

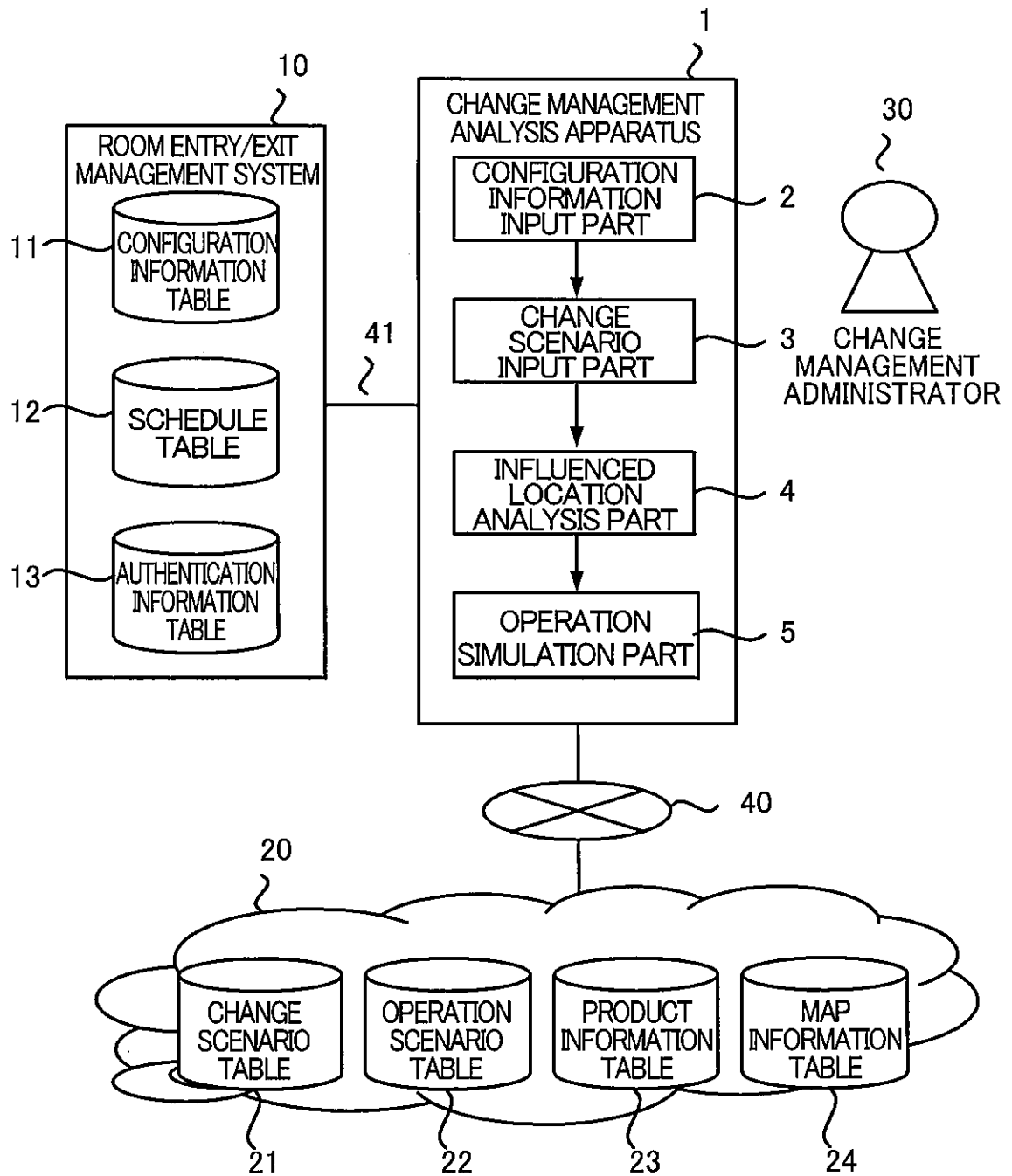


FIG. 1

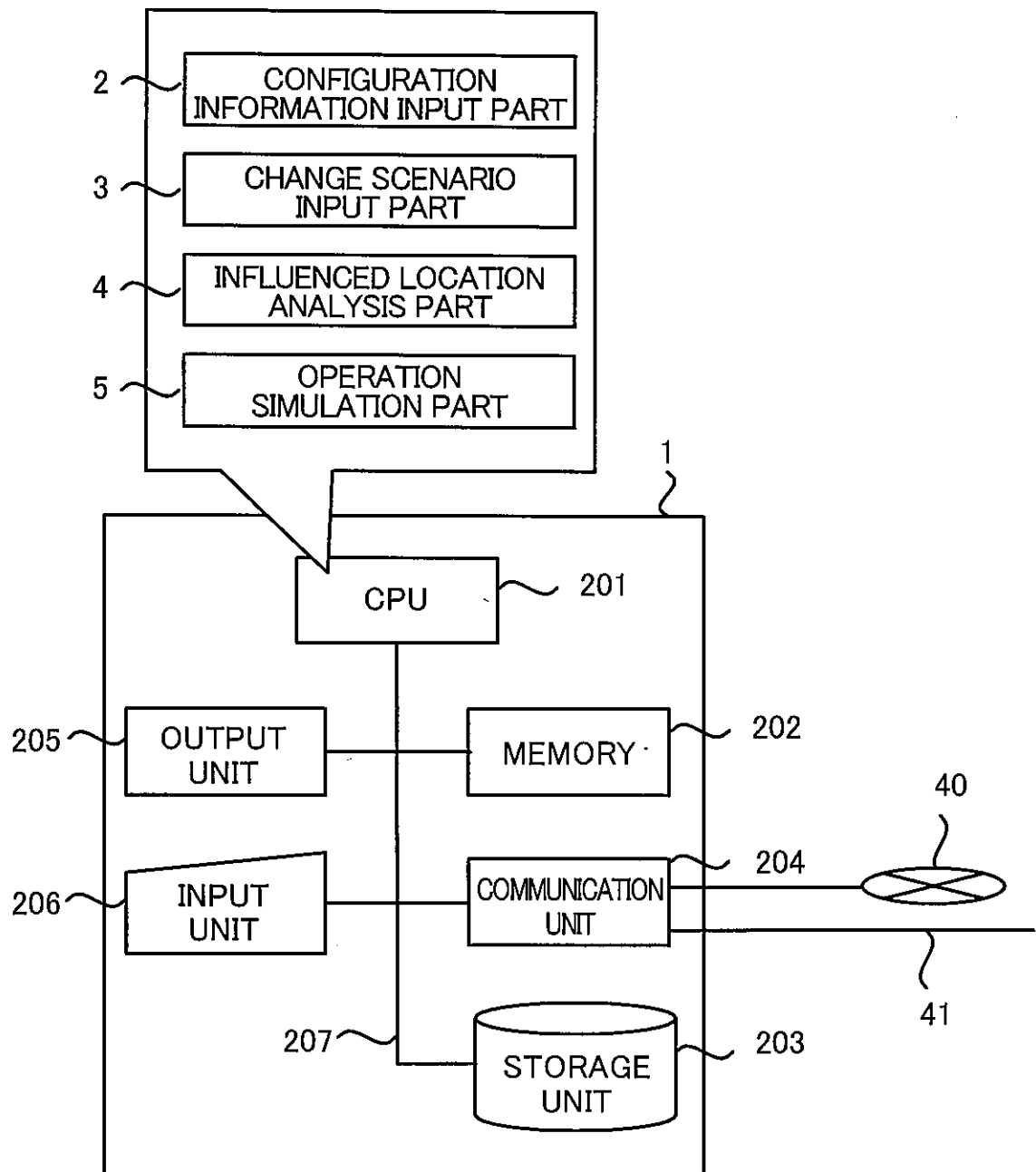


FIG. 2

CONFIGURATION INFORMATION TABLE 11

INSTALLED LOCATION 311					INSTALLED DEVICE 312		COUPLED DEVICE 313			
MAP	FLOOR NUMBER	BLOCK	DOOR	INTENDED USE	DEVICE	VERSION	UPPER-LAYER COUPLED DEVICE	COUPLING METHOD	LOWER-LAYER COUPLED DEVICE	COUPLING METHOD
(12,34) ...	BUILDING A, 3F	BLOCK 1	DOOR 1	BIOMETRICS AUTHENTICATION	FINGERPRINT	1. 01	CONTROLLER 1	SERIAL	CR	SERIAL
...	...	...	...	...	...	...	...	...	...	...
...	...	...	...	...	...	...	...	...	...	...

SCHEDULE TABLE 12

JANUARY, 2010 (TOKYO BRANCH) 321						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
HOLIDAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	HOLIDAY
WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	HOLIDAY
HOLIDAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	HOLIDAY
HOLIDAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY	WORKING DAY

AUTHENTICATION INFORMATION TABLE 13

BLOCK	ADMINISTRATOR ID 332	ACCESS PERSON ID 333			
		PASSAGE OK USER ID	AUTHENTICATION DATA TYPE	AUTHENTICATION DATA	PASSAGE NG FLAG
BLOCK 1	0001	u001	FINGERPRINT	#187A**	—
...	...	...	...	...	...
...	...	...	...	...	...

FIG. 3

CHANGE SCENARIO TABLE

411 21 412

CHANGE PATTERN		CHANGE HANDLING
LOCATION	CHANGE CONTENT	
BUILDING A, 3F, BLOCK 1	ADDITION OF CR	EK1...
BUILDING A, 3F, BLOCK 2	PREVENTION OF TAILGATING	MONITORING CAMERA 1...
...	...	...

OPERATION SCENARIO TABLE

421 22 422

OPERATION PATTERN		OPERATION SIMULATION
LOCATION	OPERATION CONTENT	
...BLOCK 2, DOOR 2	PASSAGE RUSH	IN ONE HOUR IN MORNING...
...	...	...
...	...	...

PRODUCT INFORMATION TABLE

431 431a 432 23 433 434

DEVICE TYPE		SUPPORTABLE CHANGE CONTENT	COUPLED DEVICE						OPTION FUNCTION	PRICE
DEVICE	VERSION		UPPER-LAYER COUPLING -POSSIBLE DEVICE	POSSIBLE COUPLING METHOD	NUMBER OF COUPLING -POSSIBLE DEVICES	LOWER-LAYER COUPLING -POSSIBLE DEVICE	POSSIBLE COUPLING METHOD	NUMBER OF COUPLING -POSSIBLE DEVICES		
CONTROLLER 4	2. 02	ADDITION OF CR	MANAGEMENT SERVER1...	LAN	1	CR1, 2...	SERIAL	6	ABC FUNCTION	XX0,000 YEN
...	...	...	...	...	...	...	...	...	...	...
...	...	...	...	...	...	...	...	...	...	...

FIG. 4

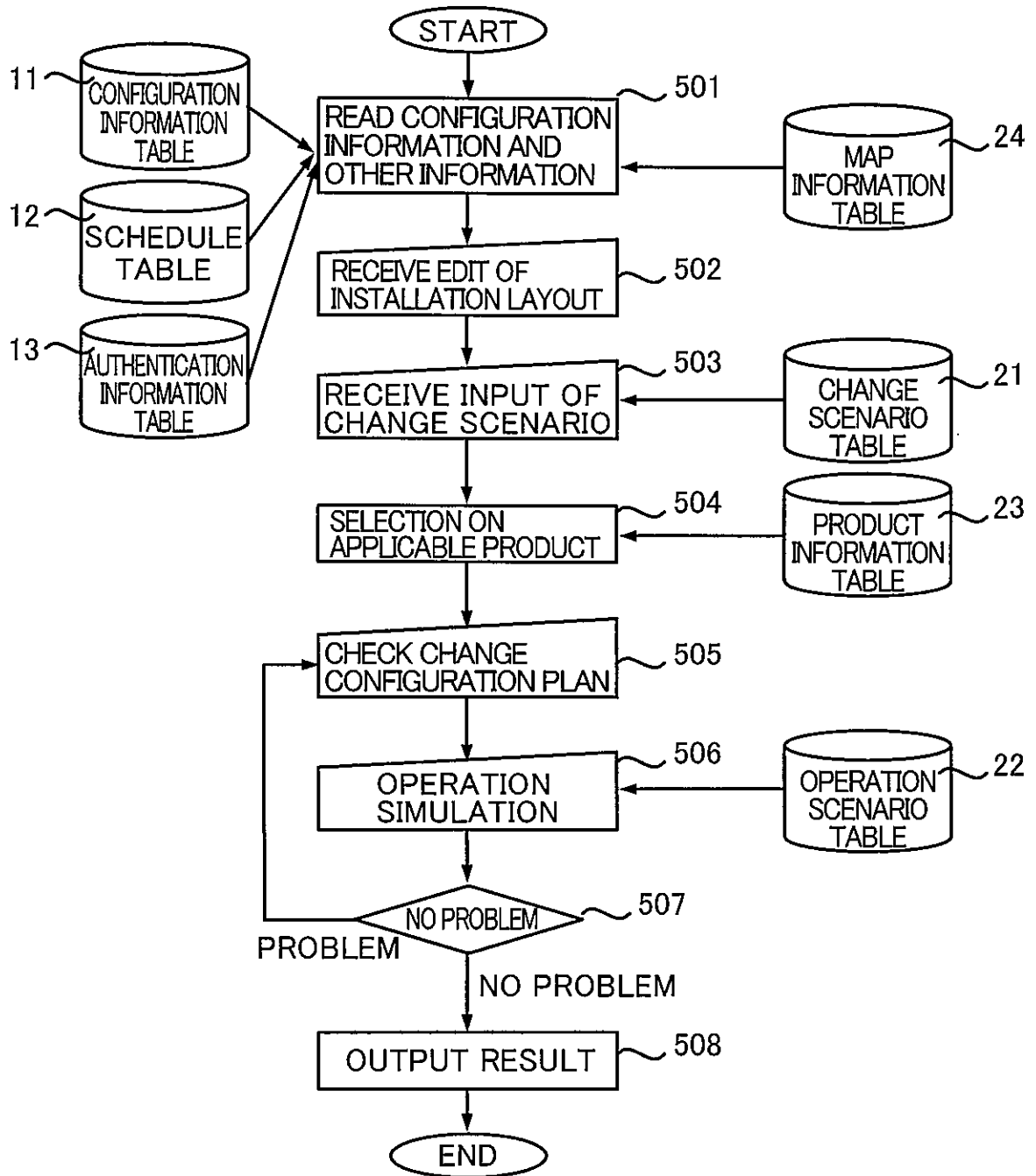


FIG. 5

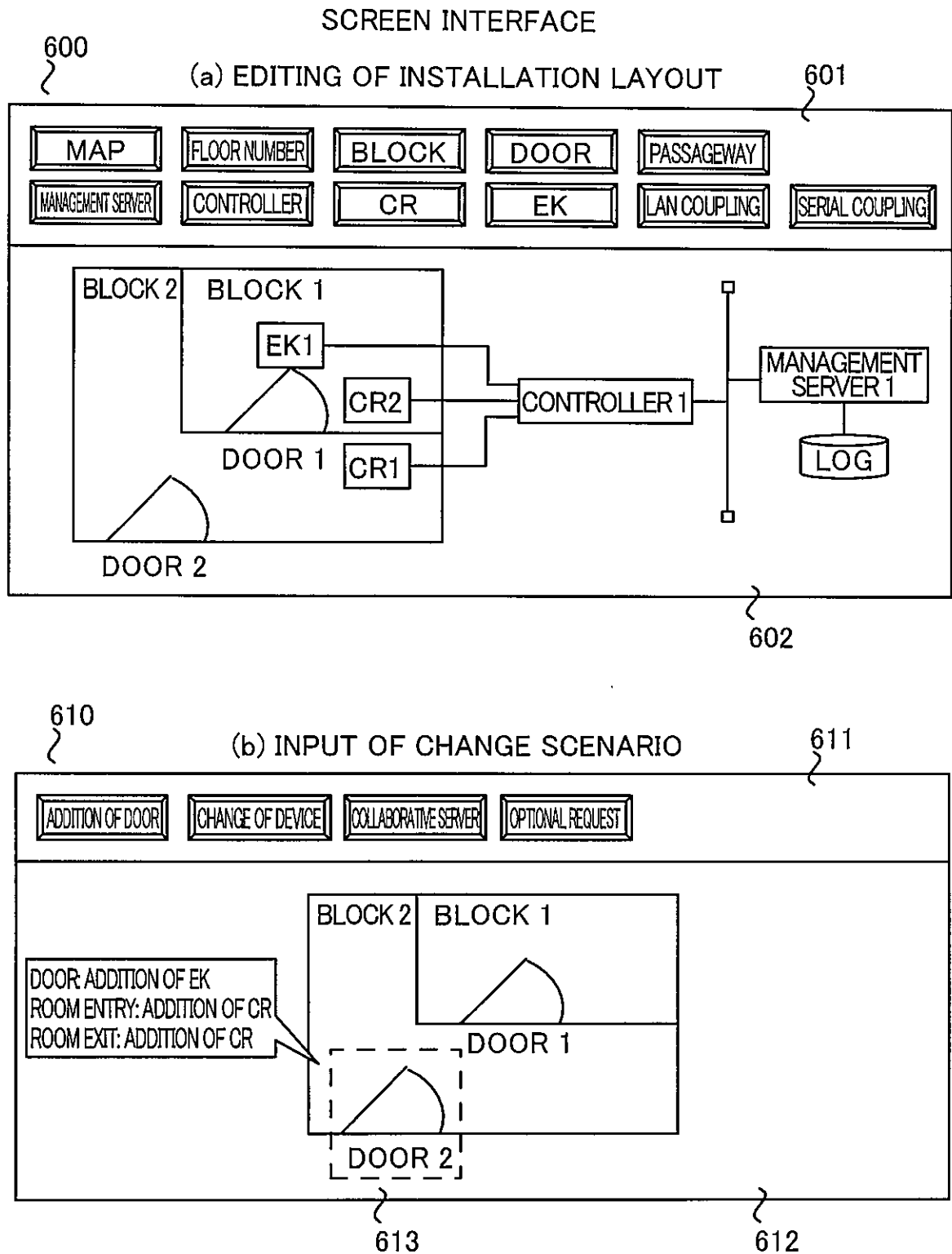


FIG. 6

SCREEN INTERFACE

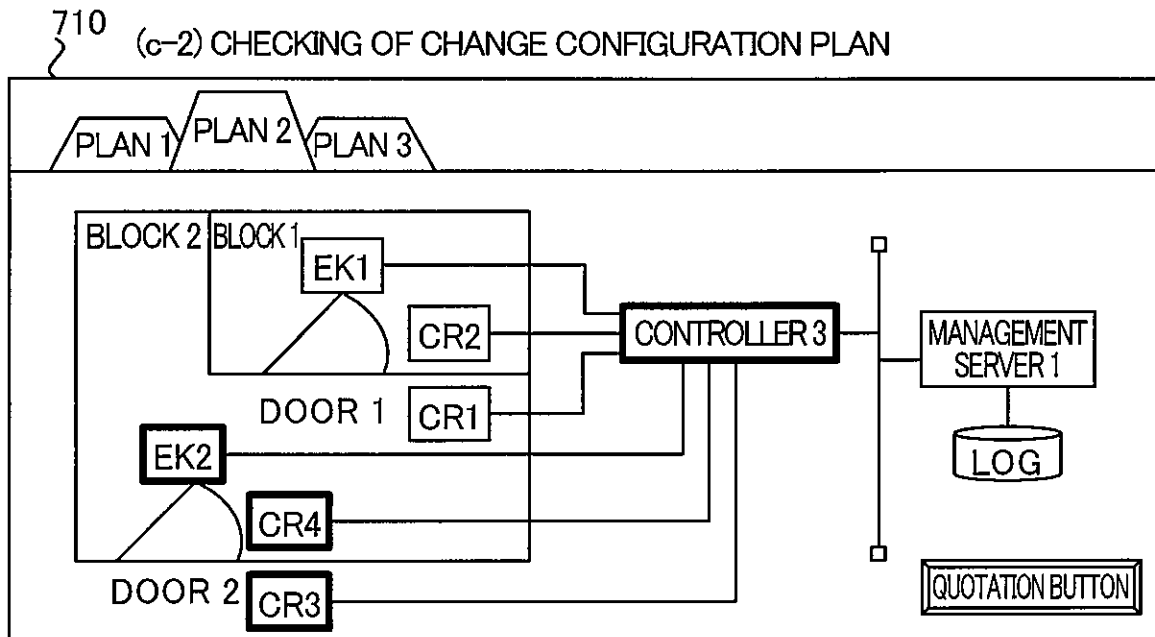
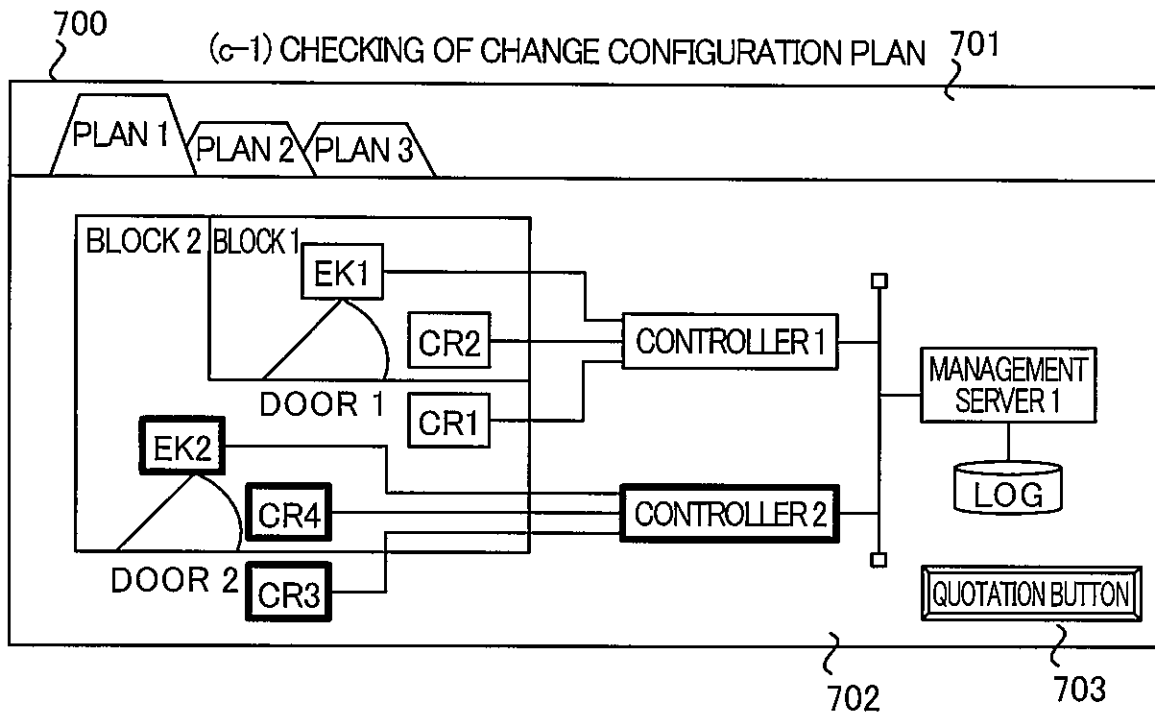


FIG. 7

SCREEN INTERFACE

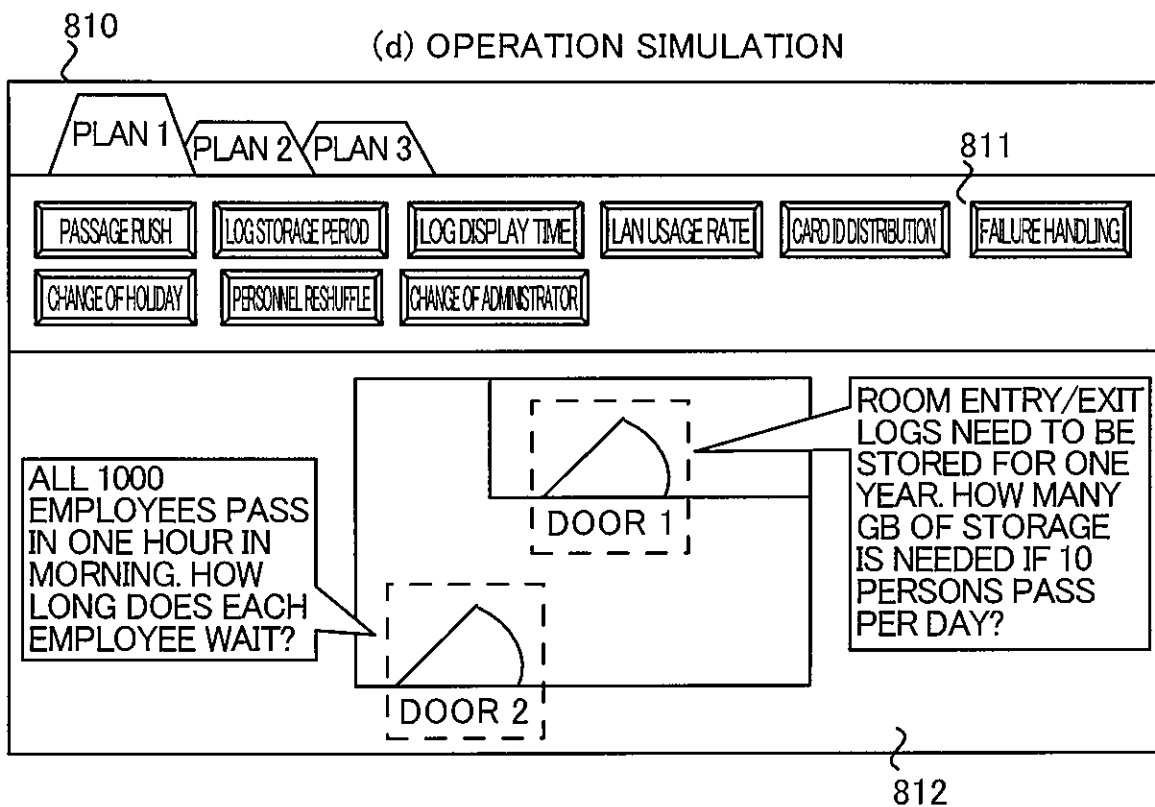
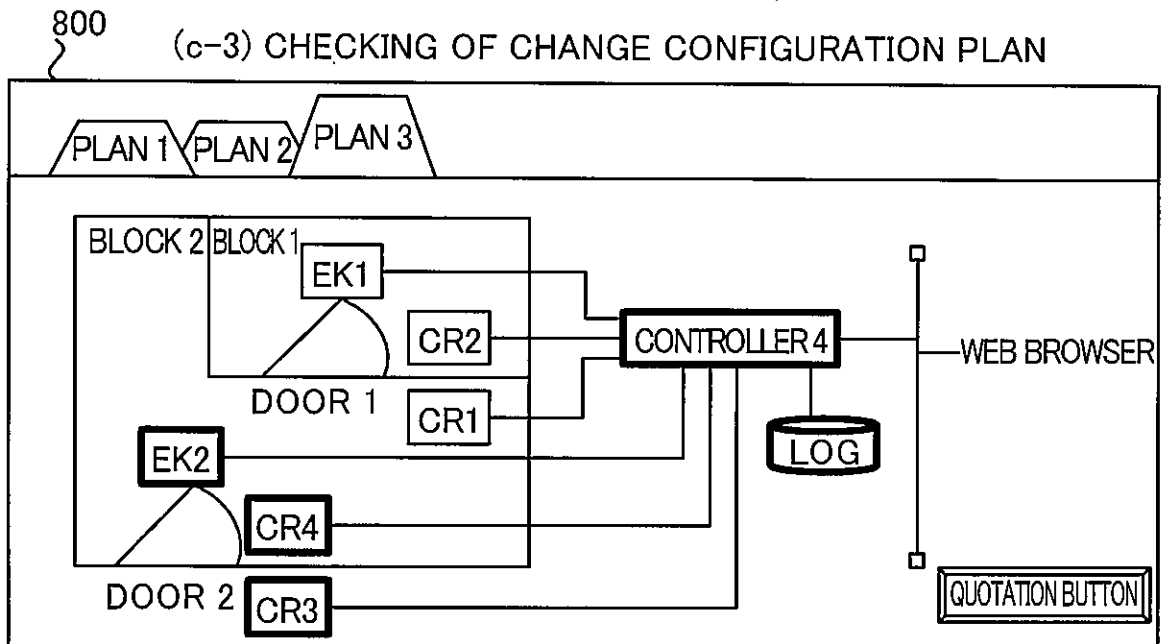


FIG. 8

SCREEN INTERFACE (SECOND EMBODIMENT)

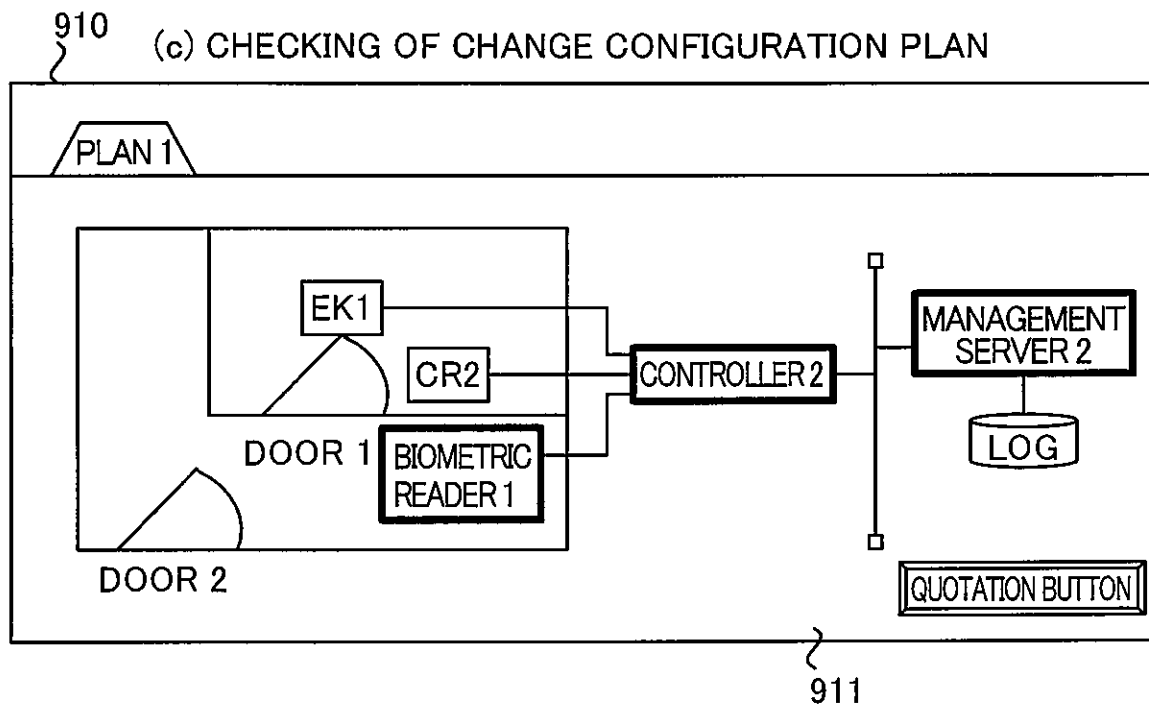
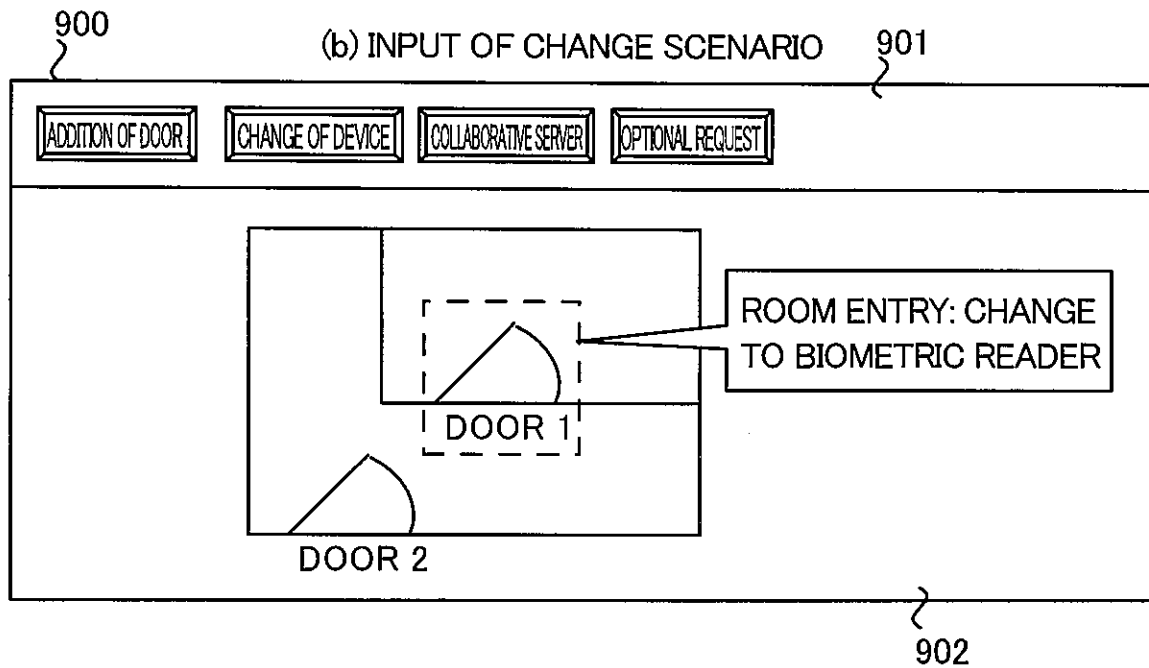


FIG. 9

SCREEN INTERFACE (THIRD EMBODIMENT)

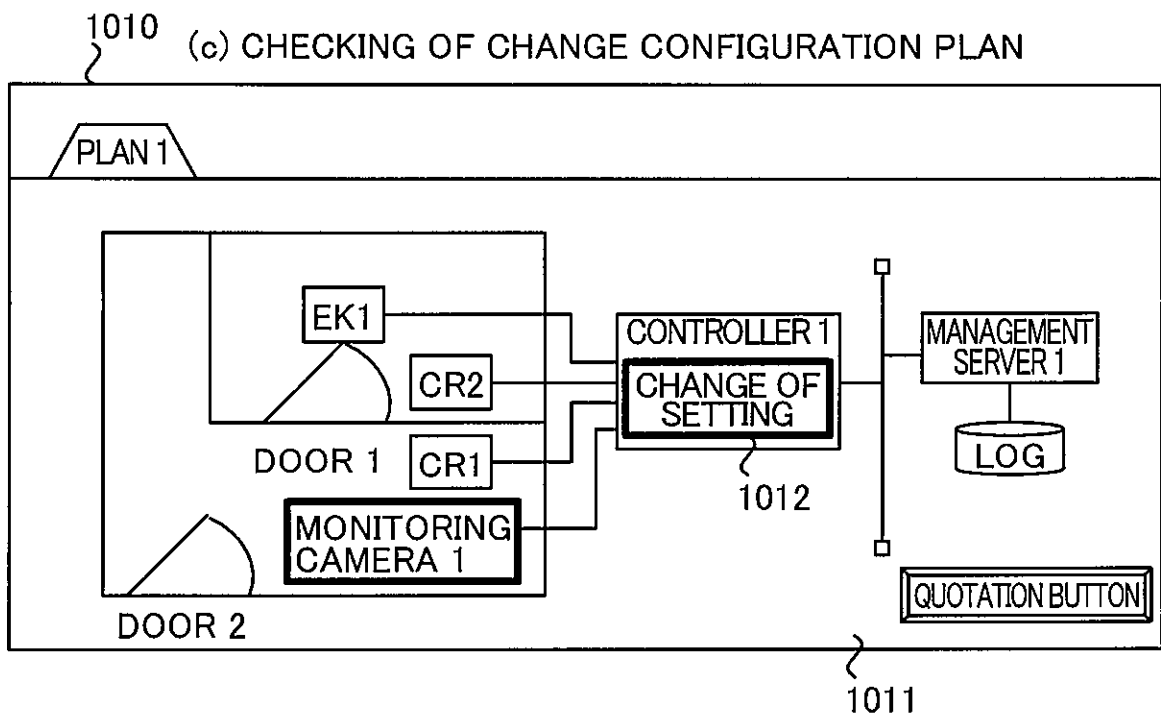
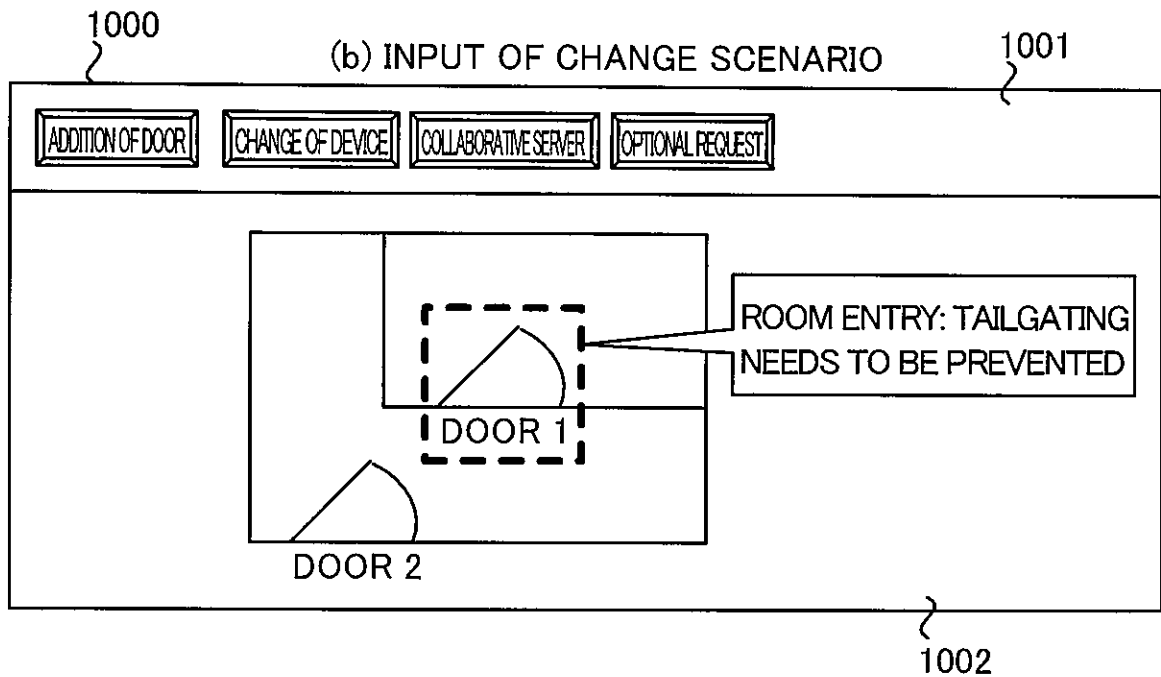


FIG. 10

SCREEN INTERFACE (FOURTH EMBODIMENT)

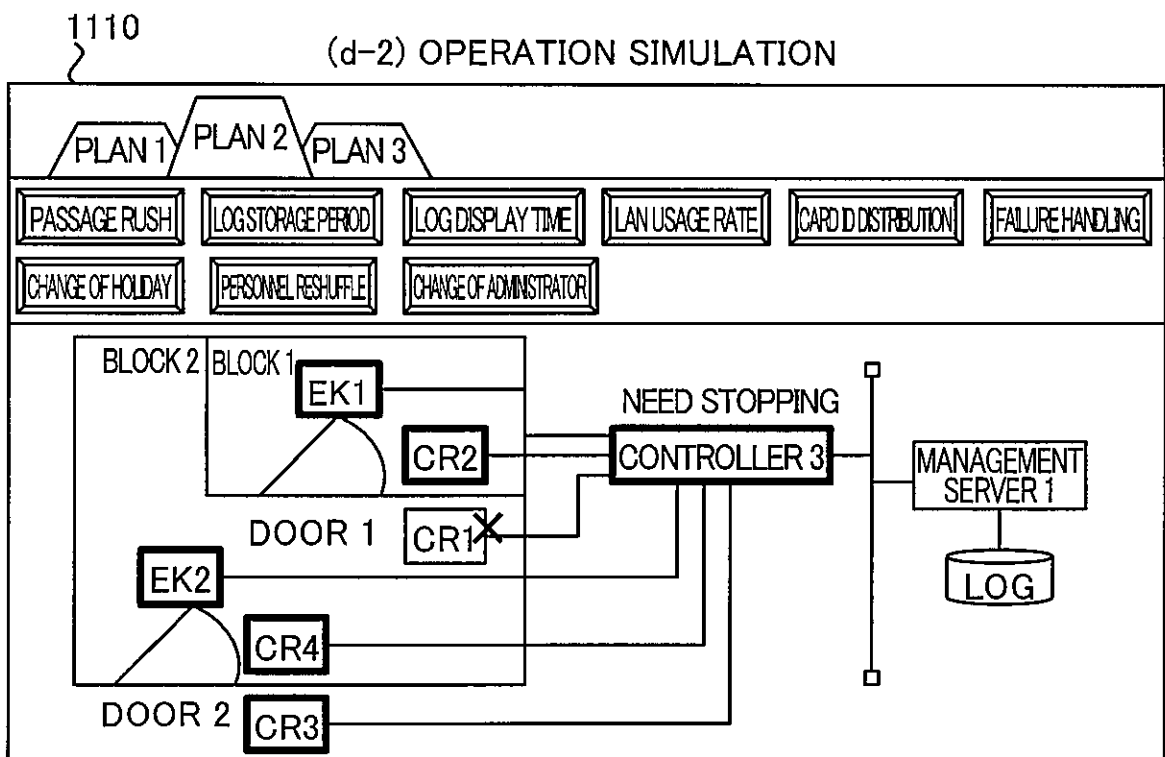
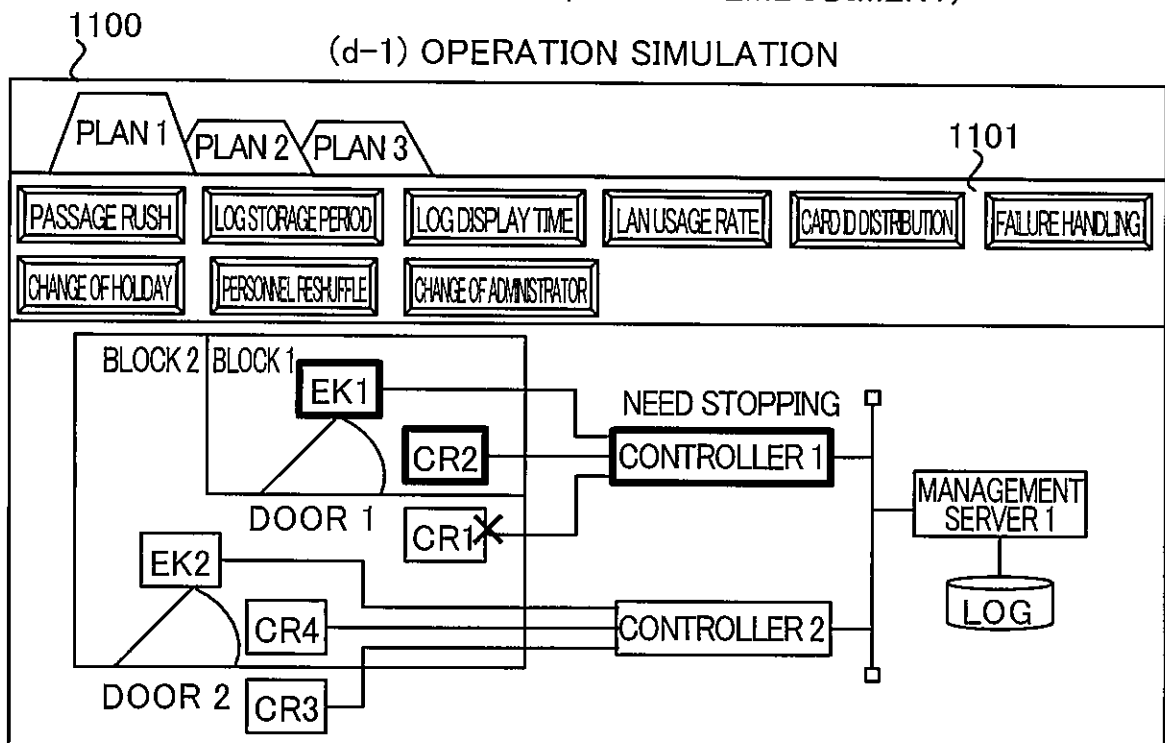


FIG. 11

SCREEN INTERFACE (FIFTH EMBODIMENT)

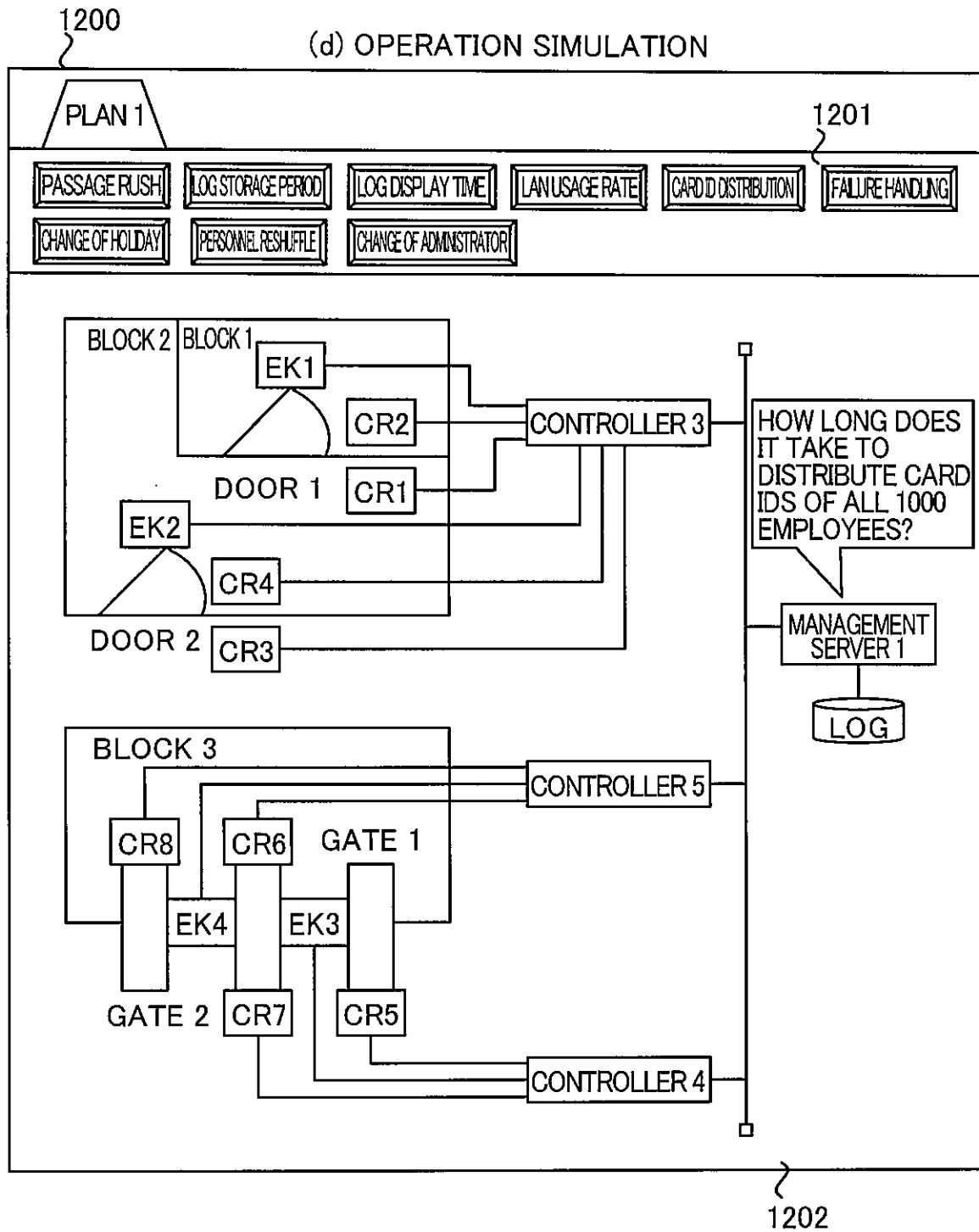


FIG. 12