

## Additional instructions CMC III PU - Access Configuration: Two-factor authentication (2FA) and Four-eyes principle

Software version 3.17.30\_5 introduces a new tab in the CMC III PU web interface: " Access Configuration ". In the tab, access rights can be assigned to users and Two-factor authentication (2FA) and the Four-eyes principle can be activated.

### Case 1: Deactivated Two-factor authentication and deactivated Four-eyes principle

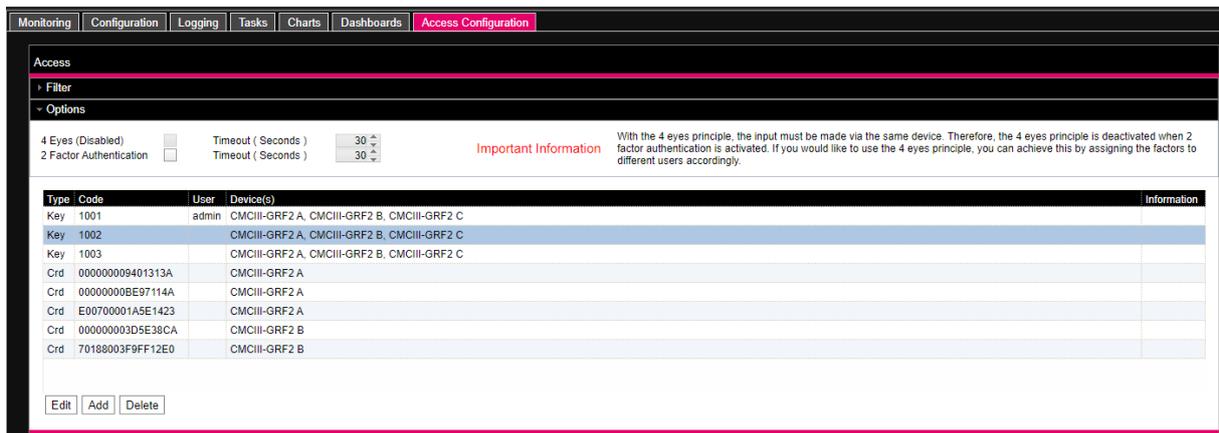


Fig. 1: Deactivated Two-factor authentication and deactivated Four-eyes principle

If Two-factor authentication and the Four-eyes principle are deactivated, a pin code or transponder card is sufficient to unlock the handles assigned to a user.

### Case 2: Deactivated Two-factor authentication and activated Four-eyes principle



Fig. 2: Deactivated Two-factor authentication and activated Four-eyes principle

If a handle is assigned to the user "AccessAck", the Four-eyes principle is automatically activated. Only the handles that are assigned to the user "AccessAck" and another user at the same time can be unlocked. For this purpose, both users must use the same transponder reader or the same Coded lock.

### Case 3: Activated Two-factor authentication and deactivated Four-eyes principle

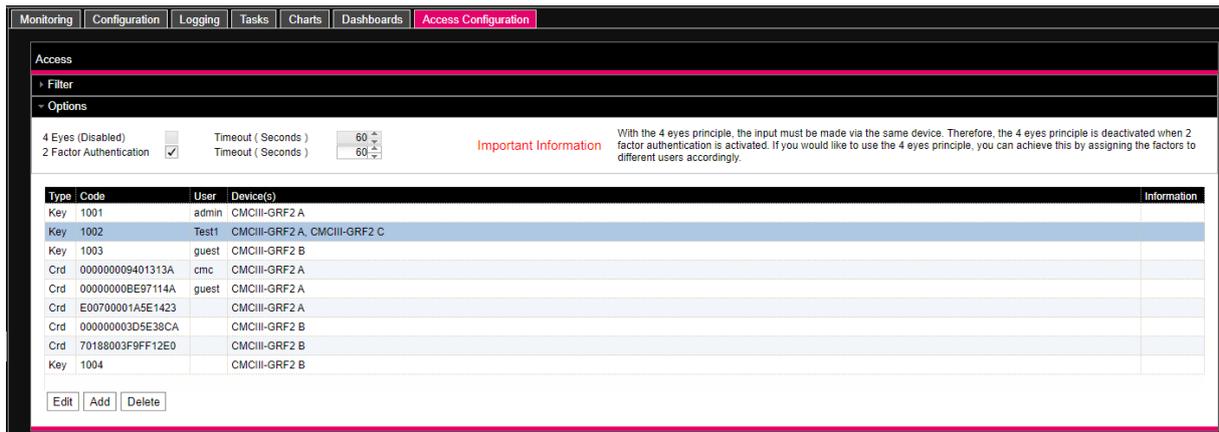


Fig. 3: Activated Two-factor authentication and deactivated Four-eyes principle

When Two-factor authentication is activated, a transponder card and a pin code (or alternate device via Wiegand interface) are required to unlock a handle. The two codes required to unlock a handle can be assigned to one or more users.

**ATTENTION:** If a handle is assigned to the user "AccessAck" and Two-factor authentication is enabled, the Four-eyes principle is still displayed as active, but the Four-eyes principle is ignored in that case (see info on the web interface). The timeout is also set to the value that is set for Two-factor authentication (5...60 seconds).

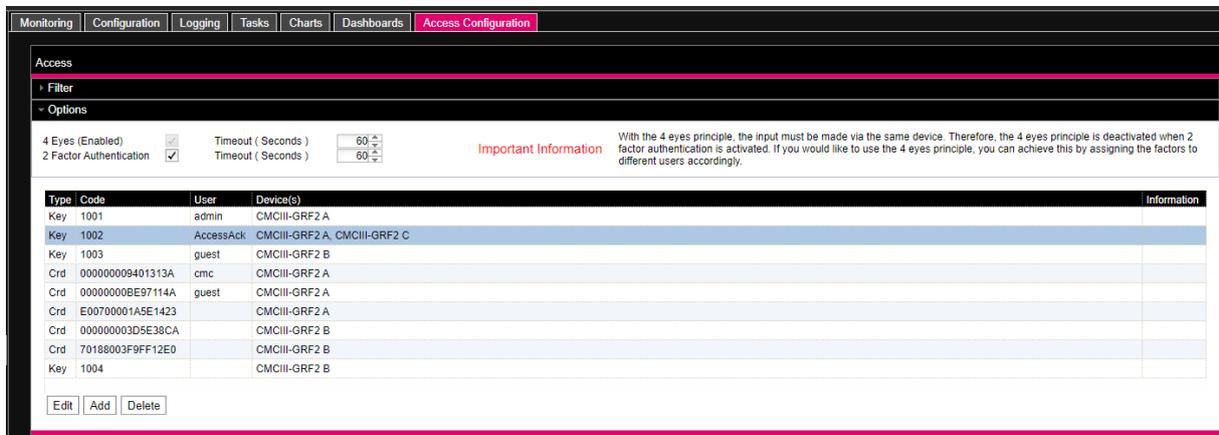


Fig. 4: Four-eyes principle still displayed as active is ignored by the CMC III PU