

Card Instructions

C702: Clam Shell

C706: 2-sided High-Gloss ISO Card



GENERAL INFORMATION

Non-printable cards: are made of PVC which consists of a bicarbonate base with a PVC cover. The C702 card has an embedded antenna coil and an integrated electronic chip.

Printable cards: are made of PVC which consists of a bicarbonate base with a PVC cover and have a glossy finish. The C706 is suitable for dye-sublimation printing of images, photos, and text. Direct ink or screen printing of images, photos and text can also be done. Each card has an embedded antenna coil and an integrated electronic chip.

Precautions:

- Do not use for any other purpose other than for access control or identification.
- Do not leave in direct sunlight such as on the dash of a car.
- Do not expose to extreme heat or open flame such as clothes dryers or clothes irons.
- Do not expose to organic solvents, thinners, mineral spirits, etc.
- Do not machine wash.
- Do not use as an ice scraper or scraping tool.
- Do not crimp, bend, or twist card.
- Do not re-laminate.
- Do not immerse in alcohol, Isopropyl, ethanol, methyl, etc.
- Do not bite.
- Do not pound with a pen or tool.
- Do not punch a slot or hole in an undesignated area.
- Do not put the card in the same pocket with keys.

Okay to do the Following:

- Place in a wallet or purse.
- Direct image with dye sublimation printers.
- Clean with a soft, non-scratching cloth, and water.

IMAGE PRINTING INSTRUCTIONS

- 1) Once you have received the proximity card(s) avoid using sharp objects to remove the packaging material.
- 2) Even with careful card handling, it is possible that the image quality may vary. This can be due to printer setup variations, lot to lot material variations, environmental changes, printer types, background color selections and other variables. Paradox is not responsible for image quality variations. These cards have been quality controlled to a specification that meets requirements for high quality images. Failure to achieve the desired image quality is not a fault of the card.
- 3) Gloves that are free of any powder residue should be worn when handling cards. Oils from your hands will transfer to the cards and may cause smudging, fingerprints, or other distortions to appear on the cards.
- 4) Cards should be handled by the edges, not the flat, finished surface.
- 5) Always check cards for noticeable debris. In some instances there may be minute pieces of vinyl on the card. Carefully clean all cards with 99% pure Isopropyl alcohol. You can find this in your local pharmacy. Anything other than 99% pure alcohol may leave residue on the card surfaces.
- 6) The office where you plan to print cards should be neat, clean and free of airborne particles. Any dirt or debris that is on the cards or that gets into the printers, may render the card unprintable and/or damage the printer.
- 7) Check the printer's roller often. The manufacturers instructions generally call out for the roller to be cleaned after 250 cards have been run or with every ribbon change. We recommend a maximum of 50 cards being run before the roller is cleaned. Check your printer manual or contact the printer manufacturer for specific details.

8) If a card has been dropped or mishandled, do not attempt to print on it until it has been thoroughly cleaned with 99% pure Isopropyl alcohol only.

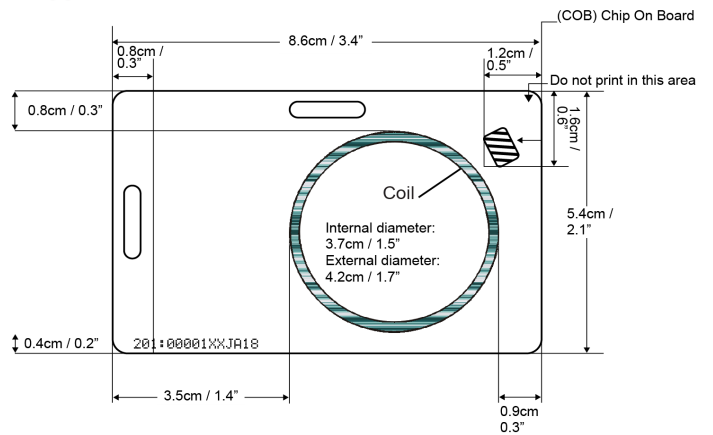
9) Occasionally, very fine scuff marks may be seen on the surface of cards. These marks will not affect the printer, nor will they affect the outcome of the printed images. These scuff marks sometimes occur during final inspection and testing for functionality of the card.

IMAGE PRINTING DIAGRAM

The drawing outlines the recommended print area on the card. Some printers are capable of full-bleed or edge-to-edge printing. Paradox recommends that you not print in the restricted chip area and run some test cards on your printer before designing your graphics for edge-to-edge printing. Also, most printer manufacturers discourage printing on cards which are pre-slot punched, as the slot edge may tear the printer ribbon or interfere with the end-of-card sensor and stop the printing process. Do not pre-punch cards that are intended to be printed. Always print the card first and then punch the slot for the clip or badge holder. Ensure that your punch slots are within the designated areas (dark shaded areas. See diagrams). Punch slot information is available at paradox.com.

The following diagram indicates where a hole can be punched into the proximity card. As shown below, the punch hole area is clearly indicated by punch marks.

C706



- = Embedded within card, can be located by presenting card to a light source
- = Restricted Area (Card printers should not print in this area as they may damage the COB in the card. Misprints may also occur due to the uneven surface of this area). Can be located by presenting card to a light source.
- = Suggested Punch Location

Card Number Reference

