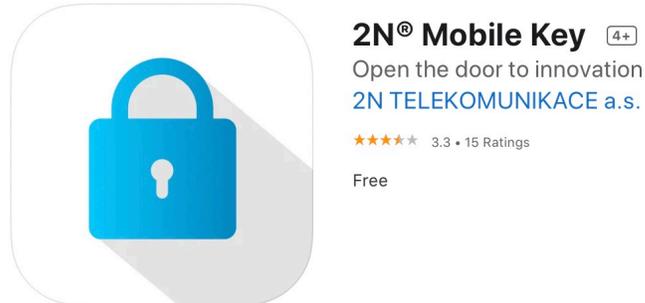


## Instructions to add and use the Mobile Key App

**\*\*\*IT IS RECOMMENDED THAT YOU READ THESE INSTRUCTIONS ENTIRELY BEFORE FOLLOWING ANY OF THE LISTED STEPS. FAILURE TO COMPLETE EACH STEP PROPERLY COULD RESULT IN DENIAL OF ACCESS.\*\*\***

### Step 1;

- User will download the 2N Mobile Key Application from their Specified App Store.



### Step 2;

- User will need to call into their specified admin to request access.

### Step 3;

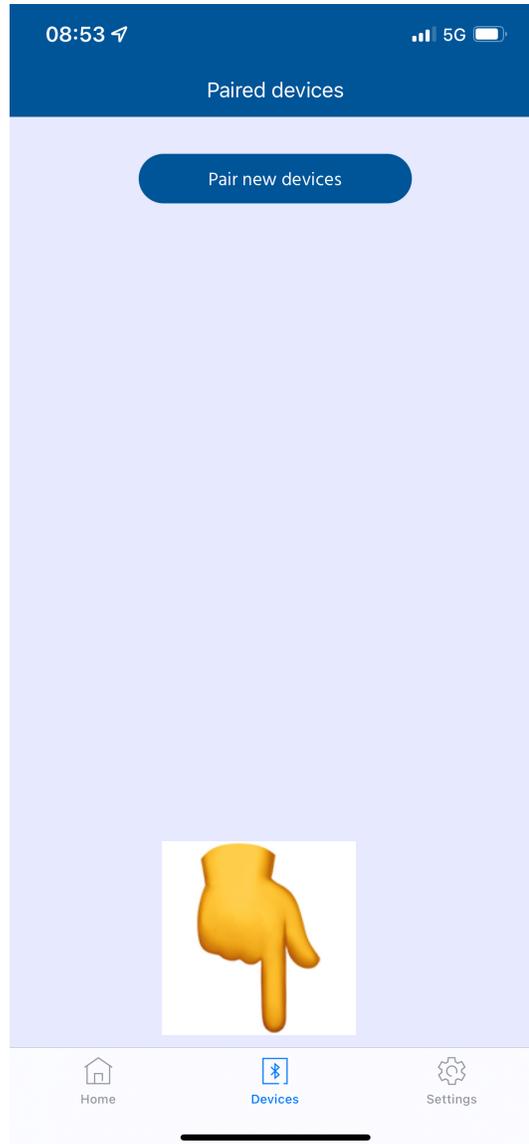
- Attend the Villages at Godley Station's Activation Event from 8 a.m.-2 p.m. Saturday, April 2 to receive a PIN number.

### Step 4;

- Once near the door reader, user will need to open the 2N Mobile Key application, skip through the app prompts, and select Allow when asked for location permissions.

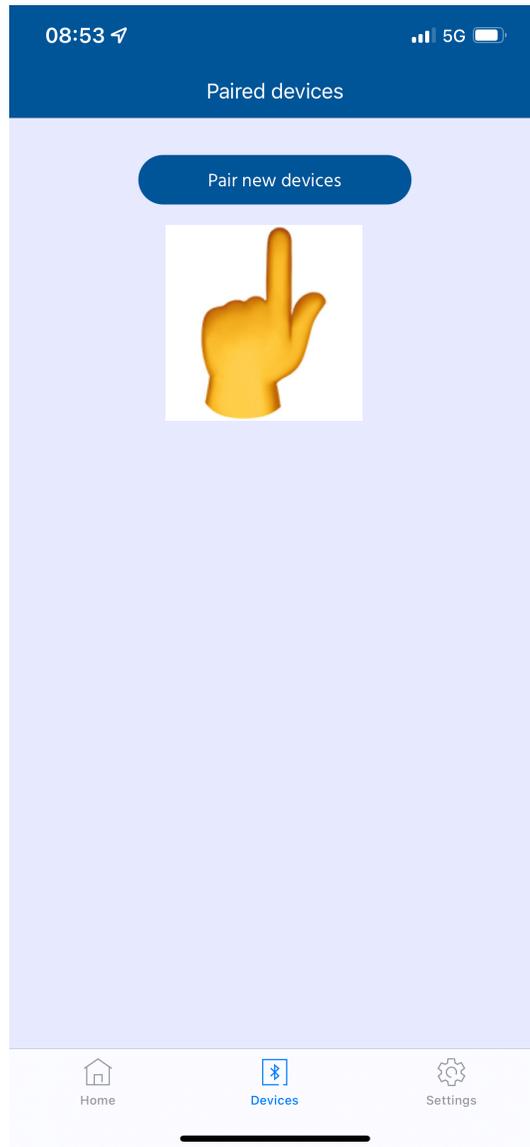
**Step 5;**

- Once the 2N Mobile Key application is open, user will select “Devices” on the bottom selection pane.



**Step 6;**

- Once "Devices" has been selected, user will select blue button "Pair new devices" near the top of the screen.



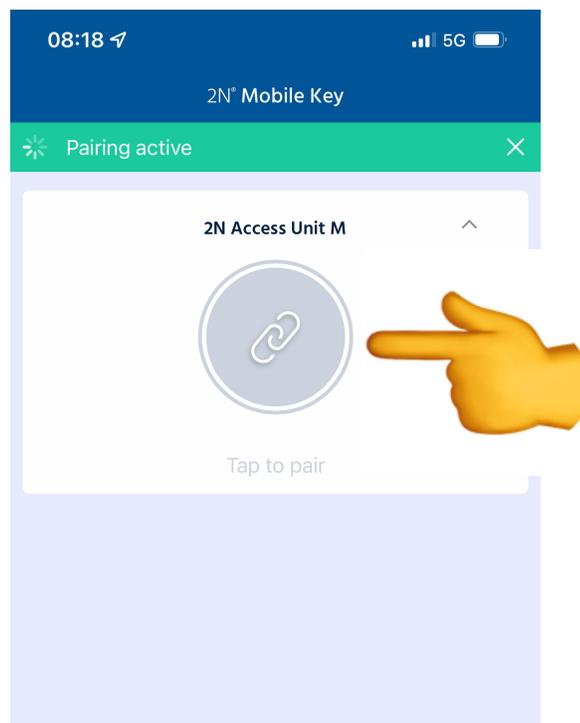
**Step 7;**

- User will need to touch the face of the reader.



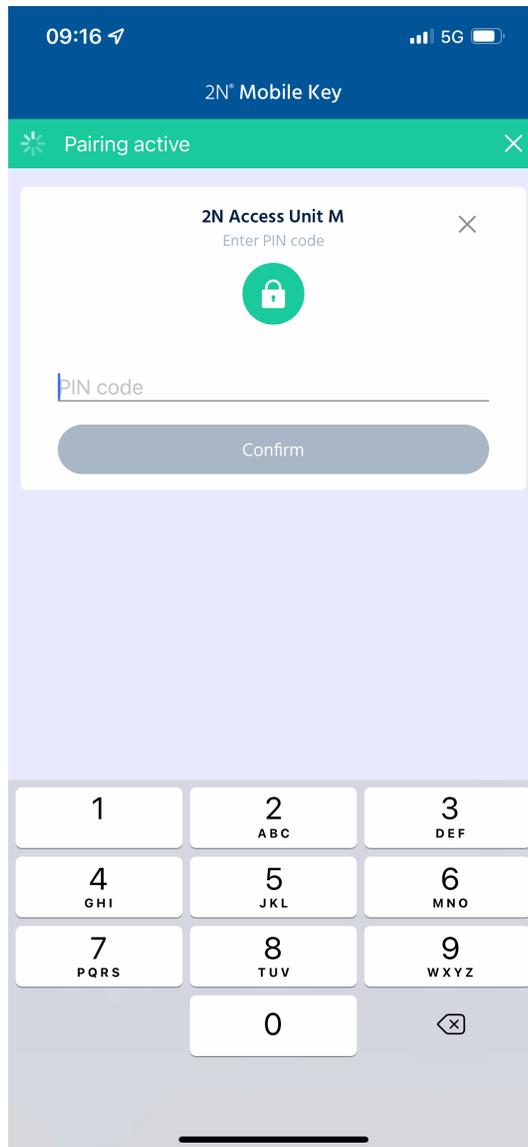
**Step 8;**

- In the app, "2N Access Unit M" Should display over a circular link icon, and "Tap to pair" written under it. User will need to press the circular link icon.



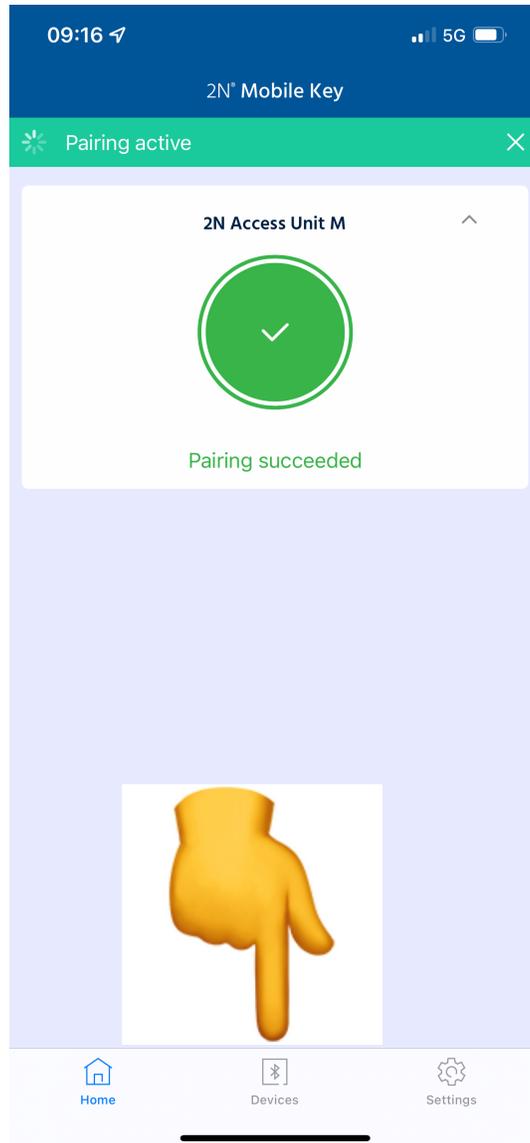
**Step 9;**

- A pop-up window requesting the PIN should appear. User must enter the PIN provided by the database manager and press "Confirm".



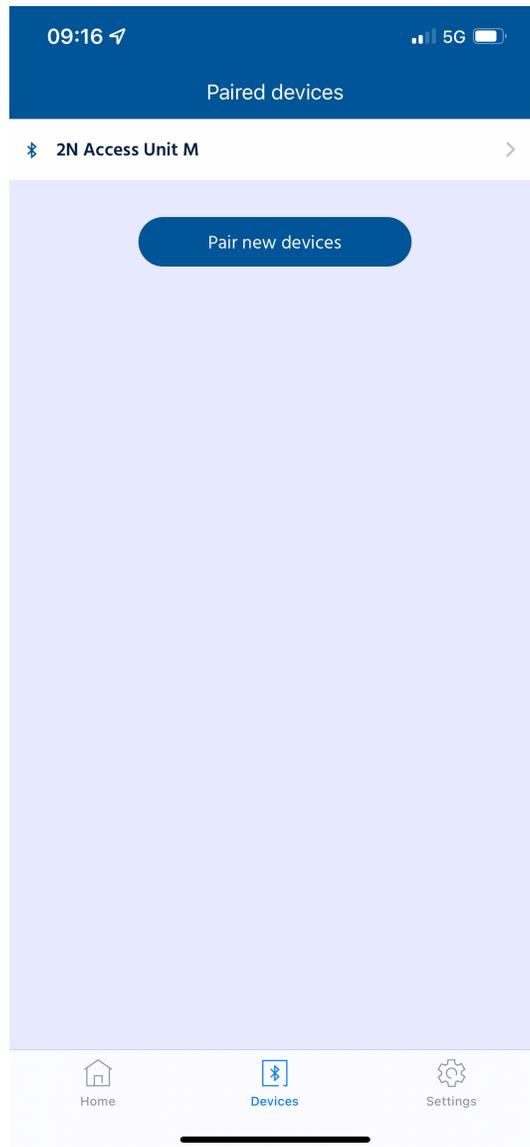
**Step 10;**

- A message "Pairing succeeded" should display. User can then press "Devices" once more in the bottom pane.



**Step 11;**

- User must confirm “2N Access Unit M” is listed under “Paired Devices”



**Step 12;**

- User must not close the app. Test reader function by touching the reader glass front.



**Step 13;**

- Reader LED should turn green for Access Granted.

**Additional Note;**

User does not need to have their phone in their hand but the app must be open and the phone within range before touching the reader. Once these variables are met, the door will unlock.