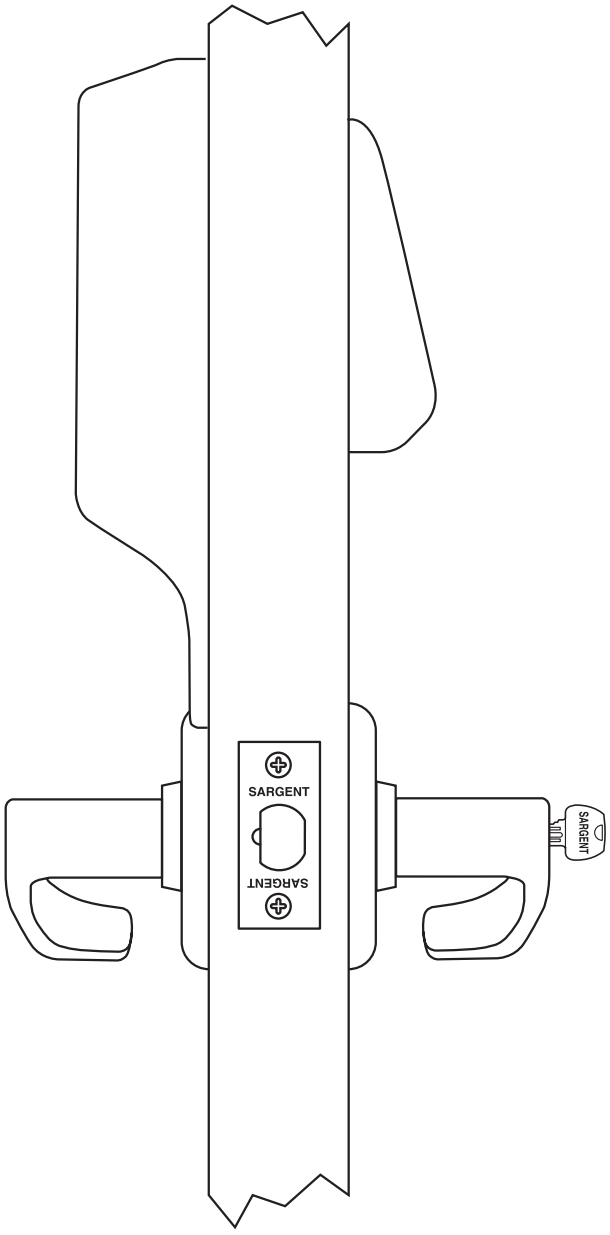
Installation Instructions For
Keypad 10 Line Lock KP10G77

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Keypad 10 Line Lock

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1 General Description

The SARGENT Keypad 10 Line Lock is designed for areas which require authorized entry. It is a self-contained microprocessor-controlled keypad with non volatile solid-state memory. The keypad will hold a total of 100 different User Codes. User Codes “01” and “03” are utilized for Master Code and Supervisory Code, respectively. All programming is done at the keypad, with over 1,100,000 possible user combinations.

This lock is operated by four (4) “C” batteries with a life span of approximately 50,000 cycles. A portable infrared printer (52-2069) may be used to download user information.

2 Specifications

- Latch bolt - 1/2" standard
  3/4" available (41-prefix)
- Deadlocking latch
- Outside lever controlled by keypad or key retracts latch bolt
- Inside lever retracts latch
- Locks furnished for 1-3/4" doors only
- U.L. Listed

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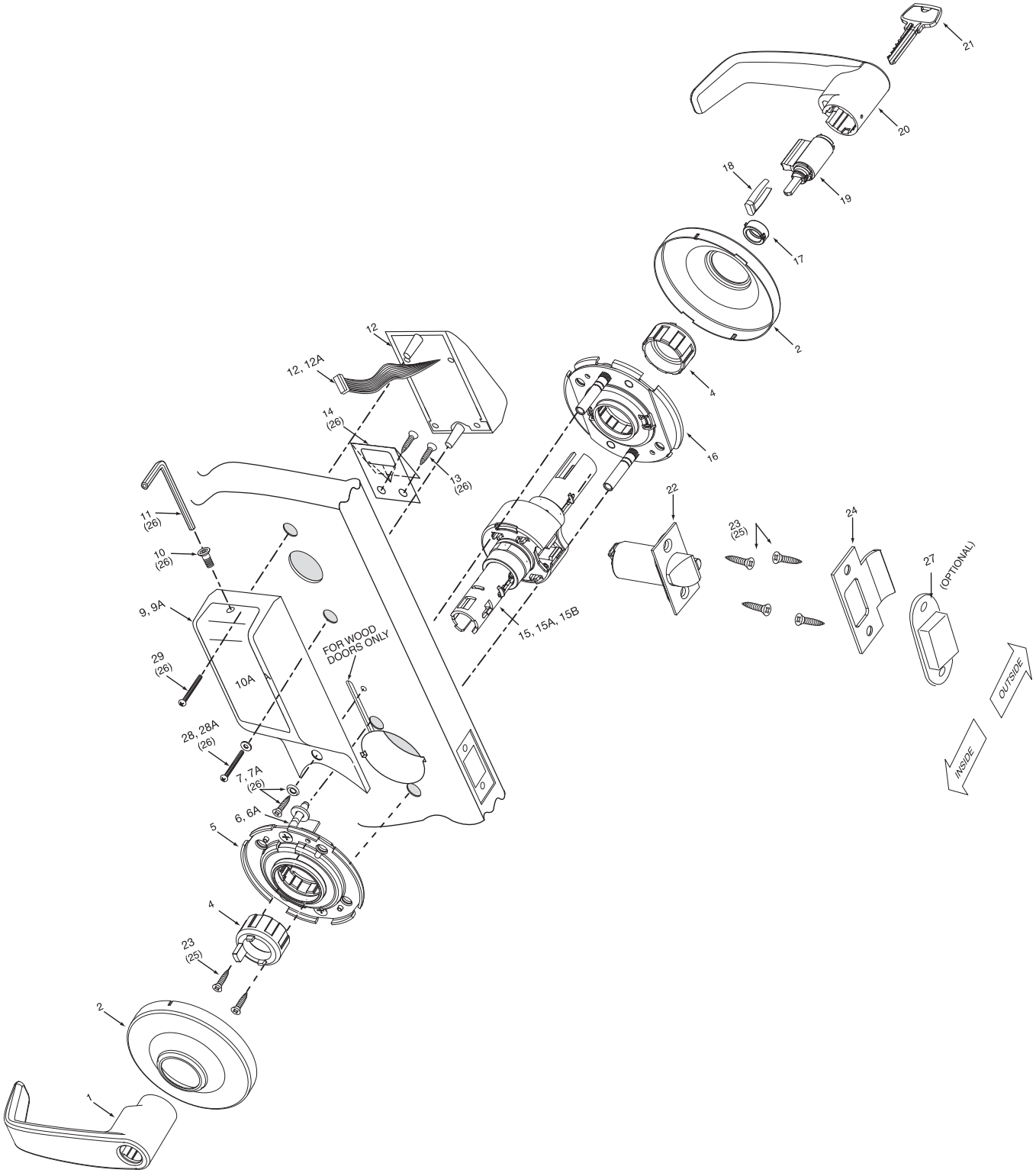
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3 Parts Breakdown

ITEM	PART NUMBER	DESCRIPTION	NO. REQ'D
1	*10-0523	"B" Inside lever/regular and 30-	1
	*10-2204	"J" Inside lever/regular and 30-	1
	*10-0503	"L" Inside lever/regular and 30-	1
	*10-0547	"P" Inside lever/regular and 30-	1
	*10-0536	"B" Inside lever/75 handicap warning	1
	*10-2247	"J" Inside lever/75 handicap warning	1
	*10-0514	"L" Inside lever /75 handicap warning	1
	*10-0558	"P" Inside lever/75 handicap warning	1
		See SARGENT web page for Costal Series Levers.	
2	*10-0790	Rose scalp "G"	2
2A	*10-0798	Rose scalp "L"	2
4	10-0792	Spacer bushing	2
5	10-3048	Inside rose spring assembly (not finished)	1
6	01-9170	Through-bolt screws	2
6A	10-0802	Plastic screw holder	2
7	01-4388	8 X 1 SELF TAP SCREW	1
7A	82-0443	Turn lever cover plate, plastic -black. not shown	1
9	*10-2875	Inside escutcheon assembly	1
9A	52-2400	Controller/circuit board assembly only	1
10	45-1340	Flat head screw (security)	1
10A	52-0069	Battery cover only	1
11	01-0297	SOCKET ALLEN SAFETY KEY	1
12	*52-2340	Outside escutcheon & keypad	1
12A	52-2299	Keypad assembly only	1
13	01-1500	SELF TAP SCREW TYPE "AB"	2
14	52-0033	Fire stop plate and screws	1
15	10-2642	77 Lockbody (std, 10, 21, 23, 30, SC, SE, VA & VS prefixes only)	1
15A	10-2643	77 Lockbody (60, 63, 64 prefixes only)	1
15B	10-2644	77 Lockbody (70, 72, 65-73, 65-73P lockbody)	1
16	10-3049	Outside rose spring assembly (not finished)	1
17	10-0019	Cylinder spacer	1
17A	13-3613	Schlage (SC) cylinder (provide keying details)	1
17B	13-3614	Schlage (SE) cylinder (provide keying details)	1
17C	13-3713	Cylinder (10-Signature)	1
18	10-0312	Cylinder retainer	1
18A	10-0313	Cylinder retainer for removable core, Interchangeable core & Keso	1
19	13-3266	Cylinder (standard) provide keying details	1
20	*10-2251	"B" Lever outside standard cylinder	1
	*10-2205	"J" Lever outside standard cylinder	1
	*10-0502	"L" Lever outside standard cylinder	1
	*10-0546	"P" Lever outside standard cylinder	1
	*10-0525	"B" Outside lever/30-competitive cylinder	1
	*10-2206	"J" Outside lever/30-competitive cylinder	1
	*10-0503	"L" Outside lever/30-competitive cylinder	1
	*10-0547	"P" Outside lever/30-competitive cylinder	1
	*10-0535	"B" Outside lever/standard cylinder 76 handicap warning	1
	*10-2246	"J" Outside lever/standard cylinder 76 handicap warning	1
	*10-0513	"L" Outside lever/standard cylinder 76 handicap warning	1
	*10-0557	"P" Outside lever/standard cylinder 76 handicap warning	1
		See SARGENT web page for Costal Series Levers.	
21		Key (provided with cylinder)	A/R
22	*10-2000	2-3/4" Backset latch (standard)	1
22A	10-2053	3-3/4" Backset latch (23 prefix)	1
22B	*10-2058	5" Backset latch (25 prefix)	1
22C	*10-2634	3/4" Throw (41 prefix)	1
23	01-4414	Screw for standard front and strike	4
24	*08-0312	#800 Strike	1
24A	*08-0066	#808 Strike (28-prefix)	1
25	*10-2052	Screw pack- standard (screws (latch, strike, #3) & push pin tool)	1
	*10-2070	Screw pack- 28- prefix (screws (front, strike, #3) &push pin tool)	1
26	52-2300	Screw pack (includes #'s 7, 11, 13, 14, 28, 28A, 29)	1
27	08-0055	Strike Box- standard	1
28	01-1157	8-32unc-2ax 1 1/4	1
28A	01-9063	WASHER	1
29	01-1119	PH FL HD 8-32 X 1 1/2	1
30	10-0043	Lever Retainer Push Pin, Not Shown	1

*Specify Finish

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4 Features

KP10G77

- Non volatile memory
- Motor driven, battery operated cylindrical lock
- Battery operated with 4 each “C” Alkaline Batteries
- Low battery alert–4 chirps after code entry
- Option Code available to sound horn every time keypad is pressed
- External remote “request to exit” connector
- External battery input connector included to power unit in event of battery failure
- 100 users total: one Master Code, one Supervisory Code, with the rest being standard codes, passage codes, or one time only codes
- All programming done at keypad
- Operates utilizing any two to six digits per code. Digits may be repeated and codes may start with zero
- Minimum 40,000 cycles per set of batteries
- Cylinder override provided
- Entry of three wrong User Codes disables all codes for ten seconds. Green LED flashes
- Piezo horn can be heard with each keystroke or turned off by Master or Supervisory Code
- Last 15 transactions can be output to portable printer via infrared link

Keypad

- Made of ultraviolet stable material
- LED’s indicate valid or invalid entries
- Green LED indicates unlocked. Yellow LED indicates unit is in programming mode
- Flashing green and yellow LED’s indicate lock in passage mode
- Infrared LED for transaction output. Indicates last 15 valid codes

Items included in your KP10G77 Keypad Cylindrical Lock:

- Outside Escutcheon with Keypad
- Motorized Cylindrical Lock with cylinder
- Inside escutcheon with circuit board and battery pack
- Batteries (4 “C”)
- Tools

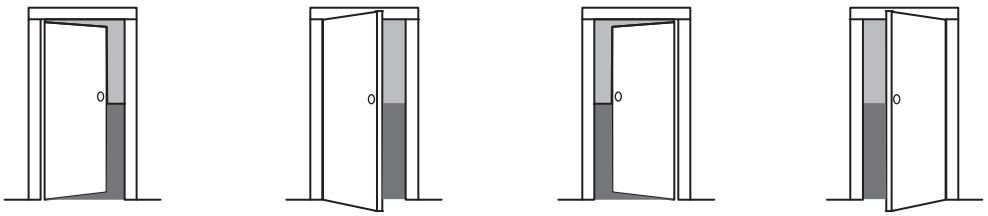
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5 Installation Instructions

Step #1 Verify Hand and Bevel of Door

Stand on outside/locked side of the door when determining the door hand



Left hand hinges left open inward LH

Left hand reverse bevel hinges left open outward LHRB

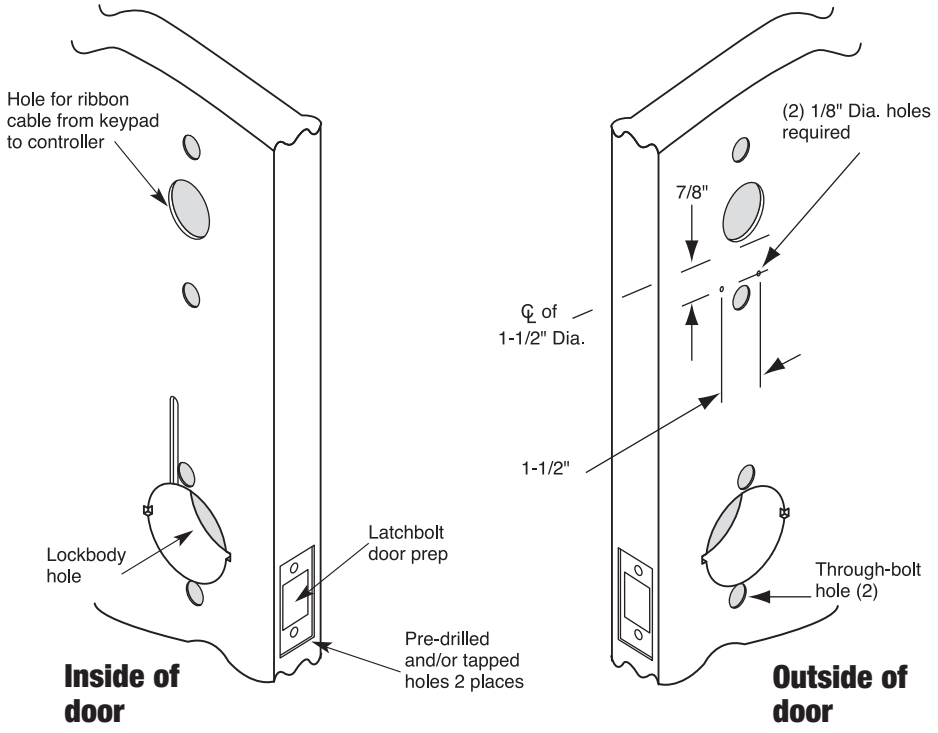
Right hand hinges right open inward RH

Right hand reverse bevel hinges right open outward RHRB

Step #2 Door Preparation

Prepare door according to appropriate template (see website www.sargentlock.com):

- For metal door template, see 4486 and 4494
- For wood door template, see A7332 (scale paper template ships with product) and 4375-1
- Prior to installation, all holes must be free of burrs, debris and sharp edges
- If doors are not properly reinforced per ANSI115.2, commercially available reinforcements should be installed

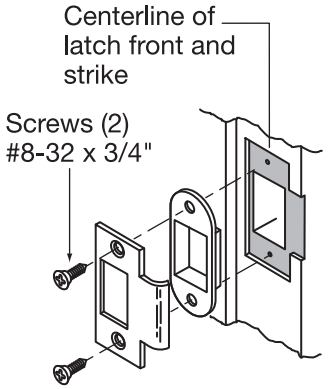


Wood Door Preparation

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Step #3 Frame Preparation for Strike

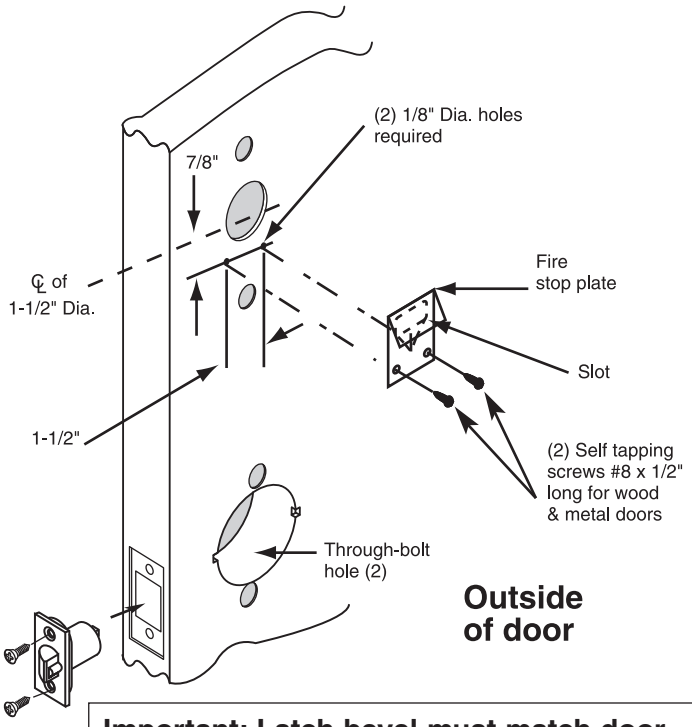


Step #4 Latch and Fire Stop Plate Installation

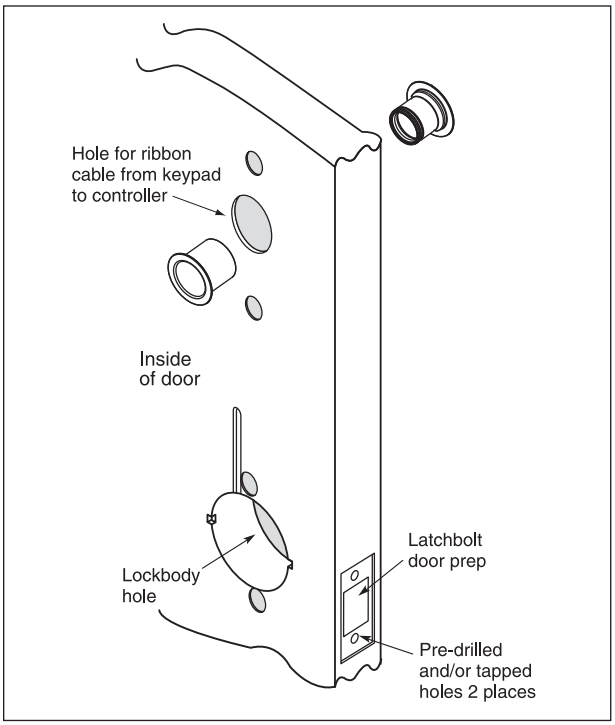
1. Install latch with beveled bolt facing the strike
2. Attach with two screws, but DO NOT tighten completely at this time
3. Attach Fire Stop Plate with two screws

Note: Required for all Fire Rated doors

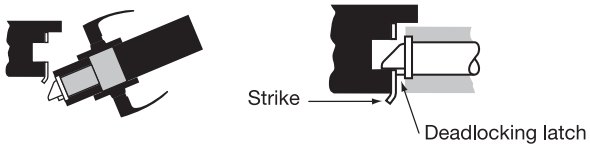
Fire Rated Doors– Install Fire Stop Plate (P/N 52-0033) as shown below



Non Fire Rated Exterior Doors– Install Weather Conduit (P/N 52-2847) as shown below



Important: Latch bevel must match door bevel and deadlocking latch must stop on strike when door is closed



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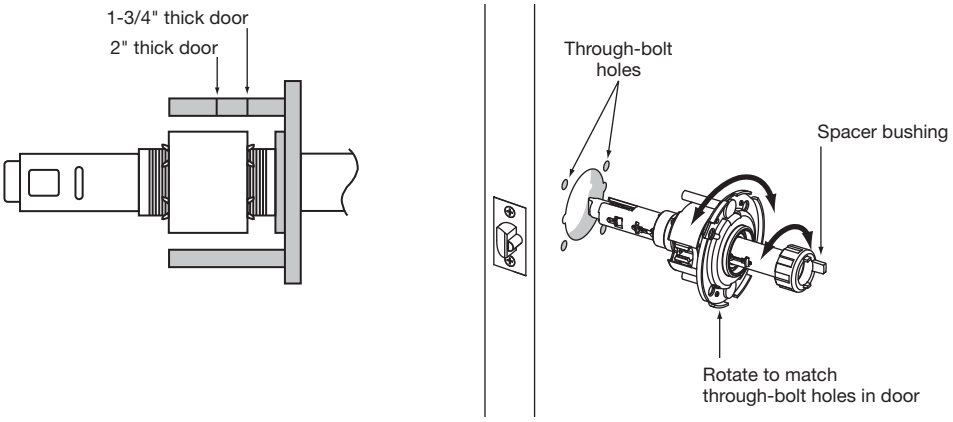
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Lock Preset to:

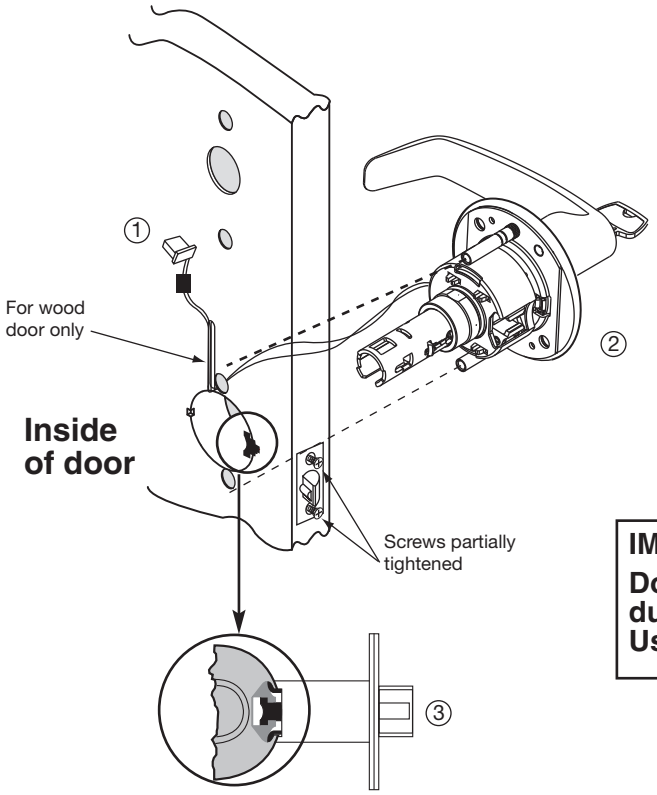
- Through-bolt location– 12 & 6 o'clock
- Door thickness– 1-3/4" thick- see below for other door conditions

Adjustment for different through-bolt and door thickness:

- Remove outside lever (usually keyed), scalp and spacer bushing
- Rotate mounting plate to either align with through-bolt holes in door, or adjust for proper door thicknesses (see markings on through-bolt)
- Reinstall spacer bushing (to align with back of lever) scalp and lever



1. Feed wires into the lock body hole from outside of door
2. Install lock body into cross-bore hole from outside of the door (locked side)
3. Lock body must engage both the latch unit prongs and tail piece (as shown)



IMPORTANT:
Door must remain open during installation. Use door stop.

IMPORTANT: Lockbody must be centered in the door.

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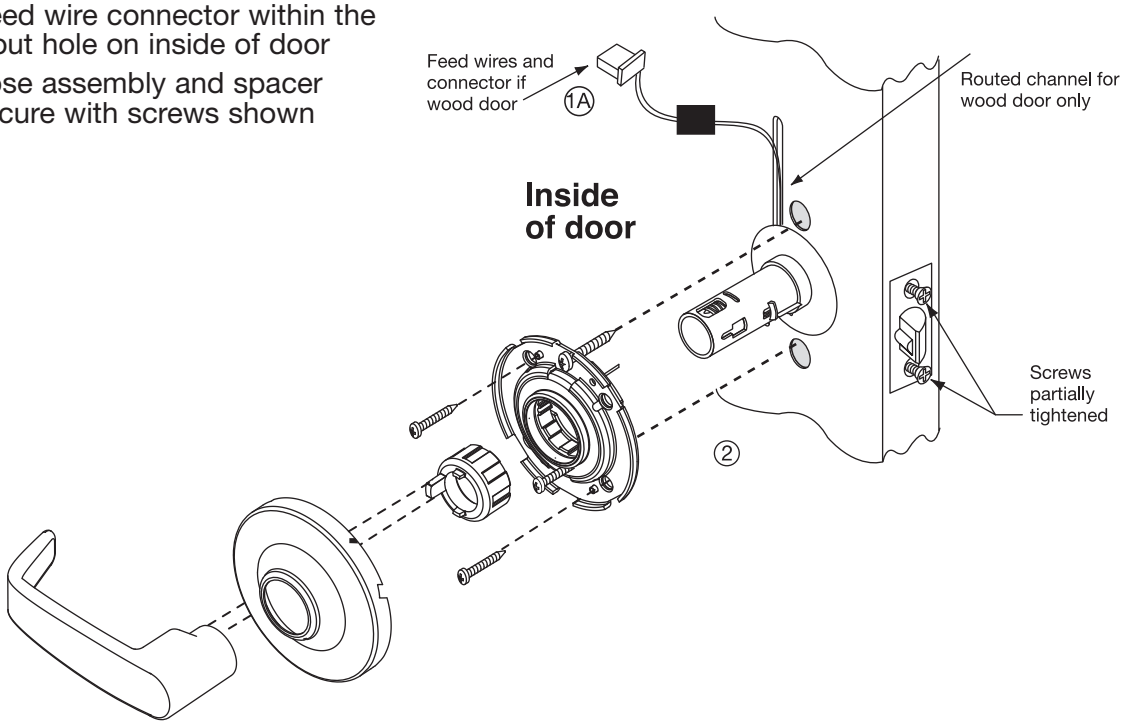
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Step #6 Securing the Lock to Door

1A. If wood door, feed wires up through the routed channel as shown

1B. If metal door, feed wire connector within the door core and out hole on inside of door

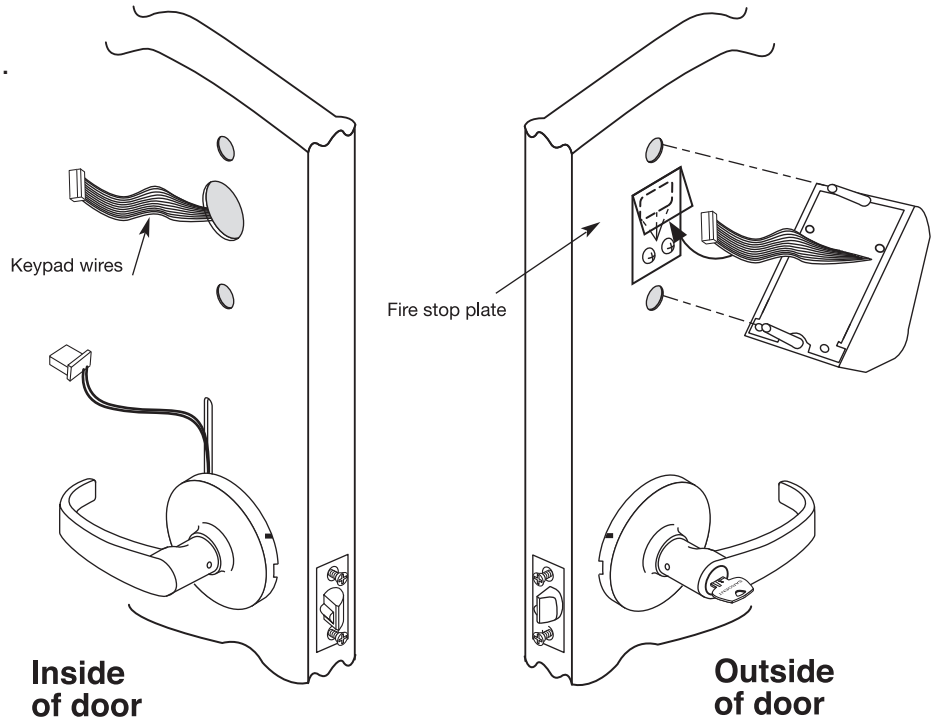
2. Attach inside rose assembly and spacer bushing and secure with screws shown



Step #7 Installation of Outside Escutcheon

- From the outside of the door, feed keypad wires through fire stop plate and to the inside of the door. Lift plate cover if needed.

- **IMPORTANT – Fire stop plate cover must lay flat before installing the keypad to avoid interference**

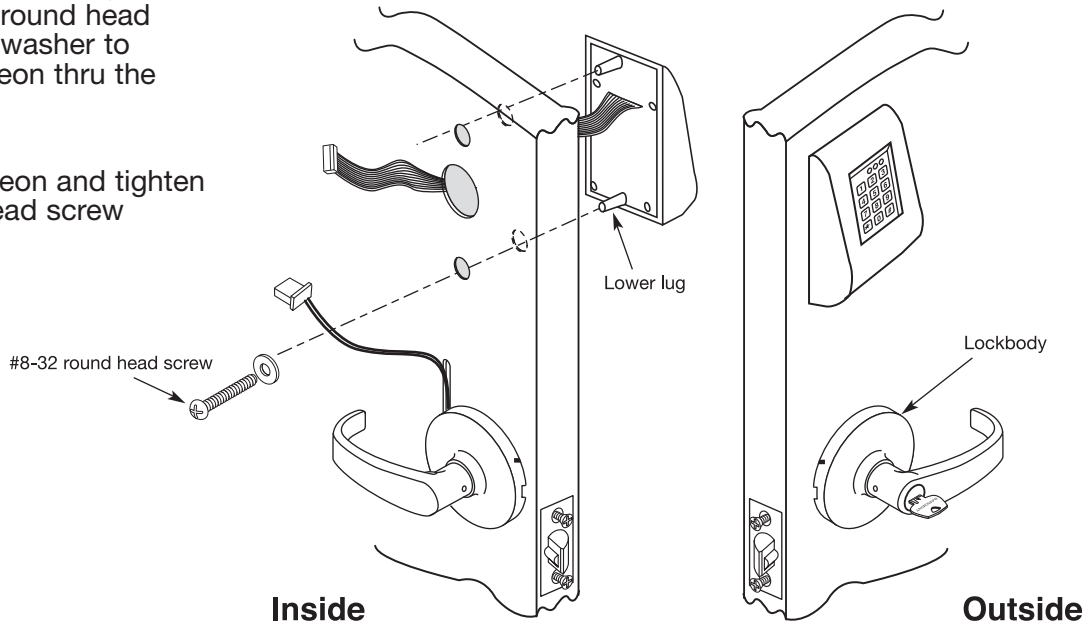


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Step #8 – Security of Outside Escutcheon

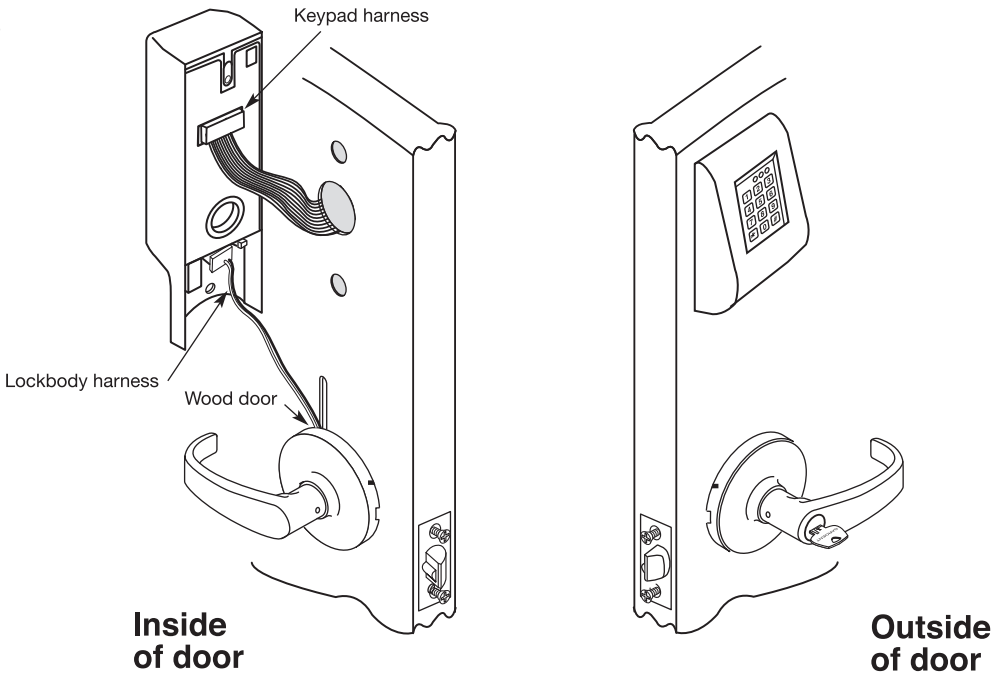
- From the inside of the door, use the #8-32 x 1 1/4" round head screw with the flat washer to attach the escutcheon thru the lower lug
- Straighten escutcheon and tighten the #8-32 round head screw



Step #9 – Installation of Inside Escutcheon

- Plug the smaller lockbody wires into the inside escutcheon. Access holes vary based on wood or metal door application
- Plug keypad ribbon cable connector into inside escutcheon

IMPORTANT: Both wire plug connectors go on only one way. Do not offset the connectors. If not seated, keypad will not function properly

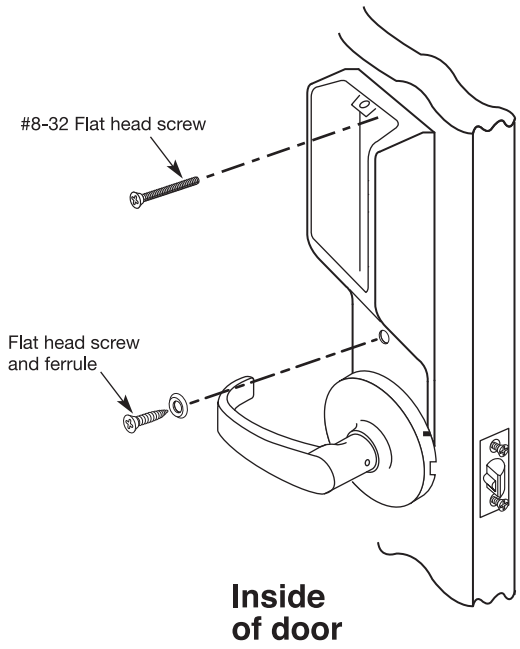


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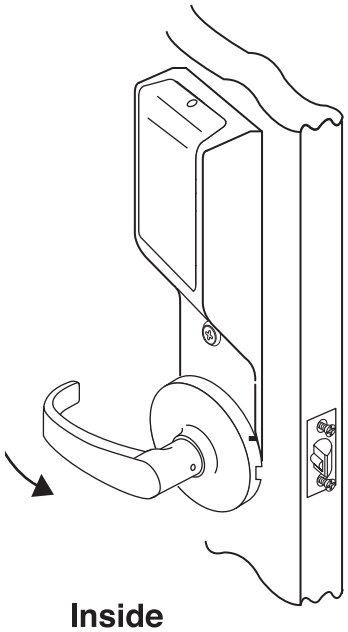
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Step #10 Securing of Inside Escutcheon

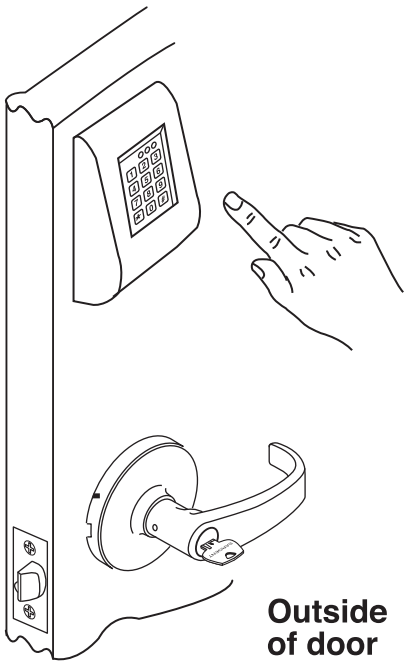
- Remove black plastic battery cover with security hex wrench (provided)
- Carefully tuck the wire into the routed groove in wood door. The remainder can fit within bottom portion of escutcheon. Make certain that wires are not pinched by obstructions in escutcheon
- Place inside escutcheon flat against the door
- Secure inside escutcheon with one flat head screw thru interior of inside escutcheon and into post of exterior escutcheon
- Secure bottom of escutcheon with flat head screw and ferrule



Step #11 Test Lockset



- Rotate inside lever to test for latch bolt retraction
- Place key into cylinder and rotate key for latch bolt retraction
- Tighten latch bolt screws on edge of door
- Test keypad operation per manual's instructions

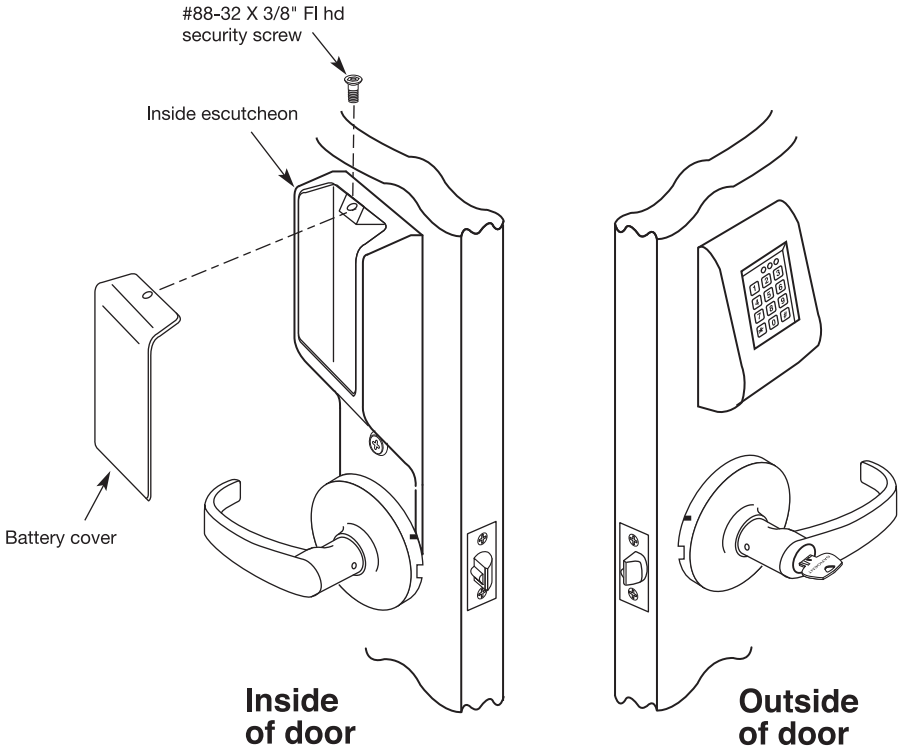


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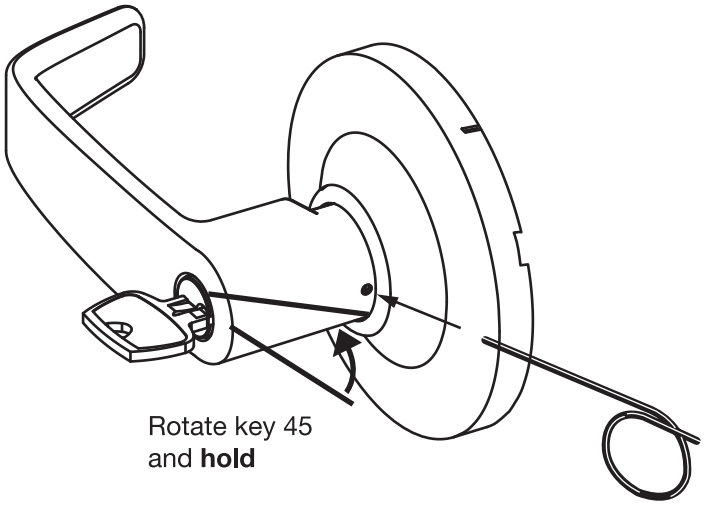
Step #12 – Battery Installation

- Place (4) C batteries into the compartment as indicated inside escutcheon
- Attach battery cover to inside escutcheon and secure with #8-32 x 3/8" security screw **DO NOT OVER TIGHTEN**



How to Remove Outside Lever Only

1. Insert key, rotate 45° clockwise and hold
2. Depress lever retainer with push pin tool (provided)



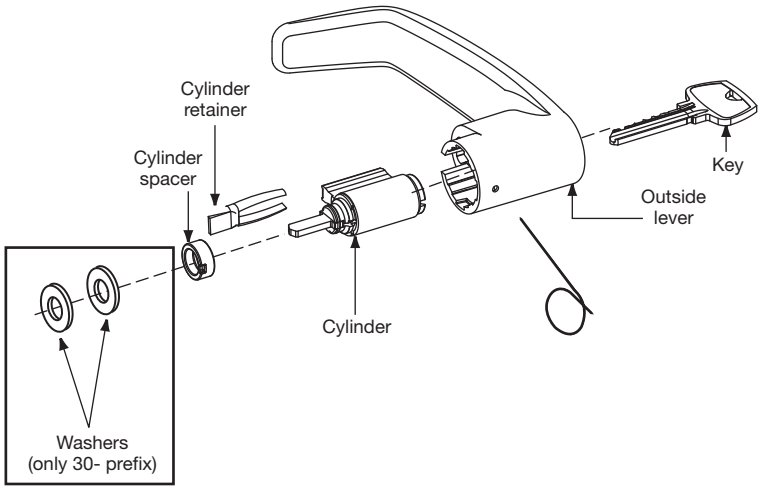
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How to Change Cylinder (if required)

1. With outside lever in hand- use standard pliers; pull out cylinder retainer
2. Remove key and cylinder from lever
3. Insert new cylinder
4. Secure by pressing cylinder retainer flush with shelf*

*** NOT SHOWN**



6 Programming Instructions

The 10 Line Keypad Lock can support 100 users. Each user is assigned a User Number in addition to the code used for entry.

Example:

USER TYPE	USER NUMBER	USER CODE* (2-6 DIGITS)
Master	01	1 2 3 4
Supervisor	03	3 0 3 0 3 0
Standard	04-97	2 6 5
Special Factory	98	
10 Sec. Time Preset	99	1 3 6 8

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6 Programming Instructions (Continued)

This Keypad 10 Line Lock has 99 User Codes available for programming purposes.

- The Master Code is always User "01". The Master Code assigns the Emergency and Supervisory Codes. It is also used for programming. Users are deleted through the Master Programming Code only.
- The Emergency Code is always User "02". The Emergency Code has an unlock time of 10 seconds.
- The Supervisory Code is always User "03". The Supervisory Code allows temporary lockout of selected users, changes duration of unlock time, requests infrared interrogation output, and may add additional User Codes.
- The first User Code will be User "04" or higher. User numbers do not have to be used or entered sequentially.
- User codes "98" and "99" have a factory-set unlock time of ten seconds. This allows a handicapped person extra time which would not be required by other users.

To Begin Programming:

The Keypad 10 Line Lock is preset at the factory with Master Code "1234". Entering 1234 * will unlock the lock allowing the lever handle to retract the latchbolt.

Initial Set-Up Procedures:

- The following are typical procedures to follow when setting up your KP10G77 Keypad.
- If a mistake is made during any of procedures, depress the "*" several times until the yellow LED goes out.
- If no keystroke is made in a 30 sec. time frame, the programming up to that point will default and you will have to start over.

All of the following procedures start with 99#.

If after the last "*" is depressed, the yellow LED does not go out, depress "*" once more.

Change Master Code:

- 1234* (Yellow LED Begins to Blink Slowly) This example uses the Factory Default Master Code
- 50# 1# 01# New Master Code* (Yellow LED Blinks Quickly)
- New Master Code* (Yellow LED Blinks Slowly) *(Yellow LED Goes Out)

To Enter the Emergency Code: (Unlock Duration is Factory Set at 10 Sec)

- Master Code* (Yellow LED Begins to Blink Slowly)
- 50# 1# 02# Emergency Code* (Yellow LED Blinks Quickly)
- Emergency Code* (Yellow LED Blinks Slowly) * (Yellow LED Goes Out)"

To Enter the Supervisory Code:

- Master Code* (Yellow LED Begins to Blink Slowly)
- 50# 1# 03# Supervisory Code* (Yellow LED Blinks Quickly)
- Supervisory Code* (Yellow LED Blinks Slowly) *(Yellow LED Goes Out)

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All of the following procedures start with 99# (continued).
If after the last "*" is depressed, the yellow LED does not go out, depress "*" once more.

To Enter a User Code:
- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 50# 1# User Number (04-97)# User Code* (Yellow LED Blinks Quickly)
- User Code* (Yellow LED Blinks Slowly)* (Yellow LED Goes Out)

To Enter a Passage (Maintained Mode) Code: When Passage Mode is used, the same User Code must be used to Re-lock the Lock.
- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 50# 2# User Number (04-97)# User Code* (Yellow LED Blinks Quickly)
- User Code* (Yellow LED Blinks Slowly)* (Yellow LED Goes Out)

To Enter a One Time User Code:
- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 50# 3# User Number# User Code* (Yellow LED Blinks Quickly)
- User Code* (Yellow LED Blinks Slowly) * (Yellow LED Goes Out)

To Deactivate "Beep" With the Depression of Each Key:
- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 30# 0# 0# (Yellow LED Continues to Blink Slowly)
- * (Yellow LED Blinks Quickly)
- * (No Beep on Depression and Yellow LED Blinks Slowly)
- * (No Beep on Depression and Yellow LED Goes Out)

To Reactivate "Beep" With the Depression of Each Key:
- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 30# 0# 1# (Yellow LED Continues to Blink Slowly)
- * (Yellow LED Blinks Quickly)
- * (Beep on Depression and Yellow LED Blinks Slowly)
- * (Beep on Depression and Yellow LED Goes Out)

To Clear the Entire Memory:
- Master Code* (Yellow LED Begins to Blink Slowly)
- 46# 00000# 00000# (Yellow LED Continues to Blink Slowly)
- * (Yellow LED Blinks Quickly)
- * (No Beep on Depression and Yellow LED Goes Out)
- PAUSE, Yellow LED Begins to Blink Again
- * (Yellow LED Goes Out)

Note: This Deletes ALL Codes, including Master, Emergency and Supervisory. The Master Code is set back to 1234, Door Number to 0001 and Unlock time 5 Sec. If the Master Code is not known, Factory Assistance will be required to clear the memory. 1-800-810-WIRE.

To Program Door Numbers into Keypad:
- Master Code* (Yellow LED Begins to Blink Slowly)
- 43# 0# Door Number# (must be four digits) (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Blink Slowly)
- * (Yellow LED Goes Out)

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Keypad 10 Line Lock

Sargent also offers a Data Transfer Device (DTD) To Interrogate the lock.
Go to WWW.SARGENTLOCK.COM for information.

All of the following procedures start with 99# (continued).
If after the last "*" is depressed, the yellow LED does not go out, depress "*" once more.

To Interrogate Transaction Log:

- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 70# 0# 0# (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Goes Out)

For additional information, see "Transaction Log".

Note: Seq. # 1 is the programming request to output the entries. Sequence numbers 2-6 are the actual entries.

Door #5666

Seq	User	Trans
1	001	003
2	003	001
3	003	001
4	020	001
5	003	001

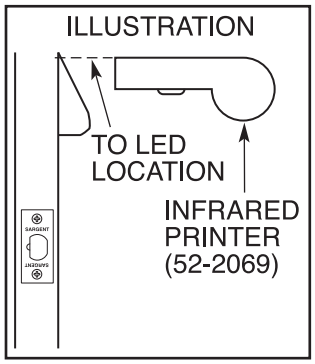
Door Number

Transaction Number

User Number

Transaction type

Hold an infrared printer up to the red infrared LED (as shown). An HP82240B Infrared Printer can be used to download information from the keypad to a printout.



To Reset / Clear Transaction Log:

- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 76# 00000# 00000# (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Goes Out)

To Delete a User Number:

- Master Code* (Yellow LED Begins to Blink Slowly)
- User Number# (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Blinks Slowly)
- * (Yellow LED Goes Out)

To Disable / Enable a User Number:

- Supervisory or Master Code* (Yellow LED Begins to Blink Slowly)
- 56# 0# = Enable, 1# = Disable, User Number# (04-99) (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Blinks Slowly)
- * (Yellow LED Goes Out)

To Set Unlock Time:

- Master Code* (Yellow LED Begins to Blink Slowly)
- 85# Time Duration# (01-99 Sec) 0# (Yellow LED Blinks Slowly)
- * (Yellow LED Begins to Blink Quickly)
- * (Yellow LED Blinks Slowly)
- * (Yellow LED Goes Out)

Note: The Unlock Time is Adjustable for Momentary Operation. A 5 second unlock time is recommended to extend battery life. Once the unlock time is entered, it is the same for **ALL** users except 02, 98 and 99 which are factory set for 10 seconds.

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Chain Programming

When programming multiple User Numbers and Codes into the 10 Line Keypad Lock, it is not necessary to leave and re-enter the programming mode (50) for each entry. Multiple entries may be chained together and the three different types of user codes (Standard, Passage and One Time) may be mixed.

The format to be used is as follows where:

"T" is the Type of user code with "1" Standard, "2" Passage and "3" One Time.

"UN_" is User Number (04-99)

"UC_" is User Code (2 to 6 digits) which correlates with the User Number 99# Master or Supervisor Code* 50# Type# User Number a# User Code a*
User Code a* T# UNb# UCb* UCb* T# UNc# UCc* UCc* ..... T# UN_# UC_* UC_**

An example with four user codes is shown below:

Type	User Number	User Code
1	05	875
3	12	2226
2	08	5444
1	50	3367

Using Master Code 4732 and above information, the lock would be programmed as follows:

99# 4732* 50# 1# 05# 875* 875* 3# 12# 2226* 2226* 2# 08# 5444* 5444* 1# 50# 3367* 3367**

If all user codes are the same type, it is not necessary to enter the type number with each entry. The type number has to be entered with the first user code only.

The format now simplifies to:

99# Master or Supervisor Code* 50# Type# User Number a# User code a* User Code a* UNb# UCb* UCb* UNc# UCc* UCc*..... UN_# UC_* UC_**

An example with three user codes is shown below:

Type	User Number	User Code
1	07	77
1	15	67832
1	91	7568

Using Master Code 45988 and above information, the lock would be programmed as follows:

99# 45988* 50# 1# 07# 77* 77* 15# 67832* 67832* 91# 7568* 7568**

To chain the User Number delete procedure:

99# Master Code* User Number a#** UNb#** UNc#**..... UN_#****

Using the information from the above example:

99# 45988* 07#** 15#** 91#****

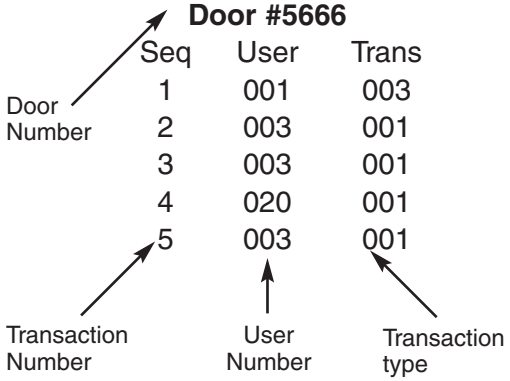
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To output the last 15 entries, enter 99 # Supervisory or Master Code * 70 # 0 # 0 # **.

7 Transaction Log

Note: Seq. # 1 is the programming request to output the entries. Sequence numbers 2-6 are the actual entries.



Door Number

- 4 Digits
- Up to 9999 different doors, assigned by user

Transaction Number

- Single digit - 1-6
- Latest transaction - 1
- Oldest transaction - 6

User Number

- Three digits - 001 through 099
- User numbers assigned at time of programming

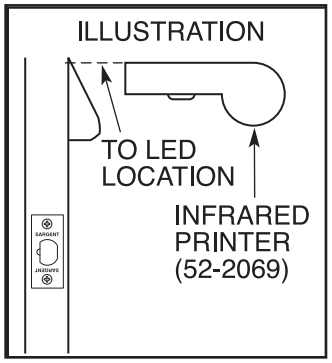
Transaction Types

- 001 =Access granted
- 003 = Log printed

Optional Equipment

- Printer Paper (6 Rolls) - 52-0034 used for infrared printers
- Auxiliary Power Unit (APU) 52-2065 - used to unlock unit if batteries are too weak and cylinder is not used.
- Infrared Printer - 52-2069 - used to download the user and transaction type.
- Remote Unlocking - 52-2071 - used for remote unlocking of keypad 10 Line Lock. When remote unlocking feature is used, the latchbolt can be retracted by turning the lever handle. Use a QC2A Hinge.

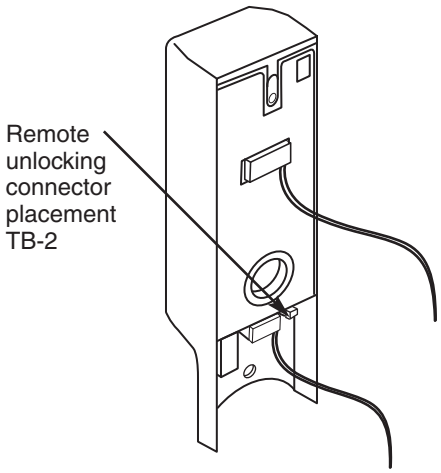
Hold an infrared printer up to the red infrared LED (as shown). An HP82240B Infrared Printer can be used to download information from the keypad to a printout.



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Serrure à clavier KP10G77

Guide de programmation

La serrure à clavier KP10G77 peut accomoder 100 utilisateurs. On doit assigner à chacun un numéro d'utilisateur, en plus de son code d'entrée.

Example:

Type d'usager	Numéro d'usager	Code d'usager (2 à 6 chiffres)
Maître Urgence Superviseur	01 02 03	1 2 3 4 2 2 2 2 2 3 0 3 0 3 0
Ordinaire	04 à 97	2 6 5
Spécial usine 10 secondes	98 99	 1 3 6 8

99 codes d'utilisateurs disponibles à la programmation

- Le code maître est toujours l'utilisateur programmation. Les utilisateurs sont
- Le code d'urgence est toujours l'utilisateur temps de déverrouillage de 10 secondes.
- Le code superviseur est toujours modification du temps de déverrouillage,
- Le premier code d'utilisateur sera
- Les codes ''98" et ''99" établis en les personnes handicapées.

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Pour commencer :

Le code maître établi en usine est “1234”. Appuyer sur 1234* déverrouille la serrure, permettant au levier de retirer le pêne.

Codification initiale :

Dans une séquence typique de programmation, le voyant jaune clignotera doucement après l’entrée du code maître ou superviseur suivi de “ * ”. Il continuera jusqu’à l’entrée du nouveau code suivi de “ * ”. Il clignotera ensuite rapidement jusqu’à l’entrée de “ * ”. Si le voyant reste allumé, sans clignoter, durant la programmation, il y a eu une erreur de programmation et la séquence doit être recommancée.

Pour changer le code maître

Entrer : 99 # 1234 * 50 # 1 # 01 # Nouveau code maître suivi de * Nouveau code maître suivi de * *

Pour entrer le code d’urgence :

Entrer : 99 # Code maître suivi de * 50 # 1 # 02 # Code d’urgence * Code d’urgence * *

Remarque : La durée de déverrouillage est réglée en usine à 10 secondes.

Pour entrer le code superviseur :

Entrer : 99 # Code maître suivi de * 50 # 1 # 02 # Code d’urgence * Code d’urgence * *

Entrer : 99 # Code maître suivi de * 50 # 1 # 03 # Code superviseur suivi de * Code superviseur suivi de * *

Pour entrer un code d’utilisateur :

Entrer : 99 # Code maître ou superviseur suivi de * 50 # 1 # Code d’utilisateur (entre 04 et 97) suivi du # et du code d’utilisateur suivi de * Code d’utilisateur suivi de *

Pour entrer un code passage (fonction maintenue) :

Entrer : 99 # Code maître ou superviseur suivi de * 50 # 2 # Numéro d’utilisateur (entre 04 et 97) suivi du # et code d’utilisateur suivi de * Code d’utilisateur suivi de * *

Le même code devra être utilisé pour reverrouiller la serrure.

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Pour entrer un code servant une fois seulement :

Entrer : 99 # Code maître ou superviseur suivi de * 50 # 3 # Numéro d'utilisateur suivi du # et code d'utilisateur suivi de * Code d'utilisateur suivi de * *

Pour annuler la tonalité entendue en appuyant sur les touches :

Entrer : 99 # Code maître ou superviseur suivi de * 30 # 0 # 0 # * * *

Pour remettre la tonalité entendue en appuyant sur les touches :

Entrer : 99 # Code maître ou superviseur suivi de * 30 # 0 # 1 # * * *

Pour effacer entièrement la mémoire :

Entrer : 99 # Code maître suivi de * 46 # 00000 # 00000 # * * <PAUSE> *

Remarque : Ceci annule tous les codes, incluant les codes maître et superviseur.

Le code maître redevient 1234, le numéro de porte 0001 et le temps de déverrouillage 5 secondes.

Pour programmer les numéros de porte :

Entrer : 99 # Code maître suivi de * 43 # 0 # Numéro de porte (doit être quatre chiffres) suivi de # * * *

Pour lire le rapport des activités :

Entrer : 99 # Code maître ou superviseur suivi de * 70 # 0 # 0 # * *

Pour effacer le rapport des activités :

Entrer : 99 # Code maître suivi de * 76 # 00000 # 00000 # * *

Remarque : Après chaque programmation, le voyant jaune devrait arrêter de clignoter.

S'il clignote toujours après la dernière * , appuyer de nouveau sur *.

Pour annuler un numéro d'utilisateur :

Entrer : 99 # Code maître suivi de * Numéro d'utilisateur suivi de # * * * *

Pour annuler un numéro d'utilisateur :

Entrer : 99 # Code maître suivi de * Numéro d'utilisateur suivi de # * * * *

Pour invalider et réactiver un numéro d'utilisateur :

Entrer : 99 # Code maître ou superviseur suivi de * 56 # choix # numéro d'utilisateur (04 à 99) suivi de # * *

A noter : choix 0 = réactive, 1 = invalide,

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Pour fixer le temps de déverrouillage :

Entrer : 99 # Code maître suivi de * 85 # Durée suivie de # 0 # * * *

Remarque : Le temps de déverrouillage est réglable entre 01 et 99 secondes. On recommande 5 secondes pour prolonger la durée des piles. Le temps sera le même pour TOUS les utilisateurs, sauf 02, 98 et 99 qui sont pré-réglés en usine à 10 secondes.

Programmation en chaîne

Pour programmer des numéros et des codes d'utilisateurs multiples, il n'est pas nécessaire de quitter le mode de programmation (50) entre chaque entrée. On peut entrer un après l'autre, en désordre, les trois différents types de codes d'utilisateurs (ordinaire, passage et une fois).

Le format à suivre est le suivant :

''T" est le type de code d'usager, soit ''1" pour ordinaire, ''2" pour passage et ''3" pour une fois.

''UN_" est le numéro d'utilisateur (entre 04 et 99)

''UC_" est le code d'utilisateur (de 2 à 6 chiffres) qui correspond au numéro d'utilisateur.

99# Code maître ou superviseur * 50# Type# Numéro d'utilisateur a# Code d'utilisateur a * Code d'utilisateur a * T# Unb# Ucb * Ucb * T# Unc# Ucc * Ucc * ..... T# UN_# UC_ * UC_ **

Ceci est un exemple de quatre codes d'utilisateurs :

Type	Numéro d'utilisateur	Code d'utilisateur
1	05	875
3	12	2226
2	08	5444
1	50	3367

En utilisant le code maître 4732 et les renseignements ci-dessus, la programmation de la serrure serait la suivante :

99# 4732* 50# 1# 05# 875* 875* 3# 12# 2226* 2226*
2# 08# 5444* 5444* 1# 50# 3367* 3367**

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Il n'est pas nécessaire d'entrer le numéro de type à chaque entrée si tout les codes d'utilisateurs sont du même type. Le numéro de type doit être entré avec le premier code d'utilisateur seulement.

Le format sera donc simplifié:

99# Code maître ou superviseur* 50# Type# Numéro d'utilisateur a# Code d'utilisateur a* Code d'utilisateur a* Unb# Ucb* Ucb* Unc# Ucc* Ucc* ..... UN_# UC_* UC_**

Ceci est un exemple de trois codes d'utilisateurs :

Type	Numéro d'utilisateur	Code d'utilisateur
1	07	77
1	15	67832
1	91	7568

En utilisant le code maître 45988 et les renseignements ci-dessus, la programmation de la serrure sera la suivante :

99# 45988* 50# 1# 07# 77* 77* 15# 67832* 67832* 91# 7568* 7568**

Pour annuler en chaîne les numéros d'usagers :
99# Code maître * Numéro d'utilisateur a#** Unb#** Unc#** ... UN_#****

En utilisant les renseignements de l'exemple ci-dessus :
99# 45988* 07#** 15#** 91#****

ATTENTION

Bien vérifier le branchement entre le clavier extérieur et la plaque du côté intérieur de la porte. Toutes les broches doivent être bien en place pour que le clavier fonctionne. Voir étape 6A du manuel illustré.

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To output the last 15 entries, enter 99 # Supervisory or Master Code * 70 # 0 # 0 # **.

7 Transaction Log

Note: Seq. # 1 is the programming request to output the entries. Sequence numbers 2-6 are the actual entries.

Door #5666

Seq	User	Trans
1	001	003
2	003	001
3	003	001
4	020	001
5	003	001

Door Number

Transaction Number

User Number

Transaction type

Door Number

- 4 Digits
- Up to 9999 different doors, assigned by user

Transaction Number

- Single digit - 1-6
- Latest transaction - 1
- Oldest transaction - 6

User Number

- Three digits - 001 through 099
- User numbers assigned at time of programming

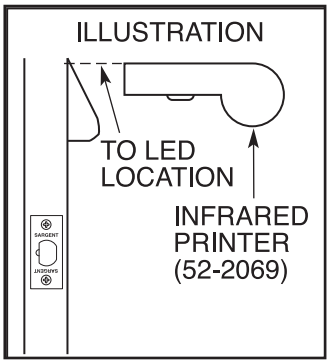
Transaction Types

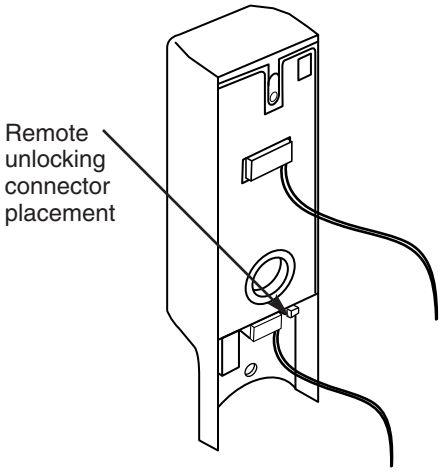
- 001 =Access granted
- 003 = Log printed

Optional Equipment

- Printer Paper (6 Rolls) - 52-0034 used for infrared printers
- Auxiliary Power Unit (APU) 52-2065 - used to unlock unit if batteries are too weak and cylinder is not used.
- Infrared Printer - 52-2069 - used to download the user and transaction type.
- Remote Unlocking - 52-2071 - used for remote unlocking of keypad 10 Line Lock. When remote unlocking feature is used, the latchbolt can be retracted by turning the lever handle.

Hold an infrared printer up to the red infrared LED (as shown). An HP82240B Infrared Printer can be used to download information from the keypad to a printout.





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