

## Codes

»»	Cabinet Locks are supplied with the factory set master code 2, 4, 6, 8 <b>When fitted immediately change to a new master code, see program 1</b>
»»	All codes are four digits long
»»	To help remember and program codes each of the 5 buttons is identified with two digits. This allows all digits (1, 2, 3, 4, 5, 6, 7, 8, 9, 0) to be used and easily remembered in a code sequence
»»	The lock 'open' time is set at 4 seconds

## Functions

Before programming select the most appropriate option. The lock can be set in either of two options dependant on the application.

### A) Repeated Use

**Important Note: This is the default option and is already pre-programmed in new locks.**

The same User Code is entered to open the lock every time.

This is the most common option and is used where the **same code** will be repeatedly used.

### B) Single Use

The User enters a single use code which will lock and then open the lock **once only** and then be erased.

This function is used for short term, multi occupancy applications e.g. a locker in a leisure centre.

To select **B)** single use:

#Master Code ● 24 ● #1111 ● 1111 ●

The lock will now remain open until the next single use code is entered into the lock as follows:

**Step 1:** # enter 4 digit code ● close the locker which will now be locked.

**Step 2:** Enter same 4 digit code ● lock will open and remain open, 4 digit code is erased.

### Example:

**Step 1:** #1992 ● close the locker which will now be locked.

**Step 2:** 1992 ● lock will open and remain open, code 1992 is erased.

The lock will now remain open until the next single shot code is entered.

**Note:** To reset to default function **A)** use the following key sequence:

#Master Code ● 26 ● Master Code

Example: #2468 ● 26 ● 2468

## Operating Instructions

**Note:** The Cabinet Lock has a 5 button keypad and a # button. The # button is hidden beneath the handle when in the locked position.

The lock has the following code levels:

» <b>Master Code</b> can: Open the lock Change the Master Code Set / Change / Delete the Sub-Master and User Code Select between repeated use and single use codes
» <b>Sub-Master Code</b> can: Open the Lock Change the Sub-Master Set / Change / Delete the User Code
» <b>User Code</b> can: Open the lock Change the User Code

**A code cannot be programmed into more than one level.**

#### **Lost Code Procedure**

**Note:** The procedure requires the door to be open

» Remove the rear-fixing bolt and swing the lock over the edge of the door to reveal the battery compartment
» Remove one battery
» Press and hold the 1 button, replace the battery, the blue LED will flash twice, release the 1 button. Within three seconds press the 1 button three times. The blue LED will flash twice and the lock will have reverted to the factory master code 2468 and all other stored settings will be erased.

#### **Penalty time**

» Entering three incorrect codes will cause the lock into shutdown for 10 seconds.
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#### **Battery Power**

» The Cabinet Lock should provide well in excess of 15,000 openings, of 4 seconds each, from 2 x AAA 1.5v cells.
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## Low Battery

When the battery power is low the Red LED will flash 3 times before the Blue LED flashes to signal acceptance of the code. Batteries should be changed as soon as this happens. The lock will operate for 100 times with low battery.

## Battery Failure Override

The Cabinet Lock has been designed so an external PP9 battery can be placed against the contact points surrounding the Blue and Red LED's so the lock can be opened to replace the batteries should they fail.

The procedure is as follows:

»	Place the contact points of the PP9 battery against the contact points surrounding the Blue and Red LED's
»	The positive + PP9 terminal against the Red LED contact point and the negative – PP9 terminal against the Blue LED
»	Enter the Master Code
»	The motor will withdraw the locking pin allowing the lock to be opened
»	Fit new batteries by removing the upper fixing bolt and swinging the lock down over the edge of the door. Refit the lock.



## Programming

To program - the lock must be in the open position with the # button visible. Every program command must commence by pressing the # button, followed by either the Master Code, Sub-Master Code or User Code.

### Master Code Commands

#### CHANGE THE MASTER CODE

##### Key Sequence

#Master Code ● 22 ● New Master Code ● New Master Code ● ●

Example: #2468 ● 22 ● 8642 ● 8642 ● ●

##### Result

Master Code has been changed to 8642

#### SET OR CHANGE THE USER CODE

##### Key Sequence

#Master Code ● 42 ● User Code ● ●

Example: #2468 ● 42 ● 1455 ● ●

##### Result

New User Code 1455 now operative

#### DELETE THE USER CODE

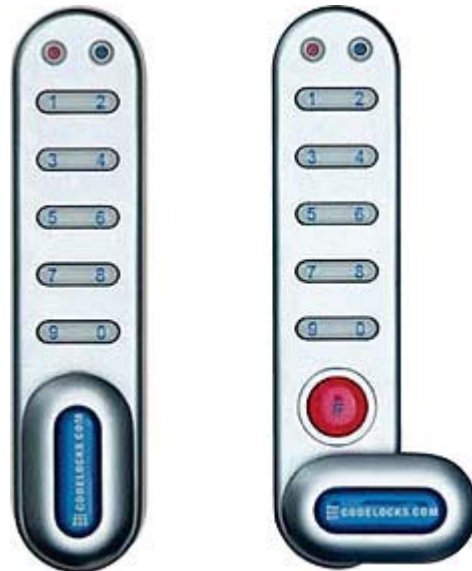
##### Key Sequence

#Master Code ● 44 ● ●

Example: #2468 ● 44 ● ●

##### Result

User Code deleted



## SET OR CHANGE THE SUB-MASTER CODE

### Key Sequence

#Master Code 28 Sub-Master Code Sub-Master Code

Example: #2468 28 2255 2255

### Result

Sub-Master Code 2255 now operative

## DELETE THE SUB-MASTER CODE

### Key Sequence

#Master Code 20 20

Example: #2468 20 20

### Result

Sub-Master Code deleted

## Sub-Master Code Commands

## CHANGE THE SUB-MASTER CODE

### Key Sequence

#Sub-Master Code 40 New Sub-Master Code New Sub-Master Code

Example: #2255 40 8866 8866

### Result

User Code deleted

## SET OR CHANGE THE USER CODE

### Key Sequence

#Sub-Master Code 46 New User Code

Example: #2255 46 1455

### Result

User Code 1455 now operative

## DELETE THE USER CODE

### Key Sequence

#Sub-Master Code 48

Example: #2255 48

### Result

User Code Deleted

## User Code Commands

## CHANGING THE USER CODE

### Key Sequence

#User Code New User Code

#1455 5541

### Result

User Code now 5541