Visit us at www.mylab.my

Email: sales@mylab.my

Please email to us, to get a copy of the MR Program.



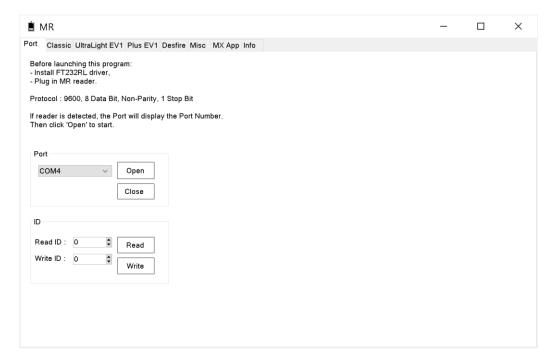
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#### 1. General



Plug in MR Reader then launch the MR Software.



Main screen.

If Serial Com Port available, or USB Virtual Com available, it will be shown on screen.



Select the port where reader is connected, then click Open to open port.

Upon open port, reader will send command to get reader ID, and turn on the RF. Getting reader ID should be the first command to execute, because if the ID is not matched, reader will not response.

### 1.0 Protocol

To ease development, sending and receiving protocols are recorded and saved in the <a href="mailto:C:\Mylab\MR">C:\Mylab\MR</a> folder, as shown below:

Function: Open Port

6:47:51 PM, TX : 02 00 00 01 50 53 03 6:47:51 PM, RX : 02 00 00 02 00 00 00 03 6:47:51 PM, TX : 02 00 00 02 54 01 55 03

### They are briefly explained as below:

### Communication Protocol:

Item	Value
Baud rate	9600
Data bit	8
Parity	None
Stop bit	1

### For card related command:

TX: 02 / 00 / Reader ID / No of byte / Command / PICC Command / Data / BCC / 03

 $RX:02\ /\ 00\ /\ Reader\ ID\ /\ No\ of\ byte/\ Message\ /\ CSN\ length\ /\ Card\ Serial\ Number\ /\ Card\ Type\ /\ PICC\ Message\ /\ Data\ /\ BCC\ /\ 03$ 

### For hardware setting related command:

 $TX:02\ /\ 00\ /\ Reader\ ID\ /\ No\ of\ byte\ /\ Command\ /\ Data\ /\ BCC\ /\ 03$   $RX:02\ /\ 00\ /\ Reader\ ID\ /\ No\ of\ byte\ /\ Message\ /\ Data\ /\ BCC\ /\ 03$ 

Item	Length	Meaning
STX (Start of Text)	1	02 Hex
Master ID/MID	1	00 Hex
Reader ID/RID	1	00 – FF hex
No of byte/NOB	1	No of byte in TX Data or RX Data
Command/CMD	1	Refer manual or sending protocol
		0 = none
		15 hex = dfpicc_df_changemlk2
		16 hex = dfpicc_df_mlk2
		17 hex = change_vciid
		18 hex = dfpicc_change_vciid
		19 hex = dfpicc_changekey
		1A hex = dfpicc_mylabkey
		1E hex = dfpicc
		2D hex = aesloadkey
		2E hex = desloadkey
		48 hex = areadsnr
		49 hex = areadsnrsize
		4A hex = rats
		4B hex = pcdtopicc
		4D hex = picctransparent
		50 hex = read_id
		51 hex = write_id
		54 hex = control_rf
		6A hex = read_setting
		6B hex = write_setting
		6D hex = control_beep_led
		6E hex = control_beep
		6F hex = control_led
		F0 hex = read_version
		FC hex = DFDirectKey2

		FD hex = DFDirectKey
PICC Command	1	Refer manual or sending protocol
		OA hex = authenticate
		1A hex = authenticateiso
		AA hex = authenticateaes
		54 hex = changekeysettings
		55 hex = rollkeyset
		56 hex = initializekeyset
		57 hex = finalizekeyset
		5C hex = setconfiguration
		C4 hex = changekey
		C6 hex = changekeyev2
		64 hex = getkeyversion
		C9 hex = createdelegatedapplication
		CA hex = createapplication
		DA hex = deleteapplication
		69 hex = getdelegatedinfo
		6A hex = getapplicationsids
		6E hex = freememory
		6D hex = getdfnames
		45 hex = getkeysettings
		5A hex = selectappliction
		FC hex = formatpicc
		60 hex = getversion
		51 hex = getcarduid
		6F hex = getfileids
		F5 hex = getfilesettings
		5F hex = changefilesettings
		CE hex = createtransactionmacfile
		CD hex = createstddatafile
		CB hex = createbackupdatafile
		CC hex = createvaluefile
		C1 hex = createlinearrecordfile
		C0 hex = createcyclicrecordfile
		DF hex = deletefile
		61 hex = getisofileids
		BD hex = readdata
		3D hex = writedata
		6C hex = getvalue
		OC hex = credit
		DC hex = debit
		1C hex = limitedcredit
		3B hex = writerecord
		BB hex = readrecords
		EB hex = clearrecordfile
		C7 hex = committransaction
		C8 hex = committreaderid
		A7 hex = aborttransaction
		AF hex = additional_frame
Massaga/MESG	1	00 – Success, others – Error
Message/MESG	1	
CSN length/CSNL	1	0 or 4 or 7 (when 0, there is no serial number returned, hence the Card
		Serial Number and Card Type column will not be available in the RX

		protocol too.)
Card Serial Number/CSN	4 or 7	4B or 7B CSN
Card Type/CT	1	Refer Mifare Card Information
		08 hex = Mifare Classic
		18 hex = Mifare Plus (SL1 or Mixed mode)
		20 hex = Mifare Plus (SL3)
		20 hex = Mifare Desfire
PICC Message/PMESG	1	00 hex – Success (CSN length > 0),
		0C hex – NO_CHANGE
		0E hex – OUT_OF_MEMORY_ERROR,
		1C hex – ILLEGAL_COMMAND_CODE,
		1E hex – INTEGRITY_ERROR,
		40 hex – NO_SUCH_KEY,
		7E hex – LENGTH_ERROR,
		9D hex – PERMISSION_DENIED,
		9E hex – PARAMETER_ERROR,
		A0 hex – APPLICATION_NOT_FOUND,
		AE hex – AUTHENTICATION_ERROR,
		AF hex – ADDITIONAL_FRAME,
		BE hex – BOUNDARY_ERROR,
		CA hex – COMMAND_ABORTED,
		DE hex – DUPLICATE_ERROR,
		EE hex – MEMORY_ERROR,
		F0 hex – FILE_NOT_FOUND,
		others – Error
		OB hex – ErrCmdInvalid
		07 hex – ErrCmdOverflow
		OC hex – ErrFormat
		90 hex - OK
Data	variable	Transmit or Received string
DF Name	17	1B length, 16B DF Name (If Virtual Card is enabled)
BCC	1	Exclusive-Or from byte SOF to Last Byte of Data
ETX (End of Text)	1	03 Hex

### 1.1 Reader ID

The default reader ID is 00, it can be changed to other value. In RS485 or multi-drop application, reader with different ID is needed to ensure proper communication.

To set ID value, enter a value in the Write ID numeric box, and then create 'Write'. After you changed the ID,

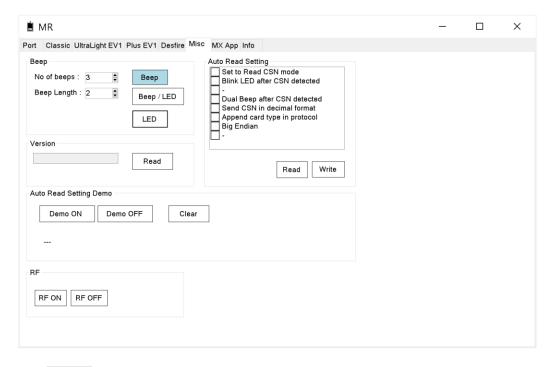
remember to click to get the new reader ID, or manually update the read ID numeric box. If not, communication may be fail because the ID in the program is different from the ID in the reader. Therefore, always get the reader ID first before proceeding further.

The value will be saved in the non volatile memory.



### 1.2 Beep

There are two beep mode available; beep only and beep with LED. Beep with LED will generate beep sound and trigger the on board LED. Multiple beeps can be generated by setting the 'No of beeps' and 'Beep length'.



Click Beep will generate 3 beeps.

#### 1.3 RF

No communication between card and reader is possible when the RF is turned off. Therefore, it is important to ensure the RF is turned on when accessing the card. By default, the RF is on.

Sometimes it may be necessary to control the RF to reset the card in the field.



To reset RF in the reader field, click RF ON, and then click

#### 1.4 Reader Internal EEPROM

The hardware settings, and the authentication keys are saved into the internal EEPROM by using instruction. This is a non-volatile memory, the content will be kept even though power is removed.

Due to security reason, the authentication keys are not readable.

Please bear in mind that EEPROM is intended to provide nonvolatile storage for configuration data and settings
that do not need to change frequently. If an application program were to write to an EEPROM cell frequently it
would quickly wear it out, shorten the lifetime of the product.

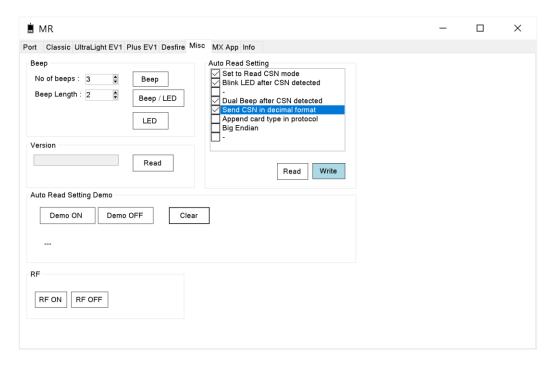
#### 1.5 Remark

After a Mifare card's sector has been authenticated successfully, the sector will be opened, and read or write is permitted. The card will remain in the 'Open' state until the RF field is reset, or the card is removed from the RF area, then a new authentication is needed.

In the examples given below, the testing result may be different if the RF reset is not performed after changing Key or changing authentication method. Therefore, if the testing result is different from the given answer, kindly reset the RF by calling command 'RF Off' and 'RF On', or merely remove the card from reader, and then put back the card on the reader. The author has omitted this, to avoid duplicated words and for easy reading. It is also recommended to perform RF reset prior to create new application or new file.

#### 2. How to set to Read Serial Number mode

By default the reader is in Read/Write mode. User can switch the reader to work on Auto Read Serial Number mode by checking the following box. Both 4B and 7B serial number lengths are supported.

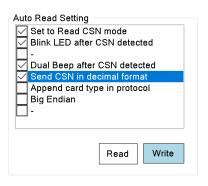


The above setting will switch the reader to work on Read Serial Number mode. When a valid card is detected, it will blink LED, sound two beeps, and send the serial number to Host in decimal and Little Endian format.

### Available functions:

- a. Set to Read Card SNR mode Enable Read Serial Number mode, default is Read / Write mode.
- b. Blink LED after SNR detected Blink LED when a valid card is detected.
- c. Dual Beep after SNR detected Sound dual beep when a valid card is detected.
- d. Send SNR in Decimal format Send Serial Number in decimal format, default is sending Serial Number in Hex format.
- e. Append Card Type in protocol Append card type in the protocol. Only if Hex format is enabled, or 'Send SNR in Decimal format' is unchecked.
- f. Big Endian Send Serial Number in Big Endian format, default is sending Serial Number in Little Endian format.

We will try it now by setting the check box as shown below:



Click Write to send the check box setting to reader.

We will see how it works now by turning on the Demo mode.



Click to detect any valid card in the RF field. If available, display the Serial Number in decimal format, blink LED, and sound dual beep.

You may refer Activity text file in C:\Mylab\MR, for detailed protocol received string.

Function: Write Card Setting

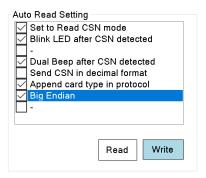
12:08:47 PM, TX : 02 00 00 02 6B 1B 70 03 12:08:47 PM, RX : 02 00 00 01 00 03 03

Function : Demo On

12:08:55 PM, RX: 32 34 31 38 31 34 32 31 39 30 0D 0A

12:08:57 PM, RX : 33 36 31 32 35 32 32 36 33 32 33 38 30 31 38 36 30 0D 0A 12:09:07 PM, RX : 33 36 31 33 33 33 31 37 33 36 35 35 34 39 33 31 36 0D 0A

Turn off the demo now by clicking Demo OFF, and try another setting as shown below:



Click Write to send the check box setting to reader. This setting will include the card type in protocol.



Click to detect any valid card in the RF field. If card available, it will return the Serial Number in Hex format, append the card type in the protocol, blink LED, and sound beep. As shown in the protocol 02 00 00 00 04 49 12 8A 0F 5F 80 20 2E 03, the card type is 20 hex. Refer Chapter 1-0 Protocol, we know that the card is Mifare Desfire or Mifare Plus (SL3).

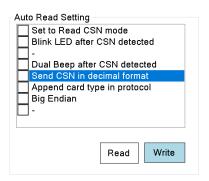
Always remember to turn off the demo by clicking



The setting will be stored as non volatile in the reader's memory.

### 3. How to set to Read / Write mode

By default the reader is in Read/Write mode. If the reader has been set to Auto Read Serial Number mode, we can switch it back to Read/Write mode by un-checking all the items in the following box, then click Write.



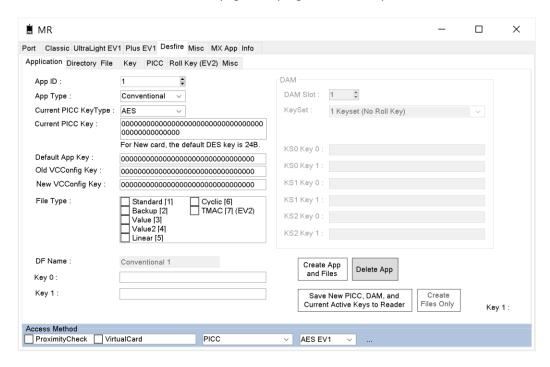
The reader is now in Read/Write mode.

The reader must be in the Read/Write mode in order to follow the examples in the chapters that follow.

The setting will be stored as non volatile in the reader's memory.

#### 4. Mifare Desfire

Click the Desfire tab now to enter the page. This program will show you how to access Mifare Desfire card.



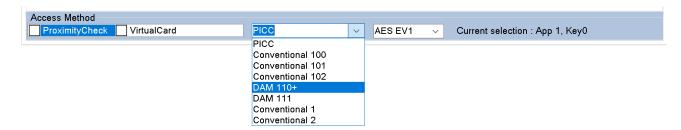
Desfire main screen.

### 4.0 Access Method

To access the MF Desfire card content, a successful authentication is necessary. The card is protected by 16B AES Key, and by default they are all 00 hex. If the Key does not match, an error code will be returned. Before authentication can be successful, a Save Key command to load the authentication key to the reader is required. The key will be stored in non volatile memory.

When the card is new, it is in DES mode. For higher security, we will switch it to AES mode, and then the authentication will be done in AES key. We will use AES mode in all our examples below.

Since many applications can be created in a Mifare Desfire card, so when accessing the card, it is necessary to specify the application, the authentication key, and whether ProximityCheck, or VirtualCard is enabled. The access will fail if the selection is not correct.



The info label shows the current selected application, and the authentication key. When accessing an application in the card, if the selected application in the info label is different from the application you want to access, you may

see different result. So make sure you specify the application, and the informations shown in the info label are correct.

### 4.1 Load Key 16B or 24B

Since we are going to use 16B AES key for authentication throughout our examples, our UI will show only 16B key data in 'Load Key' or 'Save Key' portion. Due to card compatibility to the old DES format, the protocol will display 24B data. The preceding 16B are the real AES Key, and the succeeding 8B are dummies.

#### 4.2 Before we start

As mentioned, authentication is required before you can perform any read and write access. If you want to access certain file, and the file requires certain key for authentication, then first you need to load the key to reader. If both the reader's key and the card's key are matched, authentication will be successful. Else an error will be returned.

Some features described in this document may not available in Desfire EV1 card.

### 5. Create Application

We will use a new Mifare Desfire EV2 card in the examples below.

The default card type for a new card is DES, and the default PICC key is 16B 00 hex.

We will create a simple application on the card. The application will have the following spec:

Item	Value	Remark
App ID	1	Cannot be 0, as 0 is reserved for PICC
		level.
Арр Туре	Conventional	Either Conventional or DAM.
Current PICC Key Type	DES (New)	If the card is in AES mode, select AES.
Current PICC Key	24B 00 hex	Default value. For New card, the DES key
		is 24B. If the Key Type is AES, enter 16B.
Default App Key	000000000000000000000000000000000000000	Can be other value, or user define.
Old VCConfig Key	000000000000000000000000000000000000000	Default value
New VCConfig Key	000000000000000000000000000000000000000	Can be other value, or user define.
File Type	Standard [1], Backup [2], Value [3], Linear	Select the file that you want to create.
	[5], Cyclic [6], TMAC [7].	We select 5 files for demo purpose. The
		more file you select, the more space it
		will occupy.
DF Name	Conventional 1	Auto generated.
New App KS0 Key 0	A0000000000000000000000000000000000000	Can be other value, or user define.
New App KS0 Key 1	A1000000000000000000000000000000000000	Can be other value, or user define

Before we click the button to start, it is good to know what this process does. It involves the following:

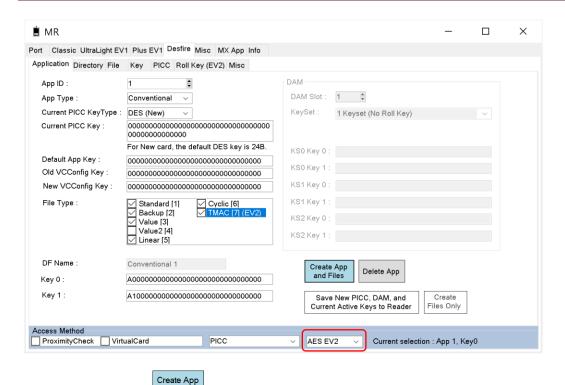
- Change the PICC Key and switch the KeyType from DES to AES. (It is OK if the card is already in AES mode.),
- Enable the VCConfigKey with new VCConfig key,
- Change the VCIID to 'PICC',
- Create App,
- Change the App Key,
- Create the file(s).

This Conventional application will create 5 files;

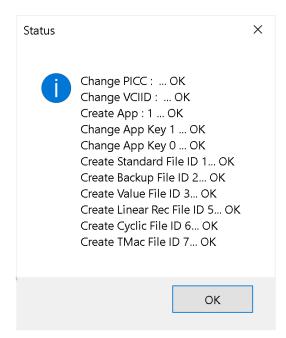
- Standard file (File ID 1), 32Byte,
- Backup file (File ID 2), 32 Byte,
- Value file (File ID 3), Free Get Value,
- Linear file (File ID 5), Max 4 Records,
- Cyclic file (File ID 6), Max 4 Records,
- TMAC file (File ID 7).

The app will have two keys; Key 0, and Key 1. Key 0 will be used as authentication key when we perform Read. Key 1 is mainly for Write and Change Key.

Set the fields as shown in the diagram below, select PICC in the application field, and uncheck all the items in the Access Method:



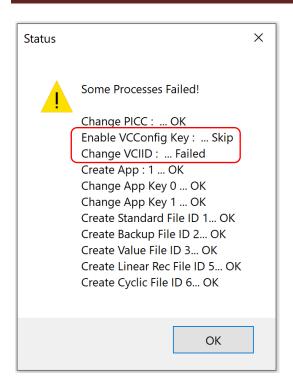
We will click the button



The process is successful. App 1, and the files are created, and App keys also changed.

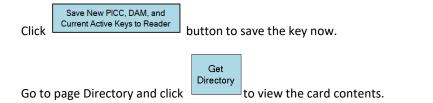
now.

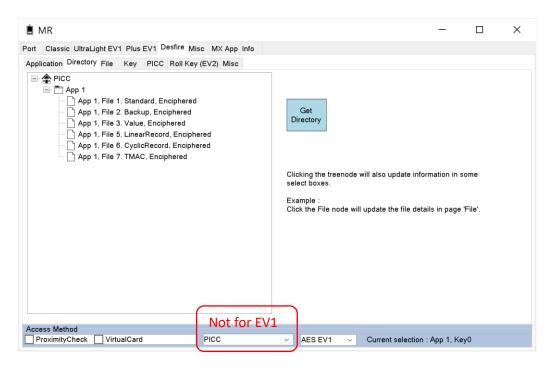
Some functions are not available in Desfire EV1, therefore you may see the following message if you are using EV1 card.



But you will still be able to access most of the features describe in this manual later. So it is okay to use EV1 card.

Now, we save the new PICC key, the Register keys, and the App keys to the reader. The keys are stored in non-volatile memory. We will use the stored key for authentication when we access the card later.





The card has one app and six files now.

Please note that Desfire EV1 card does not support DFNames. You will see PICC only in this field.

Before we leave this chapter, we update the details of our newly created app.

Item	Value	Remark
App ID	1	
Арр Туре	Conventional	
Current PICC Key Type	AES	Newly change.
Current PICC Key	000000000000000000000000000000000000000	
VCConfigKey	000000000000000000000000000000000000000	Enabled.
New App KS0 Key 0	A0000000000000000000000000000000000000	
New App KS0 Key 1	A1000000000000000000000000000000000000	
File Type	Standard [1], Backup [2], Value [3], Linear	
	[5], Cyclic [6], TMAC [7]	
DF Name	Conventional 1	

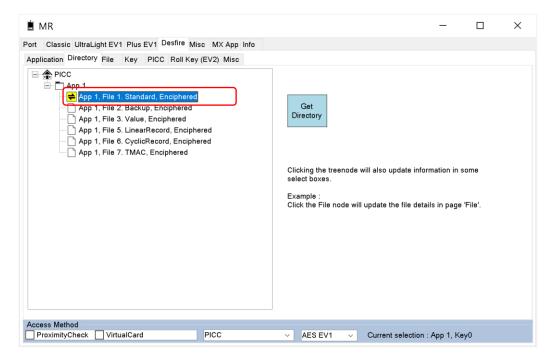
We will show you how to use the files that we just created in the following chapters.

Please refer <u>C:\Mylab\MR</u> for details communication flow.

### 6. Standard / Backup File

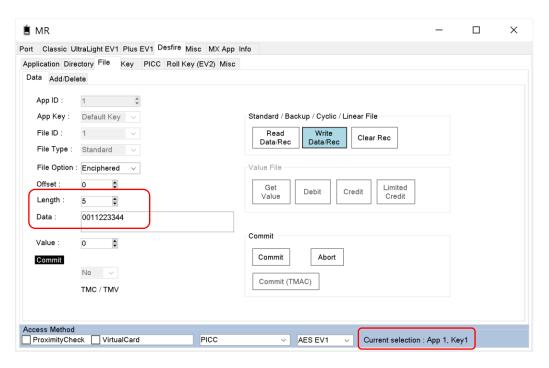
In the previous chapter, we have created a Standard and a Backup file in App 1. Now we will write few data to the file, and then read them back to verify.

Go to page Directory, and click button. The card content will appear as shown below:



Click on File 1, then go to page File, page Data.

Some file details are shown in the screen; the current app (App 1), the File ID (1), File Type (Standard), and File Option (Enciphered).

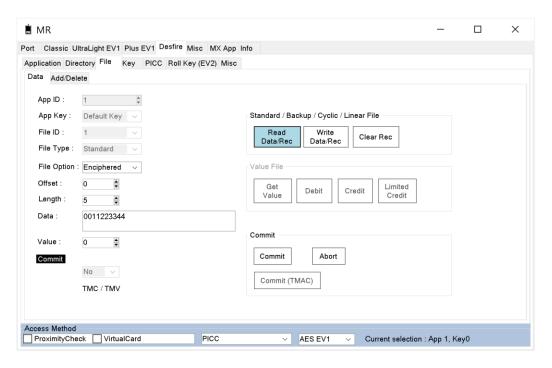


Set the field Length to 5, and enter five byte data 0011223344 (hex) in field Data. Select No in field Commit. Click

Write Data/Rec, to write 5B data to the Standard file.

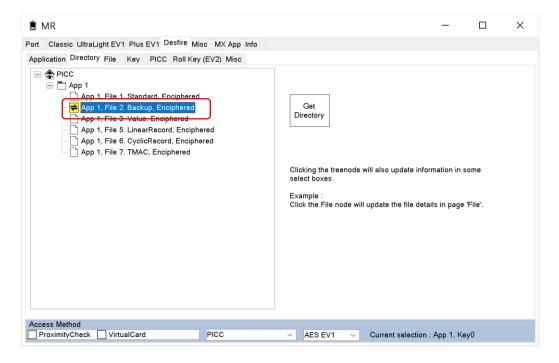
When we created the app in the previous chapter, we have set Key 0 for Read, and Key 1 for Write and Change Key. So when performing Write function, the reader will authenticate with Key 1, not Key 0, as can be seen in the info label.

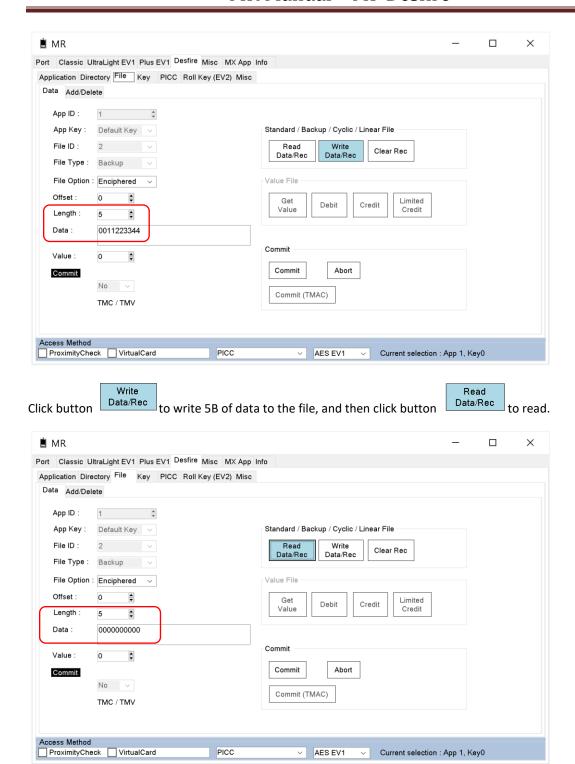
Now we click Read Data/Rec to read 5B of data from Standard File.



The data was written successfully. Both Read and Write work, there is no need for Commit, to update the memory to card.

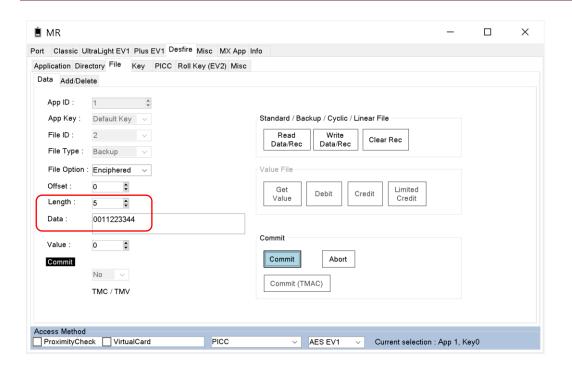
Now we will try Backup File. Go to the page Directory, and click on File 2. The Backup file details are shown as follow:





But the returned data shows the previous data was not updated.

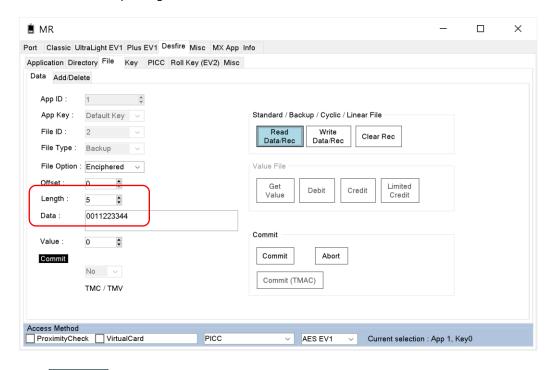
Now we will perform Commit Transaction after the write command.



Enter 5B data into Data field, click Write Data/Rec button, and then click button to update the changes to card.

We read the Back up file again.

Read



Click Data/Rec to read the Backup file. This time, the Write function was successful.

Therefore, the Backup file requires an extra Commit transaction command, in order to update the data to card.

Function : Desfire Get Directory

Please refer <u>C:\Mylab\MR</u> for details communication flow.

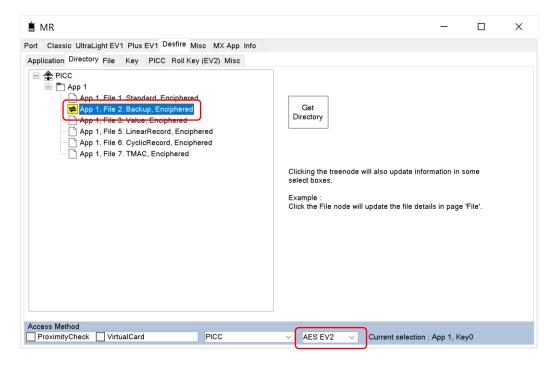
#### 7. TMAC

This feature is not available in EV1 card.

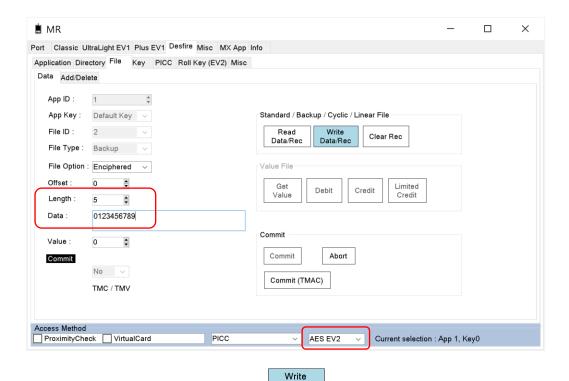
This feature allows a third party to check the authenticity of a transaction and to detect fraudulent scenarios, using the returned TMC/TMV after every transaction.

In the previous chapter, we have created a TMAC file in App 1 application. We will see how it works now.

Go to the page Directory, and click on File 2. The Backup file details are shown as follow:

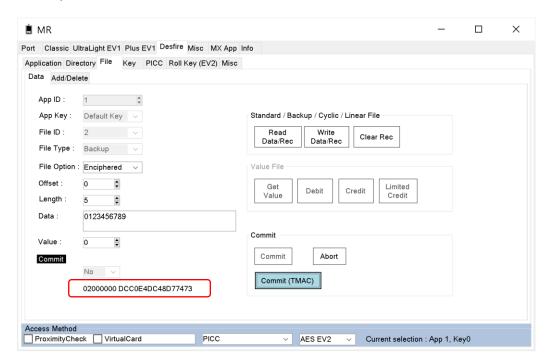


Since TMAC is not available in EV1, we will select AES EV2, in the Access Method select box, then Commit (TMAC) button will be enabled.



Input data in the Data field, and click button Data/Rec to write them to the file.

Recall from the previous chapter that Backup file requires a Commit transaction command before the written data can be updated to card. But this time, instead of Commit, we will click button.



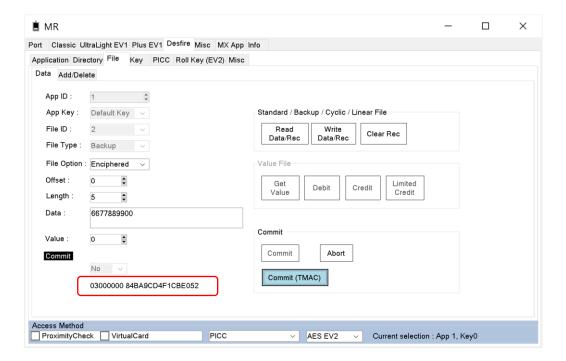
If the command is successful, the written data will be updated to card memory, and the reader will return 4B TMC, and 8B TMV, as shown above.

After adding TMAC file in the application, the reader will return TMC/TMV after every successful update of memory.

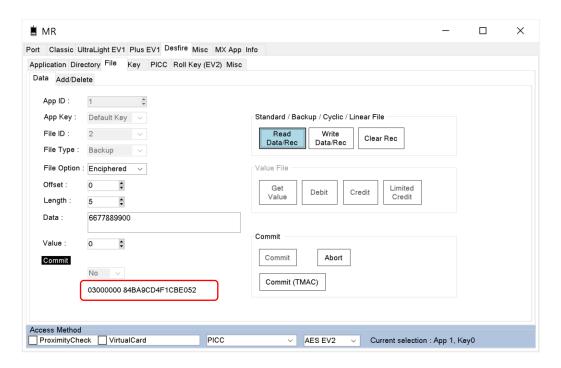
The TMC (TMAC Counter) is 02000000 hex (LSB to MSB), means the card memory has been updated two times. This counter will increase every time when we perform memory update to card.

TMV, stands for TMAC value, is an encrypted value of the TMAC operation. Please refer manual for details.

Try input data '6677889900', click Write Data/Rec, and then click Commit (TMAC) again.



Please note that the TMC has incremented by 1 to 03000000 hex, and the TMV has changed to 84BA9CD4F1CBE052 hex.



But there is no TMC/TMV returned when we do 'Read', as this command does not involve update memory.

Same as 'Write', TMC will be incremented when we perform Value operation, like 'Debit', and 'Credit'.

The advantage of TMAC file is the ability to keep track of the number of memory update the application has been accumulated since its creation. It may be necessary for some offline applications where real time tracking is not available.

But if TMC/TMV is not required, then it is not necessary to create TMAC file in the application.

Please refer **C:\Mylab\MR** for details communication flow.

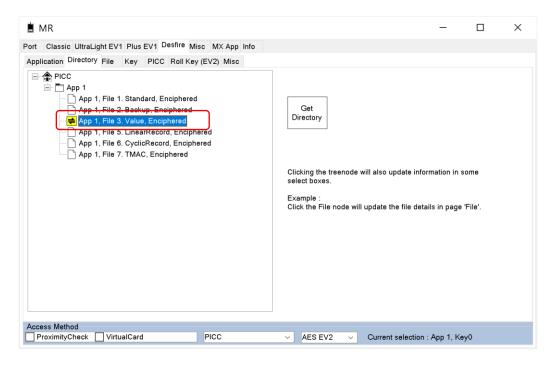
#### 8. Value File

Value file stores data as 4B signed integer. It implements backup mechanism. All operation requires Commit Transaction in order to update the value to file, just like the Backup file we discussed in the last chapter.

In the previous chapter, we have created a Value file in App 1. Now we will perform Credit, Debit to the file, and then read them back to verify.

Go to page Directory, and click

Directory button. The card content will appear as shown below:

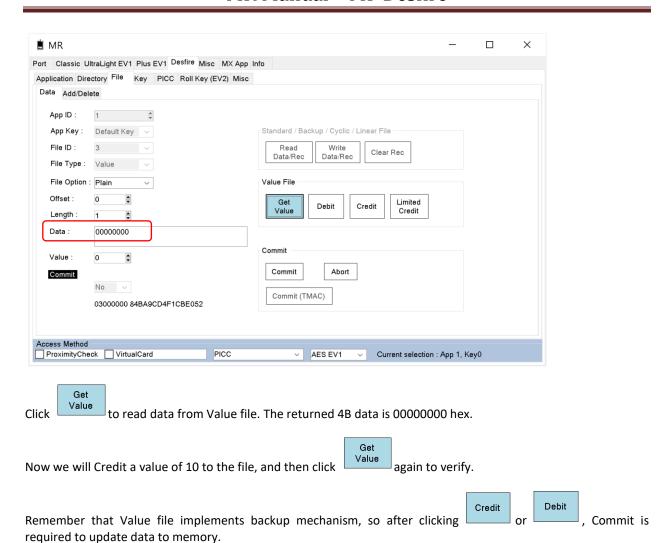


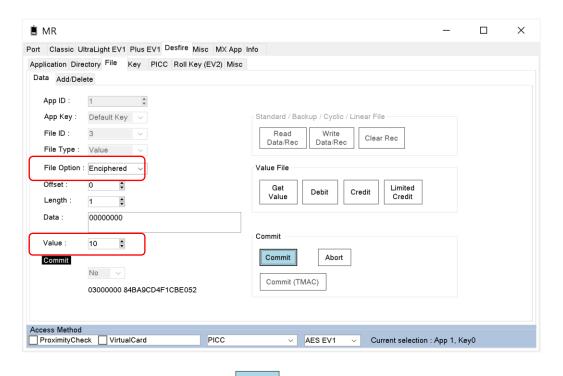
Click on File 3 to select Value file, and then go to page File, page Data.

Get

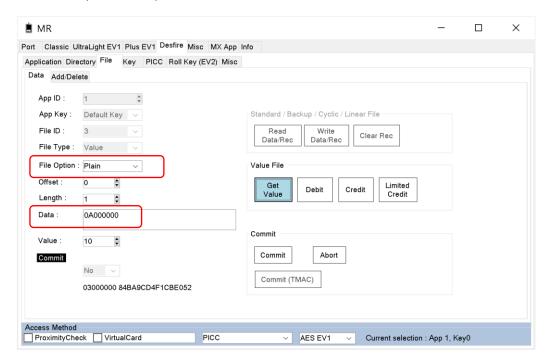
Some file details are shown in the screen; the current app (App 1), the File ID (3), File Type (Value), and File Option (Enciphered).

When we create the Value file, we have set the register so that Plain read is allowed. That means we can read out the data in Value file without any encryption.





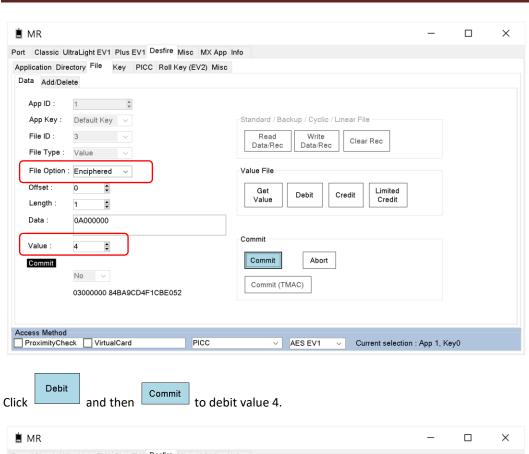
Set the File Option to Enciphered, click Commit button.

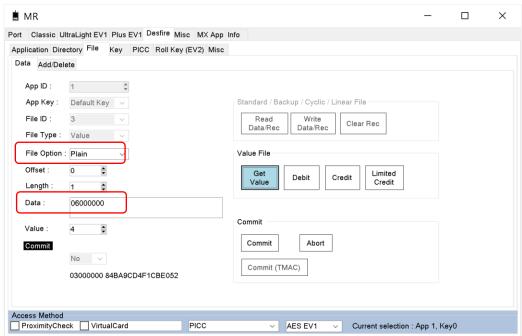


Click button Value to read the Value file, the returned data 0A000000 hex, which is equivalent to 10 decimal.

Now we try Debit a value of 4 to the file, and then Get Value to read the balance.

Get





Click Click , the returned 4B data shows the file balance is 06000000 hex.

Please refer <u>C:\Mylab\MR</u> for details communication flow.

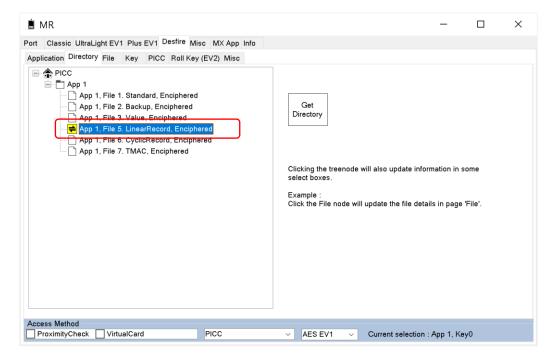
#### 9. Linear Record File

Linear Record file add records to file. It implements backup mechanism. Commit Transaction is required in order to update the record to file.

In the previous chapter, we have created a Linear Record file in App 1. Now we will add few records to the file, and then read them back to verify.

Go to page Directory, and click

. The card content will appear as shown below:



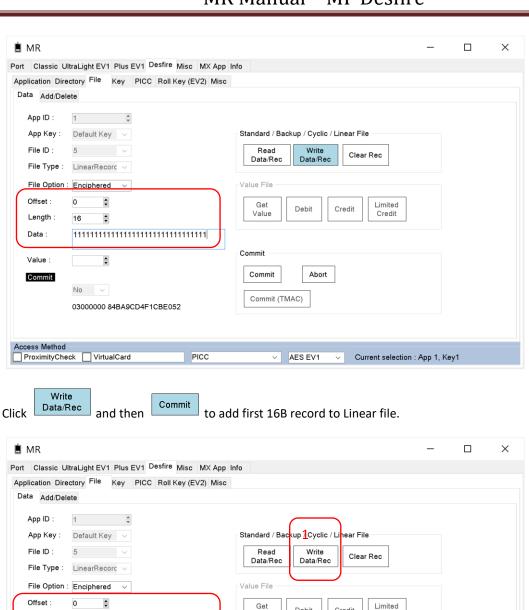
Click on File 5 to select LinearRecord file, and then go to page File, page Data.

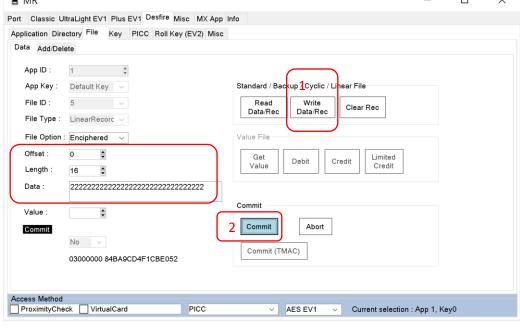
Get

Some file details are shown in the screen; the current app (App 1), the File ID (1), File Type (Standard), and File Option (Enciphered).

Now we will add two records to the file, each 16B:

- 1. 11111111111111111111111111111111 hex,

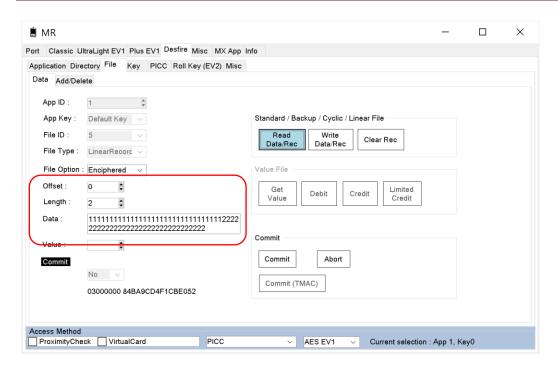




Click Write Data/Rec and then commit to add second 16B record to Linear file.

After writing two records to the file, now we click

Read
Data/Rec
to read them out to verify.

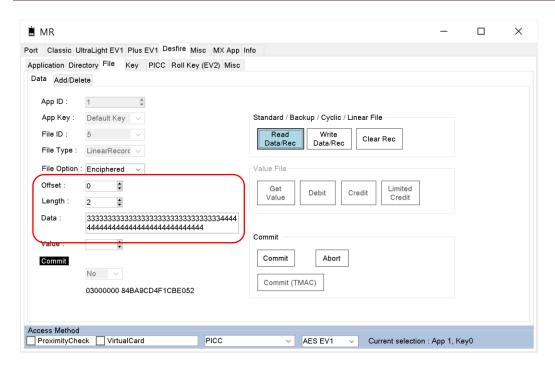


Set the Length to 2, which means 2 records. Only when reading record, the Length means no of records. All other scenario, the Length means no of byte.

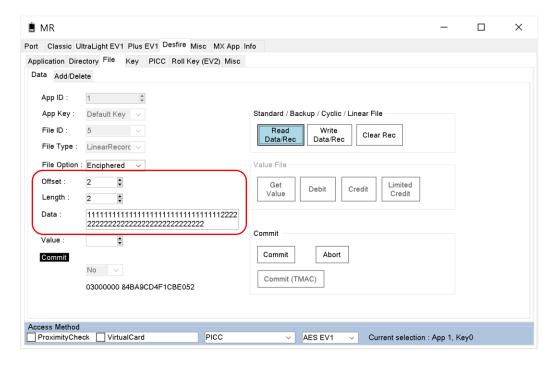
Try adding two more records to the file:

- 1. 3333333333333333333333333333 hex,

And read them out. Please note that, the reader supports only maximum 2 records per string. In order to view more than two records, please adjust the offset value.



Read the first two records, set the offset value to 0.



Read the subsequent two records, set the offset value to 2.

You may continue to add more records, but it will show failed. Maximum this file can store is 4 records only. We have limited the number of records to be written to the card, while creating this file.

If the records are not needed, we can remove them by clicking and then



All the records are cleared.

You may click Read Data/Rec to verify.

Function: Desfire Write Data/Rec

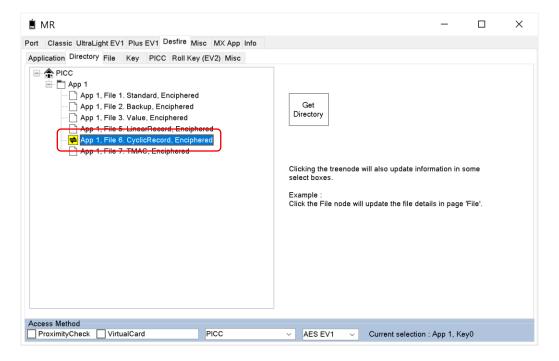
Please refer <u>C:\Mylab\MR</u> for details communication flow.

#### 10. Cyclic Record File

Cyclic Record file add records to file. The new record will overwrite the oldest record. Total number of record it can be added is the assigned maximum number of record minus one, as one record space is needed for temporary storage. It implements backup mechanism. Commit Transaction is required in order to update the record to file.

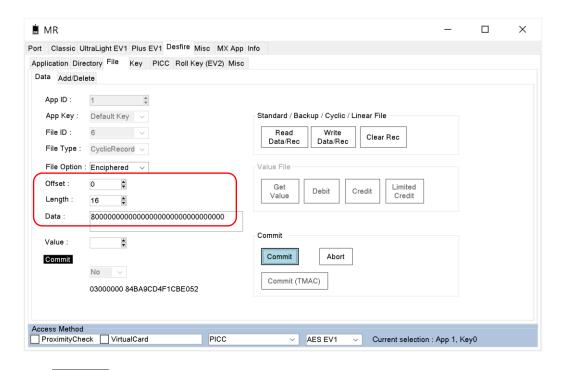
In the previous chapter, we have created a Cyclic Record file in App 1. Now we will add few records to the file, and then read them back to verify.

Go to page Directory, click

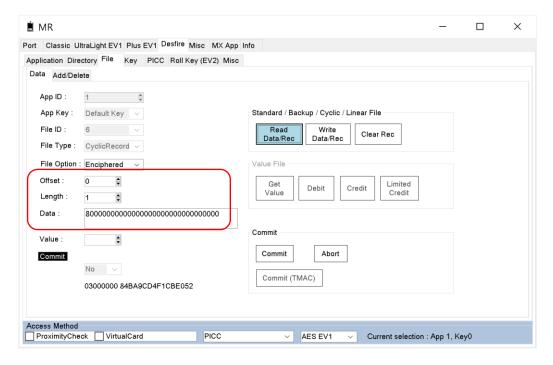


Click on File 6 to select CyclicRecord file, and then go to page File, page Data.

Some file details are shown in the screen; the current app (App 1), the File ID (1), File Type (Standard), and File Option (Enciphered).



Click Write Data/Rec and then to add a 16B record to file. The length stands for number of byte.

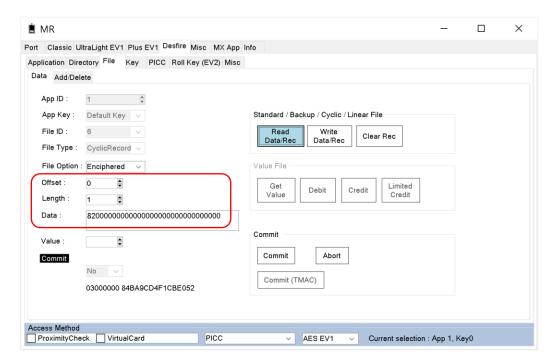


Click Click to read out one record from file. When read record, the length means number of record, not number of byte.

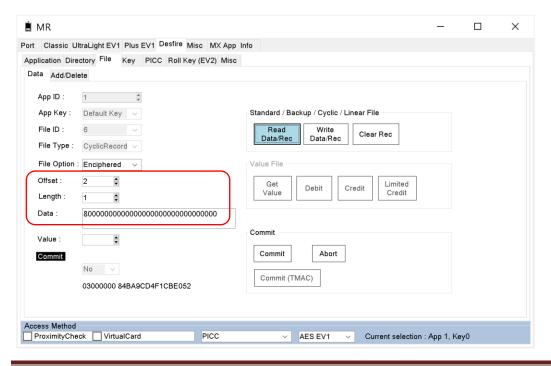
Since the file has only one record, attempt to read more than one record will show error.

#### Continue to add the following records:

#### And read them out.



Set offset to 0, click Read Data/Rec to retrieve the latest record.



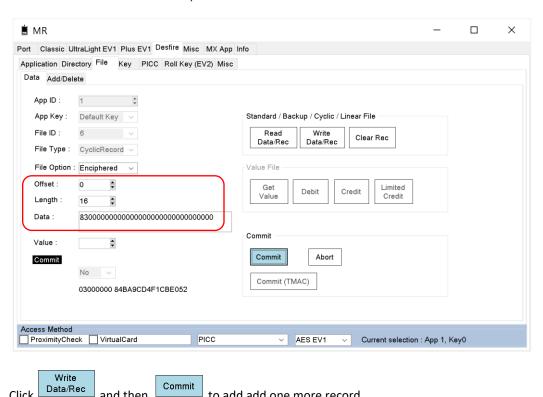
Read Data/Rec Set offset to 2, click to retrieve the oldest record.

Click

and then

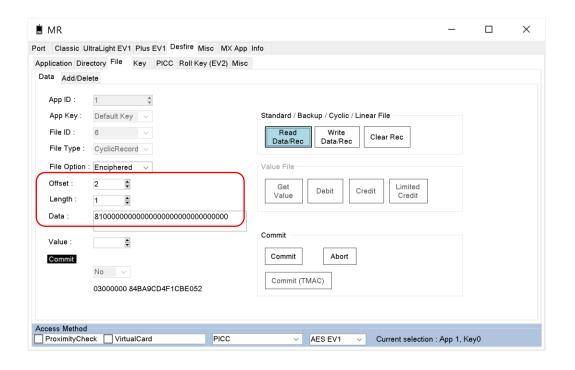
So total there are 3 records in the file now. Maximum number of records it can store is 4 - 1= 3, so we have reached the maximum number now.

Continue to add one more record, and then read out the oldest record.



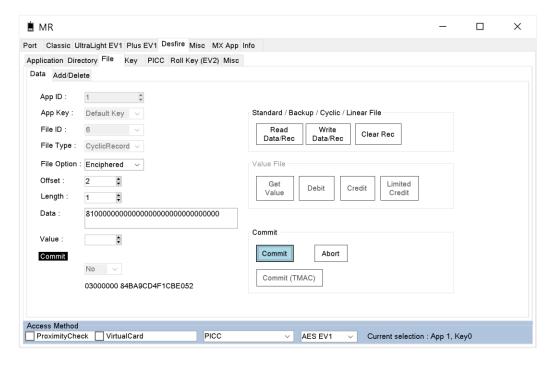
to add add one more record.

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Click Read Data/Rec to read out the oldest record found that it has been replaced second oldest record previously.

If the records are no longer needed, you may remove them by clicking Clear Rec and then



All records are gone now.



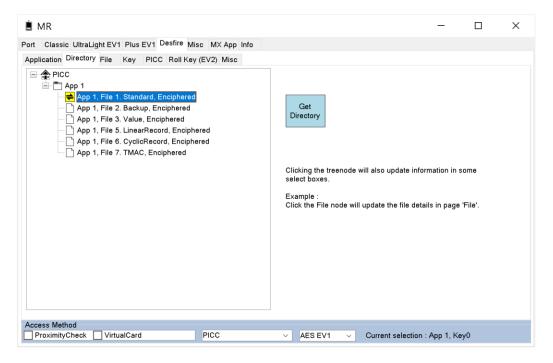
Please refer  $\underline{\textbf{C:}\mbox{Mylab}\mbox{MR}}$  for details communication flow.

#### 11. Change File Setting

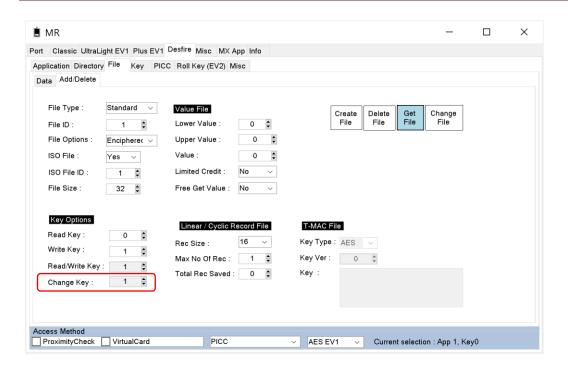
The file option of our files in application App 1, are all Enciphered. It is possible to change the file setting, say we want to change the file option of File ID 1 from Enciphered to Plain, you can call Change File command.

Before we change anything, we read out the current file setting:

First, select File 1 from Directory,



Then go to page File, page Add/Delete.

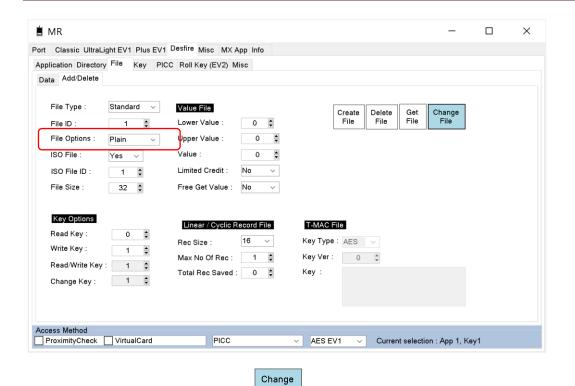


Click Get File , to retrieve the file details.

As shown in the Key Options, the key for change file setting is Key 1.

We will change the following items:

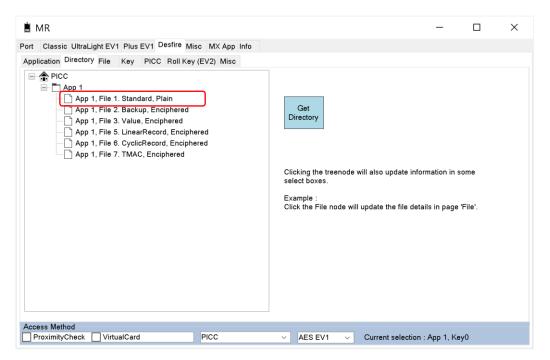
Item	Old	New
File Options	Enciphered	Plain



File

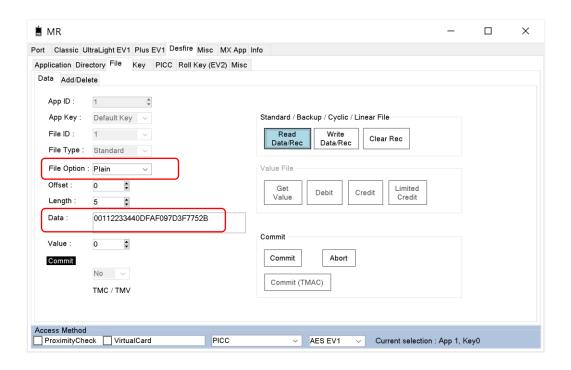
Change the File Options to Plain, and click

We go back to the page Directory and click Get Directory to view the file system.



Note that the file option for File 1 is now Plain.

We will access Standard file now. Click on File 1, then go to page File, page Data.



Click Data/Rec to read 5B data from this file. Please note that the reader return extra information; the first 5B is the real data, and the 8B data following it is the MAC data. You may ignore it.

You may change other file setting according to your needs. But remember to read the details first, by clicking

, before you change anything. This is to avoid you accidentally modifiy some important settings.

You may change the File Options, and Key Options only. The rest are unchangeabled.

Please refer <u>C:\Mylab\MR</u> for details communication flow.

Read

#### 12. Roll Key

This feature is not available in EV1 card.

Roll key is important for smart card application, because it enhances security. If a card key is accidentally leaked or hacked, then the whole system will be unsafed. But if a smart card has roll key feature built in, then the system can switch to the next level key, and the system can still maintain its security.

We will explain the concept of Roll Key here. Let say we create 3 KeySets in an application, KSO KS1, and KS2.

Default is KeySet 0
KeySet 0, 1, 2
KeyVer 0, 1, 2
We use Keyset 0 's Key to access card

Then we roll 1 step, the pattern now becomes:

KeySet 1, 2, 0
KeyVer 1, 2, 0
We now use KeySet 1 's Key to access card

Then we roll 1 step again, the pattern now becomes:

KeySet 2, 0, 1 KeyVer 2, 0, 1 We now use KeySet 2 's Key to access card

If we roll 1 step again, it will show 'Permission Denied', because the next KeyVer (0) is lower than the current KeyVer (2). That means, for roll key to be successful, the next Keyset's Version, must be higher than the current active Keyset Version.

We will create a new application to show this feature now.

#### 13. Delegated Application (DAM)

This feature is not available in EV1 card.

To create Delegated Application, we need to enable the PICCDAMAUTHKEY, PICCDAMMACKEY and PICCDAMENCKEY, at PICC level, in the card.

We will enable these keys when we create DAM application later. After enabled, the keys still hold their default value. We will change the value later, or when necessary.

Item	Value (hex)
PICCDAMAUTHKEY	000000000000000000000000000000000000000
PICCDAMMACKEY	000000000000000000000000000000000000000
PICCDAMENCKEY	000000000000000000000000000000000000000

Before we create the DAM application, let's understand the three DAM parameters.

#### **DAM** parameters:

DAM Slot Number – it allows the user to target a specific slot of the application memory space. It is also associated with the requested quota limit (max size that can be used by the application). After an application has been deleted, the memory space will be released, and it is possible to reuse the memory slot, if the new slot number and the new quota limit are same as the old application.

DAM Slot Version – when a delegated application becomes obsolete, another delegated application can be created in the slot with the same DAM slot number but using a higher DAM slot version. The only exception is the DAM slot version set to 0Xff or 255. This means that the targeted slot can be used over and over again.

Quota Limit – it indicates the maximum memory the application can consume in number of 32B blocks. If quota limit is set to 32, then the total memory size will be  $32 \times 32 = 1024B$ .

In our DAM applications, we have fixed the DAM parameters value as follow:

- DAM quota = 28 (28 x 32=896 bytes)
- DAM Version = 0xFF
- Max 3 KeySets
- All keysets will be roll key ready.

Now go to page Application, and we will create a DAM application on the card. The DAM will have the following spec:

Item	Value	Remark
App ID	2	Cannot be 0, as this is reserved for PICC
		level.
Арр Туре	DAM	Either Conventional or DAM.
Current PICC Key Type	AES	
Current PICC Key	000000000000000000000000000000000000000	
Default App Key	000000000000000000000000000000000000000	
DAM Slot	2	Can be other value, or user define.
New App KS0 Key 0	200000000000000000000000000000000000000	Can be other value, or user define.
New App KS0 Key 1	210000000000000000000000000000000000000	Can be other value, or user define
New App KS1 Key 0	200000000000000000000000000000000000000	Can be other value, or user define.

New App KS1 Key 1	230000000000000000000000000000000000000	Can be other value, or user define
New App KS2 Key 0	200000000000000000000000000000000000000	Can be other value, or user define.
New App KS2 Key 1	250000000000000000000000000000000000000	Can be other value, or user define
File Type	Standard [1], Backup [2], Value [3], Cyclic [6],	These file(s) will be created.
	TMAC [7].	
DF Name	DAM 2	Auto generated

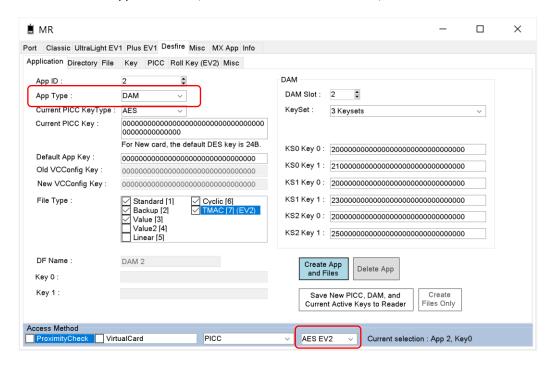
Since there are 3 keysets, and each keyset has 2 keys (Key 0 and Key 1), so total we need to set 6 keys. We define the KeySets's Key when we create the application. All the keys in the keysets will be initialized, finalized, and ready to be rolled.

Please note that the Key 0 is same for all the keysets. We will explain it later.

Before we click the button to start, it is good to know the whole process:

- Change the PICC Key and switch the KeyType from DES to AES. (It is OK if the card is already in AES mode.),
- Enable DAMAuth Register with default key,
- Enable DAMMAC Register with default key,
- Enable DAMENC Register with default key,
- If same DAM already exist, delete it,
- Create DAM,
- Initialize, Change, and Finalize keysets's App Key,
- Create the file(s).

Select PICC in the application field, and enter the values to the field, as shown below:

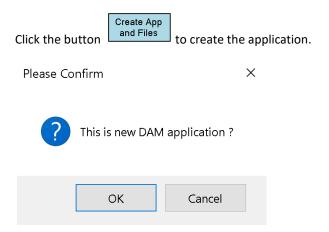


This DAM application will have 5 files;

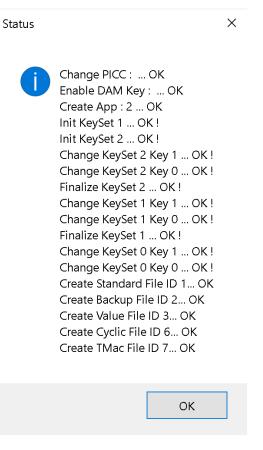
- Standard file (File ID 1), 32 Byte,
- Backup file (File ID 2), 32 Byte,
- Value file (File ID 3), Free Get Value,

- Cyclic file (File ID 6), Max 4 Records,
- TMAC (File ID 7).

The app will have two keys; Key 0, and Key 1. Key 0 will be used as authentication key when we perform Read. Key 1 is mainly for Write and Change Key.



If the above message box appears, click OK to confirm.



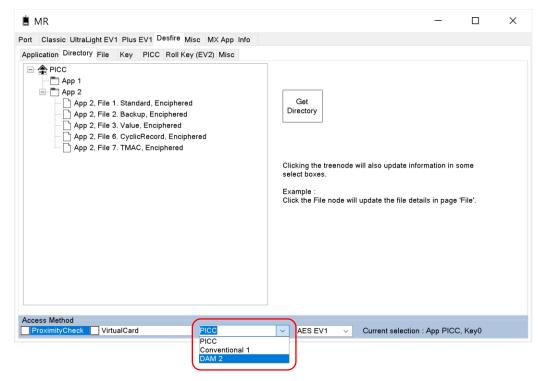
The DAM 2 app has been created. The keys are enabled, and ready to be rolled, and the files are ready to be used.

Remember to save the PICC Key and the KeySet0's keys to reader, by clicking active key in the reader now is App 2 KS0's key.

Save New PICC, DAM, and Current Active Keys to Reader . So the

Go to page Directory, click

to view the file system now.



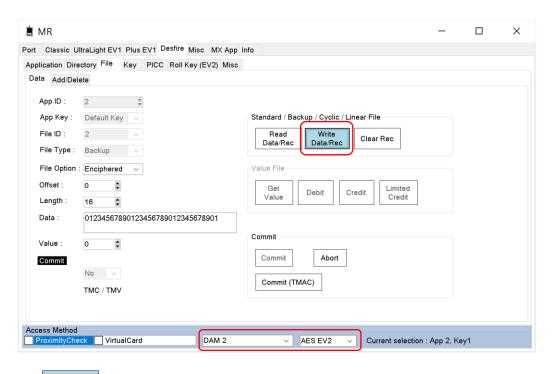
The card has two applications now.

Because the active key in the reader now is the App 2 KSO's key, so you see only files in App 2, and files in App 1 don't show up.

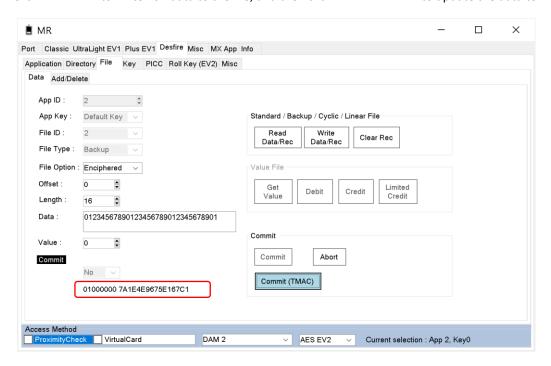
If you want to view App 1's files, load App 1's Keys to reader, and click



Click on File 2, and go to page File, page Data, we are going to do read / write to the Backup file. And since we have created TMAC file in this DAM2 application, we will show you the TMC/TMV features too. So, select DAM2 and AES EV2 in the Accese Method.

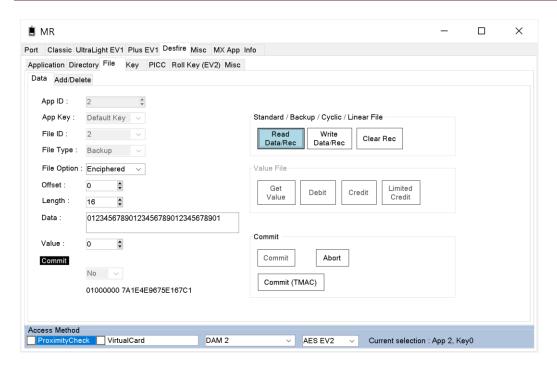


Click Write Data/Rec to write 16B data to the file, and then click Commit (TMAC) to update the data to memory.



Recall from chapter TMAC, after adding TMAC file in an application, the card will return TMC/TMV, after every successful commit transaction.

Click Read Data/Rec to read the data to verify the data we have just written.



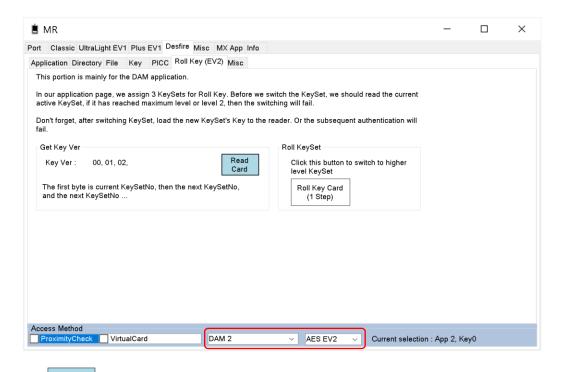
Therefore, the DAM works just like the conventional application.

We will try the Roll Key feature as we discussed in the previous chapter. We have reserved 3 Keysets when we create this DAM, and we defined the keys as follow:

Application ID = 02	Value
KSO KeyO	200000000000000000000000000000000000000
KSO Key1	210000000000000000000000000000000000000
KS1 Key0	200000000000000000000000000000000000000
KS1 Key1	230000000000000000000000000000000000000
KS2 Key0	200000000000000000000000000000000000000
KS2 Key1	250000000000000000000000000000000000000

The active keyset now is KSO, and the keys loaded to the reader are;

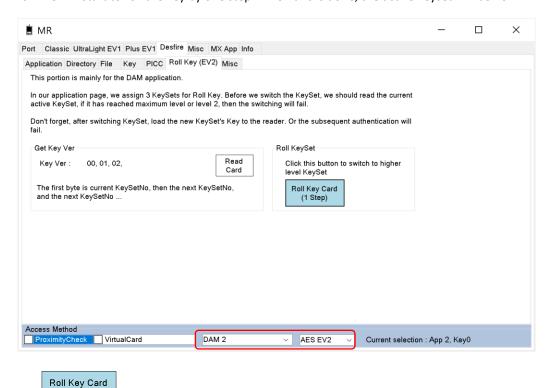
We will verify this. Go to page Roll Key (EV2).



Click Read Card to read the Key Ver. It returned 00, 01, 02, which means KeyVersion for KS0, KS1, and KS2.

So the current active keyset is KSO.

Now we will start to roll the key by one step. When this is done, the active keyset will be KS1.



Click (1 Step), to start roll key.

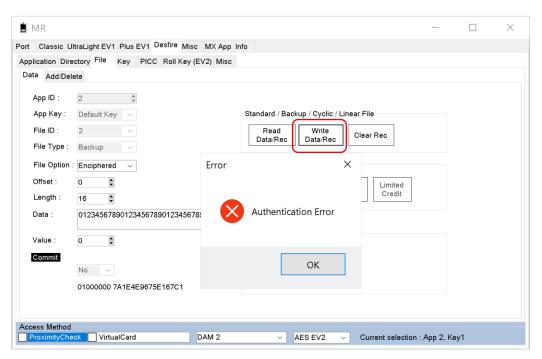
Now we have switched the keyset to KS1, and we can confirm it by reading the Key Ver.



Click Read Card to get the current Key Ver. The returned value shows that the active keyset is KS 1.

This is the reason we set the Key 0 same for all the keysets. When the Key 0 same, we can read the Key Ver, does not matter which keyset they are in. If the Key 0 is different for every keyset, then we need to load the correct keyset to the reader, then only we can read the Key Ver. But sometimes we may forget which keyset the card is currently in, and don't know whick key should be loaded.

Since the current active key in the reader is still KSO, we will try if we still can write to the file in App 2 using KSO's key. Bear in mind that Write function involve authentication with Key 1, not Key 0, and Key 1 is different for all the keysets.



Click Data/Rec to write data to Standard file in App 2, but it fails. It should be able to read from the file since the Key 0 is same for all keyset. You may try it.

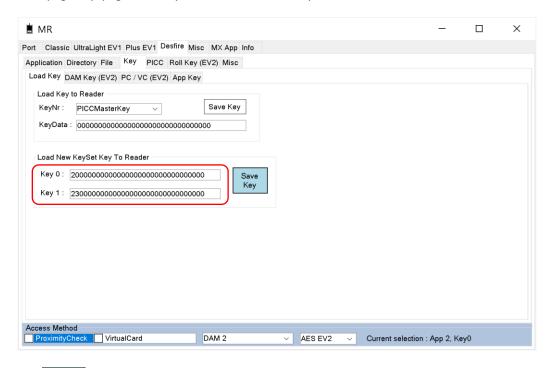
Using KSO's key cannot write to App 2 anymore. We will load KS1's key to reader now, and the keys are:

Application ID = 02	Value
KSO KeyO	200000000000000000000000000000000000000
KSO Key1	210000000000000000000000000000000000000
KS1 Key0	200000000000000000000000000000000000000
KS1 Key1	230000000000000000000000000000000000000

Write

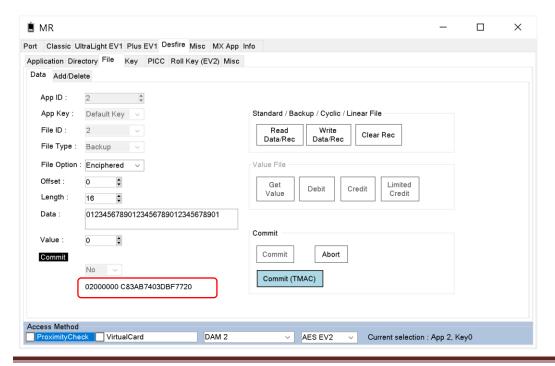
KS2 Key0	200000000000000000000000000000000000000
KS2 Key1	250000000000000000000000000000000000000

Go to page Key, page Load Key, and enter the KS1's key to the field below:



Click to load the key to reader. This will be the active key in reader.

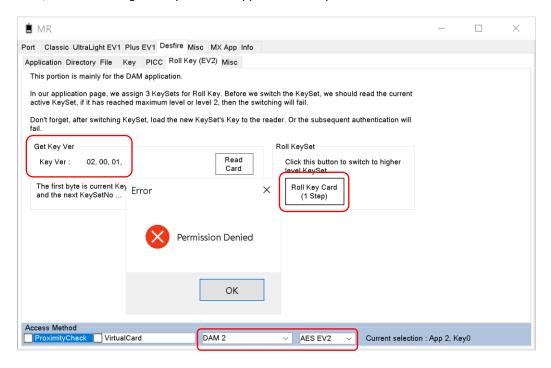
We will try to write to the Standard file in App 2 again, using KS1's key.



Click Write Data/Rec to write data to DAM 2 application Backup file, and then click Commit (TMAC). Success!

You may call Roll Key again to switch to KS2. But remember to load KS2's key to reader after the switch.

Since we reserved only 3 KeySets for this App 2, if the current keyset is KS2, then any subsequent Roll Key will be failed, as KS2 is the highest keyset in this application. The picture below shows the scenario.



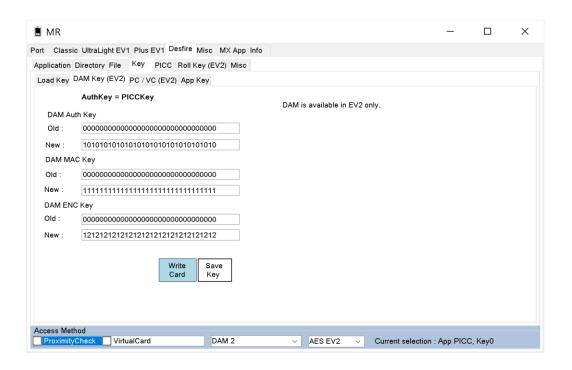
Since the Key Ver is 02, means the App has reached maximum keyset, and any attempt to roll key again will fail.

Before we end this chapter, we show you how to change the three DAM Registers. We have enabled the registers when we created this DAM 2 application, but we did not change the values. They are still holding the default value which is 16B 00 hex.

We assign the following new values for the three keys:

Item	Value (hex)
PICCDAMAUTHKEY	10101010101010101010101010101010
PICCDAMMACKEY	11111111111111111111111111111111111
PICCDAMENCKEY	12121212121212121212121212121212

Go to page Key, page DAM Key (EV2). Enter the values to the fields.

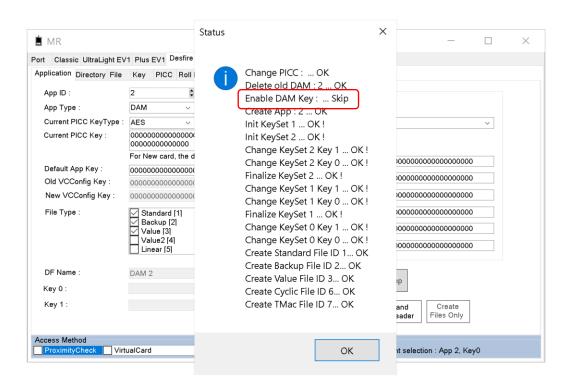


The default old key is 16B 00 hex. If you changed the key before, enter the current old keys. Then click program the keys to card.

Write

And then click Save to save the keys to reader's non volatile memory.

Changing these registers will not affect our application creation. You may go to page Application, and create application again. But since the DAM keys are changed, some processes will be skipped, so you will see the following:

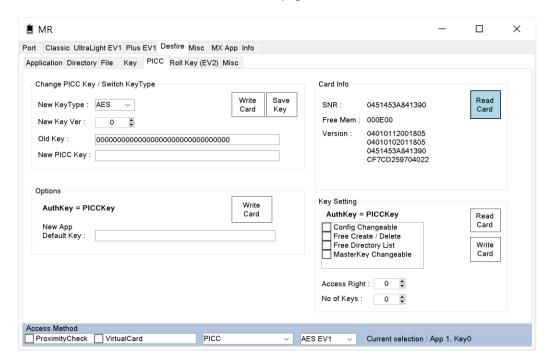


You may use the card like normal.

Please refer <u>C:\Mylab\MR</u> for details communication flow.

#### 14. Card Info

We will read out the basic info of the card. Go to page PICC, in the Card Info, click



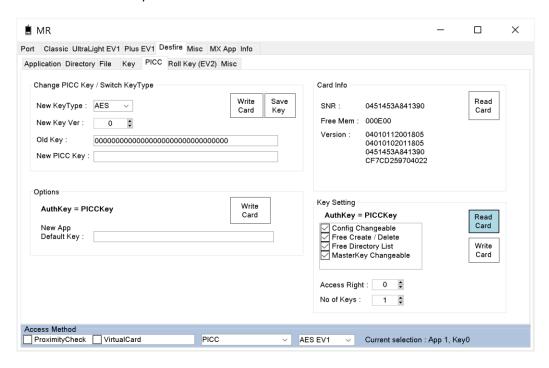
From the screen, we know that the SNR = 0451453A841390 hex, and the free memory size is 0E00 hex or 3584 Bytes. You may refer to the card manufacturer's manual for details about the meaning of other returned string.

Please refer **C:\Mylab\MR** for details communication flow.

#### 15. Change PICC Key

We have switched the key type of PICC from DES to AES when we created App 1, but the value is still the default 16B 00 hex. We will change the PICC value here. Bear in mind that PICC key is the most commonly used key in Desfire card, without the key, we cannot perform any basic function to the card. So, don't lose the key.

We will first read the key info of this card.



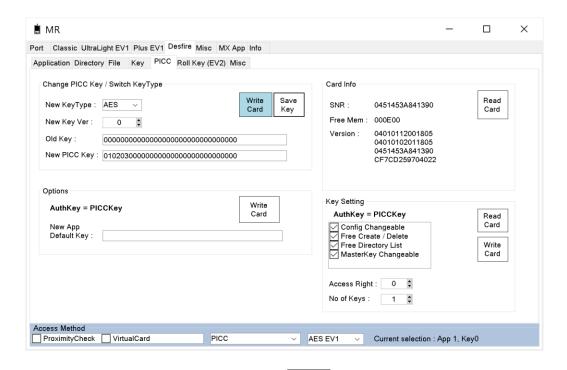
In the 'Key Setting' section, click Read Card to get the Key info. There are some important points in the Key Info:

- Only one key in the PICC level
- Access Right is KeyO, it is the Key required for authentication in order to change key,
- MasterKey is changeable.

From the Key info, we know that MasterKey is changeable, and the Access Right or authentication key is Key0, so we will use Key0 to change the PICC key.

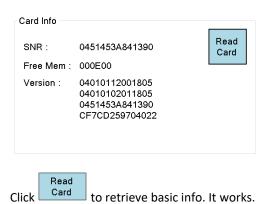
Item	Value
Current PICC Key	000000000000000000000000000000000000000
New PICC Key	010203000000000000000000000000000000000

To change the PICC key to other value



Click Write Card to change PICC key. And then click to load the key to reader for next authentication.

You may verify the new PICC key by reading the Card Info.



Please refer <u>C:\Mylab\MR</u> for details communication flow.

#### 16. Change Application Key

We program the application key when we create the application. The keys for DAM 2 are as shown below:

Item	Value
App ID	2
Арр Туре	DAM
Current PICC Key Type	AES
Current PICC Key	01020300000000000000000000000000
DAM Slot	2
New App KS0 Key 0	200000000000000000000000000000000000000
New App KS0 Key 1	210000000000000000000000000000000000000
New App KS1 Key 0	200000000000000000000000000000000000000
New App KS1 Key 1	2300000000000000000000000000000
New App KS2 Key 0	200000000000000000000000000000000000000
New App KS2 Key 1	25000000000000000000000000000000
File Type	Standard [1], Backup [2], Value [3], Cyclic [6],
	TMAC [7]
DF Name	DAM 2

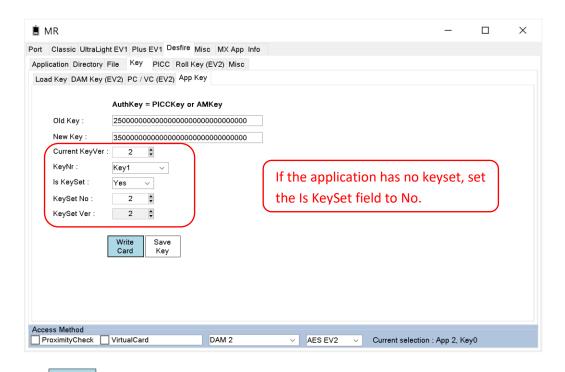
But it can be changed to other value.

If the application has keyset like our DAM 2, it is good to change the key before rolling any keyset. But if you have rolled the key, then you need to get the current Key Version.

Our DAM 2 has reached KS 2, and its Key Ver is 02, but the key is still changeable. We define a new key for KS 2's Key 1 here:

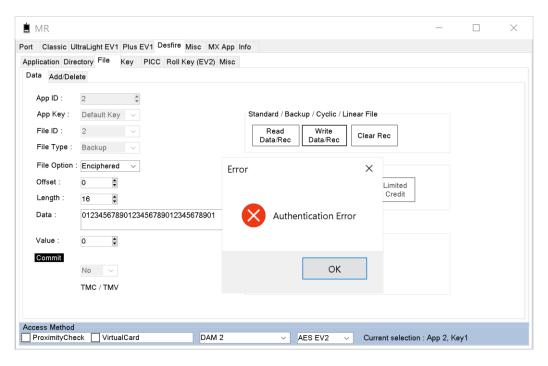
Item	Old Value	New Value
KS 2, Key 1	250000000000000000000000000000000000000	350000000000000000000000000000000000000

Go to page Key, then page App Key. Fill the details of the key that we want to change, as shown below:



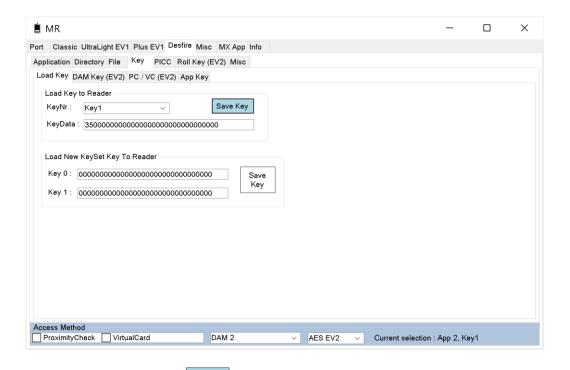
Click Write to change the key. We will verify the new key now.

Recall that the Key 1 is mainly for Write function, we try to write few data to the Backup file now.

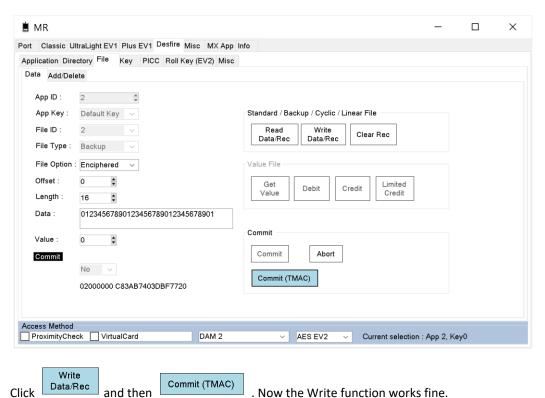


Click Write Data/Rec to write few bytes to the Backup file, but it fails.

Now we load the key that we just changed to the reader.



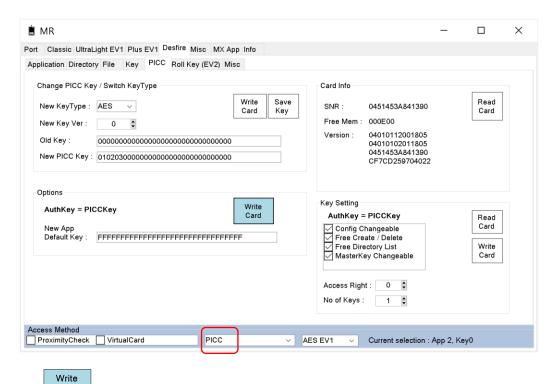
Enter the new Key 1 and click Save Key . You may try the Write function again.



Please refer C:\Mylab\MR for details communication flow.

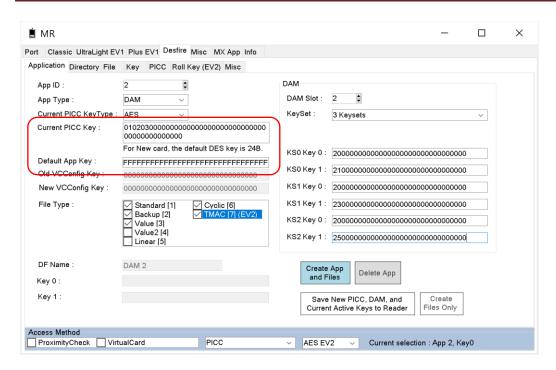
#### 17. AppDefaultKey

The default Key value for new application is all zeros. But this value can be changed. We will show you how to change the value to 16B FFs in this section. After the change, all the keys in a new application will be 16B FFs, not zeros.



Click card to set the default application Key to 16B FF hex.

Now, we have changed the default application key to 16B FF hex, no longer 00 hex. For this card, you need to enter correct default app key to the Default App Key field, whenever you want to create new Application.



Supply incorrect PICC Key and Default App Key will cause the some processes fail while creating new application.

Please refer **C:\Mylab\MR** for details communication flow.

#### 18. Proximity Check

This feature is not available in EV1 card.

Proximity Check allows a reader to verify whether a card is within a certain distance. We will enable this feature here.

First we need to enable the VCConfigurationKEY, and VCProximityKEY.

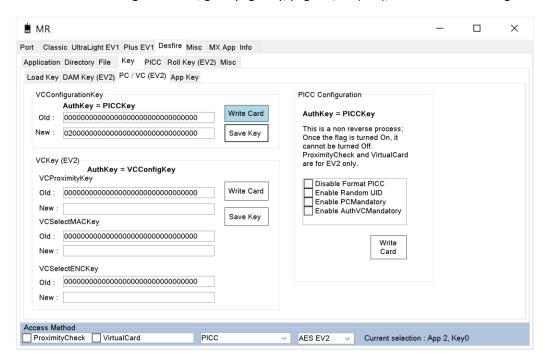
Recall that we have enabled VCConfigurationKey when we created our first application App 1. But we didn't change the value. So the key is still the default key 16B 00 hex. We will show you how to change the value here.

The VCConfigurationKEY is used to enable the VCProximityKEY flag, while the VCProximityKEY is used for Proximity Check, after we have enabled the PCMandatory flag.

We define the two keys as follow:

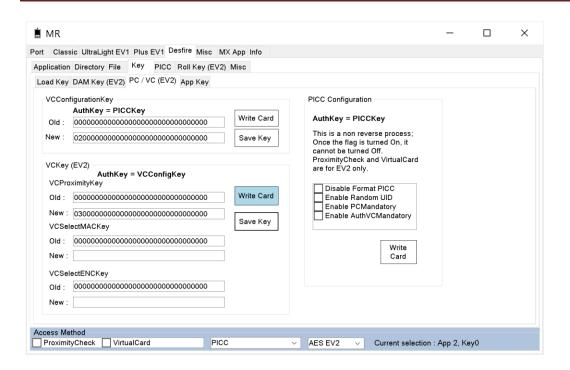
Item	Value
VCConfigurationKey	020000000000000000000000000000000000000
VCProximityKey	030000000000000000000000000000000000000

To enable the VCConfigurationKEY, go to page Key, page PC/VC (EV2), and follow the setting as shown below:



Click Click to change the VCConfigurationKEY. Once changed, the key will be enabled. After that, click to save the key to reader.

Now, we will enable the VCProximityKEY.

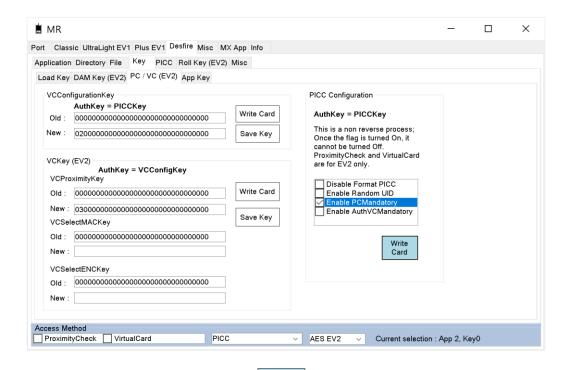


Click Write Card to change the VCProximityKEY. Once changed, the key will be enabled. After that, remember to Save Key to save the key to reader.

Now we have enabled VCConfigurationKEY and VCProximityKEY.

Next we will enable the PCM and atory flag.

Please note that Enable ProximityCheck is a non reverse process; once the flag is turned on, it cannot be turned off.

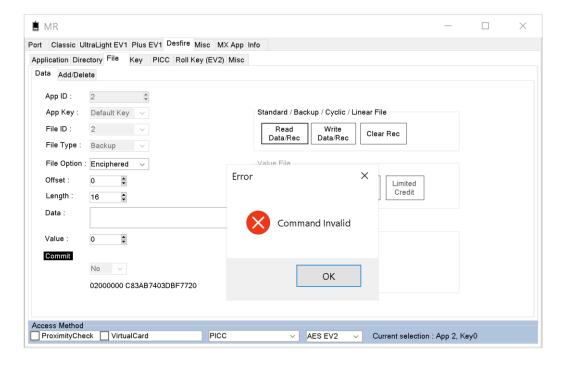


Check Enable PCMandatory, and then click

Now the Proximity Check flag is enabled.

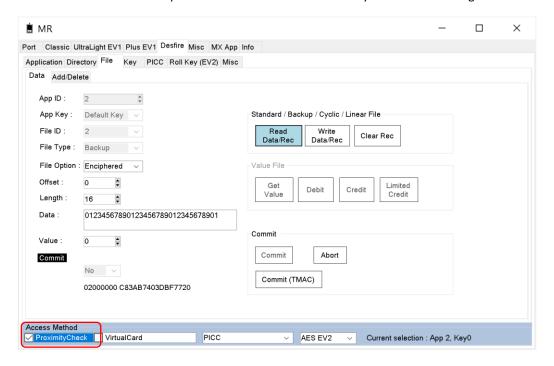
Read

We will try to read card info now excluding the ProximityCheck in the access method.



Click Data/Rec to Backup file. Failed! You may need to reset the RF field in order to view this.

Now we include the ProximityCheck in the access method. We try to read the card again.



If Proximity Check is included, access is granted.

We have enabled the Proximity Check, and it cannot be disabled.

From now on, we need to include Proximity Check before we can access the card.

Please refer <u>C:\Mylab\MR</u> for details communication flow.

#### 19. Virtual Card

This feature is not available in EV1 card.

Once this feature is enabled, the reader will need to compare the card's DF Name when accessing the card.

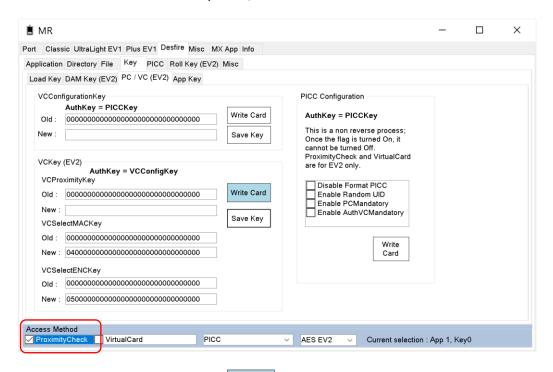
We have enabled the VCConfigKey in Chapter Proximity Check. Please refer to the chapter 'Proximity Check' if VCConfigKey is not yet enabled.

So, to enable Virtual Card, we first need to enable VCSelectMACKey and VCSelectENCKey.

We define the two keys as follow:

Item	Value
VCSelectMACKey	040000000000000000000000000000000000000
VCSelectENCKey	050000000000000000000000000000000000000

Since we have enabled the Proximity Check, we need to set the access method to inclue the ProximityCheck.

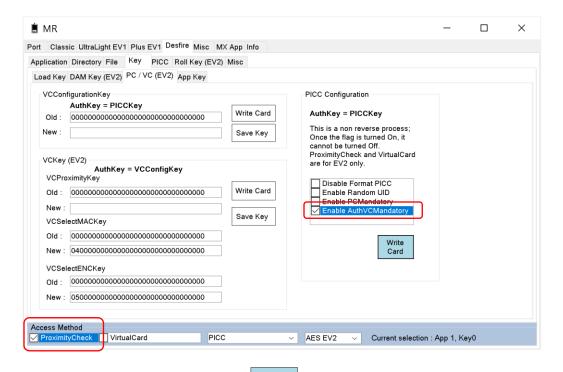


Empty the VCProximityKey field. Click to program the keys to the card and hence enable the keys. After that, click to save the keys to reader.

We have enabled both VCSelectMACKey, and VCSelectENCKey.

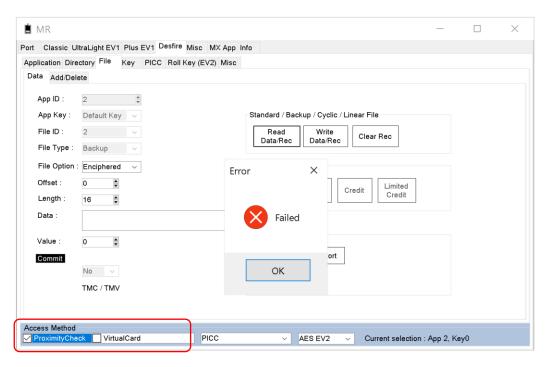
So now we will turn on the AuthVCMandatory flag.

Please note that Enable Virtual Card is a non reverse process; once the flag is turned on, it cannot be turned off.



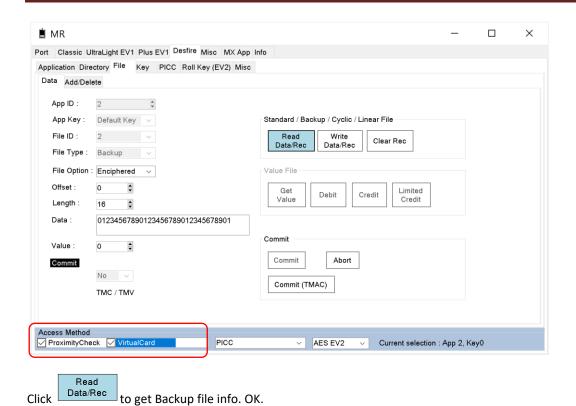
Check Enable AuthVCMandatory, and click Write Card . Now the Virtual Card flag is enabled.

We will try to read Backup file now excluding the Virtual Card, in the access method.



Click Data/Rec to read Backup file. Failed! You may need to reset the RF field in order to view this.

Now we include the Virtual Card in the access method.



We have enabled the Proximity Check and Virtual Card. From now on, we need to include these two flags before we can access the card.

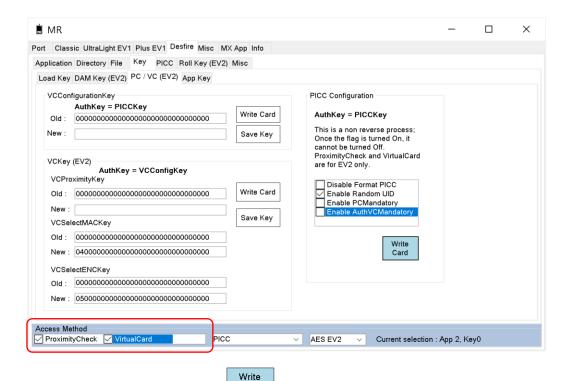
Please refer <u>C:\Mylab\MR</u> for details communication flow.

#### 20. Random ID

If random UID is necessary in your application, you may enable the Random UID flag in the Configuration Register.

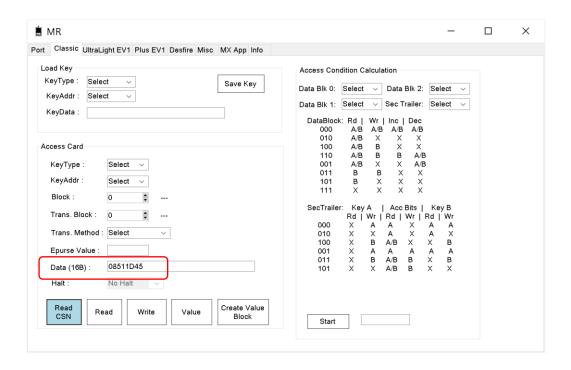
Bear in mind that we have enabled the PCMandatory and AuthVCMandatory flags, we need to include these two flags when we access the card.

Please note that Enable Random ID is a non reverse process; once the flag is turned on, it cannot be turned off.



Check Enable Random UID, and click

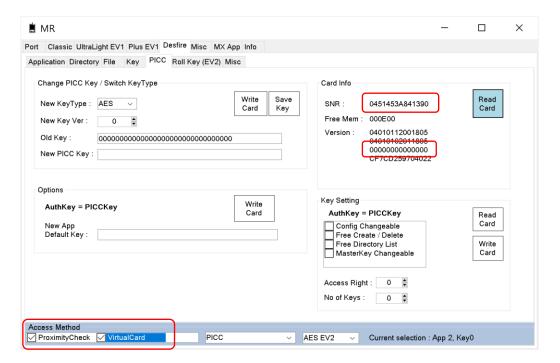
We will verify it now.



Read

Go to page Classic, click to read Card Serial Number. The returned data shows the CSN is random. You need to reset the card from the RF field before clicking button Read CSN.

Even though random ID flag is enabled, we can still read the original unique CSN by calling 'Get UID' command, as shown in the Card Info portion.



Click Read Card to view the real CSN. This command will authenticate the card and return the true unique serial number of the card.

Please take note that after turning on the random ID, the card serial number in the Version info string has become all 00s.

Please refer  $\underline{\textbf{C:}\mbox{Mylab}\mbox{MR}}$  for details communication flow.

#### 21. ISODFName or VCIID

This feature is not available in EV1 card.

### VirtualCard Installation Identifier

The author has fixed the VCIID for picc level as PICC. And we set the name when we created our first application App 1 earlier.

### **ISODFName**

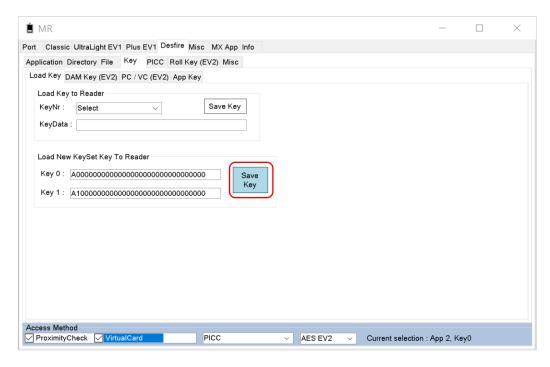
Say we want to change App 1's DF Name to a new name.

Since we are accessing application App 1, load the keys to reader first.

Application ID = 01	Value
Access right	0
DF Name	Conventional 1
Key0	A0000000000000000000000000000000000000
Key1	A1000000000000000000000000000000000000

Go to page Roll Key, enter data as shown below, and click



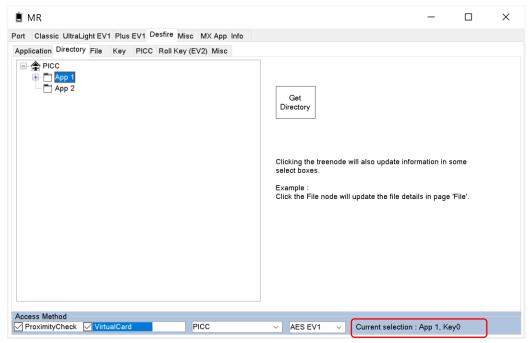


You may load only Key0 as only Key0 (AMK) will be used to change the DF name.

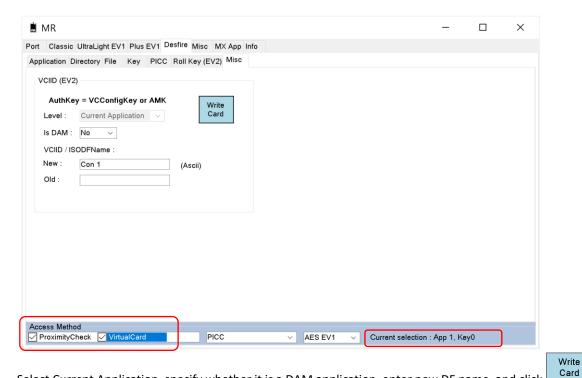
We define the new DF name as below:

Application ID = 01	Value
Old DF Name	Conventional 1
New DF Name	Con 1

Go to page Directory, and then select App 1.

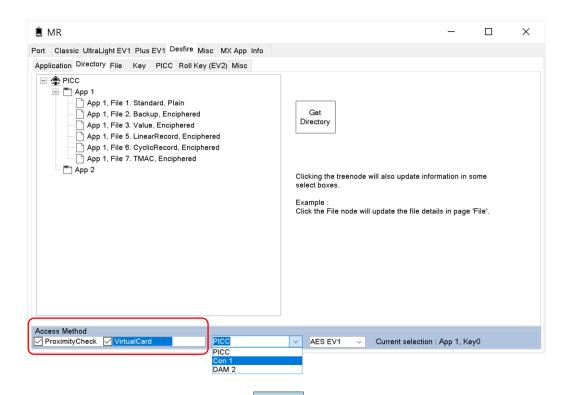


Click to select App 1 in page Application.



Select Current Application, specify whether it is a DAM application, enter new DF name, and click

We will verify it now. First go to page Directory, we need to update the Access Method DFName.



Get

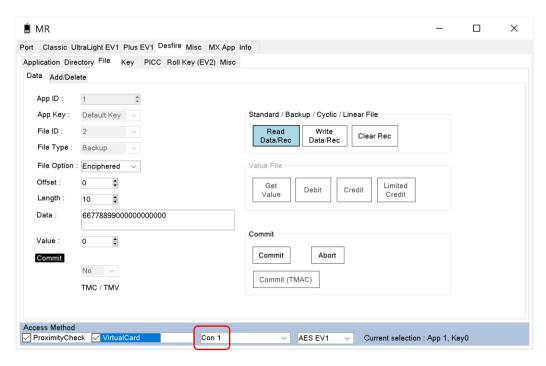
Select PICC in the DFName field, and click

Directory

. You will see the latest DFName list in the field. You may need to reset RF in order to view this.

Then click to select File 2, Backup in the Directory.

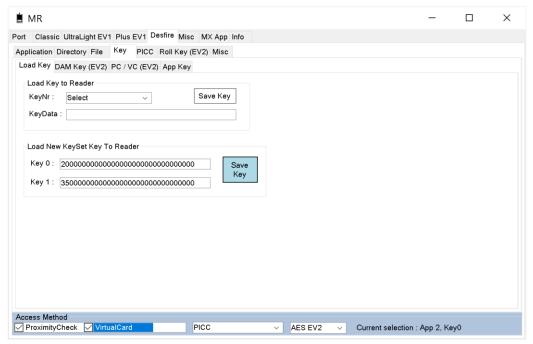
Go to page File, click Read Data/Rec to read 10 byte data from the file.



### It works.

To change the DFName for Delegated Application (DAM), you need to enter the old or current DF name, load the current KeySet's Key, and load the DAMMAC Key to the reader before executing the change.

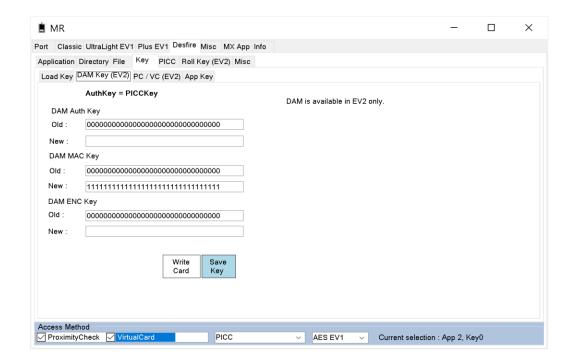
We know that App 2 is a DAM, and its active KeySet is KS2. Therefore, load the following Key to reader:



You may load only KeyO as only KeyO (AMK) will be used to change the DF name.

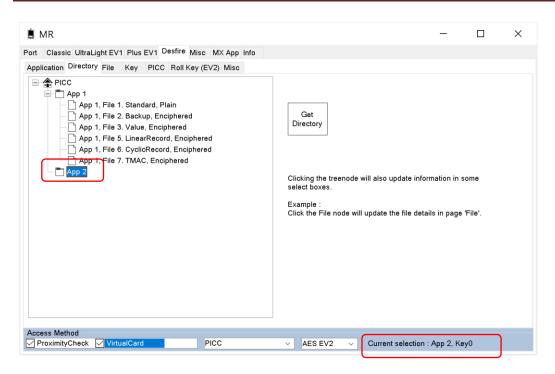
And load the DAMMAC Key to the reader. Skip this step if you have previously done this.

Application ID = 02	Value
DAMMAC	111111111111111111111111111111111111



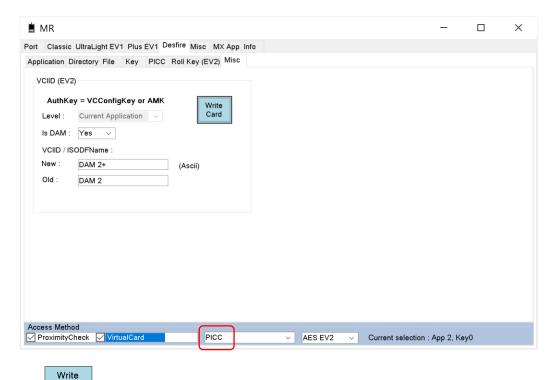
Click to load the DAMMAC key to reader.

Then select App 2 in the Directory page.



Now go to page Misc, we are going to change the current App 2 DFName from DAM 2 to DAM 2+.

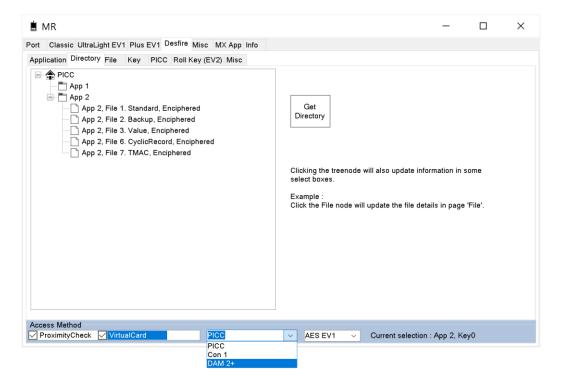
Application ID = 02	Value
Old DF Name	DAM 2
New DF Name	DAM 2+



Click Card to change the DFName.

Get Directory

After this, go to page Directory again, and click



The DFName list is updated.

Please refer **C:\Mylab\MR** for details communication flow.

### 22. More on DAM Application

DAM application will be preferred compared to the conventional application, as we can delete the application, and reuse the memory space. Delete DAM application will release the memory space previously occupied by the application. But a conventional application will occupy the space even though it has been deleted.

We enable Keyset in our DAM application, and it is roll-key ready. Key0 are same for all keysets. This means KS0's Key0, KS1's Key0 and KS2's Key0 are same. This is purposedly made so that some important feature can still be retrieved after rolling key, using Key0. It is recommended to set Key0 for 'Read' only, 'Write' and other functions that require update, should be set to other keys.

Provided the DAM slot and the DAM ID are same, it is OK to program the card again, as the old application will be formatted, deleted, and recreated at the same slot.

For roll key application, if the card returns error when accessing it, most likely the card's active keyset is dfferent from the reader's. Therefore, we should always get the card's active keyset, before we decide what to do. If the card is running at a higher keyset than the reader's, then the reader should access the card using higher keyset. Whereas if the card's active keyset is lower than the reader, then the reader should perform roll key to the card. So reading 'Current Key Ver' is always necessary in roll key application.

Remember to set the access method correctly when accessing MF Desfire card.

As a last example, consider the following flow:

- Credit an amount (50) to the value file ID 3,
- Save a record to the cyclic file ID 6,
- Read value file balance.

Since value and cyclic files require commit transaction in order to update memory,

- Credit 50 to value file, but don't call commit now,
- Save a record that include time, location, and action, to cyclic file, and then call the commit transaction. Both value and cyclic files will be updated in one short.
- Send Get Value command to read the value file balance, no update of memory is needed.

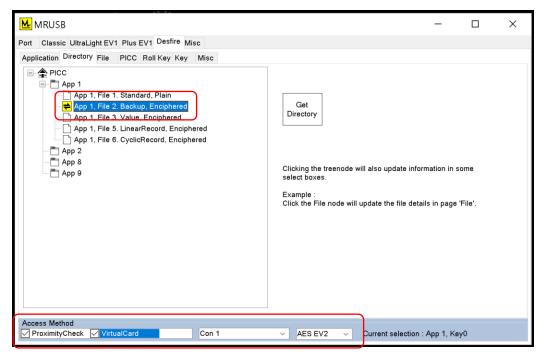
#### 23. TroubleShooting

When the reader fails to access the card, most of the time, it is due to the key. As we mentioned before, a successful authentication between reader and card is required before we can access to the card data, and this will only happen if their authentication key are matched. Since the reader can hold only one set of application keys, if the card has more than one application, and each application has different key, then you need to load the right key before you can access the application. Key unmatched is usually the main reason why the authentication fails. So, remember to load the right key.

Another possible common issue is the current active keyset, this is mainly for Roll Key application. The card may have been rolled key, but the system is still using old keyset to access the card, therefore access denied. For Roll Key application, it is necessary to read the card current active keyset version, and load the appropriate key to the reader.

Also, if the targeted file is not selected, and the Access Method is incorrectly set, access to the card will fail too.





Select a file in the directory tree, set the Access Method correctly, in order to access card.

### 24. Important Summary of Keys

Card CSN: 04 25 6B CA B1 5D 80

Item	Value
PICC MasterKey (AES)	010203000000000000000000000000000000000
PICCDAMAUTHKEY	101010101010101010101010101010
PICCDAMMACKEY	111111111111111111111111111111111111111
PICCDAMENCKEY	121212121212121212121212121212
Default App Key	FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
VCIID	PICC (PICC DFName)
VCConfigurationKey	020000000000000000000000000000000000000
VCProximityKey	030000000000000000000000000000000000000
VCSelectMACKey	040000000000000000000000000000000000000
VCSelectENCKey	050000000000000000000000000000000000000
ProximityCheck	Enabled
VirtualCard	Enabled
Random UID	Enabled
Conventional 1	DF name : Con 1
	Key 0 = A000000000000000000000000000000000
	Key 1 = A1000000000000000000000000000000000
DAM 2	Access right 0
	DFName: DAM 2+
	KS Access Right 0
	Slot no = 2
	Slot Ver = 255
	Quota Limit : 20
	KSO Key0 200000000000000000000000000000000000
	KS0 Key1 2100000000000000000000000000000000000
	KS1 Key0 200000000000000000000000000000000000
	KS1 Key1 23000000000000000000000000000000000000
	KS2 Key0 200000000000000000000000000000000000
	KS2 Key1 35000000000000000000000000000000000000
	Current Key Ver = 02

### Notes:

If ProximityCheck or VirtualCard are enabled, remember to load VCProximityKey VCSelectMACKey, and the VCSelectENCKey to reader. Else the authentication will be failed.

If the application is DAM, then loading DAM Auth, DAM MAC, and DAM ENC Keys are necessary.

25. End