

CODES – The Basics

- The Cabinet Lock has four code levels available:
 - i) Master Code
 - ii) Sub-Master Code
 - iii) User Code
 - iv) Technician Code
- The Cabinet Lock is supplied with two factory set codes:
Master Code: 55 44 33 22
User Code: 00 99
- When fitted immediately change the Master Code and User Code
- All Master Codes and Sub-Master Codes are 8 digits long
- All User Codes are 4 digits long
- All Technician Codes are 6 digits long
- The lock 'open' time is set at 4 seconds

FUNCTIONS

Before programming select the most appropriate function for the application: **A) or B) - See special mastercode set up commands.**

A) Repeated Use

Important Note: This is the default function and is already pre-programmed in new locks. This is the most common function and is used where the same code will be repeatedly used.

B) Single User (Locker Mode)

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 leisure centre.

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OPERATING INSTRUCTIONS

Note: The Cabinet Lock has a 10 button keypad and a # button. The # button is hidden beneath the handle when in the locked position.

The lock has the following code levels:

Master Code 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

Activate/deactivate technician mode

Sub-Master Code can:

Open the lock
Change the Sub-Master
Set / Change / Delete the User Code

User Code can:

Open the lock
Change the User Code

Technician Code can:

Open the lock

A code cannot be programmed into more than one level

Lost Code procedure

Note: The procedure require 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 5 button, replace the battery, the blue LED will flash twice, release the 5 button. Within three seconds press the 5 button three times. The blue LED will flash twice and the lock will have reverted to the factory Master Code 55 44 33 22 and all other stored settings will be erased.

Penalty Time

Entering three incorrect codes will cause the lock into shutdown for 10 seconds.

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.

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 9 volt 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:

PG1 - Paint Gun Locker (Lock Instructions)

- Place the contact points of the 9 volt battery against the contact points surrounding the Blue and Red LED's.
- The positive (+) terminal against the RED LED contact point and the negative (-) 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

#Master Code • 65 • New Master Code • New Master Code ••

Example: #55443322 • 65 • 12345678 • 12345678 ••

RESULT

Master Code has been changed to 12345678

SET OR CHANGE THE USER CODE

#Master Code • 60 • User Code ••

Example: #55443322 • 60 • 9999 ••

RESULT

New User Code 9999 now operative

DELETE USER CODE

#Master Code • 64 ••

Example: #55443322 • 64 ••

RESULT

User Code deleted

SET OR CHANGE THE SUB-MASTER CODE

#Master Code • 69 • Sub-Master Code • Sub-Master Code ••

Example: #55443322 • 69 • 87654321 • 87654321 ••

RESULT

Sub-Master Code 87654321 now operative

DELETE SUB-MASTER CODE

#Master Code • 63 • 63 ••

Example: #55443322 • 63 • 63 ••

RESULT

Sub-Master Code deleted

Sub-Master Code Commands

CHANGE THE SUB-MASTER CODE

#Sub-Master Code • 68 • New Sub-Master Code • New Sub-Master Code ••

Example: #87654321 • 68 • 10101010 • 10101010 ••

RESULT

Sub-Master Code has been changed to 10101010

SET OR CHANGE THE USER CODE

#Sub-Master Code • 62 • User Code ••

Example: #87654321 • 62 • 6666 ••

RESULT

New User Code 6666 now operative

DELETE USER CODE

#Sub-Master Code • 67 ••

Example: #87654321 • 67 ••

RESULT

User Code deleted

User Code Commands

CHANGE THE USER CODE

#User Code • New User Code • New User Code ••

Example: #2244 • 6688 • 6688 ••

RESULT

User Code now 6688

Special Master Code Commands

SET REPEATED USE MODE A)

#Master Code • 08 ••

Example: #55443322 • 08 ••

RESULT

The lock will revert back to default function A) repeated use. Factory set multiple user code 0099 will now work repeatedly until reprogrammed.

SET SINGLE USE MODE B) (LOCKER MODE)

#Master Code • 09 ••

Example: #55443322 • 09 ••

RESULT

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 twice • close the locker which will now be locked

Step 2 - Enter the same 4 digit code •• the lock will now open and remain open until the next 4

PG1 - Paint Gun Locker (Lock Instructions)

digit code is entered.

Note: When locked in this mode • LED will flash every 5 seconds to indicate the locker is locked.

SET TECHNICIAN CODE

#Master Code • 11 • Technician Code • Technician Code ••

Example:#55443322 • 11 • 555555 • 555555 ••

RESULT

The lock is automatically set into function B) single use Locker Mode AND allows the programmed Technician Code to open the lock WITHOUT the entered single use code being erased.

NOTE: If the lock is opened with a Master Code the User Code will be erased.