

Mifare Reader

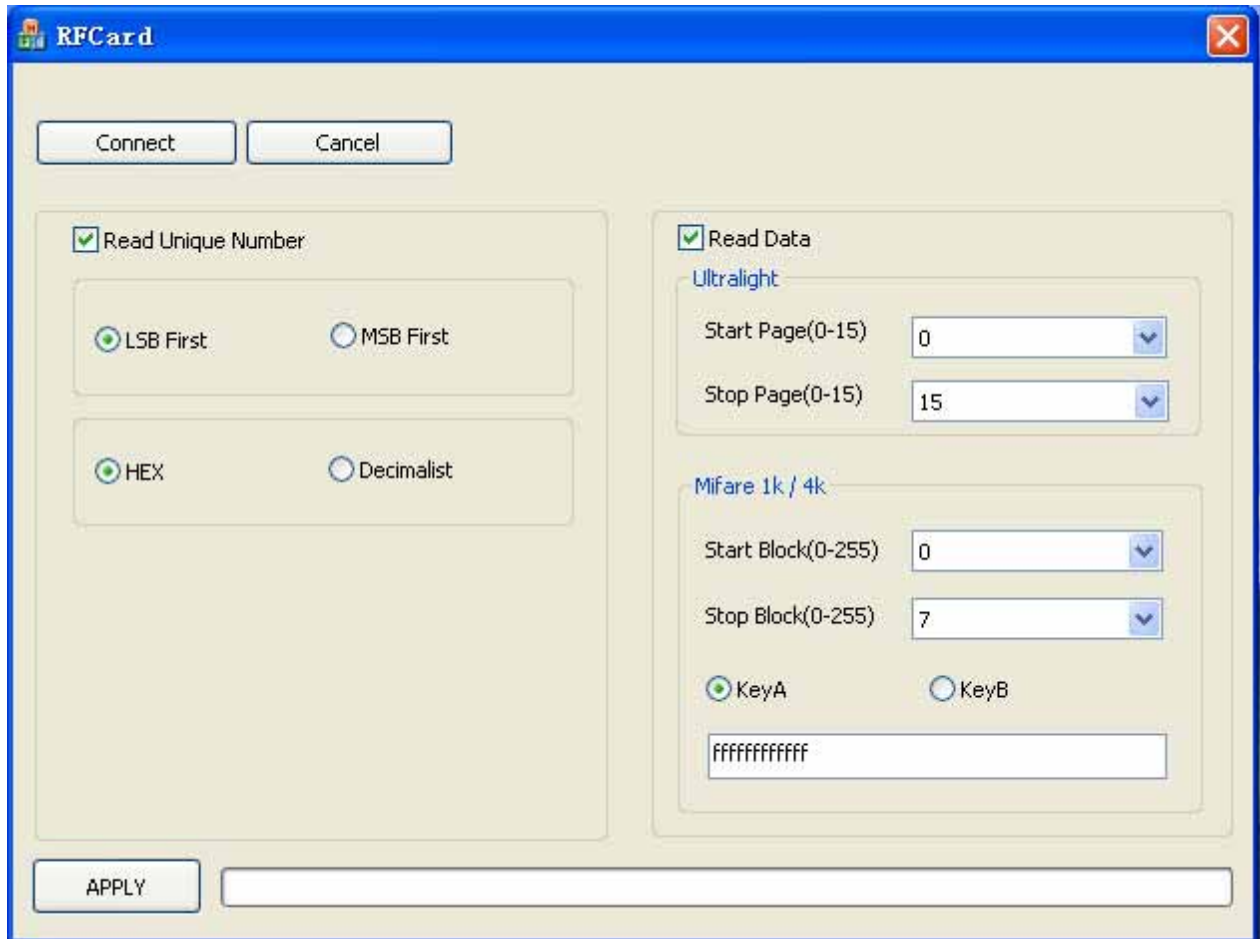


MAIN FEATURES

- USB Keyboard Emulator, Plug and Play
- Frequency: 13.56MHz
- UID read supported: Mifare Mini, Mifare 1k, Mifare 4k, Mifare Plus, Ultralight, DesFire & Mifare_ProX
- Data read supported: Mifare Mini, Mifare 1k, Mifare 4k and Ultralight
- Integrated antenna, LED and Buzzer
- Working current less than 80mA @5.0V
- Operating distance: Up to 60mm, depending on tag
- Storage temperature: -20 °C ~ +85 °C
- Operating temperature: -10 °C ~ +70 °C
- Dimension: 65mm × 46mm × 7 mm

SETTING MODE

Switching SW1-1 to OFF position and repower, SL040 goto setting mode. Run SL040Config.exe, RED-LED on SL040 will glitter.



- Read Unique Number

- ◆ LSB First or HSB First

- ◆ HEX or Decimalist

e.g. data stored in block0 of Mifare 1k as below sheet

| BLOCK | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 0 | 01 | 02 | 03 | 04 | 04 | 88 | 04 | 00 | 47 | C1 | 25 | A8 | 45 | 00 | 31 | 06 |

If [LSB] and [HEX] selected, SL040 output 01020304

If [MSB] and [Decimalist] selected, SL040 output 0067305985

Remark: SL040 will append 0 in the front to keep all the output 10

digits number unified in DEC.

- **Read Data**

SL040 can not only output the UID, but also can be read Ultalight, Mifare Mini, Mifare 1k and Mifare 4k card data.

Remark: All blocks which to be read should be has same key.

WORKING MODE

Switching SW1-1 to ON position and repower, SL040 run working mode. RED-LED on SL040 will light.

According to the config information stored in memory, SL040 will automatically read the serial number and data and output to PC when Mifare tag in its detective range.

SW1

SW1-1 OFF: setting mode
SW1-1 ON: working mode
SW1-2 OFF: output without "CR"
SW1-2 ON: output append postamble "CR"

LEDs

RED-LED glitter : setting mode
RED-LED light : working mode
GREEN-LED light: tag in detective range

BUZZER

When Mifare tag moved into detective range automatically beep.