Codes

The Cabinet Lock has three code levels available:
    i.)   Master Code
    ii.)   Sub-Master Code
    iii.)   User Code
Cabinet Locks are supplied with two factory set codes:
Master Code: 11 33 55 77
User Code: 22 44
 	
When fitted immediately change to a new master code, see program 1

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:

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
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

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.

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 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.

● Code rejected
● Code accepted

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 ●01 ●New Master Code ●New Master Code ● ●

Example: #11335577 ●01 ●12345678 ●12345678 ● ●

Result
Master Code has been changed to 12345678

SET OR CHANGE THE USER CODE
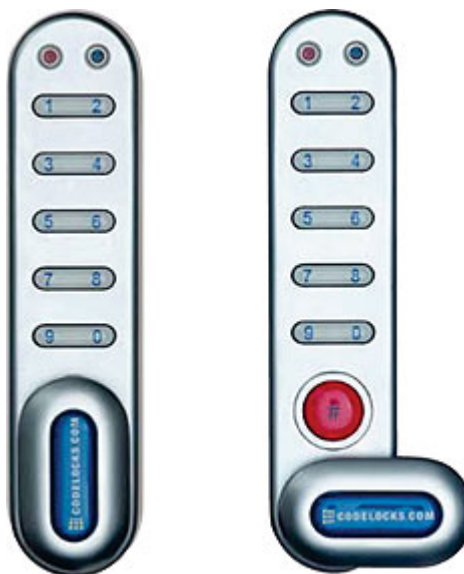
Key Sequence

#Master Code ●02 ●User Code ● ●

Example: #11335577 ●02 ●9999 ● ●

Result
New User Code 1455 now operative

DELETE THE USER CODE

Key Sequence

#Master Code ● 03 ● ●

Example: #2468 ● 03 ● ●

Result

User Code deleted

SET OR CHANGE THE SUB-MASTER CODE

Key Sequence

#Master Code ● 04 ● Sub-Master Code ● Sub-Master Code ● ●

Example: #11335577 ● 04 ● 87654321 ● 87654321 ● ●

Result

Sub-Master Code 87654321 now operative

DELETE THE SUB-MASTER CODE

Key Sequence

#Master Code ● 05 ● 05 ● ●

Example: #11335577 ● 05 ● 05 ● ●

Result

Sub-Master Code deleted

Sub-Master Code Commands

CHANGE THE SUB-MASTER CODE

Key Sequence

#Sub-Master Code ● 06 ● New Sub-Master Code ● New Sub-Master Code ● ●

Example: #2255 ● 06 ● 10101010 ● 10101010 ● ●

Result

Sub-Master Code has been changed to 10101010

SET OR CHANGE THE USER CODE

Key Sequence

#Sub-Master Code ● 07 ● New User Code ● ●

Example: #87654321 ● 07 ● 6666 ● ●

Result

User Code 1455 now operative

DELETE THE USER CODE

Key Sequence

#Sub-Master Code ● 08 ● ●

Example: #87654321 ● 08 ● ●

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