	Basic version	Professional version	Enterprise version
	QR barcode	•(3: QRCode, Data Matrix, PDF417)	• (7)	• (7)
	Image	•	•	•
	DB Image	•	•	•
	Camera	•	•	•
	Date	•	•	•
	Counter	•	•	•
	Signature	•	•	•
	Fingerprint acquisition	×	×	•
	UHF RFID	×	×	•
	RFID	×	×	•
	Single card printing	•	•	•
	Multiple cards printing	•	•	•
Printing	Automatic printing			
	( Print customized content	•	•	•
	of database automatically)			
	Local database	• (Only 100 piece of record)	•	•
	Adding data	• (Only can add 100 piece of row data 10 piece of line data)	•	•
Databasa	Modifying data	•	•	•
Database	Deleting data	×	•	•
	Import	×	•	•
	Export	×	•	•
	XLS	×	•	•
	MS Access & SQLite	×	•	•
	MySQL	×	•	•
	ODBC	×	•	•
Other	Free or not	Free	Not	Not

# **Chapter 2 Operating Environment**

# 1. Operation Environment

Server: Windows XP and above User: Windows XP and above

# 2. Software Environment

Server: Windows XP and above, QT5 4.5.1, C++

# 3. Hardware Environment

CPU: 2GHz or higher

Memory: 1G or above

Hard disk: 30GB available

Display: 1024\*768 resolution and above

Network card

# **Chapter 3 Function Description**

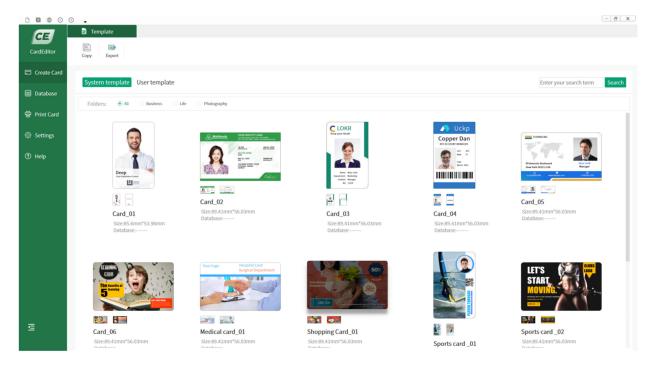
# 1. Main Function

Includes template management, card design, card printing, database setup, RFID setup, version activation, language switching and online update.

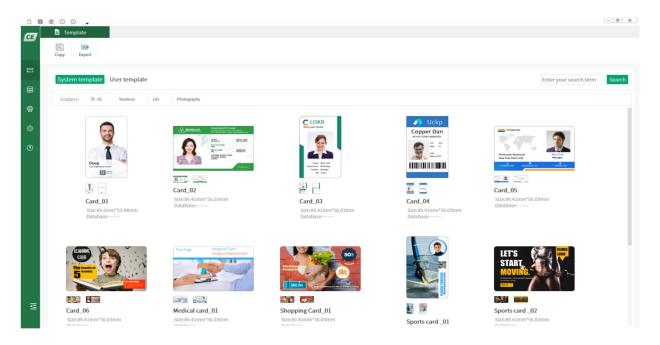
# **Chapter 4 Instruction**

# 1. Basic Page

Double click CardEditor "Card Editor.exe" to run the software, and the main interface is shown as below figure. Card Editor is composed of Print Card, Create Card, Database, Settings and Help.

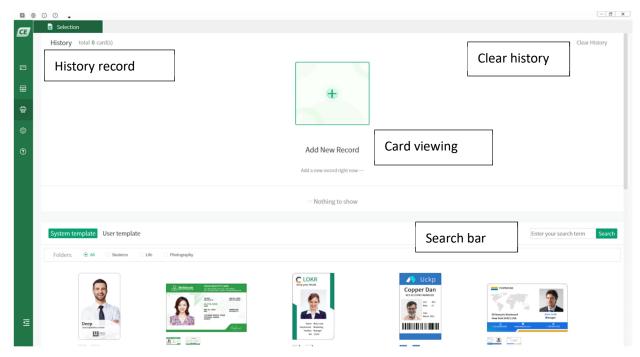


Click the button in the lower left corner to hide the left navigation, as shown in below figure.



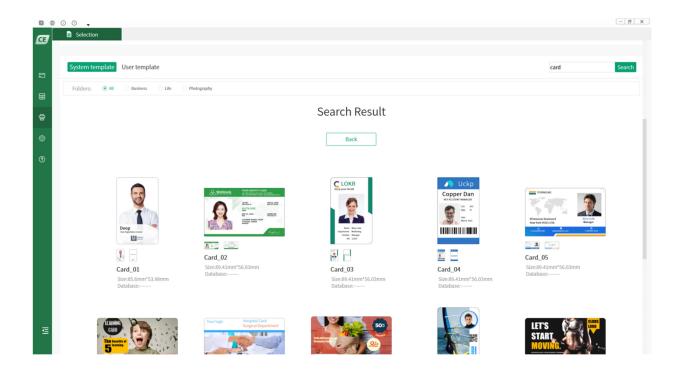
# 2. Print Card

Click "Print card" in the left navigation to enter the interface as shown in below figure.



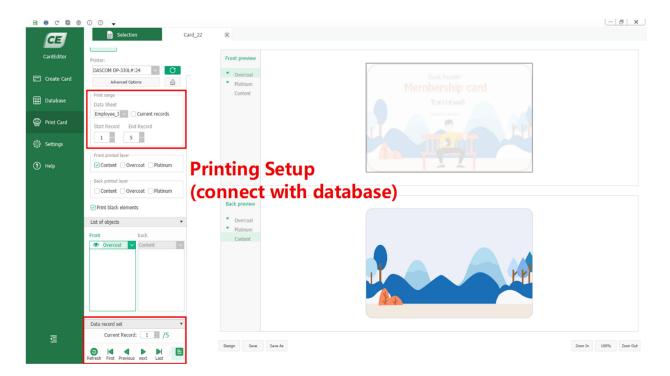
# 2.1 Selection

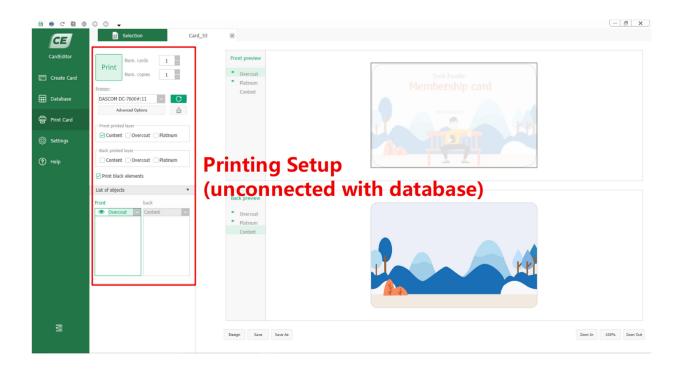
- a. History record: The card templates used by user in the past are recorded, and displayed in the printing history module, so that user can use them again when needed.
- b. Clear history: Click this button to clear all the history used by the user and restore the initial state of the software.
- c. Card viewing: When slide the mouse to two small cards, the large one above can display the details of the front and back cards respectively, so that user can preview the layout of the target cards.
- d. Search bar: Enter keyword in the search bar and click the "search" button, all cards containing this keyword will be displayed, as shown in below figure. The search function makes it easy for the user to get the target template through searching keywords.



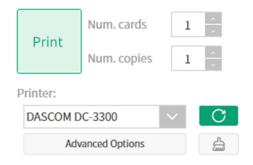
# 2.2 Print Toolbar

Select the template and click "print" to enter the printing setup interface. Print range and Data record set will be appeared only when database is connected.





# 2.2.1 Setting the Printing

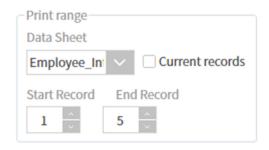


a--Number of cards: Total printing amount of cards. When the card data has an ordinal number (for example, with the print counter control, with the time and date property), the printing will be started at the current ordinal number and ended with the allocated total amount.

- b--Number of copies: Total amount of copies for printing the identical card.
- c--Printer: Select the printing device.
- d-- Refresh: Click this button to display the default printer.
- e--Advanced options: Setup the selected printer options.
- f-- Clear: Click this button to clear the driver settings in advanced option and restore default settings.

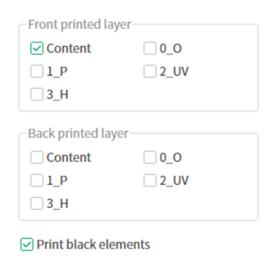
# 2.2.2 Print Range

Print range will be available for setting if connecting with database, to define the number range for the cards to be printed.



- a--Data sheet: Display the database bound with the card.
- b--Current record: When selected, only the current viewed card will be printed.
- c--Start record, End record: Setup the print range for batch printing.

# 2.2.3 Layer Selecting

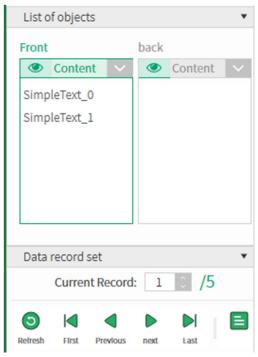


a--Printed layer selecting: Choose whether to print out the content layer, overcoat layer, platinum layer, UV layer and H layer on the front or back side of the card.

b--Print black element: If "Print black element" is selected, black objects will be printed with priority. That means all the black objects on the card will be placed on top. As an example, there are two objects on the template, one is a black rectangle and the other is text in other

colors. When these two objects overlap, even if the text object is above the rectangle object, the printer will only print out the card with black rectangle while no text on it.

# 2.2.4 List of Object and Data Record Set



a--List of object: A list displays the existing objects of the card.

b-- Display / hide button: Click this button to display or hide the layers in the card design preview area.

c-- Layer switching drop-down button: Click this button to display other layers in the card design preview area.

d--Jump box for current record: Enter the number of the card you want to view, it will jump to display the required one in the card design preview area.



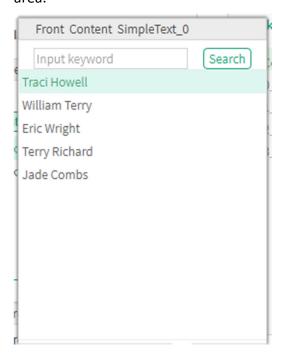
Data jumper: If connecting with database, click this

button to jump to the required data.

Refresh: If the connected external database is modified, click this button to update the data synchronously if necessary.

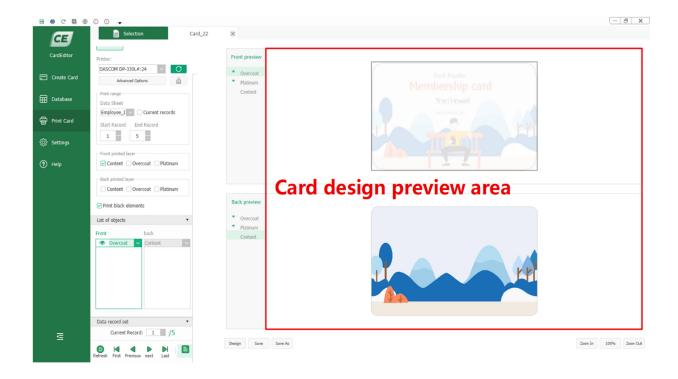
f-- Search bar for user control: Select the user control which is bound to the database, and then click this button, the following task box will appear. You can enter keyword to search

or directly click the drop-down data, to display the selected card in the card design preview area.



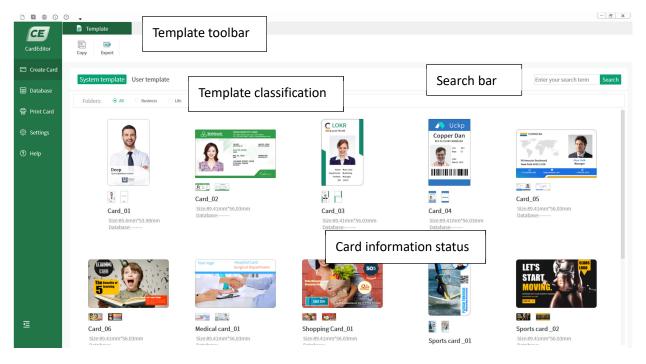
# 2.2.5 Card Design Preview Area

Card design preview area: Real-time feedback to the user of the current card design and the binding data.



# 3. Template

Template is composed of Template toolbar, Template classification, Search bar, Card information status.



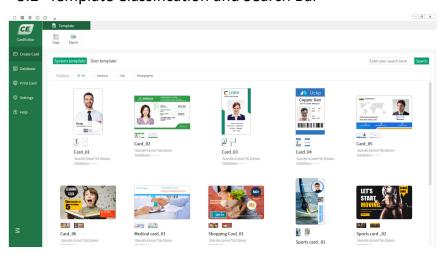
# 3.1 Template Toolbar

When User Template is selected, available tools are shown as below figure.



Only Copy and Export are available when System Template is selected.

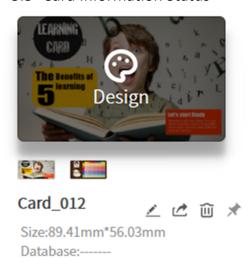
# 3.2 Template Classification and Search Bar



Template classification: Classify and manage the existing card templates, to add, delete or implement other operations on card templates (limited to user templates) and folders.

Search bar: Enter keyword in the search bar and click the "search" button, all templates containing this keyword will be displayed.

#### 3.3 Card Information Status



Size of the card and whether bound to database will be displayed, no matter the card template is selected or not.

Click on the selected card template, a series of convenient actions will be enabled.

a-- . Rename the card.

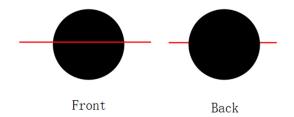
b- : Export the card.

 $c-\overline{\mathbb{U}}$ : Delete the card.

d-X: Display the card on top.

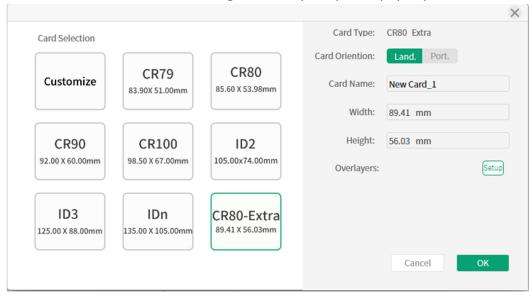
#### 4. Create Card

In card design, object A can be stacked above or below other objects. As an example, the red line can be placed on the top or bottom of the black circle, while they belong to different layers, as shown in below figure. The operation is, select the line or the circle, click the right button of the mouse, choose "placed at the top, placed at the bottom, raise, lower" to setup the desired effect.

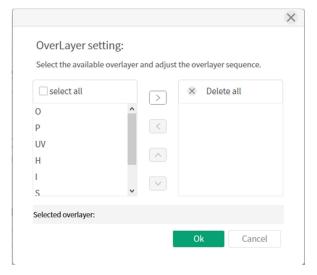


Create card is composed of design toolbar, attribute bar and design interface.

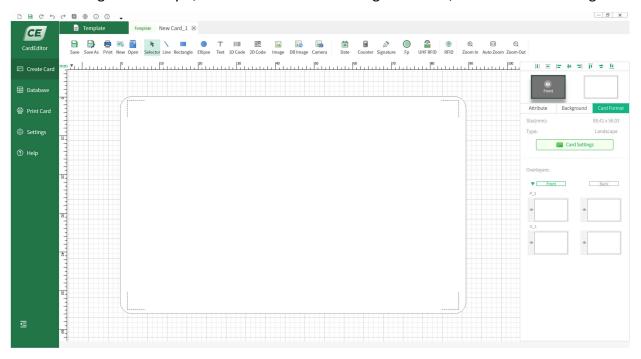
Click "Create Card" in the left navigation, the prompt box pops up as below.



The default type of the card is CR80 Extra. Click the "Setup" button of Overlayer to add Overcoat layer, Platinum layer, UV layer, H layer, I layer, S layer and F layer as shown in below figure.



After selecting the overlayer, click "ok" to enter the design interface, as shown in below figure.



Note: The built-in template of Card Editor can also be chosen for card design.

# 4.1 Design Toolbar

# 4.1.1 Operation tool



Save Save: Save the card template.



Save As Save as: Save the target card to another directory.



Print Print: Print the target card.

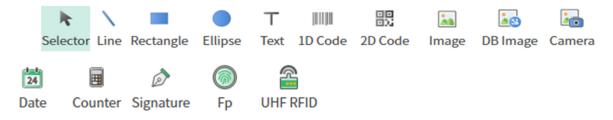


New New: Create a blank card.

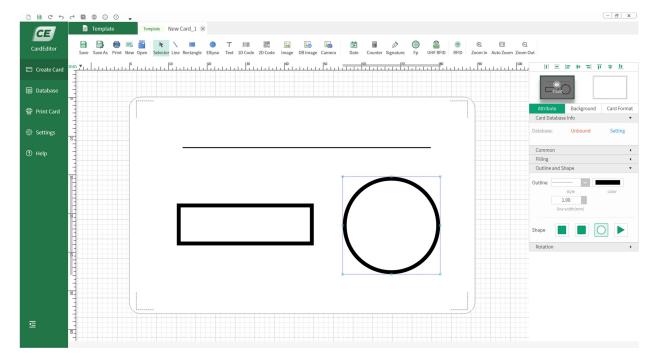


Open Open: Open a card which is not saved in Card Editor.

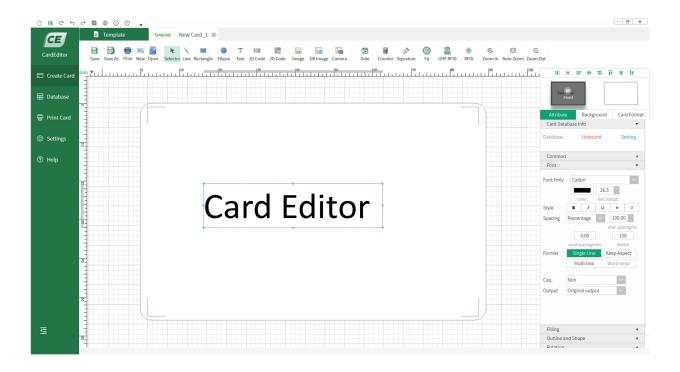
# 4.1.2 Design tool



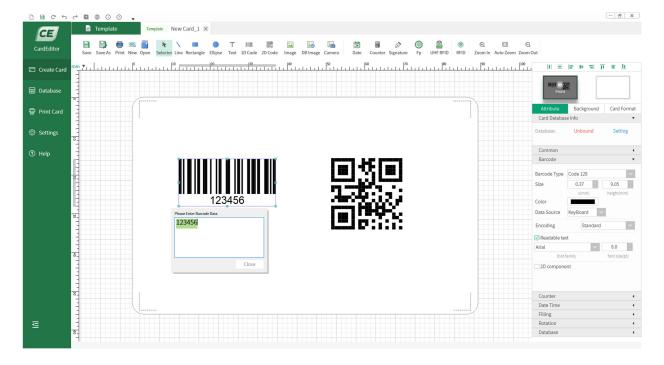
- a. Selector: Select the object.
- b. Line, rectangle, ellipse: When selecting the line, the line property can be seen on the right side. The user can select the line type, set the line width and line color here. When selecting the rectangle or ellipse, the properties of fill, border and shape can be seen on the right side. The user can set the fill type, fill color, border style and so on.



c. Text: Add a text box to enter text, or link to a text item in the database. The user can set the font, size, color, effects, line wrap, case conversion etc. in the font properties on the right side.

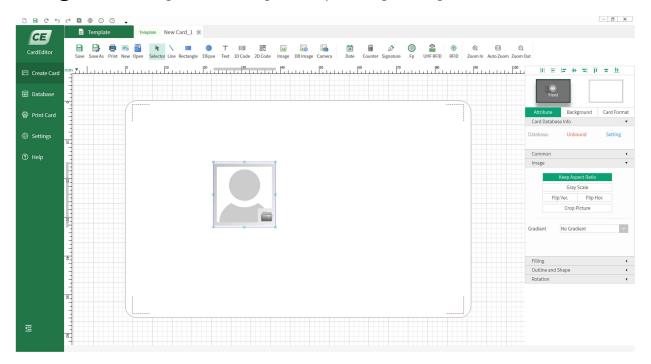


d. 1D code, 2D code: 1D code and 2D code can add to the card. The default type of 1D code is Code 128, and the content is "123456". The default type of 2D code is QR Code, and the content is "123456". Double click the 1D code or 2D code, the data input box will pop up, where the user can change the bar code content. 1D code and 2D code have similar attributes. Barcode type, color and encoding format can be set in the attribute bar.

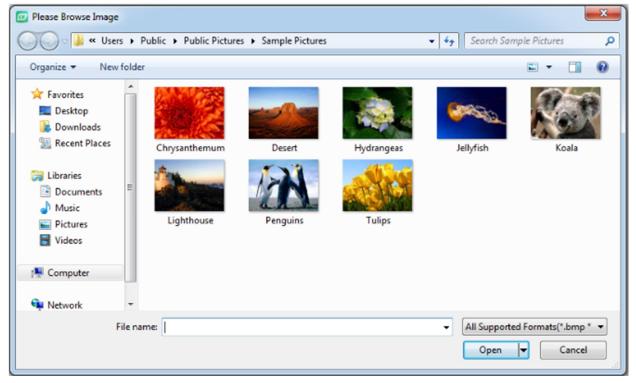


e. Image: Add the pictures stored in the PC to the card. The supported formats are BMP, PNG and JPG.

(1) Click the "Image" button, drag and drop an image adding box on the card.



2) Find the file path and select the picture.

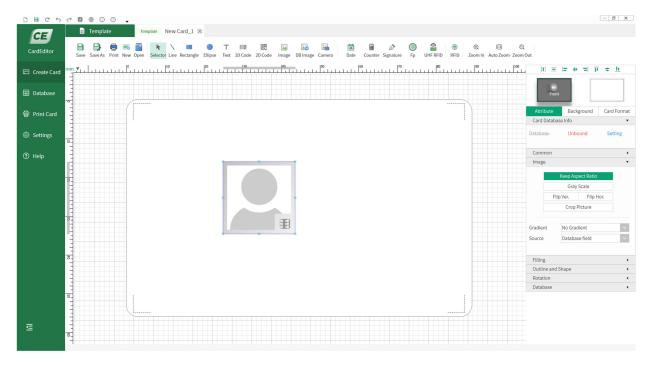


③Click "Open" to add a picture in the card.

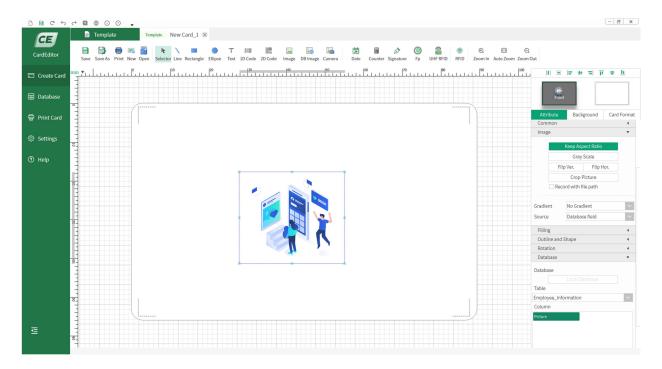
Note: Double clicking the picture can change to another one.

# f. DB image

(1) Click the "DB Image" button, drag and drop an image adding box on the card.



② If connecting with database, the first record will be displayed by default, as shown in below figure.

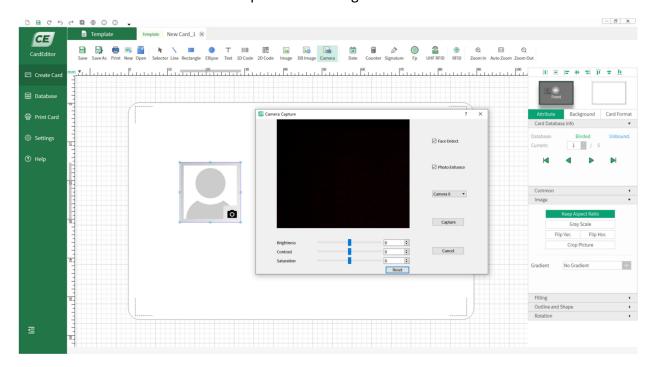


Note: If the image is saved in the database in the form of file path, click "record with file

path" to display the image normally.)

#### g. Camera

- ①Connect the camera to the PC and install the driver of camera. Click "Camera" button, drag and drop an image capture box on the card.
- ②In the image capture window, the camera should be pointed at the object to be photographed. Select "Face detect" to automatically detect the face and take photos. Select "Photo enhance" to optimize the image.



③Click "Capture" to add a photo in the card.

Note: Double clicking the photo and repeat step ② can change to another one.

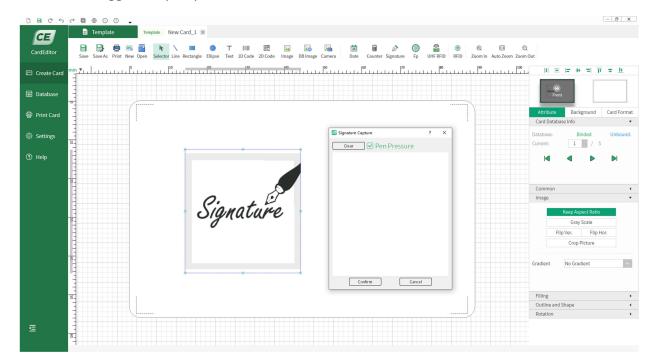
- h. Date: Click "Date" button to add a date and time to the card. In addition to having text properties, date and time can also be formatted in the source properties.
- i. Counter: Place a counter on the card to record the total printing amount of cards, counting from 1 by default. User can set the font, size, color and so on for the recorded number of card printing. The counter has the same properties as text, and the current value, minimum value, maximum value, increment value, data bit etc. can be modified

in the source properties.

# j. Signature

- ①Connect the handwriting board to the PC and install the driver of handwriting board.

  After restart CE, click "Signature" button, drag and drop a signature box on the card.
- ②Write down the name on the tablet with a stylus as shown in below figure. Click "Cancel" to clear the signature. Click "Pen pressure" to detect the pen pressure. The bigger the pen pressure is, the thicker the stroke will be.



(3) Click "Confirm" to add a signature in the card.

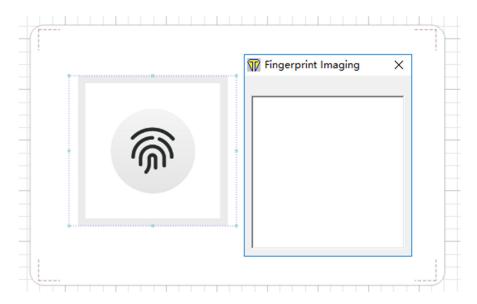
Note: Double clicking the signature and repeat step ② can change to another one.

Only the digitizing tablets using WinTab protocol are supported, such as Wacom CTL-471.

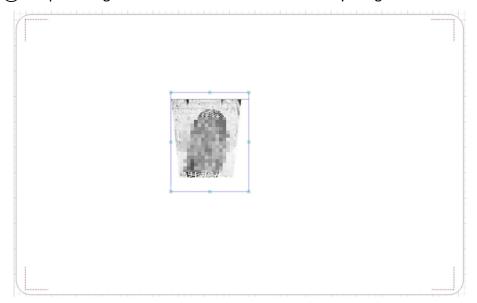
# k. Fp

The steps to capture a fingerprint to add its image onto the card:

① Connect the fingerprint scanner to the PC and install the scanner driver. Restart CE. Click the Fp tab and drag with the mouse to add an area on the card for the fingerprint image.



2 Keep the finger on the scanner until a satisfactory image is shown in the area.

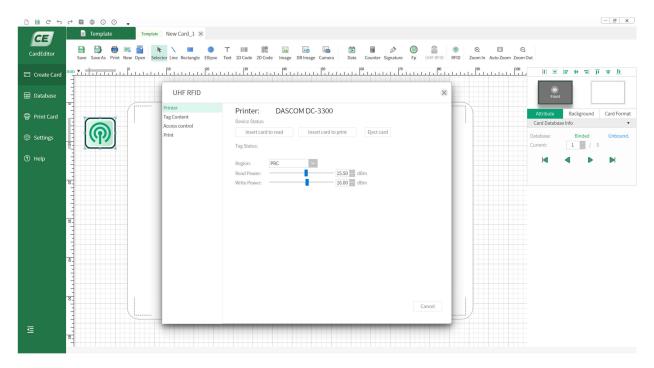


(Note: Double-click on the image allows to redo fingerprint capture in Step2)

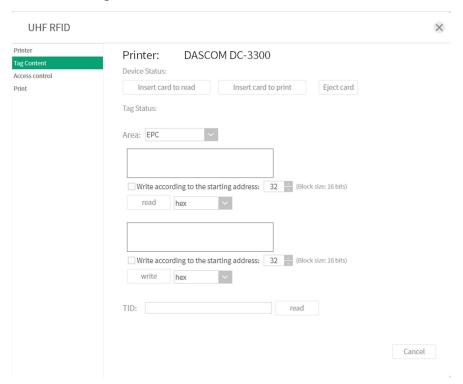
#### I. UHF RFID:

It provides 4 operations tabs dedicated for RFID:

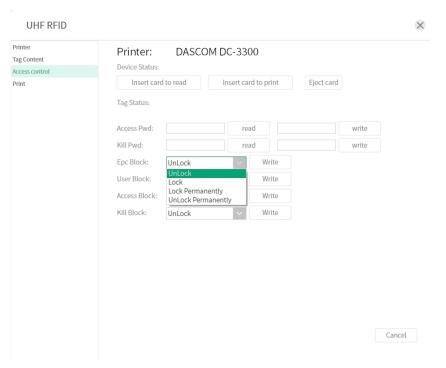
① Printer: Tag status allows setting up the Region, Read Power and Write Power parameters. Valid Region parameters are: PRC, EU3, KR2, AU, NZ, IN, JP, NA2, NA3 and OPEN. The Read/Write Power parameters match the position of the antenna and the card reader. Too low values cause read and write failures. Too high values cause incorrectly writing multiple cards with one copy of the data.



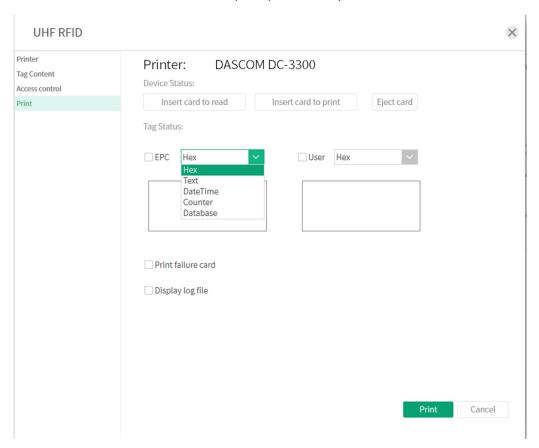
2 Tag Content: Area selects the EPC or USER block for the subsequent Read and/or Write operation. The Write operation allows 2 options: Normal write or Write according to the starting address. The data format for Read/Write can be in hexadecimal or text.



3 Access Control: This tab assigns the Access and Kill passwords for read/write. Each password must be 4 bytes in length. It also unlocks, locks, permanently locks or permanently unlocks the EPC, User, Access and Kill Blocks.



4 Print: The Tag Content tab in ② is a write operation only, while the Print tab supports printing text and barcodes on the card as well as writing data on the card. The data formats can be in hexadecimal, text, date time, counter or database.



#### 4.1.3 Zoom In and Zoom Out



Zoom In Auto Zoom Out Zoom in and zoom out: Zoom in and zoom out the card to see details.

#### 4.1.4 RFID



RFID Connect with card encoder, the information stored on the card can be read.

MIFARE, magnetic stripe card and ID card are supported.

#### 4.1.5 Alignment



The function of each button from left to right is explained as follows.

- a. Equidistant horizontal distribution of more than three objects.
  - b. Equidistant vertical distribution of more than three objects.
  - c. Align the left edge of other objects with that of the last selected object.
  - d. Align the horizontal axis of other objects with that of the last selected object.
  - e. Align the right edge of other objects with that of the last selected object.
  - f. Align the top edge of other objects with that of the last selected object.
  - g. Align the vertical axis of other objects with that of the last selected object.
  - h. Align the bottom edge of other objects with that of the last selected object.

#### 4.2 Attribute Bar

#### 4.2.1 Card Database Info

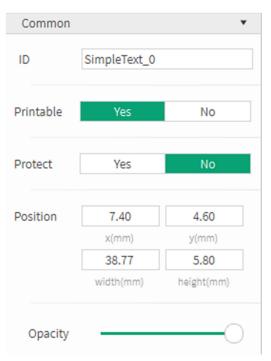


Show the card whether bind to the database.

#### 4.2.2 Common Attribute

All objects have common properties.

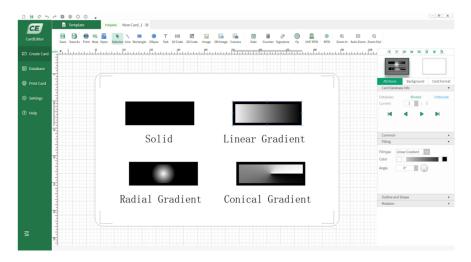
- a. ID: Name of target object, which can be renamed.
- b. Printable: Select whether to print out the target object.
- c. Protect: Protect the object from changing the position if accidentally selected during the design of the card.
- d. Position: The position of the object on the card can be dragged and moved by selecting the object. The size of the object can be stretched as well. Enter the coordinate value through the "position" property to define an accurate coordinate position, as shown in below figure.



e. Opacity: Two or more objects can be superimposed on each other to form a new display.

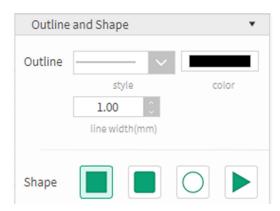
#### 4.2.3 Fill

Select "Solid, Linear gradient, radial gradient, conical gradient" to fill in the surrounding color or the overall color. Not applicable to line.



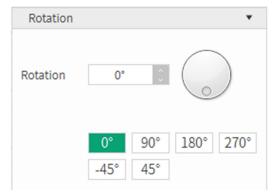
# 4.2.4 Outline and Shape

The color, line style and line width of the border can be defined. The shape can be changed as well. Not applicable to line, 1D code and 2D code.



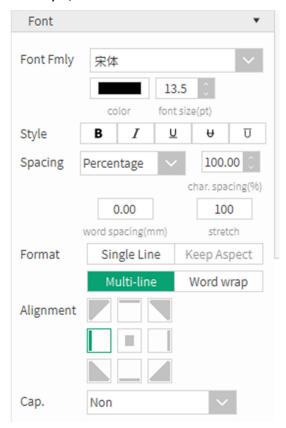
#### 4.2.5 Rotation

The rotation of the object can be set by clicking "0, 90, 180, 270, -45, 45". User can enter the specific angle in the rotation angle box, or drag the knob to change the angle, the value in the rotation angle box will be updated to display the corresponding angle.



#### 4.2.6 Font

The style, color and size of the font can be defined for text, date and counter.

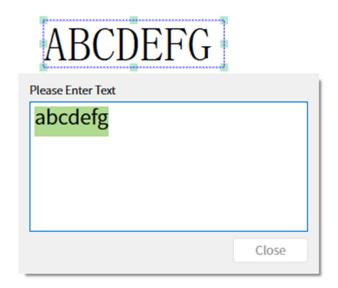


- a. Font: User can choose the required font.
- b. Color: User can set the required color for the font.
- c. Size: The font size will be automatically adjusted according to the size of the text box to adapt to it. Similarly, the text box will be automatically shrunk according to the size of the font to achieve the best effect.
- d. Style: Click "B" to set bold, "I" to set italic, " $\underline{U}$ " to set underline, " $\underline{U}$ " to set strikeout, " $\overline{U}$ " to set overline.
- e. Spacing: There are two different ways to adjust the spacing between characters: percentage and absolute distance.
  - f. Stretch: To stretch or compress a character.
  - g. Single line: To keep single line for font paragraphs.
- h. Keep aspect: After selecting the text object, click this button to keep the ratio of length to width, to keep the font in a certain proportion.
  - i. Word wrap: If the text exceed the width of the input box, click this button to wrap the

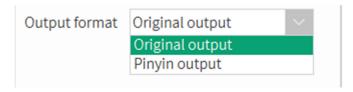
characters after a space. (Note: Pressing Enter in the keyboard can carry out the line feed action in the input box.)

j. Alignment: Align fonts in the top left, top, top right, left, center, right, bottom, left, bottom, and bottom right with the text box.

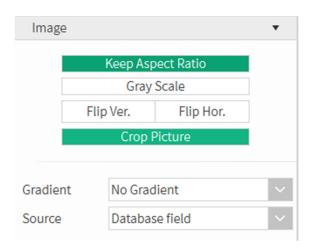
k. Cap: The default is "No", which means no conversion of input letters. User can set to "Yes" according to their needs. The below figure shows the effect of converting input letters from lowercase to uppercase.



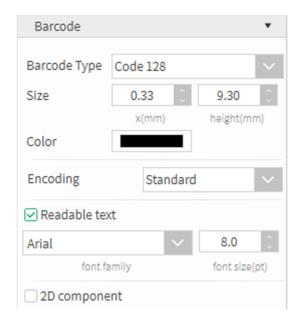
I. Output format: Original output and Pinyin output can be selected. The text that is filled in the input box will be displayed if Original output is selected. The text will be displayed in the format of Pinyin if Pinyin output is selected, which is set for the object that has been bound to the database.



4.2.7 Image



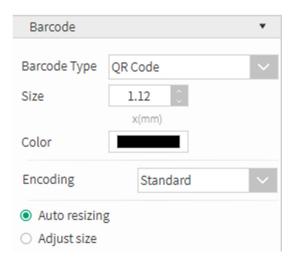
- a. Keep aspect ratio: Keep the ratio of length to width, to keep the image in a certain proportion.
  - b. Gray scale: Gray processing on the image.
  - c. Flip Ver.: Flip the image by 180 degrees vertically.
  - d. Flip Hor.: Flip the image by 180 degrees horizontally.
  - **e.** Crop picture: Crop the desired content from the imported image.
  - 4.2.8 Barcode
  - a. 1D Code



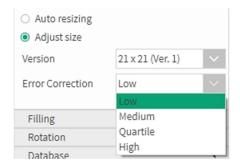
- 1) Barcode type: User can choose the required barcode. Default is Code 128.
- 2) Size: User can set the required size for the barcode.

- (3) Color: User can set the required color for the barcode.
- (4) Encoding: Select the encoding format.
- (5) Readable text: Set the barcode identification code to be hidden or readable.

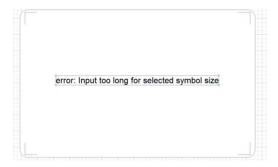
#### b. 2D Code



- 1) Barcode type: User can choose the required barcode. Default is QR-Code.
- 2) Size: User can set the required size for the barcode.
- 3 Color: User can set the required color for the barcode.
- 4 Encoding: Select the encoding format.
- ⑤ Auto resizing: Automatically select different versions of 2D codes according to the character length of the input data to ensure the data can be stored effectively.
- 6 Adjust size: Version and error correction are available for the users to choose the appropriate storage space according to their needs.



Version: Different versions of 2D code can store different character lengths. The higher the version of 2D code, the more characters it stores. When the input data exceeds the maximum storage space of this version, the following prompt window will pop up.

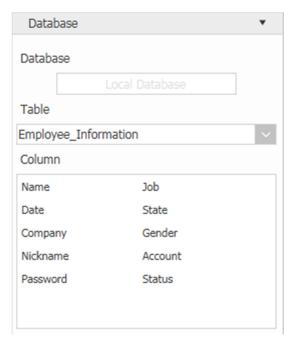


Error correction: There are four levels of 2D code error correction, namely low, medium, quartile and high. The higher the error correction level is, the more errors can be corrected, while more error correction codes are needed, and the data that can be stored will be reduced accordingly. For example, when version 1 of 2D code is selected, 41 digits can be stored at low level and only 17 digits can be stored at high level.

Note: Different barcode types may have different attribute options from Code 128 and QR Code as mentioned above. User can set the corresponding attributes of various barcodes referring to the content of Code 128 and QR-Code.

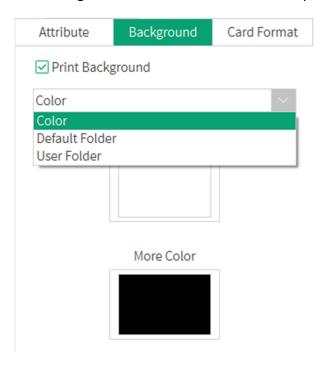
## 4.2.9 Database

After binding to database, the information in the database table can be printed in batches.



#### 4.2.10 Background

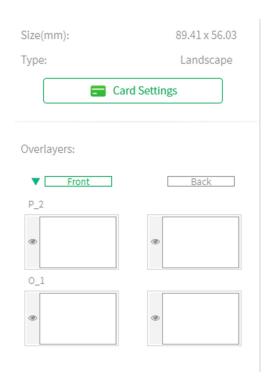
Background can be defined whether to print or not.



- a. Color: Select the required color to set the background of the card.
- b. Default folder: After selecting the default folder, the system will automatically load the relevant files, and user can set the background of the card by selecting the required picture.
- c. User folder: After selecting the designated folder, the system will automatically load the relevant files, and user can set the background of the card by selecting the required picture.

#### 4.2.11 Card Format

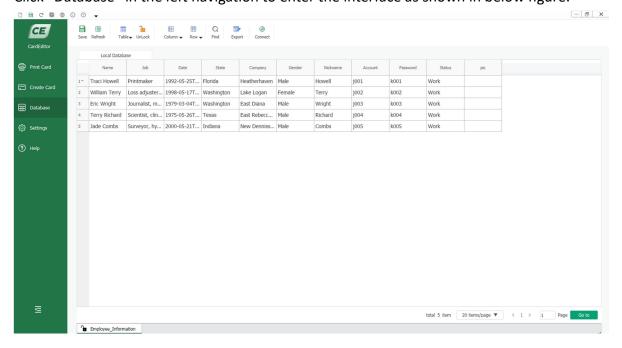
List out the basic information about the current status of the card, such as card size, card type, thumbnails of front side and back side of the O/P/UV/H/I layer.



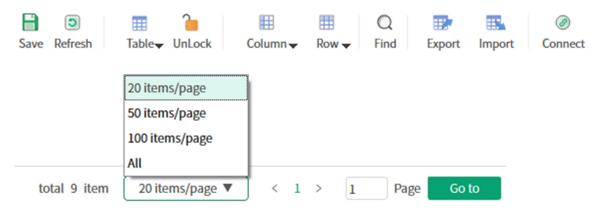
Click this button to display or hide the layers, so that the user can view the overall effect of a single layer.

# 5. Database

Click "Database" in the left navigation to enter the interface as shown in below figure.



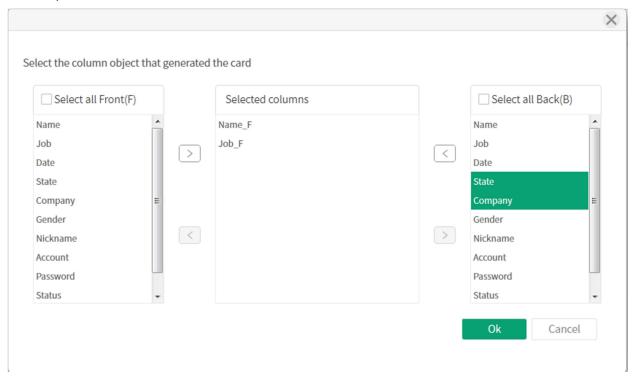
#### 5.1 Basic Function



- 1. Save: Permanently save the records in the database, overwrite the old records.
- 2 Refresh: Synchronize records, which may be modified by other applications, rather than by Card Editor.
  - 3. Table: Drop-down menu, to create, copy, delete or rename the table.
  - 4. Unlock/lock: To define the table is editable or not.
  - 5. Column: Drop-down menu, to create, copy, delete or rename the column.
  - 6. Row: Drop-down menu, to create, copy, delete or rename the row.
  - 7. Find: Search or replace the data in the table.
  - 8. Export: Export the database created by Card Editor to an external database.
  - 9. Import: Import the database created by an external database to Card Editor.
  - 10. Connect: Links to external databases created by common software.
- 11. Page tuner: The content displays in the working area of the database table can be set by the page turner to display 20, 50 or 100 items in one page. Click the buttons on the previous page and the next page to jump to the page where you need to view, or enter the number and click "Go to" button to directly jump to the required page.
  - 12 Generate card:
  - ① Select the required line and click the right key to generate card.

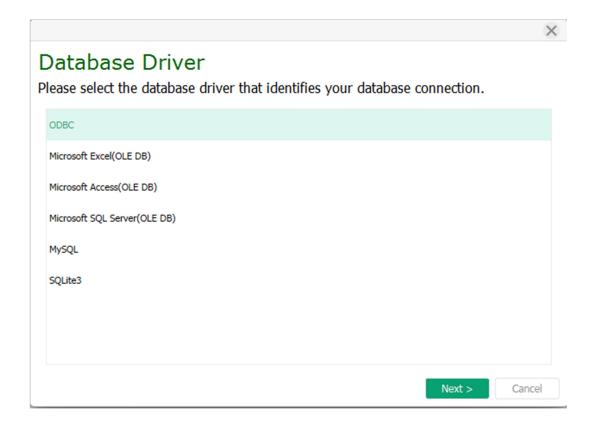
Local Database							
	Name	Job	Date	State	Company	Gender	Nick
1 🕶	Traci Howell	Printmaker	1992-05-25…		Hoothorbovon	Male	Howel
2	William Terry	Loss adjuster, chartered	1998-05-17…	Washington	Lake Logan	Female	Terry
3	Eric Wright	Journalist, magazine	1979-03-04…	Washington	East Diana	Male	Wright
4	Terry Richard	Scientist, cli…	1975-05-26…	Texas	East Rebeccaberg	Male	Richar
5	Jade Combs	Surveyor, hydrographic	2000-05-21	Indiana	New Dennisstad	Male	Comb

② Select the object from front side and back side separately to add in the selected column, and then click OK.



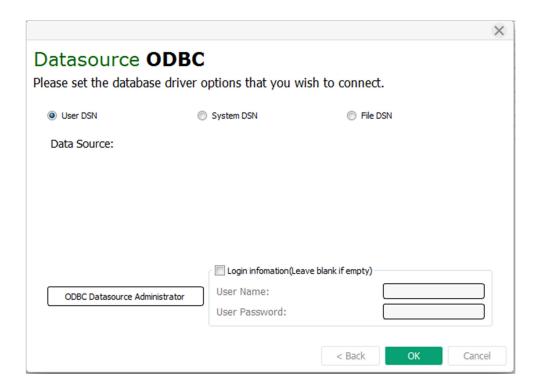
## 5.2 Configuration

Card Editor provides a variety of database drivers, including ODBC, Microsoft Excel(OLE DB), Microsoft Access(OLE DB), Microsoft SQL Server(OLE DB), MySQL and SQLite3. User can choose the corresponding database driver according to the requirement of the operation.



#### a. ODBC

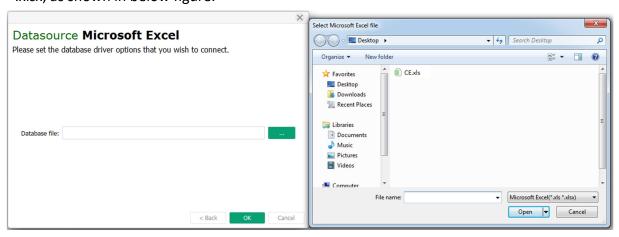
Multiple databases can be connected, such as SQL Server, Oracle and dBase. Select "ODBC" and click"Next", the pop up window is shown as below figure.



"Data source" includes BASE File, Excel Files and MS Access Database. If the database is encrypted, select "Login information" to fill in "User name" and "User password". User can add, remove or configure data source in the "ODBC data source administrator".

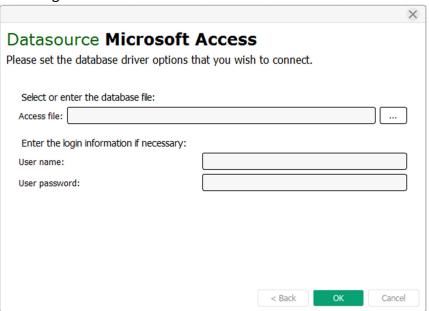
#### b. Microsoft Excel(OLE DB)

If data source is Microsoft Excel file, select "Microsoft Excel(OLE DB)" driver and click "Next" to enter the data source interface. Click to select the Excel file with extension \*.xls and \*.xlsx, as shown in below figure.



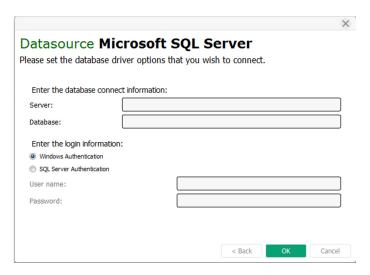
#### c. Microsoft Access(OLE DB)

If data source is Microsoft Access file, select "Microsoft Access(OLE DB)" driver and click "Next" to enter the data source interface. Click to select the Access file with extension \*.mdb and \*.accdb. If the database is encrypted, fill in "User name" and "User password", as shown in below figure.



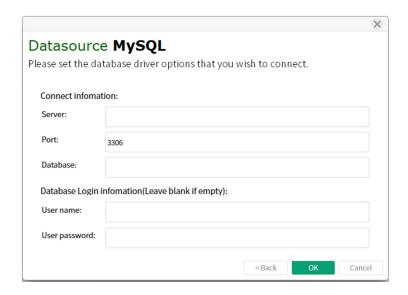
#### d. Microsoft SQL Server(OLE DB)

If access the database on the server, select "Microsoft SQL Server(OLE DB)" driver and click "Next" to fill in "Server" and "Database". When authentication is necessary, select "SQL server authentication" to fill in "User name" and "Password".



e. MySQL

If access the database on the server, select "MySQL" driver and click "Next" to fill in "Server", "Port" and "Database". When login information is necessary for database, fill in "User name" and "User password".



f. SQLite3

Select "SQLite3" driver and click "Next". Click to select the required database file.

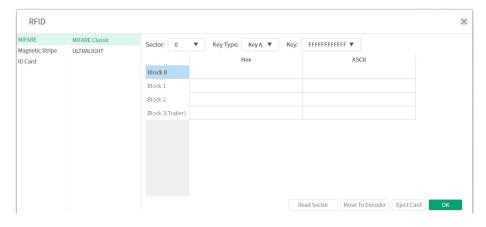
#### 6. RFID

## 6.1 MIFARE Reading

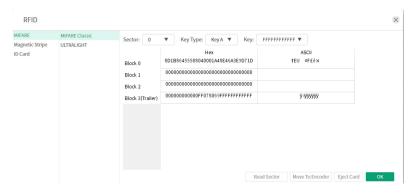
Connect the card encoder with the PC and place the MIFARE card in the sensing area. Click



RFID button and select "MIFARE Classic", the pop up window is shown as below figure.



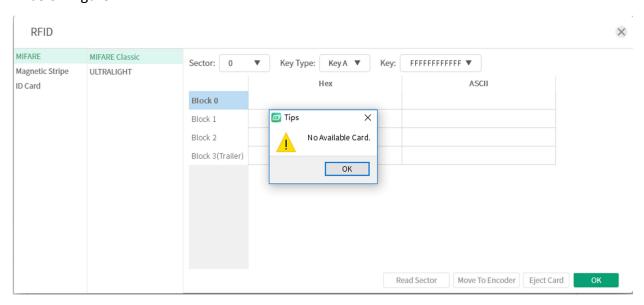
- a. Sector: Sector "0" is set as default. Click the drop-down list of "sector" box, user can select 16 sectors in total, from 0 to 15. Each sector has 4 data blocks, namely block 0, block 1, block 2 and block 3. Block 0 to 2 are used to store data, while block 3 is used to store control codes. Block 0 of sector 0 can be read only, and only the card manufacturer can write data in this block.
- b. Key type and Key: There are two types of key, Key A and Key B. Enter the password in the "Key" box. The format of password is hexadecimal code of 6 bytes.
- c. Read sector: Choose the required sector in the "sector", then select the Key in the "Key type". Enter the corresponding 6 bytes password and click the "Read sector" button, user can read the data in the data block of  $0 \sim 3$ . Data in "Hex" box displays the hexadecimal codes, and displays the corresponding ASCII characters in "ASCII" box, as shown in below figure.



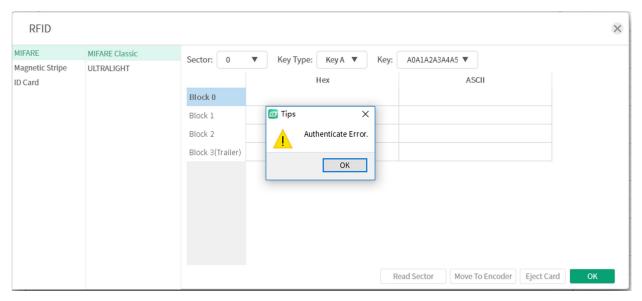
- d. Move to encoder: Move the card to the position of encoder.
- e. Eject card: Eject the card.

#### Note:

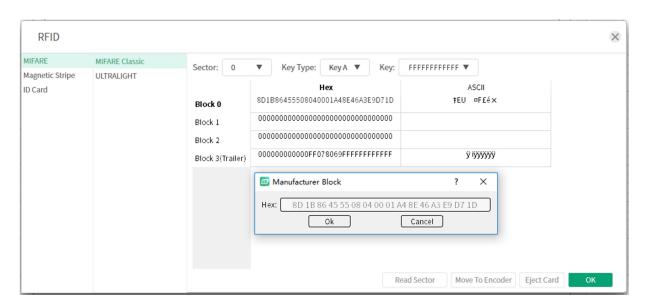
a. If the MIFARE card is not placed in the sensing area, a tips window will pop up as shown in below figure.



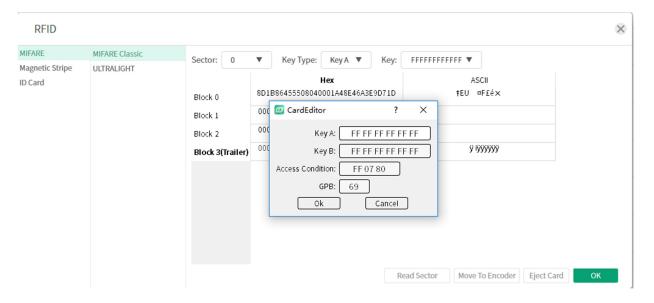
b. If the key is wrong, a tips window will pop up as shown in below figure.



c. Double click the data display area, the data modification window will pop up. Enter the data to be written in the "hex" box and click "Ok", the encoder will beep twice, indicating the data modification is successful.



d. Key A, key B, access condition and GPB are stored in block 3. Change the key, access condition and GPB if necessary, as shown in below figure.



#### 6.2 Magnetic Stripe Card Reading

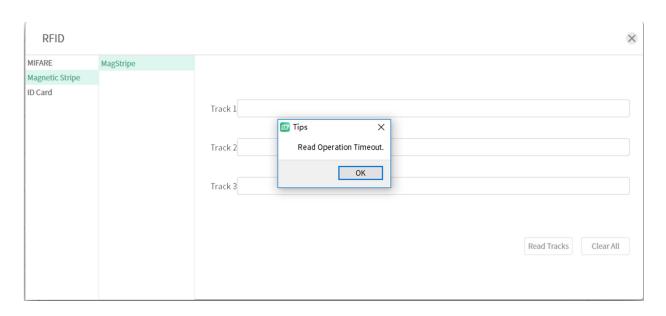
①Connect the card encoder with the PC. Click RFID button and select "magnetic stripe". Track 1, track 2 and track 3 will be shown as below figure.



②Click "Read Tracks" and swipe the card through the encoder, the data from the card will be displayed in the corresponding box, as shown in below figure. Click "Clear All" to clear the displayed data in the card.



e. After clicking "Read Tracks", if the time exceeds 10s and the magnetic stripe card is not swiped, a tips window will pop up as shown in below figure.

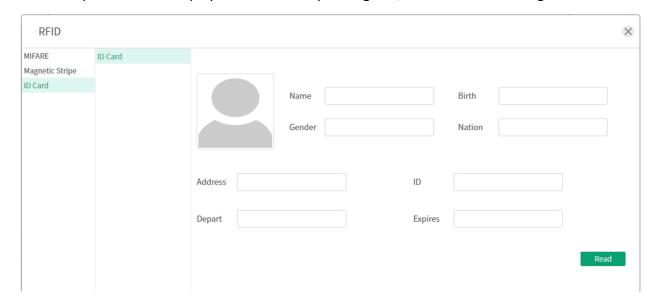


## 6.3 ID Card Reading

Connect the card encoder with the PC and place the ID card in the sensing area. Click

Button and select "ID card", then click

Read button. The information in the ID card and the head photo will be displayed in the corresponding box, as shown in below figure.



## 7. Version Switching

Basic version, professional version and enterprise version of CE are available. Different versions have some differences in function. Users can switch the versions according to their needs. The

enterprise version is more powerful than the other two versions, adding RFID settings and more database configurations.

#### 8. Version Activation

Version activation provides user with a channel to verify whether the software "Card Editor" belongs to Dascom group.

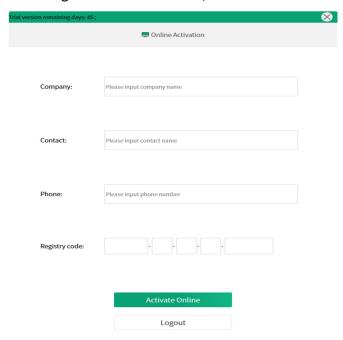
#### 8. 1 Activation

Click Activation in the system settings, CE will automatically select online or offline activation

according to whether the computer is connected to the Internet.

#### 8.1.1 Online activation

Fill in the registration information, and click the "Activate" button to activate.



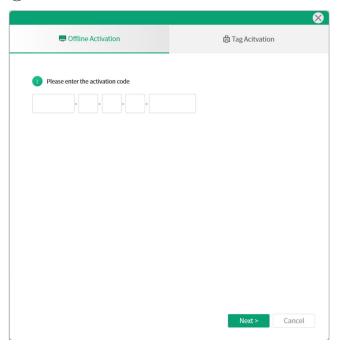
#### 8.1.2 Offline Activation

Note: The Offline Activation requires a smart phone installed with WeChat.

When the computer is not connected to the Internet, click the "Activation" button and follow the procedures in the pop-up window.

## 8.1.2.1 Applet activation

①Enter the activation code.



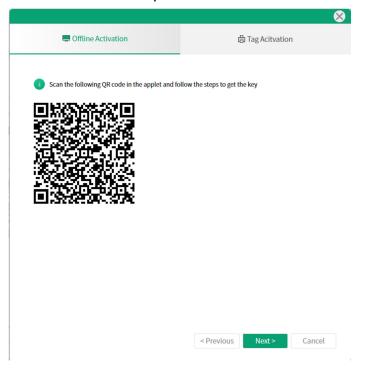
②Scan the code with a smart phone installed with WeChat.

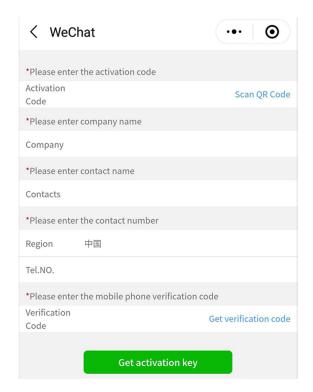


③On the smart phone, select "Register Offline" in the applet.

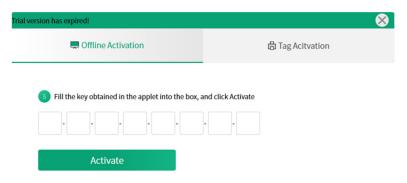


④ Scan the generated code, fill in the corresponding activation information on the applet and click "Get activation key".





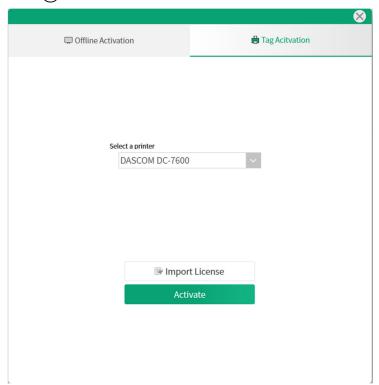
⑤Enter the activation key obtained from the applet into the "Offline Activation" task box, and click "Activate" in CE.



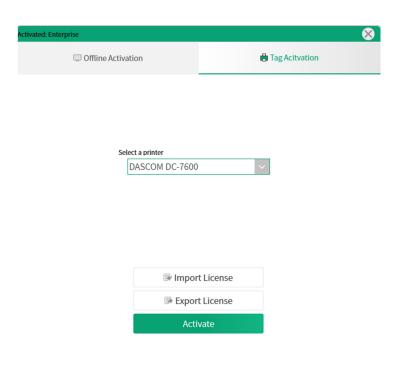
< Previous Cancel

## 8.1.2.2 Tag Activation

①Click "Activation" and select "Activate Offline" in the pop-up task box as shown below.



- ②After connecting to the printer, enter the unlock mode and place the tag on the ribbon position.
  - ③ Select the printer to activate and click "Activate".



Note: "Export License" appears in the task box after successful activation. Click on this button to export the license that records current activation information. When the software or the operation system of the computer is reinstalled, click "Import License" to maintain the previous activation state.

#### 8.2 Retrieve Activation Key

If the user has not de-activated CE, "Retrieve" helps the user to retrieve the previous CE activation records for the system re-installation of a crashed computer. The retrieval function will also automatically select online retrieval or offline retrieval according to whether the computer is connected to the Internet.

#### 8.2.1 Online Retrieval

Click the "Retrieve" button, CE will send instructions to the server for verification. If previous activation information exists in the computer, the relevant activation information will be automatically retrieved to activate the CE. If not, "retrieval failure" will be prompted.

#### 8.2.2 Offline Retrieval

Note: The Offline Retrieval requires a smart phone installed with WeChat.

When the computer is not connected to the Internet, click the "Retrieve" button and follow the procedures in the pop-up window.

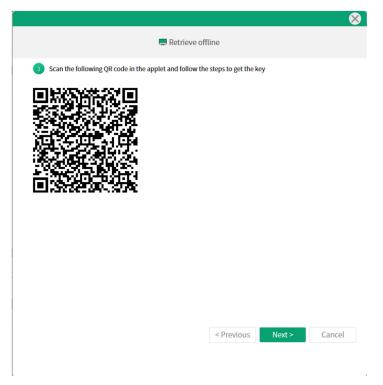
(1) Scan the code with a smart phone installed with WeChat.



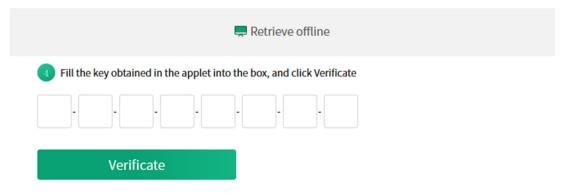
2 On the smart phone, select "Retrieve activation key" on the applet.



3 Scan the generated code to get the key.



4 Enter the activation key obtained from the applet into the "Retrieve Activation" task box, and click "Verificate" in CE.



## 9. Language Switching

Chinese, English, Japanese, German, French and Spanish are supported for language switching.

# 10. Online Update

When the update icon in system setup is red, it indicates there is a new version available.

User can click the icon to implement the online update.